

YEO7-06

A Betrayal Most Foul

A One-Round D&D[®] LIVING GREYHAWK[™]

Yeomanry Regional Adventure

Version 0.9.2

by Thomas and Jessica Robichaux

Reviewers: Yeomanry Triad Circle Reviewer: Steven Conforti

Playtesters: Rick Middlebrooks, Larry Burns, Beverly Burns, Samantha Burns, Henry Burns, Janett Burns

The city of Loftwick goes on its day-to-day workings. Markets thrive, citizens hustle about, and children play; however, in the Tower of High Sorcery, things are missing. A master has been betrayed and the call has gone out to loyal Yeoman and any others who fight on the side of justice. Heroes should be prepared to root out an ungrateful thief and return what is not rightfully his. A Yeomanry regional adventure for APLs 2-8.

Note: This adventure will be of particular interest to Members of the University at Loftwick.

Resources: *Complete Arcane* [Richard Baker], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Snead], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor].

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at POC@yeomanry.net. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

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Most likely you ordered this adventure as part of an RPGA event from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You must be at least a HERALD-LEVEL GM to run this adventure.

By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To calculate the Average Party Level (APL), follow the process below:

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a

harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the *LGCS* and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the Yeomanry. Characters native to the Yeomanry pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's

kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

Chapters 1 and 5 of the *LGCS* present more information about lifestyle and upkeep.

PREPARATION FOR PLAY

Is This a Military Adventure?

As Yeoman officials do NOT consider the events of this adventure important to the defense of the Yeomanry, members of any branch of the Yeoman military may NOT count the TUs spent on this adventure toward any annual TU commitment required by their enlistment.

Is This a Dustdigger Adventure?

As this adventure does NOT significantly involve archaeological matters, students in the Academy of Lore may NOT count this adventure toward any TUs they must spend per year in study. See individual certificates for more details.

Is This a University at Loftwick Adventure?

As this adventure does significantly involve the University, students in the any part of the University at Loftwick, except the Dustdiggers, may count this adventure toward any TUs they must spend per year in study. See individual certificates for more details.

Is this a Promotion Worthy Adventure?

Heroic deeds in the name of the Yeoman military are NOT possible in this adventure.

Other preparation

The GM should ask if anyone is a member of the University at Loftwick before the adventure starts. Members will receive a separate handout from non-members to start the adventure.

ADVENTURE BACKGROUND

ABOUT THE YEOMANRY

The Yeomanry is situated in a valley between the Jotens and the Tors in the southwest corner of the Sheldomar Valley. The moderately sized realm is nearly surrounded by the Crystalists and its spurs, though its eastern border with Keoland is generally regarded as the eastern bank of the Javan across from the county of Cryllor. Its border continues south to where the great river enters the

Hool Marshes and the lands of the Sea Princes. The climate is hot nearly year-round in the central valley, though the temperature moderates as one approaches the foothills, particularly in late fall and winter. The Yeomanry is a land populated primarily by freemen farmers, who are mostly a Suel-Flan mix.

The Yeomanry is one of the few representative democracies in the Flanaess. Any citizen of majority, who has carried the spear for the nation, either now or in the past, is eligible to elect a spokesman on his behalf from his community who serves in the Council of Common Grosspokesmen in Loftwick.

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers. Many Yeomen have served in the Militia and are stout defenders of their homes.

You can learn more about the Yeomanry at its official website: <http://www.yeomanry.net>.

BACKGROUND

Thoramos was a twelve-year-old plunderer and street urchin in the city of Loftwick. He did not revel in the idea of pilfering the belongings of others, but he stole for his own survival. He was from the settlement of Wickler. His parents were merchants and peddled their goods from Wickler to the neighboring capital city of Loftwick. On a yearly trek to Loftwick, their caravan was attacked by a band of bloodthirsty orcs and Thoramos was one of the handful of young survivors who eventually made it to Loftwick.

For two years, Thoramos was a swindler of goods. He would pick the pockets of the folk in the market and live off of the food from merchant stands. He soon discovered he had a special ability. He could create a small burst of light to dazzle his victims and then make off with their wares. A sorcerer named Krunos the Conjuror witnessed Thoramos' special talent first-hand after Thoramos tried to steal Krunos' coin bag.

For the past fifteen years, Thoramos was an apprentice to Krunos, learning everything he could. Krunos excelled in summoning, so naturally, Thoramos specialized in summoning. Finally, Thoramos decided to go out into the world on his own. Drawing on his criminal past and his present skills, he decided to form a gang and find a small town upon which to prey. He asked his

master Krunos to give him various items to help him get started. Thoramos thought he was entitled to help and items from Krunos due to all his years of service as an apprentice. However, upon learning of Thoramos' shady intent, Krunos refused all assistance.

Thoramos felt betrayed by what he perceived to be his master's stinginess. A few days after Krunos' refusal, Thoramos scurried into the night with what he considered his just due; some of Krunos' prize possessions.

ADVENTURE SUMMARY

It has been five days since the last of the events mentioned in the background. The PCs receive either Player Handout #1 or Player Handout #2. Other than the beginning of the adventure, nothing else of note takes place in Loftwick. The PCs are to travel to the town of Whitehurst where they can gather information as to the whereabouts of Thoramos at an inn and a NPC innkeeper of no renowned status. While at the inn in the middle of the night, they will fight a group of thugs. The PCs will then travel west into the forest outside of Whitehurst where they will have their final encounter with Thoramos. They will then travel back to Loftwick to report their findings.

Encounter 1 -Krunos the Conjuror- PCs have received invitations to attend a meeting about a theft of magic items, and they attend the meeting. This is when the party meets Krunos and what happened is explained to them. They are then directed to see Mizrath to receive scrying information about Thoramos' whereabouts.

Encounter 2 -A Sightless Seer?- The PCs are advised that Thoramos' trail is hard to follow, but the seer does see him currently in the town of Whitehurst. The seer explains she cannot be sure of where he is going from there, only that he is there now.

Encounter 3 -Dangerous Roads Ahead- The PCs travel to Whitehurst. The trek is two full days' ride, and the PCs are provided horses for this journey by the University at Loftwick. Halfway through the second day, the PCs are ambushed by thieves along the road.

Encounter 4 -The Blind Beholder- Upon reaching Whitehurst, the PCs find their way to a local inn that seems to have the most patronage, as good a place as any to gather some information. Here they meet Bart Thissledown, the innkeeper. A few of the patrons offer information

about local Whitehurst affairs and the PCs learn there is a local gang operating in the area. PCs are told of a reward for the capture or extermination of the gang and that Bart is in charge of the investigation.

Encounter 5 –Good Night, Sleep Tight- Having learned that Thoramos' girlfriend will be in town the next day, the PCs will stay in town overnight at The Blind Beholder, or any other place of their choosing (preferably at The Blind Beholder). The PCs are attacked that night by the gang that Thoramos hired to help cover his trail. The PCs may recognize one of the gang members as one of the townsfolk in the inn when they gathered information.

Encounter 6 -Seeing Him for Who He Is - After the defeat of the gangs, Bart will tell the PCs Thoramos had been seeing his daughter for the past two years and he did not think Thoramos was such a bad guy. After discovering Thoramos hired the thugs to kill the PCs, Bart's opinion has changed. He now would like to see Thoramos brought to justice for his crimes. He will disclose the last known location of Thoramos to the PCs. The PCs are told Thoramos will be leaving later this day or tomorrow for destinations unknown.

Encounter 7 -No Leaf Left Unturned- This encounter takes place about an hour's ride from Whitehurst. The PCs will find a trail described to them by Bart and follow the trail into the woods, where they will find an old estate. This is where Thoramos will be waiting for them, and the final battle will ensue.

Encounter 8 -Justice Be Done- This encounter takes place with Thoramos alerted to the PCs by his hawk familiar which was keeping watch around the estate.

Encounter 9 -A Father's Love- Bart will grant all of the PCs his favor for returning his daughter from one who is now known to be evil: Thoramos.

Conclusion -The PCs will return to Loftwick, uneventfully, and will report their findings and give the journal and the items found to Krunos.

INTRODUCTION

Early morning on the 5th of Coldeven, the characters receive messages from an elder mage at the University at Loftwick.

There is a chill in the air this morning in Loftwick, but warm cups of tea and the fire at the inn keep you warm. The inn has not been

very busy since you strolled into the capitol of the Yeomanry for a well-deserved rest. All the strains of the trials and toils of your last few adventures have eased over the past few days, and every adventurer clearly hears the call of the road when he has been idle for too long. It is a welcome sight to see a young page come into the inn, announcing he has a letter for someone matching your description. The young lad seems happy to have found you and respectfully hands you a letter.

Give Player Handout #1 to any members of the University at Loftwick, and give Player Handout #2 to any non-members. The party has several hours before the appointed meeting time; they may shop if they wish.

ENCOUNTER 1: KRUNOS THE CONJURER

The party arrives at the main building of the University at Loftwick as instructed. Here they meet a young apprentice who asks for their papers.

Arriving at the appointed building at the right time you are greeted. "Good afternoon, ladies and lords," a small man says in a cheery tone. "What services can I provide for you this wonderful day? Oh! Oh yes, I have been expecting you. If you all will please follow me, I will take you straight to where you are needed."

You are led down a long series of tunnels and hallways, all adorned with tapestries and paintings of things magical in nature. You pass some busts of what must be important people. Finally, you are led to a door the page pushes open before bidding you farewell.

Inside you find an older gentleman, with neatly trimmed white hair and beard. He stands up to show a sturdy stature for a man in his late 60s. He walks to you straight and upright with the confidence of a man who knows his magical prowess. He greets you all formally. "I am Krunos the Conjuror, master and instructor here at the University. I greatly appreciate you coming to my call for help and justice."

Let the party introduce themselves and take their seats. Once the formalities are done, Krunos will continue.

"Now that we all know each other, let us get down to the unfortunate business at hand.

About 15 years ago, I took in a young lad by the name of Thoramos. He actually tried to pick my pocket one day in the market,” he chuckles. “He tried to use a small spell of weak power to distract me. Naturally, it didn’t work and I caught him. I offered him an apprenticeship to me instead of turning him over to the authorities. He accepted and for the last 15 years I showed him everything I would had he been my own son. He excelled at summoning, just as I do. I showed him wonders beyond what he ever would have seen out there beyond these walls. He loved to summon small things; he seemed to enjoy the power that came with summoning.”

“Now he has betrayed me. He wanted to make his own way in the world and asked me for some items and help to get him started. After all his service, I was happy to help until he revealed he was starting a criminal ring to prey upon some small town. I thought he had given up his criminal ways and was shocked by his plans. I refused to help him break the law. He screamed that I betrayed him by keeping that to which he was entitled, and he stormed out of my lab. He stole some of my most prized items and disappeared. They were a scarlet suit of magical leather armor, a metamagic rod of substitution (acid), and an ingot of starmetal. Mind you, revenge isn’t what I have in mind. I just want my items returned. Any questions?”

See DM Aid: New Rules for descriptions of the items. He will offer a total of 20 x APL gp for the mission, as well as a selection of magic items he can make available. With an appropriate Diplomacy check (DC 30 since his attitude toward the PCs is indifferent), Krunos can be bargained up to 50 x APL gp for the mission.

He can describe Thoramos, but he does not know where Thoramos might be. He does, however, have a friend who is a diviner. He tells the PCs to go see her and she will point them on the right path.

“Very well, I am glad we can come to this agreement. As I said, revenge isn’t what I am after here. Hopefully, he will realize his folly and give the items up peacefully. After all, I didn’t turn him over before, why would I now? Here, present this to Mizrath; she will tell you all she can.” With that, he hands you a bottle with what looks like strands of hair inside. “Good luck, my friends! I thank you all for your efforts.”

Once all negotiating is done and the party agrees to go, they can proceed to meet with Mizrath. Krunos tells them how to get to her workshop.

ENCOUNTER 2: A SIGHTLESS SEER?

This encounter begins as the party approaches the door to Mizrath’s workshop. A Knowledge (Local - Yeomanry) check DC 15 will remind the group of tales of a blind diviner who could track almost anything or anyone.

Upon reaching Mizrath’s door, you immediately notice all the intricate symbols and decorations adorning it. As you reach for the ring held by the lion’s head knocker, you hear a soft, yet strong voice come from within, “No need to knock. I have been expecting Krunos’ friends to come calling. Please, do come in.”

Entering the building, your attention is immediately drawn to the beautiful young woman behind the desk at the center of the room. Standing to greet you, the slender woman of about 30 years smiles at you. “You have come seeking information about Thoramos?”

After the PCs answer, let them introduce themselves and then read on.

It’s a shock to see such a beautiful woman whose eyes have turned to a solid milky white color. In some ways it seems to add to her beauty, bringing somewhat of an otherworldly look to her, but one definitely exotic and mysterious. “Did Krunos send something for me?”

Upon receiving the bottle from the party, she excuses herself to a back room and returns in a few minutes.

“I am sorry I am not more for hospitality. Looking into the mists somewhat drains me, but I have seen where he is. He is currently in the town of Whitehurst, the silver mining town southwest of here. You must make haste, for it is about a two-day ride to the town. As to where he may end up, I can only see the present, not the future. Please, I do ask that you try to get the property without bloodshed, but I will tell you this of Thoramos; he is very short-tempered and quick to resolve his problems with whatever force he needs to.”

With this new information, the party should depart immediately for Whitehurst. The University will provide horses for anyone who needs them. It will be about a two-day ride there.

ENCOUNTER 3: DANGEROUS ROADS AHEAD

When the party departs, they will ride for the rest of that day, stay a night on the road, and ride another full day before reaching Whitehurst. Ask the PCs if they set watch on the night they sleep, draw the encampment, and have them make Spot and Listen checks (there is no encounter this night; this is just to set the mood). The next day, they will be ambushed by thieves along the road as the trail takes a turn up a short hill.

The first afternoon of traveling has proven to be very uneventful. The sun is starting to dip into the western sky, and maybe it is time to look for a place to bed down for the night, especially with those storm clouds starting to move in so fast.

Let anyone make a DC 10 Survival check to find adequate shelter from the rain that is coming tonight. Ask the PCs if they set watches for this night to enhance the dangerous mood of the road and stormy night. Put emphasis on how low visibility is due to the rain.

Conditions: It is a bright, sunny day with excellent visibility in the crisp, cold air. There are shrubs and undergrowth to both sides of the road, with very few trees. The orcs at the top of the hill in the ambush can see the road (and the PCs) clearly for hundreds of yards.

With the dawning of the sun, the last wisps of rain clouds blow out of your area, leaving behind a fresh scent of renewal. Shaking the rain off your wet clothes and packing up, you get back onto the road. It's truly a blessing what a slight rain can do for the land. All morning you see what was just plain grasslands yesterday now has wildflowers popping up and squirrels, birds, and insects hop, chirp, and flutter about in the bright sunlight. It almost seems out of place when the band of orcs attacks.

The orcs take 10 on their Hide checks and have a +2 circumstance bonus due to preparing the ambush in advance. Check for surprise by

having the party roll opposed Spot checks at DC 11 (APL 2) or DC 10 (APLs 4-8) for each orc.

Creatures: These orcs are hostile and in no mood for diplomacy. Remember their daylight penalties.

APL 2 (EL 4)

Orcs (7): hp 7 each; see *Monster Manual*, page 203.

APL 4 (EL 6)

Orc Raider, Male Orc Barbarian3 (3): hp 30 each; see *Appendix 2*.

APL 6 (EL 8)

Orc Raider, Male Orc Barbarian5 (3): hp 50 each; see *Appendix 3*.

APL 8 (EL 10)

Orc Raider, Male Orc Barbarian5 (3): hp 50 each; see *Appendix 4*.

Orc Leader, Male Orc Barbarian6/Eye of Gruumsh1: hp 77; see *Appendix 4*.

Tactics: At APLs 4-8, the orcs will buff as best they can when they see the party approaching. At all APLs, they will try to surprise and surround the party. Refer to DM Aid Map #1.

Treasure:

APL 2: L: 0 gp, C: 5 gp, M: 0 gp.

APL 4: L: 12 gp, C: 5 gp, M: 3 *falchion* +1 (197 gp each), 3 *blessed bandages* (1 gp each), 3 *potions of cure light wounds* (4 gp each).

APL 6: L: 0 gp, C: 7 gp, M: 3 *falchion* +1 (197 gp each), 3 *chainmail* +1 (120 gp each), 3 *blessed bandages* (1 gp each), 3 *potions of cure light wounds* (4 gp each), 3 *potions of cure moderate wounds* (25 gp each), 3 *potions of shield of faith* +2 (4 gp each).

APL 8: L: 0 gp, C: 12 gp, M: *orc double axe* +1 (221 gp), 3 *falchion* +1 (197 gp each), 4 *chainmail* +1 (120 gp each), *armband of elusive action* (66 gp), 4 *blessed bandages* (1 gp each), *cloak of resistance* +1 (83 gp), *potion of bull's strength* (25 gp), 4 *potions of cure light wounds* (4 gp each), 4 *potions of cure moderate wounds* (25 gp each), *potion of enlarge person* (20 gp), *potion of invisibility* (25 gp), 4 *potions of shield of faith* +2 (4 gp each).

ENCOUNTER 4: THE BLIND BEHOLDER

Just after sundown on the second day, the party will arrive in Whitehurst. The PCs find The Blind Beholder Inn to rest and gather information.

The town of Whitehurst is a welcome sight indeed. This town is known for its illustrious silver mining operations, enough to make even a stout-hearted dwarf jealous. As you ride into town, you pass a most curious sight. As if to show off their mining prowess, the largest mansion on the skirts of town appears to have a roof made completely of silver. Taking the road into town, you come upon the largest and most popular inn, The Blind Beholder. With the sun setting on your backs, it seems as good a place as any to seek shelter from the night and start your inquires about Thoramos.

Allow the PCs to enter the inn or check out the rest of town. However, if they want to explore, tell them nighttime is almost upon them and most of the businesses are closed, except for the inn.

As you enter the inn, you are greeted by an assortment of smells and sights from the exotic aroma of the southlands pipe weeds to the ornate set of half-plate on display behind the bar. A large rotund man stands behind the bar and greets you. "Hail, fair travelers! Is it a room and a hot meal you seek this evening? We have got the best venison stew and strong ale to wash it down. Plenty of smelly cheeses... Have yourselves a seat over at that table and I'll be right with you."

The PCs can take a moment to take in the view. There are currently four other patrons in the bar this night. Covington is the spy working for the thugs who are muscling in on the townsfolk. He is seated by the fire and has been at the inn waiting to see if strangers are coming through asking about Thoramos, as he has been paid to do.

As the barkeep makes his way to your table, you notice there are four other patrons in the bar tonight. An older gentleman and a dwarf are arguing over the proper technique of mining ores. There is a man sitting at the bar, as well as a man sitting by the fire enjoying a rather large meal. "Well met, fellow souls. I am Bart Thissledown. What are ya having tonight?"

The PCs can try to Gather Information. Regardless whether they try or not, Covington

suspects these are the people who are following Thoramos and he will report them being there.

Gregory sits at the bar, Covington sits by the fire, Creekstone the Dwarf and Martle are arguing at their table, and Bart is running his tavern, but he can be questioned. A Gather Information check can be made with all in the bar.

GREGORY

DC 10- "There have been a lot of shady things going on lately."

DC 15- "There is rumored to be a monster lurkin' in the woods south of town."

DC 20- "The silver-roofed house belongs to the local grosspokesman."

CREEKSTONE

DC 10- "The mining has been better than average lately; seems to be attracting a lot of new miners to the region."

DC 15- "Along with new money in the region, seems there's a new gang trying to take their share, shaking down local merchants for protection."

DC 20- "It is rumored that the fire that burnt down the grain mill last week was not an accident."

COVINGTON

DC 10- "I'm new around here, so I don't know much. But I have heard the silver prospecting is good around here."

DC 15- "There's supposed to be a problem lately with bandits in the area, but I haven't met anyone who's actually been robbed."

DC 20- "Actually, I think all the bad talk is meant to discourage new business competition."

MARTLE

Martle is an older miner who has nothing of real value; just the local drunk really.

BART THISSLEDOWN

DC 10- Bart has heard of these rumors of thugs, but they have not approached him yet, possibly due to his reputation.

DC 15- He has seen Thoramos, but as far as knowing his whereabouts, he is not sure.

DC 20- He tells you if you truly want to see Thoramos, he will be back in town on the morrow. He has a lady friend he has been waiting to see and she arrives home tomorrow.

After the information has been gathered, let the PCs settle for the night so they can speak with the girlfriend tomorrow. If they didn't gather that information, suggest they stay the night to gather more tomorrow when more patrons might be in the bar.

ENCOUNTER 5: GOOD NIGHT, SLEEP TIGHT

"Well, my friends, will it be rooms for the night then?"

The PCs will be given a grand room that can comfortably sleep six, but two people are relegated to couches. This is important to see how the events of the attack this night will play out. Once the PCs retire for the evening, ask them if they set up a watch. Draw the room (refer to DM Aid Map #2). Have whichever PC is on the second watch roll Listen checks against the gang at DC (10 + [1 per 10 ft.]). The fight is on.

Conditions: There is no light except that provided by the PCs.

APL 2 (EL 4)

Covington, Male Human Sorcerer2: hp 11; see *Appendix 1*.

Toad (familiar): hp 5; see *Monster Manual*, page 282.

Thug, Male Human Fighter1 (2): hp 10 each; see *Appendix 1*.

APL 4 (EL 6)

Covington, Male Human Sorcerer4: hp 19; see *Appendix 2*.

Toad (familiar): hp 9; see *Monster Manual*, page 282.

Thug, Male Human Fighter2 (2): hp 19 each; see *Appendix 2*.

APL 6 (EL 8)

Covington, Male Human Sorcerer6: hp 27; see *Appendix 3*.

Toad (familiar): hp 13; see *Monster Manual*, page 282.

Thug, Male Human Fighter4 (2): hp 38 each; see *Appendix 3*.

APL 8 (EL 10)

Covington, Male Human Sorcerer8: hp 43; see *Appendix 4*.

Toad (familiar): hp 21; see *Monster Manual*, page 282.

Thug, Male Human Fighter6 (2): hp 57 each; see *Appendix 4*.

Tactics: Remember that the party has not rested fully since the fight with the orcs earlier this day, so any resources used are not back (spells, etc.). Also, remember to apply the rules for wearing armor when sleeping or the PCs may not be armored for this fight. The gang will sneak to the party's room, burst in, and try to neutralize anyone who is awake first. The gang will fight desperately, knowing Thoramos will kill them if they fail. At all APLs, Covington will cast *mage armor* on himself before going to the party's room.

APLs 4-8: Covington will also cast *shield* on himself before going to the party's room.

APLs 6-8:, Covington will also cast *mirror image* on himself before going to the party's room.

Treasure: Also list any Adventure Record effects that the PC might earn from this encounter.

APL 2: L: 165 gp, C: 2 gp, M: 3 *blessed bandages* (1 gp each), *memento magica 1st* (125 gp), *oil of pass without trace* (4 gp), 3 *potions of cure light wounds* (4 gp each), *potion of mage armor* (4 gp), *scroll of benign transposition* (2 gp).

APL 4: L: 106 gp, C: 7 gp, M: 2 *breastplate +1* (112 gp each), 3 *blessed bandages* (1 gp each), *eternal wand of color spray* (68 gp), *memento magica 1st* (125 gp), 2 *oils of magic weapon* (4 gp each), *oil of pass without trace* (4 gp), 3 *potions of cure light wounds* (4 gp each), *potion of cure moderate wounds* (12 gp), *potion of mage armor* (4 gp), 2 *potions of shield of faith +2* (4 gp each), *scroll of baleful transposition* (12 gp), *scroll of benign transposition* (2 gp).

APL 6: L: 82 gp, C: 7 gp, M: 2 *breastplate +1* (112 gp each), *bracers of the entangling blast* (166 gp), 3 *blessed bandages* (1 gp each), *eternal wand of color spray* (68 gp), *memento magica 1st* (125 gp), 2 *oils of magic weapon* (4 gp each), *oil of pass without trace* (4 gp), 3 *potions of cure light wounds* (4 gp each), 3

potions of cure moderate wounds (12 gp), potion of mage armor (4 gp), 2 potions of shield of faith +2 (4 gp each), safewing emblem (20 gp), scroll of baleful transposition (12 gp), scroll of benign transposition (2 gp).

APL 8: L: 5 gp, C: 8 gp, M: 2 *breastplate +1* (112 gp each), *dagger +1* (191 gp), 2 *longsword +1* (192 gp each), *bracers of the entangling blast* (166 gp), 3 *blessed bandages* (1 gp each), *eternal wand of color spray* (68 gp), *memento magica 1st* (125 gp), 2 *oils of magic weapon* (4 gp each), *oil of pass without trace* (4 gp), *potion of barkskin +5* (100 gp), 2 *potions of bull's strength* (25 gp each), 3 *potions of cure light wounds* (4 gp each), 3 *potions of cure moderate wounds* (12 gp), *potion of mage armor* (4 gp), 2 *potions of shield of faith +2* (4 gp each), *potion of shield of faith +4* (50 gp), *safewing emblem* (20 gp), *scroll of baleful transposition* (12 gp), *scroll of benign transposition* (2 gp).

ENCOUNTER 6: SEEING HIM FOR WHO HE IS

After the fight at the inn, if the PCs search the bodies, they will discover a written order from Thoramos detailing the plans to kill anyone following him (give out Player Handout #3). If the PCs present this to Bart, he will tell the truth about the lady friend being his daughter and where the PCs can find them both.

After the night's events have played themselves out, you now have a note showing that Thoramos planned murderous deeds. Bart secures your rooms so you will not be bothered. Upon showing Bart the note, he tells you the truth. The lady friend in town is, in fact, his daughter. He says Thoramos has never shown any ill will before this. Bart never thought of him as anything but genuine. He knows Thoramos attended the University at Loftwick, but he has never figured him capable of something like this. "I swear if I had known, I would have told ya. I think you have ended the threat of the gang in our town now and you have my gratitude forever for that. Please, you have to help me get my daughter back from him before they leave for wherever it is they are going. Please, I beg of you!"

If the PCs agree to help Bart, he tells them of a trail they can follow in the morning to a rundown estate Thoramos has been using as his home for the past year or so when he comes to visit Twila.

ENCOUNTER 7: NO LEAF LEFT UNTURNED

The PCs should head out first thing in the morning following Bart's directions due to the threat of Thoramos and Twila leaving for parts unknown. If the party delays past mid-morning for any reason, they will be too late and will have missed Thoramos and Twila, who have escaped, their tracks lost in the traffic of the main road.

The PCs will need to travel about an hour out of town into the forest to reach the estate Thoramos has been using when he comes to visit Twila. Have the PCs make several Spot and Listen checks as if they were being followed in the woods. The PCs are not actually being followed, but do this to enhance the danger of going into the darker areas of the woods. Hence there is no DC to actually make for the Spot or Listen checks. However, if any of the PCs make a DC 15 Survival check, tell them the gathering gloom of the forest seems unnatural.

Heading out in the direction Bart told you to go, you easily find the trail and head into the woods. The woods surrounding the mining town seem pleasant enough this day. The sun breaks through the canopy in many areas. The animals of the forest flutter and scatter at the sounds of your party's approach. All seems to be in order, although you cannot seem to shake the feeling you are being watched.

Have the PCs make their Spot and Listen checks.

Still pressing on, it seems to feel like the forest itself is closing in all about you. Sounds of animals that were once abundant now seem to be scattered and scarce. The sunlight that once broke through the canopy to warm you is now being replaced with a dull shade of grey and a light cool breeze has sprung up to put a chill in the air. After a while of walking, having heard or seen nothing new in what seemed to be hours, you are startled to hear the call of a lone bird flying off in the distance. However, this proves to be a good omen as it directs your attention from whatever dark thoughts you were contemplating to what appears to be a stone wall off in the distance. You must now be where Thoramos is hiding.

The party automatically hears and spots the bird, although they may not realize what it is. It is Thoramos' hawk familiar going to warn him of the coming intruders. This will lead to the final fight. It

will take the party three rounds on foot (at a move speed of 30 feet) to get to the estate from here.

ENCOUNTER 8: JUSTICE BE DONE

This encounter takes place once the PCs come within sight of the walled estate Thoramos is using. Thoramos is waiting for the PCs to enter and there will be a short dialog before the combat ensues. Thoramos feels betrayed by Krunos and Bart, and he will not listen to any of the PCs' banter or diplomacy to turn over the items. Allow the PCs to try to sneak up to the estate if they like, but Thoramos will probably know of their approach from his familiar. He will pre-cast *mage armor* and *shield*. Sneaking in will be very difficult. Once the PCs have approached close enough to be seen or to see in the estate through the ruined gates, read the following:

Approaching the estate, you hear the sounds of a woman pleading. "Please, please believe me; father would never have told of our location. You must be wrong."

As you look through the ruined gates, you witness someone who must be Thoramos slap a young woman who must be Twila backwards and to the ground. He regards you with hatred in his eyes. "I have done nothing that was not deserved. Krunos betrayed me, refused to help me start out on my own after all the years I worked for him, and now Bart has betrayed me, too. Fine!" With that, he clenches his fist to crush a light brown gem.

Roll initiative. The gates are ruined and do not work. There are enough gaps and holes to easily see through them, but the party will have to find a way to get over. The walls are smooth solid stone, wet from the earlier rain, and 15 feet high. The gates are wooden and 10 feet high. Although they are wet from the rain, they are not slippery and have a rough surface providing many handholds (Climb DC 10).

APL 2 (EL 4)

Thoramos, Male Human Sorcerer4: hp 16; see *Appendix 1*.

Hawk (familiar): hp 8 each; see *Monster Manual*, page 273.

Earth Elemental, Large: hp 68 each; see *Monster Manual*, page 97.

APL 4 (EL 6)

Thoramos, Male Human Sorcerer6: hp 24; see *Appendix 2*.

Hawk (familiar): hp 12 each; see *Monster Manual*, page 273.

Earth Elemental, Large: hp 68 each; see *Monster Manual*, page 97.

APL 6 (EL 8)

Thoramos, Male Human Sorcerer8: hp 40; see *Appendix 3*.

Hawk (familiar): hp 20 each; see *Monster Manual*, page 273.

Earth Elemental, Large: hp 68 each; see *Monster Manual*, page 97.

APL 8 (EL 10)

Thoramos, Male Human Sorcerer10: hp 60; see *Appendix 4*.

Hawk (familiar): hp 30 each; see *Monster Manual*, page 273.

Earth Elemental, Large: hp 68 each; see *Monster Manual*, page 97.

Tactics: At all APLs, Thoramos will cast a *summon monster* spell first. He will hang back and let the summoned monster(s) do as much as it (or they) can. He will lob spells, targeting any obvious spellcasters to try to keep them out of the fight. Thoramos will fight to the death, seeing he has nothing to live for since Bart's betrayal. If by some chance the PCs manage to capture Thoramos, it is the same ending as if he were slain.

Treasure: Also list any Adventure Record effects that the PC might earn from this encounter.

APL 2: L: 1 gp, C: 1 gp, M: *blessed bandage* (1 gp), *elemental gem (earth)* (187 gp), 2 *potions of cure light wounds* (4 gp each), *scroll of baleful transposition* (12 gp), *scroll of benign transposition* (4 gp), *wand of magic missile* (62 gp).

APL 4: L: 1 gp, C: 1 gp, M: *armband of elusive action* (66 gp), *blessed bandage* (1 gp), *elemental gem (earth)* (187 gp), 2 *potions of cure light wounds* (4 gp each), *scroll of baleful transposition* (12 gp), *scroll of benign transposition* (4 gp), *wand of magic missile* (3^d) (187 gp).

APL 6: L: 1 gp, C: 1 gp, M: *armband of elusive action* (66 gp), *bead of force* (250 gp), *blessed bandage* (1 gp), *elemental gem (earth)* (187

gp), 2 *potions of cure light wounds* (4 gp each), *potion of cure serious wounds* (62 gp), *potion of protection from good* (4 gp), *scroll of baleful transposition* (12 gp), *scroll of benign transposition* (4 gp), *wand of magic missile* (3rd) (187 gp).

APL 8: L: 1 gp, C: 5 gp, M: *armband of elusive action* (66 gp), *bead of force* (250 gp), *blessed bandage* (1 gp), *elemental gem (earth)* (187 gp), *gloves of dexterity +2* (333 gp), 2 *potions of cure light wounds* (4 gp each), *potion of cure serious wounds* (62 gp), *potion of protection from good* (4 gp), *ring of protection +1* (166 gp), *scroll of baleful transposition* (12 gp), *scroll of benign transposition* (4 gp), *scroll of bands of steel* (31 gp), *tanglepatch* (16 gp), *wand of magic missile* (3rd) (187 gp).

Development After the encounter, the PCs may search the building Thoramos and Twila were staying in. They will find the items stolen from Krunos. Twila will reluctantly agree to go back to town with the party. There will be no encounters on the way back.

ENCOUNTER 9: A FATHER'S LOVE

When the PCs return to The Blind Beholder, read the appropriate paragraphs.

If the PCs did bring back Twila, read the next paragraph.

As you enter The Blind Beholder, Bart rushes for Twila and asks what happened. After a tearful explanation, Bart turns to you and says, "You have more gratitude from me and my family than I can ever repay. You returned my daughter from what we now know to be a madman. Forever will you carry the gratitude of the Thissledowns with you. Know ye always have a warm place to lay your head, and a warm meal to fill your bellies if you ever find yourself in the area again, my friends."

If the PCs defeated the gang in Encounter 5, read the next paragraph.

"The thugs who attacked you proved to be the gang trying to muscle in on our quaint little town here."

Continue reading from here.

Bart insists you stay the night before heading back to Loftwick. He feeds you grandly and in the morning you find your

mounts are brushed down and ready for the road once again.

CONCLUSION

The trip back to Loftwick is uneventful. Once the PCs go to the University at Loftwick, read the following:

You again find yourself meeting the man known as Krunos the Conjurer. As you approach, he bids you to sit. "I already know of the fate of Thoramos. Most unfortunate, indeed. I was so hoping he would come to his senses. Your assistance in this matter is greatly noted and will not go unheeded." With that, Krunos offers his payment and asks if you would be willing to be called upon for future endeavors.

Allow the PCs to respond before continuing.

Krunos once again thanks you for all your work and sees that you all are fed and taken care of while in Loftwick. The day ends with many promises of further adventures and tales to be told. For now, you heroes find yourself standing once again under the warm sun of the cold day in the city of Loftwick, wondering what adventures life holds for you next.

If the PCs defeat the gang of thugs in Encounter 5, they receive the Favor of Bart.

If the PCs rescue Bart's daughter Twila in Encounter 8, they receive the Favor of the Thissledowns.

If the PCs return Krunos' items, they receive the Favor of Krunos and Friends. If they do NOT return the items, the PCs do NOT receive this favor and do NOT earn the Story Award xp.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter 3

Avoid or defeat the orcs.

APL 2: 120 xp.

APL 4: 180 xp.

APL 6: 240 xp.

APL 8: 300 xp.

Encounter 5

Defeat the gang.

APL 2: 120 xp.

APL 4: 180 xp.

APL 6: 240 xp.

APL 8: 300 xp.

Encounter 8

Defeat Thoramos.

APL 2: 120 xp.

APL 4: 180 xp.

APL 6: 240 xp.

APL 8: 300 xp.

Story Award

Returned Krunos' items.

APL 2: 60 xp.

APL 4: 90 xp.

APL 6: 120 xp.

APL 8: 150 xp.

Discretionary Roleplaying Award

APL 2: 30 xp.

APL 4: 45 xp.

APL 6: 60 xp.

APL 8: 75 xp.

Total possible experience

APL 2: 450 xp.

APL 4: 675 xp.

APL 6: 900 xp.

APL 8: 1,125 xp.

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional adventure, characters may spend additional Time

Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter 3:

APL 2: L: 0 gp, C: 5 gp, M: 0 gp.

APL 4: L: 12 gp, C: 5 gp, M: 3 *falchion +1* (197 gp each), 3 *blessed bandages* (1 gp each), 3 *potions of cure light wounds* (4 gp each).

APL 6: L: 0 gp, C: 7 gp, M: 3 *falchion +1* (197 gp each), 3 *chainmail +1* (120 gp each), 3 *blessed bandages* (1 gp each), 3 *potions of cure light wounds* (4 gp each), 3 *potions of cure moderate wounds* (25 gp each), 3 *potions of shield of faith +2* (4 gp each).

APL 8: L: 0 gp, C: 12 gp, M: *orc double axe +1* (221 gp), 3 *falchion +1* (197 gp each), 4 *chainmail +1* (120 gp each), *armband of elusive action* (66 gp), 4 *blessed bandages* (1 gp each), *cloak of resistance +1* (83 gp), *potion of bull's strength* (25 gp), 4 *potions of cure light wounds* (4 gp each), 4 *potions of cure moderate wounds* (25 gp each), *potion of enlarge person* (20 gp), *potion of invisibility* (25 gp), 4 *potions of shield of faith +2* (4 gp each).

Encounter 5:

APL 2: L: 165 gp, C: 2 gp, M: 3 *blessed bandages* (1 gp each), *memento magica 1st* (125 gp), *oil of pass without trace* (4 gp), 3 *potions of cure light wounds* (4 gp each), *potion of mage armor* (4 gp), *scroll of benign transposition* (2 gp).

APL 4: L: 106 gp, C: 7 gp, M: 2 *breastplate +1* (112 gp each), 3 *blessed bandages* (1 gp each), *eternal wand of color spray* (68 gp), *memento magica 1st* (125 gp), 2 *oils of magic weapon* (4 gp each), *oil of pass without trace* (4 gp), 3 *potions of cure light wounds* (4 gp each), *potion of cure moderate wounds* (12 gp), *potion of mage armor* (4 gp), 2 *potions of shield of faith +2* (4 gp each), *scroll of baleful transposition* (12 gp), *scroll of benign transposition* (2 gp).

APL 6: L: 82 gp, C: 7 gp, M: 2 *breastplate +1* (112 gp each), *bracers of the entangling blast* (166 gp), 3 *blessed bandages* (1 gp each), *eternal wand of color spray* (68 gp), *memento magica 1st* (125 gp), 2 *oils of magic weapon* (4

gp each), *oil of pass without trace* (4 gp), 3 *potions of cure light wounds* (4 gp each), 3 *potions of cure moderate wounds* (12 gp), *potion of mage armor* (4 gp), 2 *potions of shield of faith +2* (4 gp each), *safewing emblem* (20 gp), *scroll of baleful transposition* (12 gp), *scroll of benign transposition* (2 gp).

APL 8: L: 5 gp, C: 8 gp, M: 2 *breastplate +1* (112 gp each), *dagger +1* (191 gp), 2 *longsword +1* (192 gp each), *bracers of the entangling blast* (166 gp), 3 *blessed bandages* (1 gp each), *eternal wand of color spray* (68 gp), *memento magica 1st* (125 gp), 2 *oils of magic weapon* (4 gp each), *oil of pass without trace* (4 gp), *potion of barkskin +5* (100 gp), 2 *potions of bull's strength* (25 gp each), 3 *potions of cure light wounds* (4 gp each), 3 *potions of cure moderate wounds* (12 gp), *potion of mage armor* (4 gp), 2 *potions of shield of faith +2* (4 gp each), *potion of shield of faith +4* (50 gp), *safewing emblem* (20 gp), *scroll of baleful transposition* (12 gp), *scroll of benign transposition* (2 gp).

Encounter 8:

APL 2: L: 1 gp, C: 1 gp, M: *blessed bandage* (1 gp), *elemental gem (earth)* (187 gp), 2 *potions of cure light wounds* (4 gp each), *scroll of baleful transposition* (12 gp), *scroll of benign transposition* (4 gp), *wand of magic missile* (62 gp).

APL 4: L: 1 gp, C: 1 gp, M: *armband of elusive action* (66 gp), *blessed bandage* (1 gp), *elemental gem (earth)* (187 gp), 2 *potions of cure light wounds* (4 gp each), *scroll of baleful transposition* (12 gp), *scroll of benign transposition* (4 gp), *wand of magic missile (3rd)* (187 gp).

APL 6: L: 1 gp, C: 1 gp, M: *armband of elusive action* (66 gp), *bead of force* (250 gp), *blessed bandage* (1 gp), *elemental gem (earth)* (187 gp), 2 *potions of cure light wounds* (4 gp each), *potion of cure serious wounds* (62 gp), *potion of protection from good* (4 gp), *scroll of baleful transposition* (12 gp), *scroll of benign transposition* (2 gp), *wand of magic missile (3rd)* (187 gp).

APL 8: L: 1 gp, C: 5 gp, M: *armband of elusive action* (66 gp), *bead of force* (250 gp), *blessed bandage* (1 gp), *elemental gem (earth)* (187 gp), *gloves of dexterity +2* (333 gp), 2 *potions of cure light wounds* (4 gp each), *potion of cure serious wounds* (62 gp), *potion of protection from good* (4 gp), *ring of protection*

+1 (166 gp), *scroll of baleful transposition* (12 gp), *scroll of benign transposition* (2 gp), *scroll of bands of steel* (31 gp), *tanglepatch* (16 gp), *wand of magic missile* (3rd) (187 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 166 gp, C: 8 gp, M: 424 gp – Total: 598 gp (450 gp).

APL 4: L: 119 gp, C: 13 gp, M: 1,428 gp – Total: 1,560 gp (650 gp).

APL 6: L: 83 gp, C: 15 gp, M: 2,524 gp – Total: 2,622 gp (900 gp).

APL 8: L: 6 gp, C: 25 gp, M: 4,339 gp – Total: 4,370 gp (1,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

Favor of Bart: For freeing the town from the oppression of the gang of thugs, Bart will make certain items more available to this PC. Add Frequency: Regional access (and remove the Limit) from the following items below: *blessed bandage*, *tanglepatch*, and *safewing emblem*.

Favor of the Thissledowns: For rescuing his daughter Twila, Bart will grant this PC free High Upkeep at his inn whenever the PC is in the area of Whitehurst.

Favor of Krunos and Friends: Krunos is very grateful to regain his items. He will work through his friends to provide access (Frequency: Regional) to all items to which the PC earns access on this AR.

The starmetal is a one-time-only purchase, limited to 1 ingot. Cross off the starmetal when purchased. You may forge one item (weapon, shield, or armor) to which you have access from the starmetal. Alternately, you may use the starmetal ingot one time to satisfy the starmetal dependency feature of the Green Star Adept prestige class (*Complete Arcane*).

Additionally, a PC who is a member of the University at Loftwick will receive access to two spells of his choice from the following list (SpC, circle spells selected): *caltrops*, *benign transposition*, *corrosive grasp*, *deep breath*, *wall of smoke*, *baleful transposition*, *cloud of bewilderment*, *inky cloud*, *acid breath*, *mass mage armor*, *nauseating breath*, *regal procession*,

translocation trick, *wall of sand*, *wall of water*, *acid sheath*, *viscid glob*, *vitriolic sphere*, *g'elsewhere chant*, *heal animal companion*, *anarchic water*, *anarchic storm*, *axiomatic water*, *axiomatic storm*, *crawling darkness*, *delay disease*, *holy storm*, *faith healing*.

Item Access

APL 2 (all of the following):

- *Arcane scroll of baleful transposition* (*Adventure*; *Spell Compendium*; *Limit 5*)
- *Arcane scroll of benign transposition* (*Adventure*; *Spell Compendium*; *Limit 5*)
- *Blessed bandage* (*Adventure*; *Magic Item Compendium*; *Limit 5*)
- *Crimson coat of Ilpharzz* (*Adventure*; *Complete Arcane*; *Limit 1*)
- *Elemental gem, earth* (*Adventure*; *DMG*; *Limit 3*)
- *Ingot of starmetal* (*Adventure*; *Complete Arcane*; *Limit 1*)
- *Memento magica 1st Level* (*Adventure*; *Magic Item Compendium*; *Limit 1*)
- *Metamagic rod, substitution (acid)*, (*Adventure*; *Magic Item Compendium*; *Limit 1*)

APL 4 (all of APL 2 plus the following):

- *Armband of elusive action* (*Adventure*; *Magic Item Compendium*; *Limit 1*)
- *Eternal wand of color spray* (*Adventure*; *Magic Item Compendium*; *Limit 1*)
- *Wand of magic missile (CL 3rd)* (*Adventure*; *DMG*; *Limit 1*)

APL 6 (all of APLs 2, 4 plus the following):

- *Bead of force* (*Adventure*; *DMG*; *Limit 3*)
- *Bracers of the entangling blast* (*Adventure*; *Magic Item Compendium*; *Limit 1*)
- *Safewing emblem* (*Adventure*; *Magic Item Compendium*; *Limit 1*)

APL 8 (all of APLs 2, 4, 6 plus the following):

- *Arcane scroll of bands of steel* (*Adventure*; *Spell Compendium*; *Limit 5*)
- *Potion of barkskin +5* (*Adventure*; *DMG*)
- *Tanglepatch* (*Adventure*; *Magic Item Compendium*; *Limit 3*)

APPENDIX 1 – APL 2

ENCOUNTER 5

COVINGTON

CR 2

Male human sorcerer 2

NE Medium humanoid (human)

Init +6; **Senses** Listen +1, Spot +1

Languages Common

AC 16, touch 12 (16 vs. incorporeal), flat-footed 14

(+2 Dex, +4 armor [*mage armor*])

hp 11 (2d4+2 HD; +3 toad familiar)

Fort +1, **Ref** +4, **Will** +4

Speed 30 ft. in no armor (6 squares), base movement 30 ft.

Melee masterwork dagger +1 (1d4-1 19-20) or dagger +0 (1d4-1 19-20)

Ranged masterwork dagger +4 (1d4-1 19-20) or dagger +3 (1d4-1 19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +0

Atk Options Spells

Combat Gear *Blessed bandage, memento magica 1st, oil of pass without trace, potion of cure light wounds, potion of mage armor, scroll of benign transposition*

Sorcerer Spells Known (CL 2nd):

1st (5/day)— *mage armor* †, *sleep*

0 (6/day)— *acid splash, detect magic, daze, flare, ray of frost*

† Already cast

Abilities Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 15

SQ familiar (toad)

Feats Improved Initiative, Lightning Reflexes

Skills Bluff +7, Concentration +6, Spellcraft +5

Possessions combat gear plus traveler's outfit, masterwork dagger, 2 daggers, spell component pouch, 3 gp, note from Thoramos (see Player Handout 3)

Description This man is of Suel-Flan descent with average height and weight. He has ordinary looks, wears a traveler's outfit, and would not stand out in a crowd.

Sources *Benign transposition* (*Spell Compendium*), *blessed bandage, memento magica 1st* (*Magic Item Compendium*)

THUG

CR 1

Male human fighter 1

NE Medium humanoid (human)

Init +1; **Senses** Listen +1, Spot +1

Languages Common

AC 18, touch 11, flat-footed 17

(+1 Dex, +5 armor, +2 shield)

hp 10 (1d10+2 HD)

Fort +4, **Ref** +1, **Will** +1

Speed 20 ft. in masterwork breastplate (4 squares), base movement 30 ft.

Melee masterwork longsword +5 (1d8+2 19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +3

Atk Options Power Attack, Cleave

Combat Gear *Blessed bandage, potion of cure light wounds*

Abilities Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Feats Power Attack, Cleave, Weapon Focus (longsword)

Skills Climb +3, Jump +3, Swim -1

Possessions combat gear plus masterwork longsword, masterwork breastplate, masterwork heavy steel shield, 5 gp

Description This man of Flan descent is average in height and weight. He has a tough, hard-bitten look about him.

Sources *Blessed bandage* (*Magic Item Compendium*)

ENCOUNTER 8

THORAMOS

CR 4

Male human sorcerer 4

LN Medium humanoid (human)

Init +6; **Senses** Listen +1, Spot +4 (+3 hawk familiar)

Languages Common

AC 20, touch 12 (20 vs. incorporeal), flat-footed 18

(+2 Dex, +4 armor [*mage armor*], +4 shield [*shield*])

hp 16 (4d4+4 HD)

Fort +2, **Ref** +5, **Will** +5

Speed 30 ft. in no armor (6 squares), base movement 30 ft.

Melee dagger +1 (1d4-1 19-20)

Ranged dagger +4 (1d4-1 19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +1

Atk Options Spells

Combat Gear *Blessed bandage, elemental gem (earth), 2 potions of cure light wounds, scroll of baleful transposition, scroll of benign transposition, wand of magic missile*

Sorcerer Spells Known (CL 4th):

2nd (4/day)— *summon monster II*

1st (7/day)— *mage armor* †, *shield* †, *summon monster I*

0 (6/day)— *acid splash, detect magic, daze, flare, open/close, ray of frost*

† Already cast

Abilities Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 16

SQ familiar (hawk)

Feats Improved Initiative, Lightning Reflexes, Combat Casting

Skills Bluff +10, Concentration +12, Spellcraft +7

Possessions combat gear plus traveler's outfit, 2 daggers, spell component pouch, 5 gp

Description This man is of Suel descent with average height and weight. He has a haughty look and wears a traveler's outfit.

Sources *Baleful transposition, benign transposition* (Spell Compendium), *blessed bandage* (Magic Item Compendium)

APPENDIX 2 – APL 4

ENCOUNTER 3

ORC RAIDER CR 3

Male orc barbarian 3
CE Medium humanoid (orc)
Init +2; **Senses** darkvision 60 ft.; Listen +6, Spot +0
Aura Faint evil
Languages Common, Orc

AC 16, touch 12, flat-footed 16
(+2 Dex, +4 armor); uncanny dodge
hp 30 (3d12+3 HD)
Fort +4, **Ref** +3, **Will** +1

Weakness Light sensitivity

Speed 30 ft. in scale mail (6 squares), base movement 30 ft.; other movement mode 10 ft.;

Melee *falchion* +1 +8 (2d4+7 18-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +7

Atk Options Rage, Power Attack, Cleave

Combat Gear *blessed bandage*, *potion of cure light wounds*

Abilities Str 19, Dex 14, Con 13, Int 8, Wis 10, Cha 6

SQ fast movement, illiteracy, rage 1/day, uncanny dodge, trap sense +1, orc traits

Feats Power Attack, Cleave

Skills Climb +6, Hide -2, Listen +6, Survival +6

Possessions combat gear plus *falchion* +1, scale mail, 10 gp

Light Sensitivity (Ex) Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Weapon Familiarity Orcs may treat orc double axes as martial weapons, rather than exotic weapons.

Description This creature looks like a primitive human with gray skin and coarse hair. It has a stooped posture, low forehead, and a piglike face with prominent lower canines that resemble a boar's tusks.

Sources *Blessed bandage* (*Magic Item Compendium*)

ENCOUNTER 5

COVINGTON CR 4

Male human sorcerer 4
NE Medium humanoid (human)
Init +6; **Senses** Listen +1, Spot +1
Languages Common

AC 20, touch 12 (20 vs. incorporeal), flat-footed 18
(+2 Dex, +4 armor [*mage armor*], +4 shield [*shield*])

hp 19 (4d4+4 HD; +3 toad familiar)

Fort +2, **Ref** +5, **Will** +5

Speed 30 ft. in no armor (6 squares), base movement 30 ft.

Melee masterwork dagger +2 (1d4-1 19-20) or dagger +1 (1d4-1 19-20)

Ranged masterwork dagger +5 (1d4-1 19-20) or dagger +4 (1d4-1 19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +1

Atk Options Spells

Combat Gear *Blessed bandage*, *eternal wand of color spray*, *memento magica 1st*, *oil of pass without trace*, *potion of cure light wounds*, *potion of cure moderate wounds*, *potion of mage armor*, *scroll of baleful transposition*, *scroll of benign transposition*

Sorcerer Spells Known (CL 4th):

2nd (4/day)— *glitterdust*

1st (7/day)— *mage armor* †, *shield* †, *sleep*

0 (6/day)— *acid splash*, *detect magic*, *daze*, *flare*, *open/close*, *ray of frost*

† Already cast

Abilities Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 16

SQ familiar (toad)

Feats Improved Initiative, Lightning Reflexes, Combat Casting

Skills Bluff +10, Concentration +12, Spellcraft +7

Possessions combat gear plus traveler's outfit, masterwork dagger, 2 daggers, spell component pouch, 33 gp, note from Thoramos (see Player Handout 3)

Description This man is of Suel-Flan descent with average height and weight. He has ordinary looks, wears a traveler's outfit, and would not stand out in a crowd.

Sources *Baleful transposition*, *benign transposition* (*Spell Compendium*), *blessed bandage*, *eternal wand of color spray*, *memento magica 1st* (*Magic Item Compendium*)

THUG CR 2

Male human fighter 2
NE Medium humanoid (human)

Init +1; **Senses** Listen +1, Spot +1

Languages Common

AC 19, touch 11, flat-footed 18

(+1 Dex, +6 armor, +2 shield)

hp 19 (2d10+4 HD)

Fort +5, **Ref** +1, **Will** +1

Speed 20 ft. in *breastplate* +1 (4 squares), base movement 30 ft.

Melee masterwork longsword +6 (1d8+2 19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +4

Atk Options Power Attack, Cleave, Combat Reflexes

Combat Gear *Blessed bandage*, *oil of magic weapon*, *potion of cure light wounds*, *potion of shield of faith* +2

Abilities Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Feats Power Attack, Cleave, Weapon Focus (longsword), Combat Reflexes

Skills Climb +4, Jump +4, Swim +0/+2 (without shield)

Possessions combat gear plus masterwork longsword, *breastplate* +1, masterwork heavy steel shield, 5 gp

Description This man of Flan descent is average in height and weight. He has a tough, hard-bitten look about him.

Sources *Blessed bandage* (*Magic Item Compendium*)

ENCOUNTER 8

THORAMOS

CR 6

Male human sorcerer 6

LN Medium humanoid (human)

Init +6; **Senses** Listen +1, Spot +4 (+3 hawk familiar)

Languages Common

AC 20, touch 12 (20 vs. incorporeal), flat-footed 18
(+2 Dex, +4 armor [*mage armor*], +4 shield [*shield*])

hp 24 (6d4+6 HD)

Fort +5, **Ref** +6, **Will** +6

Speed 30 ft. in no armor (6 squares), base movement 30 ft.

Melee dagger +2 (1d4-1 19-20)

Ranged dagger +5 (1d4-1 19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +2

Atk Options Spells

Combat Gear *Armband of elusive action*, *blessed bandage*, *elemental gem (earth)*, *2 potions of cure light wounds*, *scroll of baleful transposition*, *scroll of benign transposition*, *wand of magic missile* (3rd)

Sorcerer Spells Known (CL 6th):

3rd (4/day)— *summon monster III*

2nd (6/day)— *mirror image*, *summon monster II*

1st (7/day)— *benign transposition*, *mage armor* †, *shield* †, *summon monster I*

0 (6/day)— *acid spray*, *detect magic*, *detect poison*, *daze*, *flare*, *open/close*, *ray of frost*

† Already cast

Abilities Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 16

SQ familiar (hawk)

Feats Improved Initiative, Lightning Reflexes, Combat Casting, Great Fortitude

Skills Bluff +12, Concentration +14, Spellcraft +9

Possessions combat gear plus traveler's outfit, 2 daggers, spell component pouch, 5 gp

Description This man is of Suel descent with average height and weight. He has a haughty look and wears a traveler's outfit.

Sources *Baleful transposition*, *benign transposition* (*Spell Compendium*), *armband of elusive action*, *blessed bandage*, (*Magic Item Compendium*)

APPENDIX 3 – APL 6

ENCOUNTER 3

ORC RAIDER CR 5

Male orc barbarian 5
CE Medium humanoid (orc)
Init +2; **Senses** darkvision 60 ft.; Listen +8, Spot +0
Aura Faint evil
Languages Common, Orc

AC 18, touch 12, flat-footed 18
(+2 Dex, +6 armor); uncanny dodge

hp 50 (5d12+5 HD)
Fort +2, **Ref** +6, **Will** +4

Weakness Light sensitivity

Speed 30 ft. in *chainmail* +1 (6 squares), base movement 30 ft., other movement mode 10 ft.;

Melee *falchion* +1 +11 (2d4+8 18-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +10

Atk Options Rage, Power Attack, Cleave

Combat Gear *blessed bandage, potion of cure light wounds, potion of cure moderate wounds, potion of shield of faith* +2

Abilities Str 20, Dex 14, Con 13, Int 8, Wis 10, Cha 6

SQ fast movement, illiteracy, rage 2/day, uncanny dodge, trap sense +1, improved uncanny dodge, orc traits

Feats Power Attack, Cleave

Skills Climb +9, Hide -2, Listen +8, Survival +8

Possessions combat gear plus *falchion* +1, *chainmail* +1, 65 gp

Light Sensitivity (Ex) Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Weapon Familiarity Orcs may treat orc double axes as martial weapons, rather than exotic weapons.

Description This creature looks like a primitive human with gray skin and coarse hair. It has a stooped posture, low forehead, and a piglike face with prominent lower canines that resemble a boar's tusks.

Sources *Blessed bandage (Magic Item Compendium)*

ENCOUNTER 5

COVINGTON CR 6

Male human sorcerer 6
NE Medium humanoid (human)
Init +6; **Senses** Listen +1, Spot +1
Languages Common

AC 20, touch 12 (20 vs. incorporeal), flat-footed 18
(+2 Dex, +4 armor [*mage armor*], +4 shield [*shield*])

hp 27 (6d4+6 HD; +3 toad familiar)

Fort +5, **Ref** +6, **Will** +6

Speed 30 ft. in no armor (6 squares), base movement 30 ft.

Melee masterwork dagger +3 (1d4-1 19-20) or dagger +2 (1d4-1 19-20)

Ranged masterwork dagger +6 (1d4-1 19-20) or dagger +5 (1d4-1 19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +2

Atk Options Spells

Combat Gear *Blessed bandage, bracers of the entangling blast, eternal wand of color spray, memento magica 1st, oil of pass without trace, potion of cure light wounds, potion of cure moderate wounds, potion of mage armor, safewing emblem, scroll of baleful transposition, scroll of benign transposition, tanglefoot bag*

Sorcerer Spells Known (CL 6th):

3rd (4/day)— *stinking cloud*

2nd (6/day)— *glitterdust, mirror image* †

1st (7/day)— *benign transposition, mage armor* †, *shield* †, *sleep*

0 (6/day)— *acid spray, detect magic, detect poison, daze, flare, open/close, ray of frost*

† Already cast

Abilities Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 16

SQ familiar (toad)

Feats Improved Initiative, Lightning Reflexes, Combat Casting, Great Fortitude

Skills Bluff +12, Concentration +14, Spellcraft +9

Possessions combat gear plus traveler's outfit, masterwork dagger, 2 daggers, spell component pouch, 33 gp, note from Thoramos (see Player Handout 3)

Description This man is of Suel-Flan descent with average height and weight. He has ordinary looks, wears a traveler's outfit, and would not stand out in a crowd.

Sources *Baleful transposition, benign transposition (Spell Compendium), blessed bandage, bracers of the entangling blast, eternal wand of color spray, memento magica 1st, safewing emblem (Magic Item Compendium)*

THUG CR 4

Male human fighter 4

NE Medium humanoid (human)

Init +1; **Senses** Listen +1, Spot +1

Languages Common

AC 20, touch 11, flat-footed 19

(+1 Dex, +6 armor, +3 shield)

hp 38 (4d10+8 HD)

Fort +7, **Ref** +3, **Will** +5

Speed 20 ft. in *breastplate* +1 (4 squares), base movement 30 ft.

Melee masterwork longsword +8 (1d8+4 19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +6

Atk Options Power Attack, Cleave, Combat Reflexes

Combat Gear *Blessed bandage, oil of magic weapon, potion of cure light wounds, potion of cure moderate wounds, potion of shield of faith* +2

Abilities Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8
Feats Power Attack, Cleave, Weapon Focus (longsword), Combat Reflexes, Iron Will, Weapon Specialization (longsword)
Skills Climb +6, Jump +6, Swim +2/+4 (without shield)
Possessions combat gear plus masterwork longsword, *breastplate +1*, *heavy steel shield +1*, 5 gp

Description This man of Flan descent is average in height and weight. He has a tough, hard-bitten look about him.

Sources *Blessed bandage* (*Magic Item Compendium*)

ENCOUNTER 8

THORAMOS

CR 8

Male human sorcerer 8

LN Medium humanoid (human)

Init +6; **Senses** Listen +1, Spot +4 (+3 hawk familiar)

Languages Common

AC 20, touch 12 (20 vs. incorporeal), flat-footed 18 (+2 Dex, +4 armor [*mage armor*], +4 shield [*shield*])

hp 40 (8d4+16 HD)

Fort +6, **Ref** +6, **Will** +7

Speed 30 ft. in no armor (6 squares), base movement 30 ft.

Melee dagger +3 (1d4-1 19-20)

Ranged dagger +6 (1d4-1 19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +3

Atk Options Spells

Combat Gear *Armband of elusive action*, *bead of force*, *blessed bandage*, *elemental gem (earth)*, 2 *potions of cure light wounds*, *potion of cure serious wounds*, *potion of protection from good*, *scroll of baleful transposition*, *scroll of benign transposition*, *wand of magic missile* (3^d)

Sorcerer Spells Known (CL 8th):

4th (3/day)— *summon monster IV*

3rd (6/day)— *fireball*, *summon monster III*

2nd (7/day)— *baleful transposition*, *mirror image*, *summon monster II*

1st (7/day)— *benign transposition*, *color spray*, *mage armor* †, *shield* †, *summon monster I*

0 (6/day)— *acid spray*, *detect magic*, *detect poison*, *daze*, *flare*, *open/close*, *ray of frost*, *resistance*

† Already cast

Abilities Str 8, Dex 14, Con 14, Int 10, Wis 12, Cha 16

SQ familiar (hawk)

Feats Improved Initiative, Lightning Reflexes, Combat Casting, Great Fortitude

Skills Bluff +14, Concentration +16, Spellcraft +11

Possessions combat gear plus traveler's outfit, 2 daggers, spell component pouch, 5 gp

Description This man is of Suel descent with average height and weight. He has a haughty look and wears a traveler's outfit.

Sources *Baleful transposition*, *benign transposition* (*Spell Compendium*), *armband of elusive action*, *blessed bandage*, (*Magic Item Compendium*)

APPENDIX 4 – APL 8

ENCOUNTER 3

ORC RAIDER CR 5

Male orc barbarian 5
CE Medium humanoid (orc)
Init +2; **Senses** darkvision 60 ft.; Listen +8, Spot +0
Aura Faint evil
Languages Common, Orc

AC 18, touch 12, flat-footed 18
(+2 Dex, +6 armor); uncanny dodge

hp 50 (5d12+5 HD)

Fort +2, **Ref** +6, **Will** +4

Weakness Light sensitivity

Speed 30 ft. in *chainmail* +1 (6 squares), base movement 30 ft., other movement mode 10 ft.;

Melee *falchion* +1 +11 (2d4+8 18-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +10

Atk Options Rage, Power Attack, Cleave

Combat Gear *blessed bandage, potion of cure light wounds, potion of cure moderate wounds, potion of shield of faith* +2

Abilities Str 20, Dex 14, Con 13, Int 8, Wis 10, Cha 6

SQ fast movement, illiteracy, rage 2/day, uncanny dodge, trap sense +1, improved uncanny dodge, orc traits

Feats Power Attack, Cleave

Skills Climb +9, Hide -2, Listen +8, Survival +8

Possessions combat gear plus *falchion* +1, *chainmail* +1, 65 gp

Light Sensitivity (Ex) Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Weapon Familiarity Orcs may treat orc double axes as martial weapons, rather than exotic weapons.

Description This creature looks like a primitive human with gray skin and coarse hair. It has a stooped posture, low forehead, and a piglike face with prominent lower canines that resemble a boar's tusks.

Sources *Blessed bandage (Magic Item Compendium)*

ORC LEADER CR 7

Male orc barbarian 6/eye of Gruumsh 1
CE Medium humanoid (orc)
Init +2; **Senses** darkvision 60 ft.; Listen +10, Spot +0
Aura Faint evil
Languages Common, orc

AC 18, touch 12, flat-footed 18
(+2 Dex, +6 armor) uncanny dodge

hp 77 (7d12+14 HD)

Fort +10, **Ref** +5, **Will** +3

Weakness Light sensitivity

Speed 30 ft. in *chainmail* +1 (6 squares), base movement 3- ft., other movement mode 10 ft.;

Melee *orc double axe* +1 (two-handed) +14/+9 (1d8+8/1d8+8 x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +12

Atk Options Rage, Power Attack, Cleave

Combat Gear *Armband of elusive action, blessed bandage, potion of bull's strength, potion of cure light wounds, potion of cure moderate wounds, potion of enlarge person, potion of invisibility, potion of shield of faith* +2

Abilities Str 20, Dex 14, Con 14, Int 8, Wis 10, Cha 6

SQ fast movement, illiteracy, rage 3/day, uncanny dodge, trap sense +2, improved uncanny dodge, blind-fight, command the horde, orc traits

Feats Power Attack, Cleave, Weapon Focus (orc double axe), Blind-Fight

Skills Climb +9, Hide -2, Listen +10, Survival +10,

Possessions combat gear plus *orc double axe* +1, *chainmail* +1, *cloak of resistance* +1, 30 gp

Command the Horde (Ex) An eye of Gruumsh can direct the actions of any nongood orcs or half-orcs that are within 30 feet of him and whose Hit Dice are lower than his character level. Those who follow the character's orders gain a +2 morale bonus on Will saves. Any eligible orc or half-orc who willingly goes against the eye of Gruumsh's directions loses this bonus immediately.

Light Sensitivity (Ex) Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Weapon Familiarity Orcs may treat orc double axes as martial weapons, rather than exotic weapons.

Description This creature looks like a primitive human with gray skin and coarse hair. It has a stooped posture, low forehead, and a piglike face with prominent lower canines that resemble a boar's tusks.

Sources *Armband of elusive action, blessed bandage (Magic Item Compendium), Command the Horde (Complete Warrior)*

ENCOUNTER 5

COVINGTON CR 8

Male human sorcerer 8
NE Medium humanoid (human)
Init +6; **Senses** Listen +1, Spot +1
Languages Common

AC 20, touch 12 (20 vs. incorporeal), flat-footed 18
(+2 Dex, +4 armor [*mage armor*], +4 shield [*shield*])

hp 43 (8d4+16 HD; +3 toad familiar)

Fort +6, **Ref** +6, **Will** +7

Speed 30 ft. in no armor (6 squares), base movement 30 ft.

Melee *dagger* +1 +4 (1d4 19-20) or dagger +3 (1d4-1 19-20)

Ranged *dagger* +1 +7 (1d4 19-20) or dagger +6 (1d4-1 19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +3

Atk Options Spells

Combat Gear *Blessed bandage, bracers of the entangling blast, eternal wand of color spray, memento magica 1st, oil of pass without trace, potion of barkskin +5, potion of cure light wounds, potion of cure moderate wounds, potion of mage armor, potion of shield of faith +4, safewing emblem, scroll of baleful transposition, scroll of benign transposition, tanglefoot bag*

Sorcerer Spells Known (CL 8th):

4th (3/day)— *enervation*

3rd (6/day)— *haste, stinking cloud*

2nd (7/day)— *baleful transposition, glitterdust, mirror image †*

1st (7/day)— *benign transposition, grease, mage armor †, shield †, sleep*

0 (6/day)— *acid spray, detect magic, detect poison, daze, flare, open/close, ray of frost, resistance*

† Already cast

Abilities Str 8, Dex 14, Con 14, Int 10, Wis 12, Cha 16

SQ familiar (toad)

Feats Improved Initiative, Lightning Reflexes, Combat Casting, Great Fortitude

Skills Bluff +14, Concentration +16, Spellcraft +11

Possessions combat gear plus traveler's outfit, *dagger +1*, 2 daggers, spell component pouch, 33 gp, note from Thoramos (see Player Handout 3)

Description This man is of Suel-Flan descent with average height and weight. He has ordinary looks, wears a traveler's outfit, and would not stand out in a crowd.

Sources *Baleful transposition, benign transposition (Spell Compendium), blessed bandage, bracers of the entangling blast, eternal wand of color spray, memento magica 1st, safewing emblem (Magic Item Compendium)*

THUG

CR 6

Male human fighter 6

NE Medium humanoid (human)

Init +1; **Senses** Listen +1, Spot +1

Languages Common

AC 20, touch 11, flat-footed 19

(+1 Dex, +6 armor, +3 shield)

hp 57 (6d10+12 HD)

Fort +7, **Ref** +3, **Will** +5

Speed 20 ft. in *breastplate +1* (4 squares), base movement 30 ft.

Melee masterwork longsword +8 (1d8+4 19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +6

Atk Options Power Attack, Cleave, Combat Reflexes, Great Cleave

Combat Gear *Blessed bandage, oil of magic weapon, potion of bull's strength, potion of cure light wounds, potion of cure moderate wounds, potion of shield of faith +2*

Abilities Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Feats Power Attack, Cleave, Weapon Focus (longsword), Combat Reflexes, Iron Will, Weapon Specialization (longsword), Blind-Fight, Great Cleave

Skills Climb +8, Jump +8, Swim +4/+6 (without shield)

Possessions combat gear plus *longsword +1, breastplate +1, heavy steel shield +1, 5 gp*

Description This man of Flan descent is average in height and weight. He has a tough, hard-bitten look about him.

Sources *Blessed bandage (Magic Item Compendium)*

ENCOUNTER 8

THORAMOS

CR 10

Male human sorcerer 10

LN Medium humanoid (human)

Init +6; **Senses** Listen +1, Spot +4 (+3 hawk familiar)

Languages Common

AC 22, touch 14 (22 vs. incorporeal), flat-footed 19

(+3 Dex, +4 armor [*mage armor*], +4 shield [*shield*], +1 deflection [*ring of protection +1*])

hp 60 (10d4+20 HD; Improved Toughness)

Fort +7, **Ref** +7, **Will** +8

Speed 30 ft. in no armor (6 squares), base movement 30 ft.

Melee dagger +4 (1d4-1 19-20)

Ranged dagger +7 (1d4-1 19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +4

Atk Options Spells

Combat Gear *Armband of elusive action, bead of force, blessed bandage, elemental gem (earth), gloves of dexterity +2, 2 potions of cure light wounds, potion of cure serious wounds, potion of protection from good, ring of protection +1, scroll of baleful transposition, scroll of bands of steel, scroll of benign transposition, tanglepatch, wand of magic missile (3rd)*

Sorcerer Spells Known (CL 10th):

5th (3/day)— *summon monster V*

4th (5/day)— *Evard's black tentacles, summon monster IV*

3rd (7/day)— *bands of steel, fireball, summon monster III*

2nd (7/day)— *baleful transposition, blur, mirror image, summon monster II*

1st (7/day)— *benign transposition, color spray, mage armor †, shield †, summon monster I*

0 (6/day)— *acid spray, detect magic, detect poison, daze, flare, open/close, ray of frost, resistance, touch of fatigue*

† Already cast

Abilities Str 8, Dex 16 (*gloves of dexterity +2*), Con 14, Int 10, Wis 12, Cha 16

SQ familiar (hawk)

Feats Improved Initiative, Lightning Reflexes, Combat Casting, Great Fortitude, Improved Toughness

Skills Bluff +16, Concentration +18, Spellcraft +13

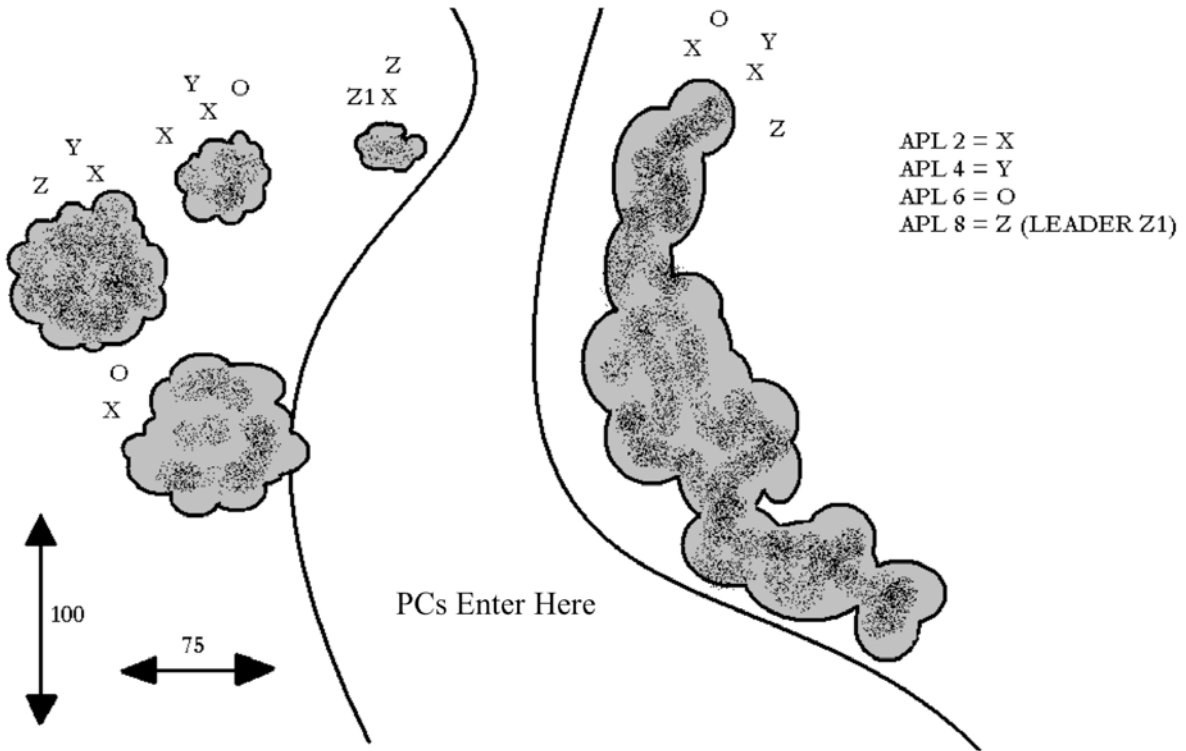
Possessions combat gear plus traveler's outfit, 2 daggers, spell component pouch, 30 gp

Description This man is of Suel descent with average height and weight. He has a haughty look and wears a traveler's outfit.

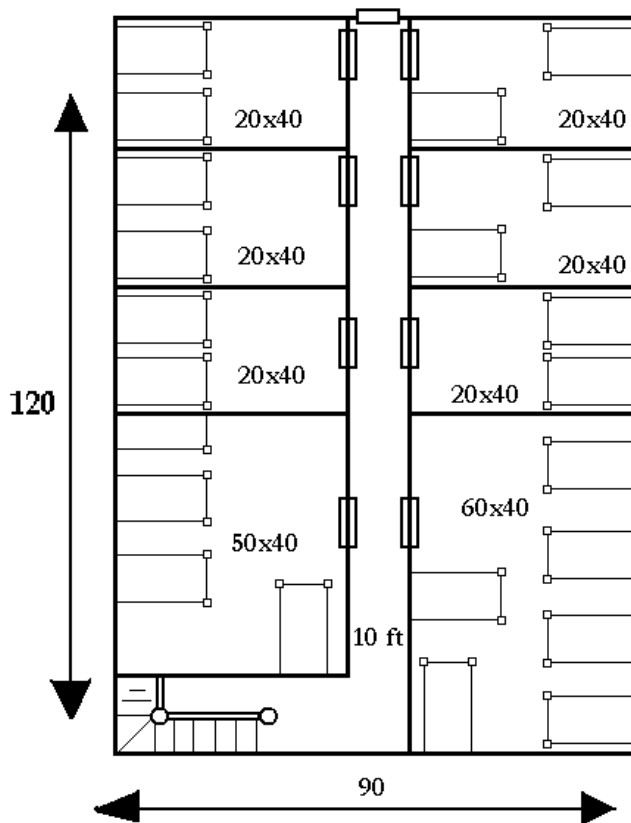
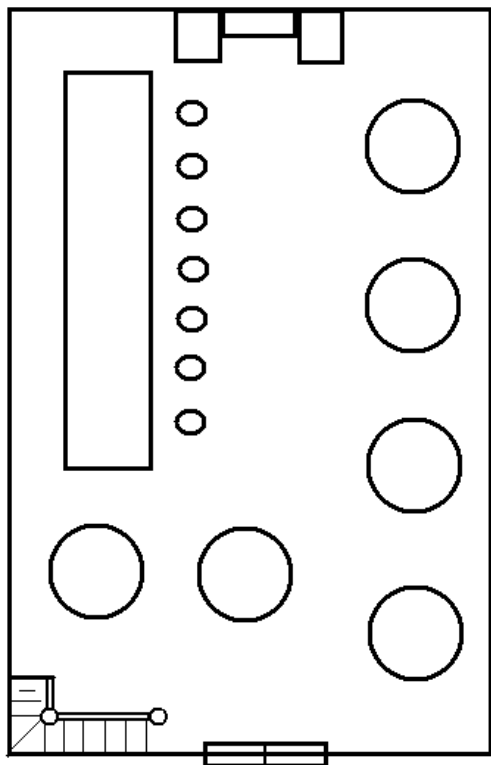
Sources *Baleful transposition, bands of steel, benign transposition (Spell Compendium), armband of elusive action, blessed bandage, (Magic Item*

Compendium), Improved Toughness (*Complete
Warrior*)

DM AID: MAP #1 – AMBUSH ON THE ROAD



DM AID: MAP #2 – THE BLIND BEHOLDER



DM AID: NEW RULES

NEW FEATS

Improved Toughness (Complete Warrior 101)

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

NEW ITEMS

Armband of elusive action (Magic Item Compendium 72)

This solid gold band is polished to a bright shine.

An *armband of elusive action* allows you to protect yourself from the hazards of battlefield chaos. When it is activated (mentally, as an immediate action), the band allows you to avoid provoking a single attack of opportunity that your actions would otherwise incur.

An *armband of elusive action* functions once per day.

Faint (DC 16) transmutation; CL 3rd; Craft Wondrous Item, *cat's grace* or *evade attack* (Complete Psionic, page 89); Price 800 gp; Cost 400 gp + 32 XP.

Bracers of the entangling blast (Magic Item Compendium 80)

Each of these jet black bracers is set with an oval of tiny, ruby-red stones.

Bracers of the entangling blast allow you to reduce the damage dealt by your magic to ensnare those affected by it. When you activate these bracers (by command, as a swift action), the next spell you cast or spell-like ability you use deals only half its normal damage; however, any creature damaged by the spell becomes entangled for 1d3 rounds, taking an additional 1 point of damage per level of the spell each round on your turn. This damage is of the same type as normally dealt by the spell (or your choice if the spell deals more than one type of damage). These bracers have no effect on a spell or spell-like ability that doesn't deal damage.

This ability functions three times per day.

Faint (DC 16) conjuration; CL 3rd; Craft Wondrous Item, *web*; Price 2,000 gp; Cost 1,000 gp + 100 XP.

Blessed bandage (Magic Item Compendium 152)

A single, softly glowing thread runs along one side of this linen bandage.

Applying a *blessed bandage* immediately stabilizes the recipient (but heals no damage).

Faint (DC 16) conjuration; CL 3rd; Craft Wondrous Item, *cure minor wounds*; Price 10 gp; Cost 5 gp + 1 XP.

Crimson cloak of Ilpharzz (Complete Arcane 142)

Dyed a brilliant scarlet color, a *crimson cloak of Ilpharzz* is a suit of +4 *leather armor* whose surface is embroidered with flame motifs in golden thread. As a free action, the wearer can command the armor to ignite three times per day, enveloping her in magical flames that give off light as a torch. The wearer is not harmed by these flames, gaining a +4 deflection bonus to Armor Class and fire resistance 15 while they last. Any creature attacking the wearer with a natural weapon or a melee weapon that is not a reach weapon takes 1d4 points of fire damage per attack. A *crimson cloak* can burn for up to 1 minute at a time.

Moderate abjuration; CL 12th; Craft Magic Arms and Armor, *fire shield*, *resist energy*, *shield*; Price 28,300 gp; Cost 14,230 gp + 1,125 XP.

Eternal wand of color spray (Magic Item Compendium 159)

This long, tapered wand ends with a pink crystal containing red swirls.

An *eternal wand* holds a single arcane spell of 3rd level or lower, determined during creation. Any character who can cast arcane spells can activate the wand to use the spell contained in it, regardless of whether the spell appears on his class spell list.

An *eternal wand* functions two times per day.

Lore: During the final years of the last great war, the artificers and wizards of a powerful noble family perfected a new form of wand built around a crystal shard (Knowledge [history] DC 10).

The development of the *eternal wand* allowed lesser arcanists to take the place of was wizards during the final days of the last great war, supplementing their passive spells with more aggressive magic (Knowledge [history] DC 15).

While the artificers have been searching for ways to streamline the process of creation, the technique is still in its infancy. Currently, the wands are rarely seen except in military units, but a few soldiers who served in the war brought their *eternal wands of magic missiles* home from the front lines (Knowledge [history] DC 20).

Faint (DC 15) illusion; CL 1st; Craft Wand, Craft Wondrous Item, *color spray*; Price 820 gp; Cost 410 gp + 32 XP.

Metamagic Rod of substitution (acid), (Magic Item Compendium 165)

This fragile-looking glass rod is filled with elemental energy—flickering flames, crackling electricity, churning green acid, or frosty rime, depending upon its type.

Four different versions of this rod exist, each keyed to a different type of energy (acid, cold, electricity, or fire). Three times per day, you can cast a spell as though using the appropriate Energy Substitution feat.

Strong (DC 23) no school; CL 17th; Craft Rod, Energy Substitution (CAr 79) for the appropriate energy type; Price 24,300 gp (normal); Cost 5,250 gp + 420 XP.

Safewing emblem (Magic Item Compendium 131)

This porcelain pin is sculpted to look like a pair of outstretched white wings. A tiny green stone adorns the center, where the wings meet.

If you fall at least 10 feet, a *safewing emblem* becomes a pair of feathery wings that grant you a *feather fall* effect, allowing you to descend safely from any height up to 180 feet. When you land, the emblem shatters, its magic expended.

Activation is an immediate action (mental).

Faint (DC 16) transmutation; CL 3rd; Craft Wondrous Item, *feather fall*; Price 250 gp; Cost 125 gp + 10 XP.

Starmetal (Complete Arcane 141)

This superior alloy is made from meteoric iron—specifically, ore refined from meteors that fall during the rare appearances of the comet Alhazarde. Starmetal is extraordinarily hard, and is equal to adamantine for all purposes (see page 283 of the *Dungeon Master's Guide*), including overcoming damage reduction or granting damage reduction when used in armor construction. Starmetal also possesses an inherent magical connection to the Material Plane, meaning that weapons made of the alloy are especially effective against creatures from other planes. Weapons made of starmetal deal an extra 1d6 points of damage to any extraplanar creatures while they are on the Material Plane.

Creating weapons from starmetal costs 5,000 gp more than creating a similar weapon of steel. Creating armor from starmetal has the same costs as armor created from adamantine.

Tanglepatch (Magic Item Compendium 188)

Vines, creeping ivy, and gnarled roots knot together to form this dense tangle of vegetation.

To use a *tanglepatch*, you must throw it (it can be thrown up to 50 feet). When it lands, it creates an *entangle* effect (as the spell) centered on the point of impact, with a duration of 5 rounds. Once activated, a *tanglepatch* is expended and cannot be used again.

Faint (DC 16) transmutation; CL 3rd; Craft Wondrous Item, *entangle*; Price 200 gp; Cost 100 gp + 8 XP.

NEW SPELLS

Baleful Transposition (Spell Compendium 23)

Conjuration (Teleportation)

Level: Sorcerer/wizard 2

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)
Target: Two creatures of up to Large size
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

Seeing your friend imperiled, you cast about for a likely target and settle upon a nearby foe. With a word, your ally stands free while your foe faces death.

Two target creatures, of which you can be one, instantly swap positions. A solid object such as the ground, a bridge, or a rope must connect the creatures. Both subjects must be within range. Objects carried by the creatures (up to the creatures' maximum loads) go with them, but other creatures do not, even if they are carried. The movement is instantaneous and does not provoke attacks of opportunity.

If either creature succeeds on its Will save, the spell is negated.

Bands of Steel (Spell Compendium 24)

Conjuration (Creation)
Level: Sorcerer/wizard 3
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One Medium or smaller creature
Duration: 1 round/level
Saving Throw: Reflex partial
Spell Resistance: No

The interlocking hoops become briefly hot then disappear even as similar, larger bands streak from your outstretched hand toward the creature you indicate. With a satisfying metallic clank, the bands wrap around the indicated creature.

The victim must succeed on a Reflex save or be immobilized and thus unable to move. If the saving throw succeeds, the victim is only partially trapped by the bands, and is entangled.

A creature immobilized by the bands can attempt to escape as a full-round action, either by bursting free (Strength DC 18) or wriggling out (Escape Artist DC 18).

An entangled creature can use a full-round action to break free (Strength DC 13) or disentangle itself (Escape Artist DC 13).

Material Component: Three small silver hoops, interlocked.

Benign Transposition (Spell Compendium 27)

Conjuration (Teleportation)
Level: Sorcerer/wizard 1
Components: V
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: Two willing creatures of up to Large size
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Calling out the arcane words, you suddenly stand where your companion was, and he has taken your place, outside the reach of his foes.

Two target creatures, of which you can be one, instantly swap positions. Both subjects must be within range. Objects carried by the creatures (up to the creatures' maximum loads) go with them, but other creatures do not, even if they are carried. The movement is instantaneous and does not provoke attacks of opportunity.

PLAYER HANDOUT #1 – MEMBERS OF THE UNIVERSITY AT
LOFTWICK

Trusted student,

It has come to our attention that a betrayal most foul hath taken place within our sacred walls. We greatly need to enlist your services in resolving this foul deed. Go to the main gate and present this on the 6th of Coldeven to be directed to your appointed tasks; we will handsomely reward you for these efforts.

Most sincerely,

Krunos the Conjuror

PLAYER HANDOUT #2 – TO NON-MEMBERS OF THE
UNIVERSITY AT LOFTWICK

Brave Adventurers,

Your reputation is known throughout the Yeomany. We have considered other adventurers for this mission, but knowing of your reputation, we must seek your assistance. There has been a betrayal most foul in the University at Loftwick. Please come to the main building of the University at noon sharp on the 6th of Coldeven and present this letter. You will be informed of your mission. Never fear, the University at Loftwick will pay you handsomely should you decide to accept the task at hand.

Most sincerely,

Krunos the Conjuror

PLAYER HANDOUT #3 - NOTE FROM THORAMOS TO
COVINGTON

Hello, my underhanded friend,

I am glad to know your endeavors with the townsfolk go well. They are not deserving of the money they are reaping. I take it you have received my initial payment and are keeping a watch out for me. If and when anyone comes along, their deaths are most welcome, and I will compensate you accordingly. If you fail me...

You know when and where to report, and I and Twila will pay you before our expedition begins.

Stay alert,

Thoramos