

VERS6-01A



Crewel Intentions

Part One

A Two-Round D&D® Living Greyhawk™
Verbobonc Regional Special

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A chance encounter with a young apprentice seamstress leads you to finish an adventure that began fifty years ago. A powerful adventuring party finding an indecipherable map that leads to a lost trove of indescribable treasure is the stuff of legends. Now you will see how legends are made into reality... or at least you'll die trying. This is Part One of a two-round Verbobonc regional special for characters levels 1-10 (APL 2-8)

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, visit the Verbobonc website at www.verbobonc.net and e-mail your triad point of contact (POC). For LIVING GREYHAWK campaign questions email rpgahq@wizards.com

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even 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 table DM (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 don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

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 two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

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. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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).

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 determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. 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. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for 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.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

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.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Verbobonc. Characters native to Verbobonc pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per round. Rich Upkeep costs 50gp per round. Luxury Upkeep costs 100gp per round.

Areas of Influence

This adventure allows the following influence for purposes of the Verbobonc Influence document.

- No regional influence

Remind players at the start of this adventure that they may use regional influence to obtain bonuses to Charisma based skills. This will prove important in certain encounters which rely on those types of skills.

Adventure Background

Fifty, years ago an adventuring party fought and defeated an evil wizard—a minion of Iuz. In the treasure that they recovered was an indecipherable map. The map apparently led to a great trove of treasure, but no one in the party could figure out what the treasure was, or where it was located. Kayla O'Bannon (a human bard), Krevalek Granite-Eye (a dwarven wizard), Maribelle Truevoice (a human cleric), Drex (a half-orc barbarian), and Novalis Fleetfoot (an elvish rogue) continued to fight valiantly against the

minions of Iuz for many years, but no one was ever able to decipher the treasure map. Now, the group has long-since disbanded and the members are left with fond memories and mementos of their adventures, mementos such as an indecipherable map to a lost treasure. Kayla O'Bannon has the only known copy of the map... and someone has figured out how to decipher it. The attack on Kayla and the ensuing events are the substance of this module.

A Note on Investigation

There will often be a great deal of information provided for you, the judge, throughout the module. However, characters will not automatically learn this information unless they ask specific questions. No one is likely to give out information without provocation. The generic query "Is there anything else you know that might be useful?" that many players fall back on to get the DM to spill info when they can't think of questions on their own should be met with a response of "Like what?" Lead them a little to help them out if necessary, but don't just give away everything.

If the players are really stumped in questioning NPCs, allow one or more of the characters to attempt a Gather Information check. Information is everywhere if one knows whom to ask (and how much to offer). If the check result is 15 or higher, go ahead and give that character a tidbit the party would otherwise have missed.

Bribery can also be useful in many situations, depending on the particular NPC. If the characters are willing to cross a few palms with silver (or better still, gold) then they will generally be more successful in their dealings with the various bureaucratic functionaries of the city. This should not turn into an outrageous expense; a few coins here and there should be sufficient to lubricate the lips of most of the minor NPCs of the city. A typical bribe for a commoner would be a few silver pieces or one gold piece, while a bureaucrat would want at least 10 gold pieces.

Also, please don't worry if round one goes quickly, round two should take longer to play.

Adventure Summary

The adventure has several ways by which characters can become involved in the story. According to their organizational affiliation or influence, they may be contacted by Lord Estival, the Mounted Borderers, or the Battirovka Family.

Encounter One: Things that go ‘bump’ in the Marketplace

This module begins by assuming that (for whatever reasons) the characters have been traveling together on the Bright Star, a ship owned by Segemm Hildenfen, the Rhynehurst merchant who owns Segemm’s Store of Collectibles. (The Bright Star has brought Segemm new wares from all around the world in preparation for his coming auction and trading day.) Segemm has absolutely nothing to do with the plot of this module, but is a well-known resident of Verbobonc City who is in Rhynehurst for a few days to hold a special exotic marketplace sale. (The characters will be able to visit this marketplace between rounds one and two of this module.)

In a few seconds a young lady (Brie Hawthorn) will run into a random party member. Give the characters an opportunity time to introduce themselves.

Plot hook: Choose one of the characters to be the “plot hook” for this encounter. Please make sure that this will NOT be a player who “attacks (Brie) first and asks questions later.” This encounter is meant to endear the party to Brie, as she will be depending on them for help throughout the module.

Once the introductions (and your choice) are made, please continue below.

The early morning sun washes over the docks of Rhynehurst and a brisk spring wind brings you the sounds of raucous birds, boisterous dock hands, and the creaking of riverboats straining to be underway again. After a brief trip down the Volverdyva, your early morning arrival, three hours ahead of schedule, has given you a rare gift: a little free time. Taking advantage of this opportunity, you make your way off the docks and into Rhynehurst itself.

The gathering throngs of customers surround you and drift by in a chattering cloud of dust as the merchants and shops open to begin another day of commerce. As you are just deciding on your next course of action, a woman’s shout rises up over the crowd in front of you: “Help! Please help!” Time slows and comes to a stop as a flurry of bright colors and flailing limbs parts the sea of onlookers and slams directly into <YOUR CHOSEN PC’S NAME> with a solid “whoof!” Dropping to the ground in front of you is a startled young woman in a patchwork cloak of bright and beautiful (if slightly gaudy) colors. She puts her hand to her chest and attempts to stand, still breathing heavily from her exertion.

The young lady is Brie Hawthorn, an apprentice to Kayla O’ Bannon, a local seamstress. Brie just witnessed Kayla’s abduction by unknown assailants and ran from the shop in a mad dash to find help. (Lucky she ran into the characters, isn’t it?) Please take a few seconds to role-play this encounter. Time is of the essence, but Brie (out of breath and wild-eyed) should take a few seconds to describe “dark robed men” who attacked her mistress “suddenly, from the back of the shop”. “They’re <gasp> going to kill her!” “Please, <gasp> please help us!” Brie has nothing else to say and no further information right now. She will simply tug at the arm whoever she ran into and attempt to guide them towards her Mistress’ shop.

Assuming the characters agree to help, they can follow Brie across the street towards Mistress O’ Bannon’s shop: “The Silver Lining.” When they arrive, continue to **Encounter Two**.

Reporting the kidnapping: If the characters try to get one of the city guards before **Encounter Six**, then the guard will take a brief report of the attack/kidnapping and tell Brie (and the characters) that “the city guard will handle it from here, that’s what we do.” (The characters aren’t prohibited from looking for the kidnappers on their own, but the city guard won’t want their help... it’s against regulations, or some-such thing.) Even members of other “guard-type” groups will be turned down, as this is the Rhynehurst city guard, not the Mounted Borderers or something like that.

Encounter Two: A Dark Cloud over the Silver Lining

Fighting through morning crowds, you round a corner and see the young woman gesturing wildly toward one of the businesses lining the street. A sign showing a ball of silver thread and a large needle with the words: “The Silver Lining” advertises a seamstress’s shop. The shop door stands open as the young lady rushes up to it, peering inside. Her shoulders drop as she sags to the ground, exhausted and weeping, wrapping herself up in her colorful cloak. “Nooo,” she cries plaintively. “No.No.No.”

Brie is obviously upset at the kidnapping of her mistress, Missus O’ Bannon. Should any of the characters try to console her, she is grateful for their care, although unable to speak through her tears for a few minutes.

If the characters rush past her through the door, they will come to a scene of moderate devastation as the

shop has been turned upside down by several black-robed individuals. Missus O'Bannon, an elderly human seamstress, is nowhere to be found.

If the characters hurry to the back door of the shop, they will see nothing but a narrow alley behind the building—though a thorough search will provide details in a few minutes.

The shop before you is a total wreck – thread, yarn and fabric are strewn about the tables and chairs. The posing stand has been overturned in a mirrored corner, the broken shards of the mirrors littering the floor. A pair of shears is stuck menacingly into the cutting table – silent testimony to the violence that took place mere moments ago.

The young woman named Brie Hawthorn regains her composure and enters the shop, stepping carefully over the expensive fabrics. “Oh... look at that tear! Now we'll need more of that silk from Elim Nicchol in Verbobonc City. That was expensive to get too... Missus Kayla had to—” Brie's sudden sob cuts her thought short.

Brie turns to <CHOSEN CHARACTER FROM ENCOUNTER ONE> with a fierce look of determination. “Please help me find Missus O'Bannon. I'll give you whatever you want in payment—gold, goods—just help me find her.”

Brie is not offering her body or anything so suggestive here, she is simply determined to hire the characters, she will pay up to 50 gp per PC, up front if necessary, to help her find her missing Mistress. Brie will offer more gold or goods later, if things go well.

Searching the area: Characters that take the time to search the area can learn the following information.

DC 12: Some blood was spilled behind the counter separating the front of the store from the back rooms.

Behind the counter is an opening with a large, thick maroon curtain that partitions off the storerooms and work areas as well as the stairway to Kayla O'Bannon's living quarters. The door to the storeroom is open and leads to a narrow alleyway behind this row of shops. The alleyway is empty and, apart from an overturned rubbish bin a few stores down, has no distinguishing features.

DC 15: A painting that hung above the wood burning stove in the upstairs living quarters is missing, leaving only a discolored mark on the wall where the paint hadn't faded.

Note: The painting was actually a framed map from Missus O'Bannon's days as an adventurer,

five decades ago. Brie will relate the story of the map in Encounter Three. Otherwise nothing appears out of place, even the lock-box under Missus O'Bannon's bed is still locked. (It contains treasure that the characters might get later at the completion of round one, please don't let them pilfer it now, especially while Brie is watching them!)

DC 20: The overturned rubbish bin in the alleyway is next to a sewer grate that is locked with a fairly new looking padlock (Open Locks DC 20). The old padlock is lying just beyond in the water at the bottom of the ladder, recently broken open.

This is obviously the route of escape for the kidnapers (8 men in black robes), although they've had several minutes now to have made their way to safety. If the characters desire it, a search of the sewers is fruitless – there are a few branches here and no leads to follow in the watery muck. Even if the characters do cast spells to determine which way to go, they are far behind the kidnapers and will only make their way through the sewers toward the docks section before resurfacing and losing the trail completely.

Development

If some of the characters decide to go talk to “the Family” to find out about the kidnapping, please continue with the second part of **Encounter Eight**.

If the characters then decide to talk with the City Guard Commander later on in this module, do not repeat the second part of **Encounter Eight**.

Encounter Three: A Missing Map from the Days Long Gone

As Brie sits in her Mistress's living quarters she stares at the bright box of color where the map used to be. “This doesn't make any sense. This map has been here for decades, unguarded, unwanted. No one knew how to read it. Why would someone kidnap her and take the map? It doesn't make any sense.” She shakes her head sadly, “No sense...”

Brie realizes that she's losing focus again and quickly shakes her head and comes to her senses. “Um,” she says, rising, “May I offer you some bread, a little wine perhaps?” She makes her way towards the kitchen, searching for cups to offer you.

Allow characters an opportunity to respond before continuing.

"You can have a little bite to eat while I tell you about Missus O'Bannon and the map. That would be the best way to start, right?"

Once you've settled in, Brie begins the tale. "She and several friends were a group of adventurers, much like yourselves, only this was about fifty years ago. There were five of them – Kayla O'Bannon (a human bard and my mistress), Krevalek Granite-Eye (a dwarven wizard), Maribelle Truevoice (a human cleric of Berei), Drex (a half-orc barbarian), and Novalis Fleetfoot (an elvish rogue)."

Brie pauses for a bite of bread before continuing, "This group had many adventures with tales too numerous to mention. My favorite, and the source of the map, is about a minion of Iuz – a dark wizard named Verinon Bone-Wrath.

"Verinon was a necromancer whom Missus O'Bannon and her friends dispatched almost sixty years ago. Amongst his treasures was the map. Trouble was, the map didn't seem to show any known land. There was a shoreline, a couple lakes with a few roads, and a mountain range ... but none of it matched up with anything familiar. Without the compass star pointing north, you couldn't even tell a direction from this map!"

Brie dabs at the corner of her mouth with a towel, takes a sip of wine, then continues her tale.

"After a few years Missus O'Bannon was feeling less like an adventurer and more like a seamstress. So she packed up her things, bid her friends a good life, and settled here in Rhynehurst. This was where I met her, and how I became her apprentice.

"Over the years, she's sent letters to her friends now and again, but not one of them has ever mentioned or shown any interest in that old map, least-wise not as much as I know." Brie lets out a soft burp, "Oh! Pardon me! I'm a bit more upset about all this than my poor stomach can take. It's just that today started out so normal.

"I got here slightly before the sun came up and Missus O'Bannon was already a-sewing away, doing some crewel work for one of the priests of Saint. Cuthburt, on one of the vestments they'll be wearing on one of their high holy-days. Anyway, after I'd begun my chores in the front I heard a racket from the store room, where Misses O'Bannon had gone to get more yarn.

"All-of-a-sudden Missus O'Bannon ducks through the curtain and throws that cloak at me," Brie gestures to the colorful cloak hanging on the wall peg near the door.

"She says, 'Take your birthday present! Go get help!' and then a couple of black robed men come pushing through

the curtain and knock her to the ground behind the counter. I wanted to help her, but I'm no warrior, so I ran to get help, like she asked. But I found you all too late and now she's gone... and she must have been scared, because she was talking crazy... she finished that cloak about two months ago, but it's not even my birthday for another five months." With that, Brie's composure drops and she begins to quietly sob, dabbing at her eyes with her towel.

Brie will want to go with the characters during their investigation, and she will not be dissuaded. If any combat breaks out, Brie will not fight, she will hide in the back or in a corner and the combatants in this module will not seek to harm her while there are other, more capable opponents. Brie is hiring the characters, so she makes the rules—she gets to tag along or she'll hire someone else. (Brie has a +0 to any unskilled roll you make.)

Brie has told the characters pretty much all she knows at this point, but she's still left them some valuable clues. They now have several other people, Kayla's old adventuring party, to ask about the map. Also, they have Brie's non-birthday present cloak to study.

Examining Brie's cloak:

If the characters examine Brie's cloak, a DC 25 Spot reveals a compass star in the shoulder pattern on the inside lining of the cloak.

A DC 30 Search, a DC 15 Profession [Seamstress], or DC 15 Craft [Sewing] check reveals two pull strings sewn into the lower corners of the cloak. Brie thought these were there to simply cinch the cloak around her body if she wanted. However, if the cloak is laid flat and the pull strings are pulled in the opposite directions (it takes two people to do this properly) then a fold-over effect occurs on the inner lining. When the pull strings are cinched tight, the resulting pattern on the lining of the cloak is a copy of the map that was taken.

If shown, Brie will recognize the map instantly. (Brie will discover this later, if the characters haven't done so by now, so don't worry if they don't find this map quite yet, all the more surprising later on when they do.)

Development:

Investigate Krevalek Granite-Eye: proceed to Encounter Four.

Investigate Maribelle Truevoice: proceed to Encounter Five.

Investigate Novalis Fleetfoot: proceed to **Encounter Seven**.

Investigate Drex or talk to the Rhynehurst City Guard: proceed to **Encounter Eight**

Encounter Four: Krevalek Granite–Eye

A quick round of questions around the marketplace tells you that Krevalek Granite-Eye is a dwarven wizard of some renown who lives on the outskirts of Rhynehurst City—mostly for the safety of the citizens. Rumors abound that Krevalek is actually a fat gnome, due to his penchant for experimentation... and the often resultant explosions that rock his small tower late at night. Of course these rumors are never mentioned around Krevalek himself.

During the day, as you approach, his squat little tower is very unobtrusive and slightly dingy. Soot marks stream upwards from one of the second floor windows, and one of the trees nearby has oddly shaped branches, curved around an invisible sphere as if the tree were trying to avoid a direct line out the same tower window. The door at the bottom is locked tight and loud knocking or yelling doesn't seem to get any response from inside.

It is possible to break the door

🔨 Door (Strong wooden), Hardness 5, 20 hp; Break DC 25, Open Lock DC 25

The door is not trapped. Alternatively, a DC 20 Climb allows entry into the lab through a second story window. Please adjust your description based on the party's method of entry.

The ground level of the tower contains a short foyer that has a door to each side and stairs going to the second story. The door to your right stands open, a rotten smell assaulting your nose and your stomach: rotten broccoli, or decomposing lettuce. The door to your left is closed tight, and the door at the top of the stairwell is ajar.

To the right, the characters find the kitchen/storeroom with rotten vegetables sitting in an open crate on the cutting table.

To the left the characters can open the unlocked door to Krevalek's bedroom. There is nothing of interest in either room.

Once at the top of the stairs, you can see more soot stains streaming out the top of the doorway, obviously the result of repeated "experiments" that didn't do as Krevalek had intended. Peering through the open door, you can see

that one such experiment is the apparent reason for the current state of the lab as well.

Half-burnt papers litter the room along with broken bottles and the smoking remains of a small library. Under a thick overturned table you can make out a pair of short, squat legs. The rancid smell emanating from the room leads you to believe that the body attached to those legs is long dead.

The lab takes up the entire second story of the tower. There are two windows in the lab, opposite each other and approximately two feet off the ground. Upon closer inspection, the legs and attached body is, indeed, Krevalek Granite-Eye. Additionally, his head has almost been severed from his neck and the lower half of his jaw is completely missing as if his face were directly above the point of the explosion. (Making *speaking with dead* impossible.)

Examining the crime scene

Krevalek's body: The following clues can be learned from examining the body and a **Heal** check.

DC 5: Krevalek's head has almost been severed from his neck and the lower half of his jaw is completely missing as if his face were directly above the point of the explosion. (Making *speaking with dead* impossible.)

DC 12: Krevalek has been dead for more than a week, but less than a month.

DC 20: Krevalek has been dead for three weeks.

DC 25: Krevalek has bruises on his arms beneath his robes. Bruise like this would not exist if he died an instantaneous death. Additionally, there are blood stains across the remains of Krevalek's robes, in the style of a splash pattern as if his throat were cut – which are out of place if his death was due to the explosion.

The crime area:

A DC 20 Spot or DC 15 Knowledge [Arcana] or DC 12 Spellcraft identifies that the explosion centered on the thick wooden table that now lies in two over Krevalek's body.

Searching the area:

DC 15: Some notes are scattered in the room. A character making a DC 15 Knowledge [Arcana] check learns that the notes deal with spells with the Cold descriptor in an attempt to make a permanent "ice box" for use by common citizens. There is no known reason the spells Krevalek dealt with would create an

explosion, much less the “fiery” explosion that appears to have happened in this room.

DC 20: There are no “valuables” in the lab. In fact many of the more valuable spell components are missing, and Krevalek has no rings, amulets, or magic items of any kind on his person or tucked away anywhere in this lab. In fact, the whole tower has been “stripped clean” of valuables.

Development:

The characters may easily report this death to the nearest town guard once they’re back in Rhynehurst, otherwise they may wait to report this death until later if they choose. The City Guard won’t find out about it until the characters tell them in any case.

Investigate Maribelle Truevoice: proceed to **Encounter Five**.

Investigate Novalis Fleetfoot: proceed to **Encounter Seven**.

Investigate Drex or talk to the Rhynehurst City Guard: proceed to **Encounter Eight**

Encounter Five: Maribelle Truevoice

Brie knows that Maribelle Truevoice lives about an hour outside of Rhynehurst City. Following her directions you finally make your way toward a small farm with a large picture of a sheaf of wheat stalks painted on the side of the barn.

A DC 15 Knowledge [Religion] check reveals this to be the holy symbol of Berei, a Flan neutral good lesser deity of home, family, and agriculture.

A young man, obviously of Flan descent, waves to you as you come up the lane toward the house. “Hello. What can I do for you?”

The young man, Maribelle’s eldest grandson Korvin, is a friendly farmhand and knows very little about adventuring. Having heard his grandmother’s stories, he is not interested in becoming an adventurer; he’s perfectly happy tilling the soil and raising his family. He will kindly direct the party to the back of the house, where Maribelle is tending her flower garden.

Rounding the corner of the house, the young man gestures to an elderly lady who is kneeling down in the dirt – scooping the soil around a recently planted sprig of mint.

Noticing your arrival, the woman struggles to her feet, glad for assistance from the young man.

“Grandma, these people would like to talk with you,”

The elderly woman gestures toward a nearby stump, “Why, thank you Korvin,” the woman says, “would you please help me over to that stump there, so I can sit and chat for a while?”

Korvin nods as he walks with Maribelle to a wide tree stump, just off the edge of the garden plot. Once she’s settled down, Maribelle lets out a soft sigh and looks at you inquisitively. “To what do I owe the honor of this visit, my young adventurers?”

Maribelle Truevoice is an 85 year old kindly grandmother type with keen eyes and a powerful sense of age and wisdom. In place of traditional game mechanics, please assume that she will know when players are telling the truth, bluffing or lying, and will simply answer with a nod or a knowing look. She is completely honest and forthright with the party and will respond well to good manners and kind words. Brash or rude words or actions will earn the perpetrator a stern, disapproving look if not a stern rebuke to please “act like a civilized being or wait out by the road.” (Role-play this woman like a kindly but stern great-grandmother who doesn’t miss a thing, even though she looks like she’s 100.)

When Maribelle learns about Kayla’s disappearance, she will be upset, but not overly so. It’s hard to hear bad news about a friend, but besides the occasional letter she hasn’t seen Kayla in many, many years—in fact, she’s actually only met Brie once before, in Rhynehurst. Maribelle is sorry to hear about Kayla’s kidnapping, but doesn’t know anything about the “black robed men” that Brie saw. Maribelle will have similar reactions to Krevalek’s death and Novalis’s disappearance as well. (Though she was never overly fond of Novalis, him being a thief with flexible morals and all.)

The party may ask her several questions at this point. If the questions aren’t below, don’t worry, figure that this woman has been on this farm for the past few decades and doesn’t know much about the outside world. She has done her share of adventuring long ago and now simply wants to spend her last years on her farm with her extended family.

What do you know about Kayla’s old map?

“That old thing? I’ve not thought about it in decades! Kayla found it after we’d dispatched a necromancer of some power, Vernon or some such name...we never could

figure out what it was, so she kept it as a memento. I think Krevalek has a copy as well. Novalis made one for him when we gave the original to Kayla.”

What do you know about Kayla?

“Kayla was a good bard with a kind soul. Of all the old group, I liked her the best. I wish she’d gotten married, but I’m happy she settled down and took an apprentice.

“We’ve written a few times over the years, but nothing much has changed in so long that our letters have started to blend and blur, one into another. Another baby is born, another courtier’s clothing is finished... life goes on. Kayla didn’t deserve this to happen to her, I hope you can find the culprits.”

What do you know about Krevalek?

“That crazy old dwarf? He’s got a heart of gold and a head of rock. He cared more about inventing and magic than he ever did gold. He’d trade rubies for books every day of the week. He was always trying to magic up some-such thing that more often than not blew up in his face. He once burned himself bald trying to find a way to make containers for lightning? Not even a beard or back hair! He had all these round metal balls covered with baked clay and was stringing wires and lodestones all around his lab when the biggest explosion I’ve ever heard sent him flying out the window and into a tree. That tree is the only thing that saved his thick neck! He was a crazy and wonderful little man, a very powerful wizard too.

What do you know about Drex?

My goodness, Drex... well, Drex was absolutely the best warrior I’d ever seen in action. Fearless – or not bright enough to know otherwise. He fought until either his opponent dropped or he did. Thankfully, they usually dropped first. Of course I had a little hand in that, sending some healing his way time and again, but still he was an ox of a barbarian.

“As I recall, he joined the city guard after our group disbanded, but I haven’t heard from him in some time. Sorry I can’t tell you more.

What do you know about Novalis?

Well, I can’t say I’ve missed him much. Novalis didn’t hold much to hearth and home – more like silver and gold. I wouldn’t necessarily call him greedy – his problem was that he spent money as fast as he got it. We often joked that he had a bottomless sack of gold, but alas, it wasn’t magical. I don’t know where he lives now, but I’d bet a quick tour of the drinking and dicing

establishments will turn him up, at least information on him.

Unfortunately, Maribelle really doesn’t know much more than this. She’s spent many years living out here and hasn’t had much contact with anyone from her old group. She’ll make more small talk if need be, but in the end, this is all she’ll be able to tell the party. Also, Maribelle wishes the party well, but she doesn’t have any spells to offer them—she’s given up adventuring after all.

Maribelle smiles and stands, preparing to go back to work in her garden. “I do hope you find the villains who did this to poor Kayla. And thank you for taking care of Brie here, by all accounts she’ll make an excellent seamstress. And honestly, the world doesn’t need adventurers half as much as it needs good seamstresses. Would you want to run off to battle in a tunic that chafes at your backside? Maribelle chuckles at the thought, “Good day to you all. May Berei bring you safely home at the end of your journeys.”

Development:

Investigate Krevalek Granite-Eye: proceed to Encounter Four.

Investigate Novalis Fleetfoot: proceed to Encounter Seven.

Investigate Drex or talk to the Rhynehurst City Guard: proceed to Encounter Eight

Encounter Seven: Novalis Fleetfoot

After searching through half-a-dozen taverns and public houses, you finally find someone who knows (or will admit to knowing) Novalis Fleetfoot. In one of the dark, musty, hole-in-the-wall taverns you come across a human sailor named Lund who, after you buy him an ale, tells you (in slightly slurred speech) “Nov’lis ish the one I know who has the worsht luck. I used to make lotsh of shilver jus’ sheein’ which way he bet and then goin’ wish th’ other one. The only thing I wouldn’t do wash to lend him anyshing. Oh boy did he run up a pile. *hic* He paid hish debts off ‘ventually, ‘specially after we got back from Irongate. He mushta hit it big over there. He alwaysh sheemed ta have jus’ enough to get by though... like he had some secret stash, but never told nobody noshin. All the years I sailed wish him, and he wash holdin’ out on me... I even taught him to read sea maps! The *burrp* ... git.”

Lund tips his head back and drains his mug quickly and messily, spilling ale all through his long, scraggly beard. “How d’ you know him? He owe you money too? I shoulda figur’d. He don’t show up for two monsh and now you come lookin’ for him, jush like thosh other ones.” Lund shudders a bit, then looks down, lost in his empty mug, lost in... thought?

Lund and Novalis have sailed all over the Wooly Bay, the Sea of Gearnat, Relmor Bay, Fairwind Bay, Dunhead Bay, and the Azure Sea. Novalis was just a hired hand, like many of the sailors, including Lund. Iron Gate, the port that Lund mentioned, is off Dunhead Bay in Onwal.

Lund doesn’t know who it was, but “a couple of weeksh ago shree mean men came looking for Novalis. I didn’t know where he wash. They wash upset, but they left.”

Lund doesn’t know much more than he’s said, and he doesn’t much care about any missing map or kidnapped or murdered people. “Bad luck. Sorry to hear it. *burp* Buy me ‘nother ale before you go?”

If the characters ask more about Novalis or where he lives, Lund doesn’t know anything helpful, and no one else in town does either. (Novalis, paranoid, moved around a lot.)

Brie’s map:

If the characters have discovered Brie’s copy of the map, they may try to read it with the hunch that it is a sea map. A Knowledge [Geography] DC 20 check reveals that it looks suspiciously like the area around Irongate.

Investigate Krevalek Granite-Eye: proceed to Encounter Four.

Investigate Maribelle Truevoice: proceed to Encounter Five.

Investigate Drex or talk to the Rhynehurst City Guard: proceed to Encounter Eight

Encounter Eight: An Offer You Can’t Refuse

The Rhynehurst City garrison is not a very large building, but its thick stone walls and high, small windows give it a strong military presence. The two guards at the door watch you carefully as you walk in to talk to the duty guard. He looks up at you cordially saying, “Yes, how may I help you?”

Assuming the characters don’t try to attack or do something in a similarly stupid fashion, they will be kindly but firmly told that the Commander is unavailable at present. They are certainly allowed to leave statements about Kayla’s kidnapping for him to review upon his return. (He is currently in a meeting with the Quarry-master just east of the city, finding him there would be like looking for a needle in a haystack right now.)

If the characters mention the body of Krevalek, they will be asked to give statements about what they discovered and where they are staying in Rhynehurst before they leave the garrison. Furthermore they will be asked not to leave the city without informing the Guard. (They’re not under suspicion, but they are material witnesses to a death, perhaps a crime.)

If the characters mention Drex positively, the guards will treat them in a friendlier manner, asking how the characters knew the deceased guard Captain.

Read the following information for Drex

Your quick question regarding Drex produces a wealth of information from the duty guard.

“For starters, Captain Drex is dead. He died fighting in the giant war last year.” The guard gives a slight grimace, “Drex was powerful, but there’s only so much you can do against something that big, especially if there’s only one of you left.

“His squad was ambushed by the giants and most of his men were killed within seconds – crushed in a barrage of boulders and rocks and whatnot.

“One poor sod survived the attack, but was badly wounded. Captain Drex stuffed him into the hollow of a tree – probably saving his life – and took on the giants single-handedly. Did pretty good too, until some big frost giant split him in two after he’d already been in three other fights. No man I know could have lasted HALF that long!

“Well, Drex and his men couldn’t hold their position, but that hidden survivor was able to fix himself up and report back on the whereabouts of those giants. Not one of them survived when we came looking for them. Captain Drex may have died, but he was a hero all the way... and that’s how he wanted to go.”

The young man smiles a bit at the memories and then regains his composure, looking at your group quizzically. “Not that his death is a big secret, but why did you want to know about Captain Drex?”

The guard, a strapping 18 year old, Lorrان by name, is just curious. (He's been a guard for a little over a year now.)

If the characters mention other suspects, Lorrان will have heard about Krevalek and Novalis.

"Krevalek's that crazy wizard on the outskirts of town, and Novalis is that gambler who's got worse luck than a long-tailed cat in a room full of rocking chairs."

Lorrان doesn't know where any of the other suspects can be located, but he's willing to take a statement from Brie and start an investigation if the characters haven't done that already.

If the characters decline to tell Lorrان anything, that's fine too, he's just curious.

The characters may ask questions here, but Lorrان, like Mirabelle, doesn't know much else, and he is on duty and needs to get going. Here are some possible questions:

Where is Drex's body now?

He came from someplace up north and his body was taken back by his brothers, I honestly don't know where he finally ended up.

What do you know about Krevalek?

Not much more than the directions to his tower outside of town. I've only been there once or twice, usually to help put out a fire or some-such. Krevalek is a strong mage, but not that wise.

What do you know about Novalis?

Fleetfoot? He frequents several of the taverns and gambling holes here in town, but I've no idea where he lives. Come to think of it, I've not seen him in a while, almost two weeks now... odd, that. Don't get me wrong, he's not a bad sort, always friendly to me and the other guards. He's the kind who'd rob from the rich to give to the poor... and keep a little on the side to eventually loose in a wager, if you know what I mean.

Can you make us deputies? / Can you help us in any way? (assuming they've told him about Kayla or Krevalek.)

"I'll pass your information to the Commander. He'll decide on a course of action from there.

Once the characters are done leaving their statements, continue on below.

As you make your way out of the garrison, an ornate coach pulled by four black horses passes by you... slows

down, and then finally stops about fifteen feet ahead of you in the street. The coachman, dressed in drab brown livery, steps to the coach door and opens it, gesturing towards your group.

Assuming the characters check things out, they will find the coach empty and the coachman ready to assist them inside. (If anyone casts spells or uses abilities to *detect evil* or *detect thoughts* at this point, the coachman is a CN employee, he will not detect as evil and his thoughts are simply to get the group inside the coach and to their final destination by the river.) The characters will likely have questions at this time, here are a few possibilities:

Who wants to see us? Who do you work for?

My master's name is his own, he will tell you if he so desires.

(*Detect thoughts* reveals the name "my cousin" but little more.)

Why does your master want to see us?

If you'll get in, all your questions will be answered.

(*Detect thoughts* reveals "it's in the letter" and nothing more.)

Where are you taking us?

To a meeting with my master. It won't take long to get there, perhaps two or three minutes.

(*Detect thoughts* reveals "by the riverside".)

If the characters refuse to enter the coach, the coachman will close the door and drive off to take their "regrets" to his master. In this case, then have them attacked in the road a few seconds later. Use the stats for the assassination squad from below.

If the characters accept the invitation, have them sit in a large, 15x15 coach. (For game mechanics, assume Brie is still with them, but if there are 6 players don't give her a spot in the coach. A 10x15 coach should realistically be able to seat 7 people easily.) One the characters are in the coach, the driver will begin driving. (The doors will also be secretly locked—a listen DC 20 will allow the characters to hear a soft "click" from either side of the coach as it gets started moving. The coach doors, walls, top and bottom are thin wooden planks actually covering an iron bar cage

♣ **Iron Bars:** Hardness 10, 30 hp; Bend/Break Strength DC 25.

The door locks can be picked with an Open Locks DC 25 check.)

The coach has small 6 inch square windows covered by thick velvet curtains and is intended for secrecy and safety of those traveling inside.

In the coach is a small chest. A key hangs from a small hook on the front of the chest. (The chest is locked (Open Locks DC 25) but not trapped.) Inside the chest are a sack and a note. When opened and counted, characters will see that the sack contains enough gold for each PC to get (200 gp x APL played). The note, **Player Handout #1** reads as follows:

Dear intrepid adventurers

Your investigations into the missing map and the missing woman are very dangerous and will likely lead to your deaths. Please accept this gold as a token of my affection and my wishes that you will live a long and prosperous life. If you accept my affection, please enjoy the rest of your ride in safety and security. If you do not wish to bask in your good fortune, that is your choice. All I ask is that you please leave this additional gold in the coach when you reach your final destination.

Sincerely yours,

Your good cousin T.

Whether or not the characters actually accept the gold, if they take the time to open the chest, read the message and count the gold, the coachman will have deposited their coach on a small barge on the banks of the Velderdyva River. The coachman will leave the coach on the barge, pull a rope that sets the barge adrift (which also, unbeknownst to him opens a hole that will cause the barge to sink) and he will ride away, bringing the horses back to their stables. (Stables not directly linked to the Family in any way.) He believes that his master will recover the barge in a few minutes and does not know that his actions will cause their deaths by drowning. (Nor would he honestly care if he did know...)

Distance in the River: The amount of distance the coach begins in the water depends on APL.

APL 2: 30 feet

APL 4: 40 feet

APL 6: 50 feet

APL 8: 60 feet

If the characters somehow escape the cage before he deposits them on the barge, the coachman will be gone, having used a ring with the Refuge spell to return to his master. The coachman will use this ring if the characters break out of the coach.

If the characters are still on the barge when the coachman leaves, they will have 4 rounds as the barge floats out into the river and begins to sink and then another 4 rounds while their own coach fills with water. After that, please use the drowning rules in the DMG on page 304.

If the characters are able to break out of the cage they may swim to relative safety, 60 feet away.

As you free yourself from the coach, furtive movements on the shore draw your attention. Several shadowy figures are moving quickly toward your location. You see five shapes, one much larger than the others, obviously intent on doing you harm.

At this point the characters are either just out of the river, or just past the garrison. Either way, assume that they have a long wall (or river) behind them. The area here is relatively open, (a field or small crossroads) so any combat will be relatively obstacle free. About 40 feet from the wall/river, there are a few 5x5 stands/trees that will provide cover for the attacking assassination squad. This squad (sent by Cousin Thrivane) will fight to the death and recover the sunken coach. If taken prisoner, they were told that Thrivane wanted them to kill some thieves who'd stolen his coach and a fortune in gold.

APL 2 [EL 4]

➤ **Archers (2): War 1; 10 hp; see Appendix One**

➤ **Fighters (2): War 1; 10 hp; see Appendix One**

➤ **Rogue (1): Rog 1; 7 hp; See Appendix One**

APL 4 [EL 6]

➤ **Archers (2): Ftr1; 12 hp; see Appendix One**

➤ **Fighters (2): Bbn1; 14 hp; see Appendix One**

➤ **Rogue (1): Rog1/Ftr1; 16 hp; See Appendix One**

APL 6 [EL 8]

➤ **Archers (2): Rog1/Ftr2; 26 hp; see Appendix One**

➤ **Fighters (2): Bbn2/Ftr1; 31 hp; see Appendix One**

➤ **Rogue (1): Rog 2/Ftr1; 21 hp; See Appendix One**

APL 8 [EL 10]

➤ **Archers (2): Rog3/Ftr2; 38 hp; see Appendix One**

➤ **Fighters (2): Bbn2/Ftr3; 50 hp; see Appendix One**

➤ **Rogue (1): Rog 3/Ftr2; 33 hp; See Appendix One**

Investigate Krevalek Granite-Eye: proceed to **Encounter Four.**

Investigate Maribelle Truevoice: proceed to **Encounter Five**.

Investigate Novalis Fleetfoot: proceed to **Encounter Seven**.

Once the characters have gone through Encounters One through Eight, please continue with **Encounter Nine**.

Conclusion of Part One

If the characters have not discovered the “map” on Brie’s cloak, read or paraphrase the following

Making your way back to the “Silver Lining,” the events of the past day swim before your eyes. You’ve made a few discoveries concerning the map, but otherwise you’re not much closer to finding Kayla O’ Bannon. You’re not even sure what, exactly, the so-called “treasure” the map leads to really is!

As Brie enters the shop and hangs her cloak on the wall peg, the colorful cloak falls out of her tired hands and onto the floor. “Clumsy me. A bad end to a bad day full of—” Brie cuts herself short with a soft gasp. As you look, Brie’s face slowly changes from a blank stare into a radiant smile. She glances up at you with a look of wonderment on her face and points down to the cloak, lying on the floor.

At first, you don’t notice anything odd, until you see a small, four pointed figure tucked away in the shoulder section of the inner lining. A circle with four triangles sticking out at right angles to one another... much like a compass mark on a map.

“Oh my god,” Brie mutters breathlessly. “That’s why she gave me this cloak. The cloak lining is a copy of the map! Look, there are even pull strings here!” Brie points to the lower inside corners of the cloak. If you pull these both out at the same time, they’ll force the cloak to lay like this! Missus O’ Bannon made a copy of the map for us! But we still can’t read it! See, there’s the roads and there’s the mountains and the two little lakes, but we’ve got no idea where this is.” Brie sighs and motions for you to come upstairs to second floor rooms.

If the characters already know that the copy of the map shows the area around Irongate; skip this Encounter completely and hand out the party’s treasure and experience thus far. Encourage them to go to the Marketplace before continuing with Round Two.

As Brie leads you up to the living quarters above the Silver Lining, she begins to hum a soft, wordless tune.

Any bard in the party will recognize a popular song about Irongate, a large port in Onwal. Alternatively, a DC 20 Perform [Singing] check or DC 15 Knowledge [Splintered Suns] will reveal the same information.

Suddenly, Brie stops and her eyes widen. “I keep trying to think about what has changed, who could have known about the map and been able to decipher it. What if we have the map backwards? We keep looking for a coastal town that sits on a road north of some lakes. What if those roads are something else? Maybe waterways or something?”

Allow the characters to chime in here, perhaps they’ll break out a map (in the Gazetteer) to see where Irongate (the place Lund mentioned) is located. With all information and the map available, hopefully the characters will put two and two together and figure out that the concepts on the map below are “reversed” with the brown “roads” being sea lanes leading to and from Iron Gate.

The “mountains” are actually uncharted reefs and sandbars. The “lakes” are actually uncharted islands, and the little red X marks the spot! Brie suggests that if they get the treasure first, you might use it to ransom Kayla if she still lives! At this point, please give the players the treasure and experience they have earned thus far and encourage them to “gear up” at the Marketplace for Round Two.

End Part One

Treasure

APL 2: L: 0 gp; C: 1,300 gp; M: 0 gp.

APL 4: L: 0 gp; C: 1,800 gp; M: 0 gp.

APL 6: L: 0 gp; C: 2,600gp; M: 0 gp.

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 role-playing) to each character.

Encounter Two

Agree to help

APL 2 100 XP

APL 4 100 XP

APL 6 100 XP

APL 8	100 XP
Encounter Three	
Investigating	
APL 2	100 XP
APL 4	100 XP
APL 6	100 XP
APL 8	100 XP

Encounter Four

Investigating	
APL 2	100 XP
APL 4	100 XP
APL 6	100 XP
APL 8	100 XP

Encounter Five

Investigating	
APL 2	100 XP
APL 4	100 XP
APL 6	100 XP
APL 8	100 XP

Encounter Six

Investigating, defeating the thugs	
APL 2	300 XP
APL 4	450 XP
APL 6	600 XP
APL 8	850 XP

Encounter Seven

Investigating	
APL 2	100 XP
APL 4	100 XP
APL 6	100 XP
APL 8	100 XP

Encounter Eight

Defeat the thugs	
APL 2	300 XP
APL 4	450 XP
APL 6	600 XP

APL 8 850 XP
Total Possible Experience:

APL 2	600 XP
APL 4	900 XP
APL 6	1,200 XP
APL 8	1,700 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 scenario, 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.

Note: In this adventure, all treasure comes in the form of rewards from the metaorganizations involved with this adventure. Their gratitude is the recompense for the adventures.

Total Possible Treasure:

APL 2	500 gp
APL 4:	900 gp
APL 6:	1,300 gp
APL 8	1,700 gp

Reward Notes:

Favor of The Family: This reward is given to all characters that are members of The Family at the time of this adventure.

Rewards on the Adventure Record

Items found on the Adventure Record

Appendix One: NPCs

APL 2

Encounter Six (EL 3)

Robed Figures (4) (War 1—CR ½), Medium Humanoid (human); Male Human Warrior/1: CR 1/2; Medium Humanoid; hp 10; Init +5; Spd 30; AC:14 (Flatfooted:13 Touch:11); base melee +1; grapple +2; +2 (1d6 javelin) or +4 (1d6+2 mw short sword); AL N; SV Fort +3, Ref +0, Will +0; STR 14, DEX 12, CON 14, INT 10, WIS 12, CHA 14.

Skills and Feats: Intimidate +4, Ride +5, Improved Initiative

Possessions: studded leather armor, masterwork short sword, javelin, 30gp

Street Urchin (1) (War 1—CR ½), Medium Humanoid (human); Female Human Warrior/1: CR 1/2; Medium Humanoid; hp 9; Init +7; Spd 30; AC:13 (Flatfooted:10 Touch:13); base melee +1; grapple +2; +3 (1d4+1 mw dagger); AL N; SV Fort +3, Ref +0, Will +0; STR 12, DEX 16, CON 12, INT 10, WIS 12, CHA 14.

Skills and Feats: Intimidate +4, Ride +5, Improved Initiative

Possessions: masterwork dagger, javelin, 30gp

Encounter Eight (EL 4)

Archers (2), (War 1—CR ½), Medium Humanoid (human); Male Human Warrior/1: CR 1/2; Medium Humanoid; hp 10; Init +5; Spd 30; AC:14 (Flatfooted:13 Touch:11); base melee +1; grapple +2; +4 (1d6 shortbow) or +2 (1d6 mw short sword); AL N; SV Fort +3, Ref +0, Will +0; STR 10, DEX 16, CON 14, INT 10, WIS 12, CHA 14.

Skills and Feats: Intimidate +4, Ride +5, Improved Initiative

Possessions: studded leather armor, masterwork short sword, shortbow

Fighters (2), (War 1—CR ½), Medium Humanoid (human); Male Human Warrior/1: CR 1/2; Medium Humanoid; hp 10; Init +5; Spd 30; AC:14 (Flatfooted:13 Touch:11); base melee +1; grapple +2; +2 (1d6 javelin) or +4 (1d6+2 mw short sword); AL N; SV Fort +3, Ref +0, Will +0; STR 14, DEX 12, CON 14, INT 10, WIS 12, CHA 14.

Skills and Feats: Intimidate +4, Ride +5, Improved Initiative

Possessions: studded leather armor, masterwork short sword, javelin

Rogue/Fighter (Rog 1—CR 1)
Medium Humanoid (human)

Male Human Rog1: CR 1; Medium Humanoid; hp 7; Init +6; Spd 30; AC:14 (Flatfooted:12 Touch:12); base melee +0; grapple +11; +3 (1d4+2, mw dagger); AL N; SV Fort +1, Ref +4, Will +1; SA: sneak attack +1D6; STR 14, DEX 14, CON 12, INT 13, WIS 12, CHA 14.

Notable Skills & Feats: Bluff +4, Hide +4, Intimidate +5, Jump +5, Move Silently +4, Ride +2, Sense Motive +5, Sleight of Hand +5, Spot +4, Tumble +6; improved initiative;

Possessions: masterwork dagger, leather armor

APL 4

Encounter Six (EL 5)

Robed Figures (4), (Ftr 1—CR 1), Medium Humanoid (human); Male Human Fighter/1: CR 1; Medium Humanoid; hp 13; Init +5; Spd 30; AC:15 (Flatfooted:14 Touch:11); base melee +1; grapple +2; +2 (1d6 javelin) or +4 (1d6+2 mw short sword); AL N; SV Fort +4, Ref +1, Will +1; STR 14, DEX 12, CON 14, INT 10, WIS 12, CHA 14.

Skills and Feats: Intimidate +4, Ride +5, Improved Initiative, Toughness

Possessions: chain shirt, masterwork short sword, javelin

Street Urchin (1), (Ftr 1—CR 1), Medium Humanoid (human); Female Human Fighter/1: CR 1; Medium Humanoid; hp 11; Init +3; Spd 30; AC:13 (Flatfooted:10 Touch:13); base melee +1; grapple +2; +3 (1d4+1 mw dagger); AL N; SV Fort +3, Ref +3, Will +1; STR 12, DEX 16, CON 12, INT 13, WIS 12, CHA 14.

Skills and Feats: Intimidate +4, Ride +5, Combat Expertise, Improved Trip

Possessions: masterwork dagger

Encounter 8 (EL 6)

Archers (2), (Ftr 1—CR 1), Medium Humanoid (human); Male Human Fighter/1: CR 1; Medium Humanoid; hp 12; Init +1; Spd 30; AC:16 (Flatfooted:14 Touch:12); base melee +1; grapple +2; +3 (1d6 shortbow) or +2 (1d6+1 short sword); AL N; SV Fort +4, Ref +2, Will +1; STR 12, DEX 14, CON 14, INT 10, WIS 12, CHA 14.

Skills and Feats: Intimidate +4, Ride +5, Point Blank Shot, Precise Shot

Possessions: chain shirt, short sword, masterwork shortbow

Fighters (2) (Brb 1—CR 1); Medium Humanoid (human); Male Human Barbarian/1: CR 1; Medium Humanoid; hp 14; Init +5; Spd 40; AC:15 (Flatfooted:14 Touch:11); base melee +1; grapple +3; +2 (1d6 javelin) or +4 (1d6+2 mw short sword); AL N; SV Fort +4, Ref +1, Will +1; SQ: Rage 1/day; STR 14, DEX 12, CON 14, INT 10, WIS 12, CHA 14.

Skills and Feats: Intimidate +4, Ride +5, Improved Initiative

Possessions: chain shirt, masterwork short sword, javelin

Rogue/Fighter (Rog 1/Ftr 1—CR 2), Medium Humanoid (human); Male Human Rog1/Ftr 1: CR 2; Medium Humanoid; hp 16; Init +6; Spd 30; AC:16

(Flatfooted:14 Touch:12); base melee +1; grapple +3; +4 (1d4+2, mw dagger); AL N; SV Fort +3, Ref +4, Will +1; SA: sneak attack +1D6; STR 14, DEX 14, CON 12, INT 13, WIS 12, CHA 14.

Skills and Feats: Bluff +4, Hide +4, Intimidate +5, Jump +5, Move Silently +4, Ride +2, Sense Motive +5, Sleight of Hand +5, Spot +4, Tumble +7; Dodge, Improved Initiative

Possessions: masterwork dagger, chain shirt

APL 6

Encounter Six (EL 7)

Robed Figures (4); (Brb 1/Ftr 1—CR 2), Medium Humanoid (human); Male Human Barbarian 1/Fighter 1: CR 2; Medium Humanoid; hp 26; Init +5; Spd 40; AC:16 (Flatfooted:15 Touch:11); base melee +2; grapple +5; +3 (1d6 javelin) or +6 (1d8+4 +1 longsword); AL N; SV Fort +6, Ref +1, Will +1; SQ: Rage 1/day; STR 16, DEX 12, CON 14, INT 10, WIS 12, CHA 14.

Skills and Feats: Intimidate +4, Ride +5, Improved Initiative, Toughness

Possessions: +1 chain shirt, +1 longsword, javelin

1 Street Urchin (Rog 1/Ftr 1—CR 2), Medium Humanoid (human); Female Human Rogue 1/Fighter 1: CR 2; Medium Humanoid; hp 15; Init +3; Spd 30; AC:16 (Flatfooted:13 Touch:13); base melee +1; grapple +2; SA: +1d6 sneak attack, +4 (1d4+1 +1 dagger); AL N; SV Fort +3, Ref +5, Will +1; STR 12, DEX 16, CON 12, INT 13, WIS 12, CHA 14.

Skills and Feats: Intimidate +4, Tumble +8, Combat Expertise, Improved Trip

Possessions: +1 bracers of armor, +1 amulet of natural armor, +1 ring of protection, +1 dagger

Encounter 8 (EL 8)

2 Archers (Rog 1/Ftr 2—CR 3); Medium Humanoid (human); Male Human Rogue 1/Fighter 2: CR 3; Medium Humanoid; hp 26; Init +6; Spd 30; AC:17 (Flatfooted:15 Touch:12); base melee +2; grapple +4; +4 (1d6+1, +1 shortbow) or +4 (1d8+3, +1 longsword); AL N; SV Fort +4, Ref +4, Will +1; STR 14, DEX 14, CON 14, INT 10, WIS 12, CHA 14.

Skills and Feats: Intimidate +4, Ride +5, Improved Initiative, Point Blank Shot, Precise Shot

Possessions: +1 chain shirt, +1 longsword, +1 shortbow

2 Fighters (Ftr 1/Brb 2—CR 3); Medium Humanoid (human); Male Human Fighter 1/Barbarian 2: CR 3; Medium Humanoid; hp 31; Init +5; Spd 40; AC:16 (Flatfooted:15 Touch:11); base melee +3; grapple +6; +4 (1d6 javelin) or +7 (1d8+4, +1 longsword); AL N; SV Fort +7, Ref +1, Will +1; SQ: Rage 1/day, Uncanny Dodge; STR 16, DEX 12, CON 14, INT 10, WIS 12, CHA 14.

Skills and Feats: Intimidate +4, Ride +5, Improved Initiative, Power Attack, Cleave

Possessions: +1 chain shirt, +1 longsword, javelin

Rogue/Fighter (Rog 2/Ftr 1—CR 3), Medium Humanoid (human); Male Human Rogue 1/Fighter 1:

CR 2; Medium Humanoid; hp 21; Init +6; Spd 30; AC:17 (Flatfooted:15 Touch:12); base melee +2; grapple +4; +5 (1d8+3, +1 longsword); AL N; SV Fort +3, Ref +5, Will +1; SA: sneak attack +1d6; STR 14, DEX 14, CON 12, INT 13, WIS 12, CHA 14.

Skills and Feats: Bluff +4, Hide +4, Intimidate +5, Jump +5, Move Silently +4, Ride +2, Sense Motive +5, Sleight of Hand +5, Spot +6, Tumble +8; Improved Initiative, Dodge, Combat Expertise, Improved Trip

Possessions: +1 chain shirt, +1 longsword

APL 8

Encounter Six (EL 9)

4 Robed Figures (Bbn 2/Ftr 2), Medium Humanoid (human); Male Human Barbarian 2/Fighter 2: CR 4; Medium Humanoid; hp 42; Init +5; Spd 40; AC:21 (Flatfooted:20 Touch:13); base melee +4; grapple +7; +5 (1d6 javelin) or +8 (1d8+4 +1d6 fire, +1 flaming longsword); AL N; SV Fort +8, Ref +1, Will +1; SQ: Rage 1/day, Uncanny Dodge; STR 17, DEX 12, CON 14, INT 10, WIS 12, CHA 14.

Skills and Feats: Intimidate +8, Jump +8, Improved Initiative, Toughness, Power Attack, Cleave, Blind Fight

Possessions: +2 chain shirt, amulet of natural armor +2, ring of protection +2, +1 flaming longsword, javelin

1 Street Urchin (Rog 3/Ftr 1), Medium Humanoid (human); Female Human Rogue 3/ Fighter 1: CR 4; Medium Humanoid; hp 26; Init +7; Spd 30; AC:19 (Flatfooted:16 Touch:15); base melee +3; grapple +5; SA: +2d6 sneak attack, +6 (1d4+2 +1d6 fire, +2 returning flaming dagger); AL N; SV Fort +4, Ref +6, Will +2; STR 14, DEX 17, CON 12, INT 13, WIS 12, CHA 14.

Skills and Feats: Intimidate +4, Tumble +10, Improved Initiative, Combat Expertise, Improved Trip, Dodge

Possessions: bracers of armor +2, amulet of natural armor +2, ring of protection +2, +1 returning flaming dagger

Encounter 8 (EL 10)

2 Archers (Rog 3/Ftr 2), Medium Humanoid (human); Male Human Rogue 3/ Fighter 2: CR 5; Medium Humanoid; hp 38; Init +6; Spd 30; AC:23 (Flatfooted:20 Touch:15); base melee +4; grapple +6; +9 (1d6+1 +1d6 fire, +1 flaming shortbow) or +6 (1d8+2, longsword); AL N; SV Fort +5, Ref +6, Will +2; STR 15, DEX 16, CON 14, INT 10, WIS 12, CHA 14.

Skills and Feats: Intimidate +4, Tumble +10; Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (shortbow)

Possessions: +2 chain shirt, amulet of natural armor +2, ring of protection +2, longsword, +1 flaming shortbow

2 Fighters (Ftr 3/Brb 2), Medium Humanoid (human); Male Human Barbarian 2/Fighter 3: CR 5; Medium Humanoid; hp 50; Init +5; Spd 40; AC:21 (Flatfooted:20 Touch:13); base melee +5; grapple +8; +6 (1d6 javelin) or +9 (1d8+4 +1d6 fire, +1 flaming longsword); AL N; SV Fort +8, Ref +2, Will +2; SQ: Rage 1/day, Uncanny Dodge; STR 17, DEX 12, CON 14, INT 10, WIS 12, CHA 14.

Skills and Feats: Intimidate +8, Jump +8, Improved Initiative, Toughness, Power Attack, Cleave, Blind Fight

Possessions: +2 chain shirt, amulet of natural armor +2, ring of protection +2, +1 flaming longsword, javelin

Rogue/Fighter (Rog3/Ftr2), Medium Humanoid (human); Female Human Rogue 3/ Fighter 2: CR 5; Medium Humanoid; hp 33; Init +7; Spd 30; AC:23 (Flatfooted:20 Touch:15); base melee +4; grapple +5; SA: +2d6 sneak attack, +6 (1d4+1 +1d6 fire, +1 returning flaming dagger); AL N; SV Fort +5, Ref +6, Will +2; STR 12, DEX 17, CON 12, INT 13, WIS 12, CHA 14.

Skills and Feats: Intimidate +4, Tumble +10, Improved Initiative, Combat Expertise, Improved Trip, Dodge

Possessions: +2 chain shirt, amulet of natural armor +2, ring of protection +2, +1 returning flaming dagger

Appendix Two: New Rules

No new rules

Appendix Three: Legwork

At various points throughout this adventure, the characters will want to find out more information about certain topics. Have them make the appropriate skill checks, with higher checks resulting in more information. Other knowledge skills may be used, in addition to the ones listed, at the DM's discretion. The DM is reminded that each Gather Information check takes 1d4+1 hours. All DCs are increased by +5 for Bardic Knowledge checks.

Verbobonc – General Information and Current Events: (Bardic Knowledge, Gather Information, Knowledge [Local: VTF]).

DC 0: Verbobonc is suffering from the effects of an unusually harsh winter, which began in early Patchwall. The early winter destroyed much of the Viscounty's food crop, before the farmers could complete their harvest.

DC 5: Lord Saflynd has announced that his eldest son, Daffyd, is to marry. They are searching for the right lady for him.

DC 7: The town of Tristane, located in the southwestern part of the Viscounty, was recently found completely abandoned. There is no word on what happened to the citizens, but some rumors say that one of the citizens awoke an ancient spirit. Other rumors say they were captured by slavers in league with the orcs of the Black Spike, which have been in evidence in the Gnarley Forest and other places.

DC 10: Early this year, a food riot erupted in Verbobonc City as commoners, tired of the nobilities' apparent lack of concern, stormed the capitol of Verbobonc. The Gentlemen of the Watch, the Mounted Borderers, and even the noble house guards were called in force to suppress the uprising.

DC 12: A large group of travelers were discovered murdered recently on Lord Avgustin's lands. The crime is commonly referred to as the Brewfest Massacre of Humming's End. Rumor has it a former paladin in the service of Lord Shannus is responsible.

DC 15: During the war last year, a group of brave adventurers journeyed to a plane of evil and recovered the missing Revnash Splinter, a holy artifact of Saint Cuthbert.

DC 17: Emissaries have been sent looking for the druids of the Old Faith to aid in abating the harshness of winter's effects. So far, all requests for assistance have fallen on deaf ears. Likewise with the elven clans of the Gnarley, who have begun taking a more militant stance against the perceived incursions by the towns that have sprung up in the great forest.

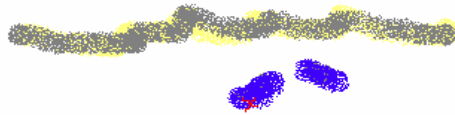
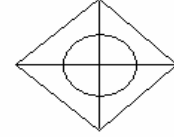
DC 20: Rumor has it the Elven Clans of the Gnarley have received ambassadors from the isolationist Kingdom of Celene, which lies south of the Viscounty.

DC 22: Someone has been buying up all the silver in Verbobonc. Accusations by Shannus have been made against the lycanthropes of the Ironwood, who – it is said – are buying it so that it will not be used against them when they launch their attack.

DC 25: Someone is making a power play for leadership of the Verbobonc underworld.

DM's Maps

The Map



Player Handout #1

Letter from Cousin "T"

Dear intrepid adventurers,

Your investigations into the missing map and the missing woman are very dangerous and will likely lead to your deaths. Please accept this gold as a token of my affection and my wishes that you will live a long and prosperous life. If you accept my affection, please enjoy the rest of your ride in safety and security. If you do not wish to bask in your good fortune, that is your choice. All I ask is that you please leave this additional gold in the coach when you reach your final destination.

Sincerely yours,

Your good cousin T.