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IN THE COMPANY OF SNULE

INTRODUCTION

Lady Dosha Vanderlill, daughter of Lord Pottipher Vanderlill, Harbor Master of Myrr, sits in a lonely cell within the Prison of Wayward Souls. Using her family's influence, she helped Snule, a known gangster, to rob one of the King's transport ships docked at the harbor. The authorities have not yet made public exactly what Snule stole, nor fully explained the good Lady's role in the whole affair, but one thing is for certain – the name of Snule is becoming widely known throughout Kalendia. The true point of interest regarding this capable and highly motivated outlaw is not of the spectacular crimes that he commits, but that Snule is, in fact, a “lowly” troll! Snule's nature is a mystery to be sure, and one that the party may uncover when *In the Company of Snule*.

In the Company of Snule is a fantasy role-playing adventure for the D20 System and requires the use of the Dungeons and Dragon 3rd Edition *Player's Handbook*, published by Wizard's of the Coast. The adventure is designed for four 5th - 7th level characters, but can be easily modified to present a challenge to a larger range of group levels. This adventure takes place near the Madrurey Forest, north of Myrr. It is not site specific and can be installed in any environment that the Game Master (GM) so chooses.

PREPARATION

The following adventure and background provides an introductory scenario for delving into the criminal world of Snule. An enigma, few have seen this dastardly troll directly. Despite theories to the contrary, he does exist, and now represents a subject of great interest for thieves and bards alike. Snule's history and exploits are briefly detailed in Appendix II: Snule, but most information is left for the GM to expand upon and possibly develop into an ongoing story arc. This mini-adventure can thus be used as a one-shot or as a starting point for an ongoing Snule campaign. In addition to Snule's basic stats, the appendices also detail various gang members, story hooks, and other items of interest that form something of a “Snule Builder's toolbox.”

ADVENTURE BACKGROUND

The Legend of Lutha Antran

Many years ago, long before the militia-based Red Cloaks were formed, a group known as the King's Rangers, based in Myrr, policed the West Wood Barony. Chief among the Rangers was Lutha Antran, a loyal member who loved his profession and did much in his career for king and country. Courageous and intelligent, he was never at a loss for words, gaining a reputation for being quite the charming “ladies man.” This notoriety served him well, as it landed him in King Wercheck's favor and propelled him upward into Myrr's Court of Distinguished Guilds. Business and commerce were vital to the city of Myrr, and the stability that the Rangers provided strengthened trade and assisted in taming the wild lands of the West Wood. Lutha was trusted with the protec-

tion of Weston Road, the main trade route within the region.

Soon, though, corruption began to infiltrate the political bodies of Myrr. Crime families, thieves' guilds, and greedy merchant lords started to see the thriving city as an opportunity, and they moved quickly to establish foundations in the young and ripe territory. Weston Road became the primary location for exercises in selfish greed. At first, Lutha did much to prevent smuggling and weapons running from infecting the area, but even he could not completely stem the tide. Furious from the lack of support from the Distinguished Guilds, he personally rode to Myrr to demand the funds needed to raise a militia to assist him. The City Lords, many already in the employ of the crime families and merchant guilds, only scoffed at his request, suggesting that should support be required, it must come from within the King's court and not from the coffers of “honest” businessmen. The Myrrian Lords felt that they should not be held accountable for the state of the region, which was clearly in the hands of the “King's Rangers.” Upon hearing this, the King's representatives laughed at such assumptions, knowing very well that they were just another attempt to gain leverage against his rule. Lutha left Myrr terribly discouraged. He felt that the removal of his charge was only a matter of time.

Lutha turned to his friend Aniel. Aniel, a half-elven ranger with an esteemed reputation of his own, used his contacts throughout the West Wood Barony to gather heroes who would rise to the occasion. Winter was fast approaching, and the mad rush to meet trade deadlines increased merchant traffic. Lutha knew that such traffic would provide excellent cover for more sinister cargo. Many spies loyal to Aniel gathered information up and down the trade route.

The half-elf knew that something would turn up sooner or later, and so it did: apparently, a *staff of power* was being smuggled north from Myrr. It was believed that its destination would not benefit the Barony, as its owner was a known supporter of Lotly Rowe, an evil wizard who terrorized much of the settlements surrounding the town of Hollobrae. Aniel organized his spies and, with Lutha's blessing, decided to put off confiscating the powerful device until he could discover its true owner. Many days passed, and Lutha grew worried that their attempts to shadow the smugglers would soon be discovered. A week eventually passed and Lutha could wait no more: the merchant train would soon near Hollobrae, and he could not risk it any longer. He gave the word to seize the *staff*. Aniel's men rushed the train and struck hard. The smugglers were hardy warriors, though, and put up a strong defense. Lutha moved through the battle and found himself in the merchant wagon that carried the *staff*. There he discovered, Thoushan, the *staff's* keeper. To his horror, the old wizard taunted him by revealing the King's Seal, meaning that the *staff of power* was secretly under the King's protection. Lutha's seizure of the *staff* would now be considered an act of treason! Yet Lutha's real heartbreak came from the realization that, for some reason, King Wercheck was committing





treason against his own people by having the *staff* delivered to a known outlaw. Lutha felt that everything on which he had built his life appeared as a terrible joke.

Something inside him snapped and he rushed Thoushan in a suicidal rage. Panicking, the wizard ignited a *fireball* and ended up destroying much of the caravan in the process. The combatants scattered as the fire leapt from one merchant wagon to another, raging out of control. Thoushan spilled out onto the road badly burned. He no longer held the *staff* in his possession.

The next day, the King's Rangers began their investigation and ultimately failed to recover Lutha's body. With the possibility that he may still live, and with the *staff* stolen, he was branded a traitor. Outlawed by his own men, the fate of Lutha remained a mystery, pondered only in legend.

Four years later, King Wercheck was found assassinated in his bed. Lying beside him was the head of the evil Lotly Rowe. Aniel himself tells this story, by the hearth of the Fiery Dragon Tavern in Hollobrae. He knows little of Lutha's end, but does conclude from his own searching that Lotly was involved with the King directly, and that poor King Wercheck was a mad fool. His death was a relief for the people of the West Wood Barony, and the legacy of Lutha may be thanked for it.

Aniel's Suspicions

Aniel, ever vigilant, suspects a connection between the famous Snule and the legendary Lutha. Their methodology is so similar that the evidence cannot be dismissed. Aniel has personally investigated several Snule-related crime scenes, and what little clues that are left remind him of his former friend. One incident in particular has made Aniel pause: a story where a wise sage was kidnapped by the troll and challenged to a game of chess. Lutha was a renowned chess player, always beating his opponents soundly. This incident marks one of the primary reasons for the development of the legend of Snule: a highly intelligent, highly literate chess-playing troll capturing a sage in order to force a little culture into his life made too good a story to be true. Snule safely delivered the man back to his home once the lively game finished. To the astonishment of the investigating Red Cloaks, the sage insisted that the troll be left alone, saying, "His taste in wine and sense of conversation were impeccable. A lovely host!" Aniel remembered his own moments with Lutha and began secretly to sense a connection.

The question Aniel asks himself, though, is, "How could Lutha be Snule?" A human becoming a troll is a tricky thing; yet Aniel feels that he has worked out the solution. Lutha had many allies in the woodland regions of the Barony. If he escaped and then perished from his wounds in the cover of the forest, he may have been discovered by one of his druid friends. Thus, reincarnation comes into play, and although coming back as a troll is a cruel trick of fate, it is not outside the realm of possibility. This solution is still only a theory, however, as Aniel so far cannot track down the druid responsible. Ultimately, he feels it is the work of The Path (an organization of powerful druids bent on keeping the balance of life

and time in check).

Other "clues" bring Aniel to this conclusion as well – specifically, the nature of Snule's crimes. The majority of them are not "evil." Many of them involve simple theft done with an artist's flair; other more serious crimes (such as the kidnapping) rarely end in bloodshed; in fact, innocent bystanders are usually left out of the equation. Snule only seems to pick on those who are his "own size or bigger": generally, this means the Court of Kalendia, greedy merchant houses, or evil organizations. Furthermore, Snule never targets the Red Cloaks or any other law enforcement body. It is not uncommon for the gangster to donate funds to needy people, or have his men participate "secretly" in communities that need help (such as assisting with the harvest in difficult times). Snule represents something of a roguish hero to a growing number of people. This development, however, does not change the fact that he is a ruthless lawbreaker with no respect for good King Televar.

In light of all of this, though, Aniel will not make his thoughts known. He feels that the man that was Lutha is dead, and feels that history has mistreated the good ranger. Aniel feels no need to pursue Snule either, as he now holds a better understanding of the outlaw's motivations. He sees the troll as more a vigilante than a criminal and is confident that Snule does not exist to hurt the people of West Wood. Snule is more about keeping the powers of Kalendia "honest" by exposing their weakness for greed and corruption.

SETTING THE STAGE

This mini-adventure does not involve Snule directly, but it does introduce the type of operations and people with which the criminal mastermind surrounds himself. As stated earlier, this scenario could stand on its own (and even be expanded) or serve as a starting point to begin an even bigger Snule-related adventure.

Snule directs many small operations that dot the Kingdom of Kalendia. The one he counts on presently is a small boathouse that rests on a tributary branching from the southern fork of the Agger River. Snule's men stationed there usually carry out robberies on the river or try to scuttle a merchant ship or two. Presently, they are guarding a very important prisoner: the *real* Lady Dosha – not the magically constructed soulless *clone* that rests in the Prison for Wayward Souls. Using a series of elaborate disguises and spells, Snule tempted the Lady to fall in love with him, and then later used her to aid him in the theft of one of the King's private ledgers. Such a book contains a partial synopsis of the King's financing in the West Wood Barony. Snule now has a good idea of how the King moves his monies throughout the region and where. Although tricked by Snule in the name of love, Lady Dosha is no innocent, secretly aiding other criminals in the area, such as the Delsardo family. She takes bribes for influence in the name of her father, and then uses the money to put toward her collection of rare dolls. Many of these "dolls" are actually *binding* statuettes that she uses to imprison victims to ransom later through the Delsardos for even more money. Obviously, Snule is not done with her yet.

To set up this boathouse encounter, the GM should take oppor-





tunities to introduce Snule's reputation to the characters. Having the characters cross swords with Snule's men from previous encounters or constantly hearing stories of the master troll through their travels are ways to build this mystique. The news about Lady Dosh's actions and imprisonment should definitely reach their ears. Getting the characters to the boathouse itself is another matter. The easiest way to hook the players involves having the Red Cloaks turn to the party for help against river raiders operating in the area. Other possibilities may include The Fungus Three (a group of kobold thieves detailed later), tracked to this location by the party, or that locals have been complaining about the "deserted" boathouse itself (believing it haunted due to strange figures milling about it of late). If the opportunity presents itself, Ceredor will greet visitors and attempt to pass the place off as his own: "My wife and I are but simple river folk."

KEYED ENCOUNTERS

The Boathouse

Unless otherwise noted, all walls are made of **masonry stone (Hardness 8; 90 hp; Break DC 35)**, and all doors are **simple wooden (1 in. thick; Hardness 4; 10 hp; Break DC: Stuck 13, Locked 15)**. The stats for all monsters and NPCs encountered at the boathouse can be found in Appendix I: Monster Descriptions.

AREA 1: The Fence.

Approaching the boathouse, all appears peaceful and quiet. A large, wrought iron fence surrounds the grounds, which encompasses the boathouse itself, and another large storage building. The gate to the south appears locked. To the northeast stand three large willow trees that obscure the view of the area from the river. Reports of the boathouse being deserted, though, do not correspond with what you see now. Fresh tracks can be easily seen throughout the compound, and the buildings show signs of recent repair.

The gate is locked (**2 in. thick iron bars; Hardness 10; 60 hp; Break DC 25; Open Lock DC 25**), and the fence is rusted but easily scaleable (**Climb DC 10**). Should the fence be touched, *magic mouths* will activate in Areas 3, 4, 5, 9, 10, 11, and 12 to warn the occupants of intruders. The fence will radiate moderate *glamer magic* if detected for, but it is not trapped.

AREA 2: The Grounds.

Fresh tracks can be seen on the ground, including large wheel grooves that lead from the dock to Area 3. The dock is sturdy and has seen a lot of use. The three large willows carry out over the fence and brush up against the roofs of the two buildings. The roofs themselves are also treated with the *magic mouth* alarm system described in Area 1. Behind Area 3 are three large outhouses designed to accommodate small, medium, and large creatures, respectively. To the east is a fresh fire pit, used recently and often. Large logs are situated about it, and many human and non-human

bones surround the site.

AREA 3: Boat Storage.

This large storage house holds the gang's main mode of transportation on the river: a small sized riverboat (worth 3,000 gp; it can travel 1 mile per hour if rowed, 2 miles per hour under sail), with several large oars, a sail, and riggings to support and stabilize small and large crossbows. It is up on its dry dock presently, sporting a mean little battering ram (**3d6 damage**) to sink vessels of its size or smaller. A large hollow compartment (**Search DC 25**) is used to stow weapons, booty, and prisoners. It currently contains four light crossbows, two heavy crossbows, and 80 metal bolts. About the interior hold hang tools, grappling hooks with rope, two man-catchers, and other "necessities" for life on the river. A locked trapdoor (**Break DC 28; Open Lock DC 25**), hidden by a large plank (**Search DC 25**), rests on the southeast end of the deck. It can only be opened from below (Area 10), unless the party decides to smash through it. Outside of the building to the east is a ground cellar where the gang holds more food supplies (consisting mostly of smoked fish).

Generally, when the gang pulls a raid on the river, they use this boat to launch their attacks. Always raiding at night, they anchor the boat just outside of range from their target. Then Maranella activates a *Tenser's floating disk* and "The Fungus Three" climb onboard (hidden with *invisibility* spells) and guide the *disk* to the side of the target. From there, they climb aboard and then release the rest of their mates, waiting within a *bag of holding*, and complete the surprise attack. The system has worked so well that they have yet to encounter a major failure.

AREA 4: The Boathouse.

If intruders are detected, 8 hobgoblins and 3 ogres will rustle up from their games of chance and engage the party. During the day, the activity of the gang is lethargic due to all the late night missions, and they rarely go out into the light. Hay and boards cover the floor, with bedrolls spread about. In the northeast corner is a hidden trap door (**Search DC 25**) that is not locked; opening it will reveal a ladder leading down to Area 5. The covered dock holds a small fishing boat, old but in good condition. A chest contains a fishing net and several wicked looking fish baits. Fishing polls, rope, and other gear can be found hanging from the walls. Ceredor does the majority of the fishing and cooking for his men.

Hobgoblins (8): hp 7, 7, 6, 6, 5, 5, 4, 4.

Ogres (3): hp 28, 26, 24.

AREA 5: The Cellar.

Three thieving kobolds, dubbed "The Fungus Three," make this dark area their lair. Two more ogres also reside here at all times to keep up security; if the *magic mouths* warn of intruders, they will be sent to investigate. Outside of a few chairs and an extra keg of beer, there is nothing of interest here.

The Fungus Three (3): hp 18, 18, 18.

Ogres (2): hp 26, 26.





AREA 6: The Common Room.

Most day-to-day activity for the gang takes place here. A few chairs, a large table, and a sharpening stone fill the room. Weapons of all kinds hang from the walls, as well as the skulls from several choice victims. Ceredor does not allow drunkenness in this room due to its proximity to the prisoner cells. A large sign on the south wall warns of this, reading (in Common and garbled Giant) “NO DRINKING around the prisoners.”

AREAS 7, 7A, and 7B: The Cells.

Area 7 is the bridge room between the two cells. When other Snule operatives use the compound as a safe house, they usually stay here. The two other rooms are the detention cells. The doors are bound with metal bands (**Hardness 5; 20 hp; Break DC 23**) and locked at all times (**Open Lock DC 30**). The keys to the doors can be found on Ceredor or Maranella. Area 7A is empty, but 7B holds the real Lady Dosha (see Appendix I: Monster Descriptions for her stats). Snule left her with Ceredor and then proceeded up river to another secret location. He will return for her soon, though. If found, Lady Dosha will play the “wounded quail” and attempt to gain favor by flattering the party. She will try to escape outright the first chance she gets and then regroup with the party after the assault. Although she is, in fact, terribly selfish and evil, she maintains the reputation of a simple, self-centered socialite, and there is no reason for the characters to suspect otherwise initially. She will beg the party to escort her to the nearest authorities, promising a large reward. She is aware of the clone and will use it to leverage a story that it was not her that aided Snule, but the clone. Thus, she has a chance to preserve her reputation and secret life.

AREA 8: Hallway Trap.

Opening the door from Area 5 will activate an **arrow trap (CR 1; +10 ranged [1d6/x3 crit]; Search DC 20; Disable Device DC 20)** that will blast through the wall from Area 9. Normally it is unarmed, but it will be loaded if the party activated the *magic mouth* alarms on either the fence or the roof. The ogres in Area 5 are careful to avoid this trap when the alarm sounds and will attempt to use it to their advantage if possible.

AREA 9: Ogre’s Quarters.

All the ogres, and some of the bigger hobgoblins, use this room as their sleeping quarters. Unless the alarm is sounded, this room will contain three more sleeping ogres and five hobgoblins. If alerted, they will lock and bar the door leading to Area 8 and then leave two hobgoblins to watch the room. The rest will prepare for battle in Area 10.

Ogres (3): hp 26, 26, 26.

Hobgoblins (5): hp 8, 8, 6, 6, 5.

AREA 10: Kitchen/Main Hall.

A large table full of cooking utensils and a small gnomish wood

stove occupy this area. If the alarm has sounded and the ogres from Area 9 are preparing for intruders, then they will stoke the tips of their greatclubs in the wood stove to add some extra fire damage (**+1d3 points of fire damage for the next 3 rounds**). They will move the kitchen table to bar entry through the north door (**raising the Break DC to 20**). Maranella will also be in this room, as she is quickly feeding incriminating papers to the fire. No matter what happens, if visitors/intruders come to the compound she will not leave the office until the coast is clear, destroying evidence immediately if necessary. Snule’s soldiers will fight to the death. A rope ladder is attached to the trap door in the ceiling (to Area 3), held steadfast from here with a steel bar.

Maranella (1): hp 17.

AREA 11: Ceredor’s Office.

A beautiful oak bureau and chairs are arranged around the room. If somehow captured intact, a quick once-over of the evidence (**Gather Information DC 15**) in this room (including rosters, ledger books, and files) will lead to uncovering several of Snule’s operations in the region, and will be the first real victory scored against him. Snule will be furious, and will not soon forget the role played by the characters. There will also be records of Ceredor’s own activities, and he will face the gallows for sure should he be captured.

AREA 12: Ceredor’s Abode.

Ceredor will enter the fray as needed, but he prefers to stay here in order to defend his master’s honor. Ceredor has expensive tastes and lives well within the confines of the dirty old compound. Only he knows the combination for the safe (**Search DC 25; Open Lock DC 30**) hidden in the north wall. If the safe is opened without use of the combination, then a **fire trap (CR 2; 1-ft. wide, 10-ft. long stream of flame [3d6]; Reflex save DC 13 avoids; Search DC 25; Disable Device DC 26)** will shoot out, engulfing the victims in flames. Inside are 300 gp, 2 gems (100 gp amber, 200 gp pearl), an arcane *scroll of locate object*, and three very ornate dolls with an estimated value of 500 gp each. The dolls are Lady Dosha’s, who will claim them immediately; they are actually magical statuettes used with a *binding* spell, each doll containing the essence of three different individuals (see Appendix II: Snule). In the safe is also the seal of Snule, which carries deep respect within his organization. Such a device allows those that wear it (as a pendant) access within the world of Snule. It is not an all-access pass, however, because one must also know how to perform the special hand signals that guarantee authenticity.

Ceredor (1): hp 49.

COMPLETING THE ADVENTURE

Possible results of raiding the boathouse are detailed in Appendix II: Snule. The successful completion of the adventure should result in experience awards, as listed in the Challenge Table (page 8), and the GM may also wish to grant awards if the characters deduce Snule’s further activities or rescue Lady Dosha.





APPENDIX I: MONSTER DESCRIPTIONS

Ceredor, male halfling Rgr5/Rog2

CR 7; Small Humanoid; HD 5d10 + 2d6 + 7; 49 hp; Init +7 (+3 Dex, +4 Improved Initiative); Spd 20 ft.; AC 20 (+1 size, +3 Dex, +4 armor, +2 shield); Atk +8/+3 melee (1d6/1d6, masterwork shortsword) or +10/+5 ranged (1d6/1d6, shortbow); SA Sneak Attack +1d6; SQ Favored enemies: halflings and humans, evasion, traps, halfling; AL LE; SV Fort +6, Ref +10, Will +2; Str 11, Dex 16, Con 12, Int 12, Wis 11, Cha 10.



Skills: Appraise +4, Escape Artist +6, Forgery +4, Hide +17, Intuit Direction +10, Listen +14, Move Silently +15, Open Lock +12.

Feats: Alertness, Improved Initiative, Lightning Reflexes, Track, Two-Weapon Fighting.

SQ-Favored Enemies (Ex): Ceredor gains a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks against halflings and humans. Ceredor also gains a +1 damage bonus against halflings and humans.

SQ-Halfling (Ex): As a halfling, Ceredor gains a +2 bonus to all saves vs. Fear.

Possessions: +1 buckler, +1 studded leather armor, 3 potions of cure light wounds, potion of hide, potion of sneak, potion of spiderclimb, masterwork shortsword, masterwork dagger, shortbow, 20 arrows.

"The Fungus Three," male kobolds Rog4

CR 4; Small Humanoid; HD 4d6; 18 hp each; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 size, +1 Dex, +2 armor, +1 natural); Atk +3 melee (1d6-1, halfspear) or +5 ranged (1d8, light crossbow); SA Sneak attack +2d6; SQ Darkvision 60 ft., evasion, light sensitivity, uncanny dodge, traps; AL LE; SV Fort +1, Ref +7, Will +1; Str 6, Dex 13, Con 11, Int 11, Wis 10, Cha 10.



Skills: Balance +5, Climb +3, Craft (Gemcutter) +2, Craft (Trapmaker) +4, Hide +6, Jump +3, Listen +7, Move Silently +7, Open Lock +6, Pickpocket +6, Profession (Miner) +2, Search +6, Swim +2, Use Rope +3.

Feats: Alertness, Lightning Reflexes.

SQ-Light Sensitivity (Ex): Kobolds suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Possessions: masterwork leather armor, +1 halfspear, light crossbow, 20 bolts, potion of hiding, potion of sneak, potion of spiderclimb. Each of the kobolds has identical equipment.

Hobgoblins

CR 1/2; Medium Humanoid; HD 1d8+1; 5 hp; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +3 studded leather armor, +1 shield); Atk +1 melee (1d8, longsword) or +2 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL LE; SV Fort +3, Ref +1, Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.



Skills: Hide +1, Listen +3, Move Silently +3, Spot +3.

Feat: Alertness.

Possessions: studded leather armor, shield, longsword, 2 javelins, 3d4 gp each.

Maranella, female gnome Sor4

CR 4; Small Humanoid; HD 4d4+4; 17 hp; Init +1 (Dex); Spd 20 ft.; AC 14 (+1 size, +1 Dex, +2 armor); Atk +2 melee (1d8-1, shortspear) or +4 ranged (1d8, light crossbow); SQ Gnome traits, low-light vision, spells; AL LE; SV Fort +4, Ref +2, Will +4; Str 8, Dex 13, Con 12, Int 11, Wis 11, Cha 16.



Skills: Alchemy +6, Concentration +2, Craft (Carpentry) +2, Knowledge (Arcana) +4, Spellcraft +3.

Feats: Brew Potion, Scribe Scroll.

Spells known (6/7/4 per day): 0—daze, detect magic, flare, light, mage hand, open/close; 1st—change self, comprehend languages, Tenser's floating disk; 2nd—invisibility.

SQ-Gnome (Ex): +1 to attack rolls vs. kobolds and goblinoids; +2 bonus to save vs. illusions; +4 Dodge bonus vs. giants; speak with burrowing mammals; can cast the following spells once per day: dancing lights, ghost sound, prestidigitation.

Possessions: bag of holding, potion of invisibility, potion of cat's grace, potion of cure moderate wounds, scroll of magic missile, scroll of shield, scroll of sleep, scroll of color spray, wand of burning hands, leather armor, shortspear, light crossbow, 20 bolts.

Ogre

CR 2; Large Giant; HD 4d8+8; 26 hp; Init -1 (Dex); Spd 30 ft.; AC 16 (-1 size, -1 Dex, +5 natural, +3 hide); Atk +8 melee (2d6+7, huge greatclub); Reach 10 ft.; AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.



Skills: Climb +4, Listen +2, Spot +2.

Feat: Weapon Focus (greatclub).

Possessions: hide armor, greatclub, 3d4 sp each.

Lady Doshia Vanderlill, female human Ari5.

CR 5; Medium Humanoid; HD 5d8; 28 hp; Init -1 (Dex); Spd 30 ft.; AC 9 (-1 Dex); Atk +3 melee (1d3-1 subdual, unarmed); AL CE; SV Fort +1, Ref +0, Will +7; Str 8, Dex 9, Con 10, Int 12, Wis 12, Cha 15.



Skills: Appraise +6, Bluff +9, Diplomacy +9, Forgery +6, Gather Information +7, Intimidate +7, Read Lips +6, Sense Motive +6.

Feats: Iron Will, Skill Focus (Bluff), Skill Focus (Diplomacy).

Possessions: Lady Doshia is empty-handed and unarmored when encountered.

APPENDIX II: SNULE

Snule, male troll Rgr8/Rog4

CR 20; Medium Giant (6 ft. 5 in. tall); HD 6d8 + 8d10 + 4d6 + 108; 203 hp; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 23 (+2 Dex, +7 natural, +4 armor); Atk +20/+20 melee (1d6+6, 2 claws) and +18 melee (1d6+3, bite) or +22/+17/+12 (1d8+8, longsword); SA Rend 2d6+9; SQ Regeneration 5, scent, darkvision 90 ft., track, sneak attack +2d6, evasion, uncanny dodge, traps; AL CN; SV Fort +18, Ref +10, Will +9; Str 23, Dex 14, Con 23, Int 18, Wis 15, Cha 16.

Skills: Appraise +11, Craft (Calligraphy) +8, Diplomacy +18, Disguise +10, Gather Information +13, Handle Animal +8,





Intimidate +10, Intuit Direction +7, Knowledge (Nature) +9, Listen +13, Move Silently +10, Ride +10, Search +19, Spot +22, Wilderness Lore +17.

Feats: Alertness, Improved Initiative, Iron Will, Leadership, Mounted Combat, Multiattack, Ride-by Attack, Track.

SQ-Favored Enemies (Ex): Snule gains a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks against goblins and orcs. Snule also gains a +1 damage bonus against goblins and orcs.

Spells prepared (2/1): 1st—*pass without trace, resist elements (fire)*; 2nd—*sleep*.

Possessions: +2 leather armor, +2 longsword, 2d6 potions, 1d4 minor wondrous items, 2 medium wondrous items.

Indeed, Snule is Lutha of the King's Rangers, Master of Securities for Weston Road. Moreover, Aniel is right in his conclusions: Snule's present form is a result of being reincarnated by an ally of The Path. Snule is also mad with a revenge undiminished by age. In essence, he is the same as his former self, but he has let his exterior invade his reasoning; he is also a troll in every way, except for his size (the average troll stands 10 feet tall, compared to Snule's 6 ft. 5 in.). He dresses and lives as a human. The bounty on Snule's head seems to go up monthly; it presently sits at 10,000 gp.

The master troll is very charismatic to humans and non-humans alike. Highly organized and commanding unwavering loyalty, he recruits very carefully using only the best talent that he can find and then gives his operatives the room and recognition they deserve. He does rule with an iron fist, but dislikes it highly when put in that position. As varied and cruel as the members of his organization can be, one senses that they consider each other family. Snule's people truly are lovable rogues.

Snule is powerful in his own right, and has built an impressive base of captains, lieutenants, and agents. He owns a large repertoire of magic items and scrolls from which to draw – but, really, his resources are limitless. His extensive network of spies and safe houses through all levels of Kalendian life attest to his constant hunger for information: and he will pay a high price for it. The West Wood Barony represents his main theater of operations, due to his long-standing connection to the region, yet he does not avoid straying from familiar territory if the situation warrants. Snule will never ally himself with other evil organizations directly. On one or two occasions he played such organizations against another, but that is the extent of his involvement. Anyone who directly harms the common folk of the West Wood Barony is considered an enemy, and he will deal with them immediately. Snule's hatred for the Shadow Lord and his agents is unbridled. Unknown to King Televar, the master troll has thwarted many attempts by the Shadow Lord to infiltrate the Kalendian government. He also maintains a secret pact with The Path, as he respects their motivations. He pays a yearly tribute to the druids and keeps them informed of his actions. His people know not to cross The Path and their naturalistic ways, for such a transgression would mean their lives.

Many of his organization understand that Snule is on a mission of truth and feel that many of his actions are justified in principle. Some Snule fanatics think that the troll wants to build a true utopia, but no hard evidence actually suggests this. He believes in truth – but at any cost. The end justifies the means with Snule, and he will sacrifice innocents for a perceived “greater good.”

Snule Campaign and Adventure Hooks

If the GM wishes to elaborate on Snule and his activities, the following hooks are provided to keep the fun going:

- Snule would never let Lady Dosha get “the last laugh.” Should the party manage to rescue her, he would most certainly attempt to take her back (or kill her outright if no other option presents itself). As Snule sends his agents forth, the characters would find themselves on the run as they escort the Lady back to the authorities. An even more elaborate plot could unfold when Lady Dosha returns to Myrr, as Snule would blackmail her with what he knows or expose her outright (i.e., her connections with the Delsardo Family and others). Unfortunately, the characters could find themselves caught in the middle of this mess.

- The *binding* dolls are valuable to Snule. They contain three people of great importance to the master troll. The first prisoner is Odoffi, a gnome jewel expert who has done some interesting research in “cysmain,” an exploding crystal-like substance that could lead to very powerful weaponry. Other organizations would possibly be interested in Odoffi as well and may already be searching out the doll (as Lady Dosha may have ransomed a “fake” in a double-cross). The second doll holds Hured Tomkilk, a member of Snule's organization. Lady Dosha is unaware of this, as Hured leads a separate life as a moneychanger, helping to launder Snule's booty into legitimate businesses. Lastly, there is PoPo Li, a famous concubine known to be on the arm of some very prominent individuals in Centridell, the capital. The potential of what she knows is too great for Snule not to explore.

- Should Ceredor be captured, his public lynching will be only a matter of time (he owns a long list of crimes). Snule has a soft spot for Ceredor and would not let him face the hangman's rope. Snule to the rescue!

- The documents found in Area 11 could be very damaging for Snule. They could provide many clues that would lead to other operations or gang members. Depending on what the party decides to do with them, the possibilities for further adventures are unlimited. Needless to say, Snule would want those documents back at any cost. Should Aniel ever see them, they could lead to his first (albeit, unwanted) confrontation with Snule and his people.

The seal of Snule offers a great tool for introducing the party to the underbelly of Snule's world. They would need to obtain knowledge of the hand signals/passwords that accompany the seal; otherwise, the party could use it to great advantage.





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FDP16040: Creature Collection I: The Usual Suspects

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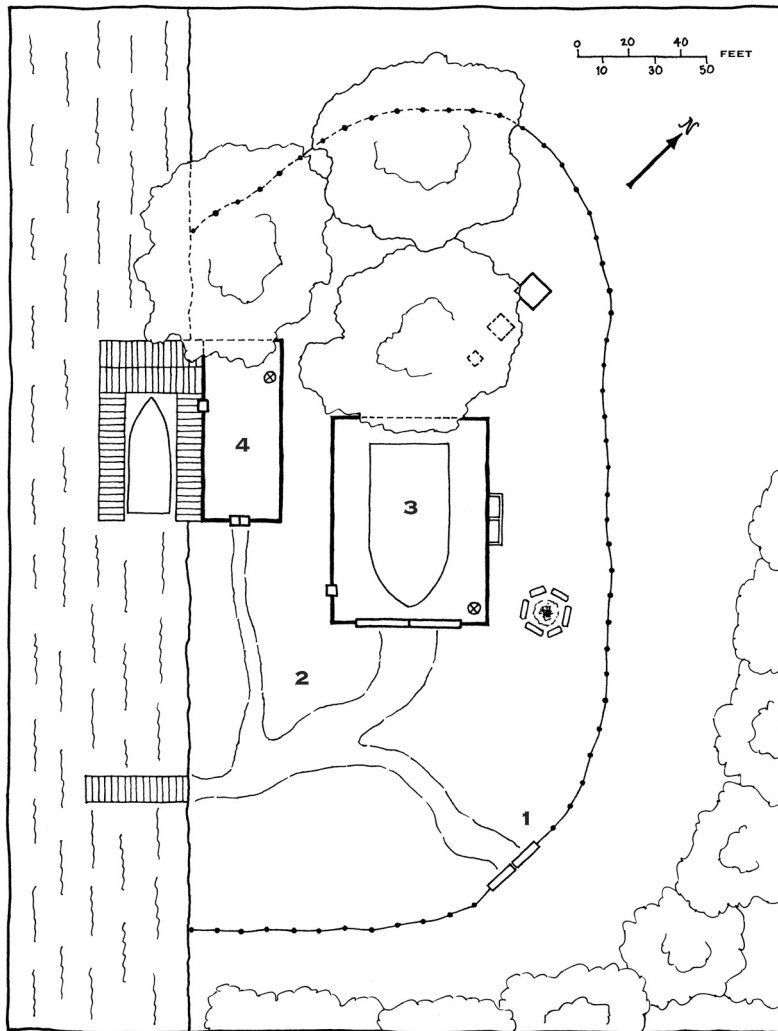
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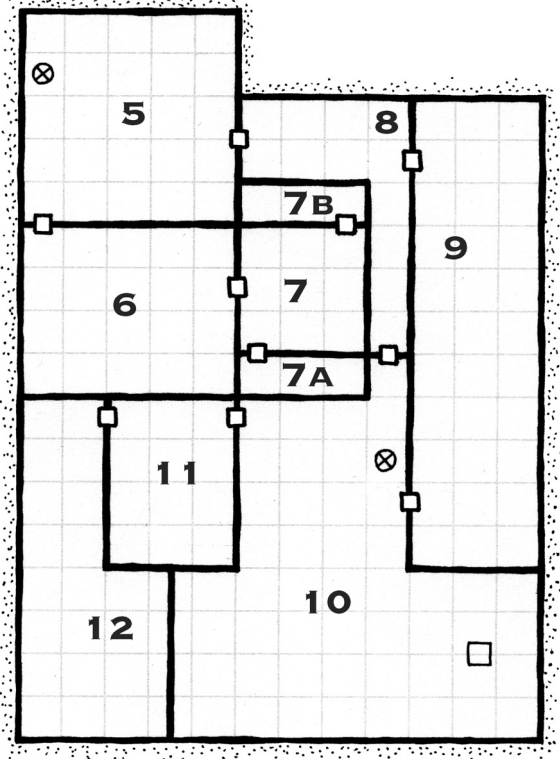
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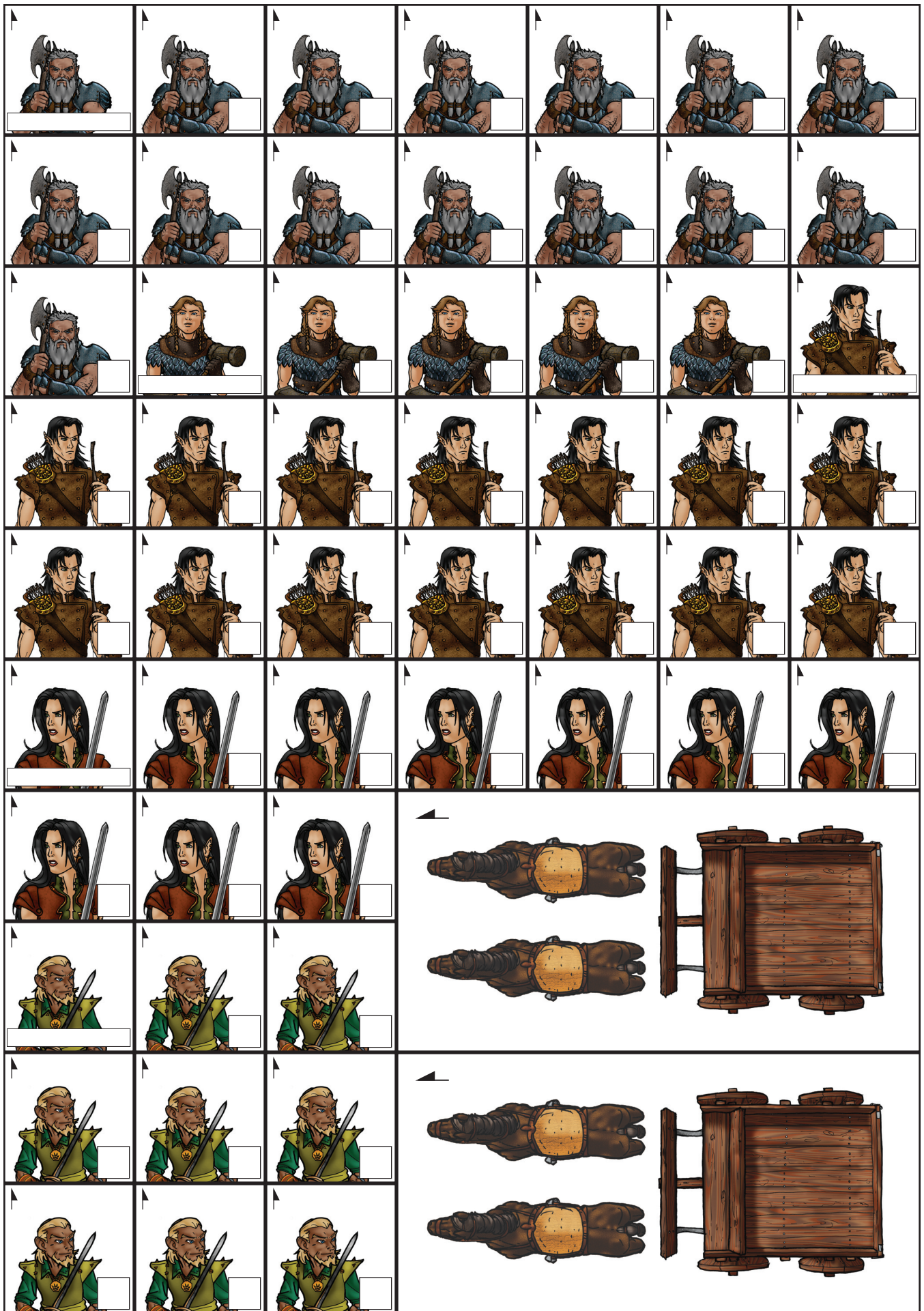
Area Map



Snule Hideout
(1 square = 10 feet)

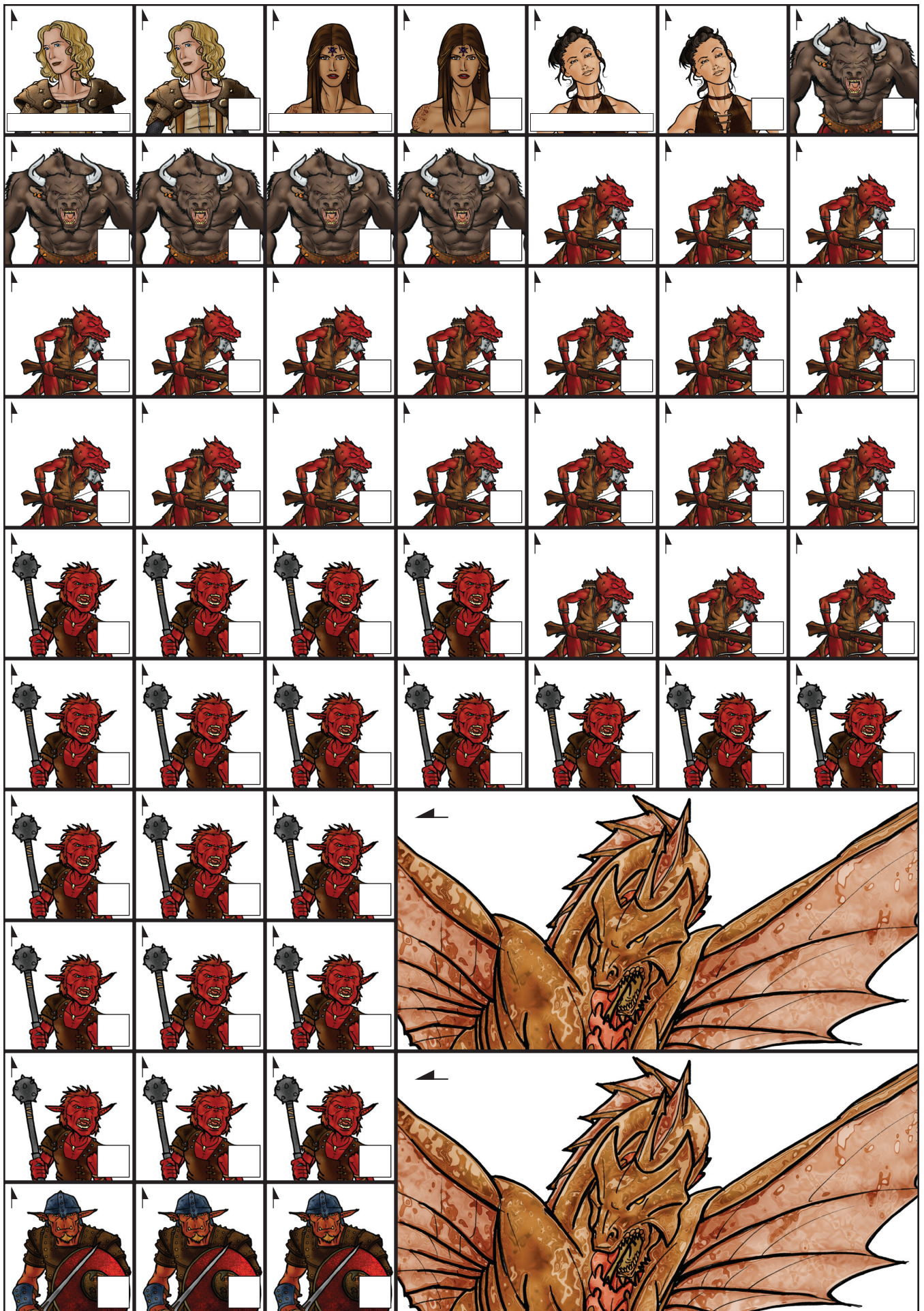
Challenge Table for In the Company of Snule			
Encounter Location	Encounter Level	Challenge Rating	Challenge Statistics
4	6	1/2 (x 8) 2 (x 3)	Hobgoblins: hp 7, 7, 6, 6, 5, 5, 4, 4; Init +1; AC 15; Atk +1(1d8) or +2(1d6) Ogres: hp 28, 26, 24; Init -1; AC 16; Atk +8(2d6+7)
5	8	4 (x3) 2 (x 2)	Kobolds: hp 18, 18, 18; Init +1; AC 15; Atk +3(1d6-1) or +5(1d8) Ogres: hp 26, 26; Init -1; AC 16; Atk +8(2d6+7)
8	1	1	Arrow trap: Atk +10(1d6/x3 crit); Search DC 20; Disable Device DC 20
9	6	2 (x 3) 1/2 (x 5)	Ogres: hp 26, 26, 25; Init -1; AC 16; Atk +8(2d6+7) Hobgoblins: hp 8, 8, 6, 6, 5; Init +1; AC 15; Atk +1(1d8) or +2(1d6)
10	4	4	Maranella: hp 17; Init +1; AC 14; Atk +2(1d8-1) or +4(1d8)
12	2	2	Fire trap: Ref save DC 13(3d6); Search DC 25; Disable Device DC 26
12	7	7	Ceredor: hp 49; Init +7; AC 20; Atk +8/+3(1d6) or +10/+5(1d6)

















USING THE COUNTERS

Counter Collection I: The Usual Suspects contains a large set of colored counters to aid in tabletop conflict resolution. These counters are based on a 1-inch equals 5-foot scale. Therefore, medium-sized creatures occupy a standard one-inch square counter. Before beginning play, carefully remove the counter pages and punch out the perforated counters.

The counters come in two types: characters and monsters. Character counters provide a blank space at the bottom for the character's name. For game purposes, the arrow in the top left corner indicates the direction that the character is facing. Monster counters have a small arrow in the top left corner indicating direction, as well as a blank square in the bottom right, allowing the GM to assign numbers to multiple monsters of the same type. For example, the party may encounter four bugbears, which would be numbered 1 to 4. The GM can then keep track of the individual hit points and actions according to which particular bugbear is involved in the resulting combat.

Monster counters are not labeled with monster type, as many characters may encounter creatures for the first time and out-of-character knowledge of the monster may prove to be an unfair advantage. The GM should use this to his or her advantage. For instance, rather than saying, "You encounter four bugbears," the GM might say, "You encounter four large goblinoids," then place the appropriate counters on your battle grid for the players to see the picture.

When you play with a Fiery Dragon adventure, you bring more to the table!

