

WINTER WONDERLAND

A One-Round D&D 3rd Edition Living Greyhawk
Adventure

by Alex Lombardi

A wizard has hired you to deliver some items to a colleague before winter blocks the roads and makes travel near impossible. But when Mother Nature won't cooperate, you must find shelter or die. What can go wrong in a small walled trading town anyway? An adventure for characters levels 1-6.

DUNGEONS & DRAGONS, D&D, ALTERNITY, GREYHAWK, and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2000 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in **bold italics**. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

LIVING GREYHAWK Tier Structure

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or animals according to the values on their certificates. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th

The level cap indicated the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Lifestyle

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The cost of each lifestyle will be indicated at the beginning of the **scenario**. The lifestyles, and the effects that each has on play, are:

Destitute	You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.
Poor	You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.
Common	You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.
High	You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.
Luxury	You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1

Adventure Summary and Background

The PCs have been contracted to deliver some special papers from one wizard to another. They are traveling from the capital of Pellak to the town of Falsford, which lies along the Fals River and the Fals Road, near the Veluna border, to deliver the package. This would ordinarily be a simple mission, but with winter quickly approaching, they will want to speed up their travel. The first leg of their journey was from Pellak to the town of Sareden (cross-country). The second leg of their journey led them along the Low Ridge Path through a portion of the Lorridges—northwest towards the town of Wrekin. At the start of this adventure they are traveling the last length of the journey, northeast along the Low Ridge Path and through more of the Lorridges, toward their destination, Falsford. It is in the recently established walled community of Guttenford, halfway between Wrekin and Falsford, on the very edge of the Lorridges. All the land between Wrekin and Falsford is part of the Barony of Helbek, ruled by Baron Alron Helbek. The walled community is a small rest stop on the road between the two towns as well as a starting point for those heading into the Lorridges to mine hunt, or adventure. As well, reinforcements for Bissal travel that path to re-supply fortifications along the border with Veluna.

Adventure Synopsis

While on their way to drop off some papers from one mage to another, a massive, sudden, and quite brutal snowstorm forces the PCs to detour to the recently established walled community of Guttenford. The storm normally would have been nothing more than a minor delay, stopping the PCs for the 3 days of its duration, but amongst the others that sought the shelter of a warm fire in Guttenford is a psychotic killer named Nyrman Setab. Nyrman obtained the unique power to alter his form (like a limited form of the *alter self* spell) and a violent, murderous drive from a botched potion. Nyrman firmly (but incorrectly) believes he must kill people and then drink their blood to keep this power. However he is smart enough to do it in a way that never implicates him as the killer. Thus when he kills his victims in Guttenford, he will go to great lengths to keep himself in the clear. Unfortunately for one of the PCs, Nyrman will leave clues that will implicate that PC in a murder. The PCs will have to convince the locals that they are not responsible and figure out who's behind the murders, or risk punishment.

Player Introduction

You have been hired by the wizard Gonedall the Incredible of Pellak, the capital of Bissel, to deliver some special papers to his colleague Archibald the Bold in Falsford, a town near the border with Veluna. You have been traveling with all haste to make it there before winter's first storm. The journey from Pellak to the town of Sareden, mostly cross country, and then along the Low Ridge Path to the town of Wrekin went much faster with the mule the wizard provided you to carry your equipment. But just when you thought you would make Falsford without any problems, your luck turned sour. This morning it began to snow. What began as a flurry turned into a full-blown storm. Your only hope is to reach the walled town of Guttenford. You have corrected your course and increased your tempo in the hopes of gaining shelter from the snow. You know you are close to your destination, but the storm has continued to increase in intensity, and it is hard enough to see the road ahead, not to mention what is farther ahead. Things are not looking well for your group. Then, when you hear the wolf howls, you realize things could get worse...

Encounter 1

Here come the wolves!

Hungry wolves have decided to make a meal out of the PC's mule. Unknown to the PCs, they are but a few hundred yards from the safety of Guttenford, but they must fight off these hungry predators in order to get to safety. Because of the snow, everyone's Speed suffers a –10-ft. penalty.

Tier One: (EL 3)

Wolves (4): CR1; Medium Animal; HD 2d8+4; hp 13 (each); Init +2 (Dex); Spd 40 ft. (–10 ft. due to snow); AC 14 (+2 Dex, +2 natural); Atks +3 melee (1d6+1, bite); SA trip; SQ scent; AL N; SV Fort +5. Ref +5, Will +1.

Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 10

Skills: Hide +7 (+4 due to snow), Listen +6, Move Silently +8 (+4 due to snow), Spot +4; **Feats:** Weapon Finesse (bite)

SA: Trip (Ex)—On a hit with bite attack, wolf can attempt to trip the opponent as a free action w/o making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

SQ: Scent (Ex)—Wolves receive a +4 bonus to Wilderness Lore checks when tracking by scent.

Tier Two: (EL 4)

Wolves (7): hp 13 (each); as above

Tier Three: (EL 5)

Wolves (10): hp 13 (each); as above

The hungry wolves hope their attack will bring down the mule or, if necessary, one of the PCs, and scare the others off. Their hunger is driving them to recklessness, but

while starved enough to attack humans so close to a settlement, their instinct for survival will force them to flee if the PCs kill more than half of their numbers or wound all of them. The wolves know they will not survive the winter if they are all seriously wounded and incapable of hunting.

Encounter 2

Who goes there?

Just after you have taken care of the wolf threat you notice movement up ahead. Shapes become visible and eventually distinguishable as they approach your position. Soon you can tell the shapes are four other travelers also seeking shelter from the storm. They approach you with hands raised and empty—signaling they have no ill intentions. When they are in earshot, their leader yells over the blowing wind, “Greetings all! I am Kodiar, and we are travelling to Gutfenford. Do you need help?”

Once the PCs have dealt with the wolves, they must find the walled town. They get lucky when another group seeking the same destination is spotted. The PCs should have no problems following these guys to the walled complex. Details for the NPCs can be found in the appendix.

Kodiar (leader): Kodiar has been traveling these roads since he was a young man. He knows the area like the back of his hand. He also knows that any customers he brings to the inn will result in a free drink for him so he’s more than willing to help the PCs and these other folks find their way to Gutfenford.

Rolf of the Wild: Rolf, new to these lands, was traveling with Festus on his way to Falsford and was lucky enough to run into Kodiar and Nyrman. They offered directions to refuge in Gutfenford, and he and Festus accepted.

Festus: Festus is Rolf’s traveling companion. They are on their way to Falsford to seek employment and were lucky enough to run into Kodiar and Nyrman when the storms started.

Alistar (a.k.a. Nyrman Setab): Alistar, a.k.a. Nyrman, is the main villain for this scenario. About a year ago he drank a cursed *potion of alter self*. The potion left Nyrman with a permanent but limited form of shape changing ability. Nyrman can change his shape as per the *alter self* spell (as a 12th level sorcerer), up to 3 times a day—the only difference is that he is able to his own form at any time, rather than waiting for the end of the spell duration. The potion had the unfortunate side effect of ripping away some of Nyrman’s sanity. He believes he must kill and drink his victim’s blood to keep this power, this is a delusional requirement of his power. He has been incredibly cunning to this point and goes to great lengths framing others for his crimes.

Alistar (Nyrman) had just met up with Kodiar, who he was planning to kill, when the storm started. Figuring he would just kill him once they were closer to shelter, he postponed his plans. Things got complicated when others joined him and Kodiar. Now Nyrman is resigned to wait until he’s inside the walled town to do his deed.

Under no circumstances should the DM give the PCs any inkling that Alistar (Nyrman) is trouble. He suffers from a split personality where his normal persona – Alistar—reacts in a friendly manner, is helpful and in general follow the rules of law, even though he is a rogue. Attempts by a paladin to detect evil on him will result in a negative result unless done while his Nyrman personality is in charge. Nyrman only surfaces when the time to kill is at hand.

Only the densest of PCs will decline this offer to help them find shelter. Any wilderness-based PC (Barbarian, Ranger, or Druid) will know that staying out in this storm is suicide. Should the PCs figure to go it alone, they can follow the tracks left by these NPCs as long as they decide to follow within 30 minutes (DC 10). After 30 minutes, the DC of the Track check increases by +10 for every 30 minutes that passes (rounded up).

Should the PCs just opt to continue on the voyage, or decide not to go to the village, they will end up lost and eventually dead. Life is brutal, and nature is quick to dispose of the dumb and the weak.

Encounter 3

Where is this place?

There are two possibilities of how the PCs get here. The first assumes they came with the NPCs from encounter 2. The second assumes they decided to do it alone.

Use the following text if the PCs came with the NPCs from encounter 2:

Kodiar stays true to his words and within minutes you spot the walls of Gutfenford. Through the howling wind and your hard breathing, you hear a challenge from the town’s walls, to which Kodiar quickly responds. He then turns to you and asks you to identify yourselves to the gate guards.

Use this text if the PCs made it by themselves. Paraphrase as necessary:

The gods must favor you because they have delivered you to the gates of Gutfenford despite all odds. Through the howling of the wind and your hard breathing, you hear a challenge asking you to identify yourselves to the gate guards.

Upon arriving at the fortress, the PCs will have to announce themselves to gain passage. They will be allowed inside the town once they have been questioned and will then be told to head for the nearest building, the town’s inn.

The gate guards are:

Alferic & Baranc, male humans (O) War: Medium Humanoids (5 ft. 8 in. & 5 ft. 7 in.); HD 1d8+1; hp 9 each; Init +1 (Dex); Spd 30 ft.; AC 17 (+6 armor, +1 Dex); Atks +2 melee (1d8+1 [crit 19-20], longsword) or +2 melee (1d4+1 [crit 19-20], dagger) or +2 ranged (1d6+1, javelin); AL LN; SV Fort +3, Ref +1, Will +0.

Str 12, Con 12, Dex 12, Int 10, Wis 10, Cha 10.

Skills: Climb +2, Listen +2, Search +2, Spot +2; **Feats:** Combat Reflexes.

Possessions: dagger, longsword, 3 javelins each; 2 and 5 gp.

Alferic and Baranc are angry that they have to be out at the gates during this weather. If the PCs are with Kodiar they will be allowed in with some minor questions (who are you? what are you doing out here? do you have money to pay for your stay?). If they are not, the duo will grill the PCs to make sure they are not troublemakers before they are let in.

Once in the PCs will be directed both by the guards and by Kodiar (if present) to “Coin of the Realm” the local inn and tavern.

The ultimate goal of the PCs should be to convince the guards to let them in, but things can go wrong. If the PCs don't cooperate with the guards on the wall of the village, they might also find themselves out in the cold. Should the PCs mess up, they will have to resort to paying a bribe (5 gp per the combined character levels of the party) or by making some seriously sincere apologies to get in. Jumping the wall from some hidden point works too, but this will result in more difficulties for the PCs later on.

Encounter 4

The Coin of the Realm

Following the directions the guards gave, you wind your way through the snow-filled streets to the inn. It is a grand building constructed of stone and wood. It stands three stories tall.

General Description: The inn, it's inhabitants, the guests, and the locals are all detailed in the appendix at the end of this scenario. Describe the areas the PCs visit but only give details if they ask. The idea is to let them feel they have reached a safe place.

When the PCs enter, either accompanied by the NPCs they met in Encounter 2, or alone, all activity in the room will cease. All attention will be on them. They will have to arrange for food and lodging (remind them they are hungry, wet, cold, and a bit tired) with the innkeeper (see Appendix for costs). They will then most likely put away their belongings and seek to mingle with the locals.

Let them role-play and meet people. They should be able to play darts or cards with the locals if that's what they wish. They can also small talk with the various people in the common room. After about 30 minutes real time or when the PC Alistar has chosen who to frame for his next murder (see below) goes to bed, move to the next encounter and have them find out how bad things can

get. Read encounter 6 for the list of people that should have gone to bed before the PCs.

Nyrman's poor choice: Nyrman is usually incredibly careful about whom he selects as his patsy. But, because he feels he needs to kill and fast to retain his powers, he will make a fatal error—he picks a PC that does not carry a dagger, his weapon of choice.

Tactics: Alistar a.k.a. Nyrman will also be in the common room getting food and drink. Sometime during his stay, the Nyrman personality will surface, and, after some careful observation of the locals, select the sneakiest-looking PC in the party as the one that will be blamed for his crime. Nyrman will pick the first appropriate male PC (preferably a rogue, if there is one who does not carry a dagger) that goes to bed to place the blame on. He will not pick a known paladin, knowing how hard it would be to frame a holy warrior, and not wishing to risk a magical investigation. Once he has picked his victim and the PCs have had their opportunity to role-play and meet people, have Festus go to bed followed by Nyrman. None of the PCs should follow them, or Nyrman will switch victims to Rolf. He then changes into the form of the chosen PC and kills his victim.

The PCs need to make friends. Without friends, the investigation will not go their way, and the accused PC might be up the proverbial creek without a paddle. Should the chosen PC be a rogue, and said PC has stolen from the clients at the inn, then his or her situation will be twice as hard for the PCs. In this case, the PC in question will be facing a double count of charges, and even if the PC is proved innocent of the murder, he might be serving time for robbery or worse (see below).

Encounter 5

Murder Most Foul!

Suddenly a piercing scream is heard coming from the stairs. A general commotion ensues, as people move to find out what has happened. On the stairs you see young and terrified Kyran Factis standing over a bleeding body.

General Description: Kyran was going up the stairs to take some supplies to one of the guests when she saw Nyrman, who had shifted into the form of his chosen PC, kill the victim (either Rolf or Festus). Nyrman then ran in the direction of the PC's room. Kyran believes she saw that PC and will tell this to the crowd. The constable will immediately order any PCs present to be put under guard and call for his assistants. He then will go up to find the accused PC. What is worse is that Nyrman has rubbed his bloody hand on the door of the room of the PC to leave more incriminating evidence.

Hopefully the PCs will be as confused as the other people in the inn. They might not like the situation they are in, but this is a situation they cannot fight their way out of. None of their initial attempts to convince people of their innocence will work. Most people in the inn will

believe the other PCs are guilty by association. Nyrman will keep quiet and out of the way. Eventually, however, the constable will agree to conduct an investigation to determine whether or not the PCs' companion is guilty of the murder.

Once his assistant arrives, the constable will convene an inquiry in the common room with all the guests, locals, PCs, and others present. Because the storm is so brutal traveling, even within the town, is a dangerous task.

The main sticking point is that no dagger was found on the guilty PC (the PC might bring this up or the constable will look for it). All the PCs will be searched but the weapon will obviously not be found. Still, if a PC stole from the people in the inn, and his or her theft was discovered in the investigation, he or she is in a different kind of trouble (see below).

After the search, all but the PCs accused of crimes are released and told they are not to leave the town. People will then head for their rooms if they have them.

PC who is accused of the murder will be locked in a room with barred windows. Tobias, one of the constable's assistants will guard the PC. The constable will then initiate a search for the weapon. The other PCs are free to roam the inn, and conduct an investigation of their own.

If the PCs choose to fight, they will lose the fight and most likely end up in jail as accessories to the murder. The PC accused of the murder will be hanged if he survives the fight. Should they choose to flee, the storm will surely kill them unless they break into one of the adjacent buildings (warehouse or merchant business) in which case they will be caught before the storm ends. Escape is not an option. If a PC is caught with stolen items that PC is also locked up. Unlike the PC framed for the murder, this PC is guilty and will face the consequences. In this rural town, the punishment is the loss of the primary hand. The PC can bribe the judge (100 gp) and will be sent to the mines for a year (character is out of play for one year, mark log sheet and time units).

Encounter 6 Who Done It?

The constable will begin his own investigation. Unfortunately he believes he has an eyewitness, and the case is closed, so he will not investigate as well as the PC will. The PCs should realize this immediately from his attitude.

The PCs will have several suspects to choose from—all the people that left the common room before the murder or who were not there to begin with. Nyrman will avoid the PCs, but he will watch them to make sure they don't realize that he is the murderer. They should eventually be able to eliminate everyone but Nyrman from being a suspect.

The possible suspects are:

Jimmy the Prospector: He will be found passed out in his room. Unless a neutralize poison spell is used, he will be so inebriated that nothing will bring him around for more than a few minutes at a time (during which time he will most likely throw up on the PCs). It is clear by the state of his room and of his person he has not left his room in the last day.

Claarteros & Demanka: Both will be able to provide alibis for each other (he was next to me) and, in addition, the stable boy will vouch for them.

Shaera Factis: The innkeeper never lost sight of her. In addition, there was no means for her to get to the murder victim and back to the kitchen in time unless she used magic, and she is no mage.

Caibra & Terjon: These two will vouch for each other once they realize they might become suspects of a murder. They will fake having some kind of romantic interest in each other, but any observant and well-traveled PC will figure Caibra out for what she really is. If confronted she will tell the truth and ask the PCs to keep her secret. She will offer them one of her perfume bottles worth 50 gp! Similarly Terjon will attempt to bribe the PCs with a pair of usable silver daggers to keep the information from coming out and complicating his family life.

Kastic Bessard & his guards (Pinnot & Dathal): These three were in the room and will vouch for each other. While obnoxious and a pain to deal with, they have an iron clad alibi and are not involved. The guards corroborate his story. The noble-wannabe, if impressed, might offer any of the PCs employment—especially to any attractive females. Of course, any adventurer in their right mind will prefer to fight a dragon than work for this obnoxious man.

Festus: If the DM needed to use Rolf as the victim then Festus might also appear as a suspect. The Barbarian Kodiar will vouch that the Festus had plenty of better opportunities to kill Rolf and never did. Festus will subject himself to any magical means the PCs might have of detecting if he's lying.

Alistar (Nyrman): Nyrman will not return to his room. The PCs should get to Nyrman last, and they will find him watching Skrengion very closely. He will tell the PCs he was sleeping in his room. He will have no alibi however, and he will seem irritated and in a hurry. Should a paladin detect evil on him at this time he will definitely radiate it.

If PCs talked to Alistar/Nyrman and decided to verify his story by going to his room, or they have checked his room because he was not there (the door will be open), they will discover his bed is still made and his gear unpacked. This is a direct contradiction to what Alistar/Nyrman told them and should get them thinking. If the PCs don't investigate the room immediately after talking to Alistar/Nyrman, or they don't make the

connection themselves, have them run into the constable, who just came from Alistar/Nyrman's room and found the room unused. This should make the PCs want to talk to Nyrman again.

Treasure: If the PCs figured out what Caibra was and confronted her & Terjon, he will then attempt to bribe the PCs to keep silent with a pair of usable silver daggers.

Encounter 7 Alistar Did It!

While the PCs are working to clear their friend, Nyrman has been working to make sure the accused PC is found guilty. As soon as the PCs get wise to him (unless one of the PCs stays with Tobias), Nyrman will assume the shape of Skrengion, approach Tobias, and then attempt to kill him. He will drag the body down the hall and then change into Tobias and go speak to the accused PC (unlocking the confined PC's door), under the pretense of asking the PCs more questions about the murder. While in the PC's room, he will try to secretly plant the murder weapon. The accused PC gets to make a Spot check (DC 15) to notice this. While Tobias/Nyrman is planting the murder weapon, the rest of the PCs should discover the body of the real Tobias (who is still barely alive and can be saved). **The DM will need to adjust how long Alistar waits to plant the weapon so that the accused PC can discover the plot at the same time that the other PCs find the body.** If the PCs react quickly, they can save their companion and the day.

Tier One (EL 5)

The PCs must fight Alistar/Nyrman (still disguised as Tobias). After one round, Rolf (or Festus, if Rolf was murdered) will appear and come to the defense of Alistar/Nyrman, who he thinks is Tobias, the guard. If the PCs manage to prove that Alistar is not Tobias, Rolf will join their side instead.

Tier Two (EL 6)

The PCs must fight Alistar/Nyrman (still disguised as Tobias). After one round, Kodiar will appear and come to the defense of Alistar/Nyrman, who he thinks is Tobias, the guard. If the PCs manage to prove that Alistar/Nyrman is not Tobias, Kodiar will join their side instead.

Tier Three (EL 7)

The PCs must fight Alistar/Nyrman (still disguised as Tobias). After one round, Rolf (or Festus, if Rolf was murdered) and Kodiar will appear and come to the defense of Alistar/Nyrman, who they think is Tobias, the guard. If the PCs manage to prove that Alistar/Nyrman is not Tobias, Rolf and Kodiar will join their side instead.

Treasure: The constable will allow them to keep all of Alistar's possessions (including the gold). In addition, if they saved the real Tobias, the constable will give them 12 bolts +1 for their effort.

Conclusion

One of two things happens. The PCs figure out who's behind the murder(s) and save their companion, or they fail.

If they are successful, the constable arrives shortly after the PCs have slain or disabled Nyrman. He has just found Tobias's body in the hallway. He, and anyone else present, witnesses Nyrman's transformation back from the form of Tobias. This is sufficient proof for the constable to declare the PCs innocent of the murder. If the PCs also saved the real Tobias, they will be in the constable's favor and gain a reward (the 12 keen bolts) from him. They can then wait the storm out and leave as heroes.

If they fail, the accused PC will be sent to the mines to do slave labor. Some time later, Nyrman gets caught, and, following his trial, all the surviving innocents that were imprisoned for his crimes are freed. The falsely imprisoned PC will be out of game for a year of real time.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter 1

Defeating/driving away the wolves	100 XP
-----------------------------------	--------

Encounter 6

Concluding that Nyrman is the murderer	50 XP
--	-------

Encounter 7

Defeating Nyrman	150 XP
------------------	--------

Total experience for objectives	300 XP
---------------------------------	--------

Discretionary roleplaying experience	0-50 XP
--------------------------------------	---------

Total possible experience:	350 XP
-----------------------------------	---------------

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items worth more than 400 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things it later finds unreasonable but which were allowed at the time.

Encounter 1

- Wolf pelts (10 gp each) which can be sold to any of the local merchants.

Encounter 5

- A bottle of perfume worth 50 gp from Caibra for agreeing to not divulge her profession.
- Two silver daggers (Value 10 gp each, 1 lb.) from Terjon the blacksmith for keeping secret his dalliance with Caibra.

Encounter 7

- Nyrman's equipment (backpack, waterskin, bedroll, flint & steel, winter clothing, superior thieves tools, 50 ft. rope, dagger x4, shortsword) OR a cash equivalent of 100 gp from any local merchant for items.
- 125 gp in coins from Nyrman's pouch.

Conclusion

- 12 bolts +1 (Value 47 gp each, 1/10 lb. each) from the constable for saving Tobias' life.

Appendix A: Partial Description of Guttenford

This appendix contains a brief description of the walled village of Guttenford and of the buildings and NPCs that are needed to run the PCs through this module.

Village of Guttenford:

The village of Guttenford is a recently established small walled community along the Low Ridge Path in the area known as the Lorridges, halfway between the towns of Wrekin and Falsford. All the land between Wrekin and Falsford is part of the Barony of Helbek, ruled by Baron Alron Helbek. The walled community is a small rest stop on the road between the two towns and a starting point for travelers heading into the Lorridges for mining, hunting, adventuring, or reinforcement of fortifications along the border with Veluna. Consequently, this has become a major trading post even though the population is less than two hundred people. Most of the adventure will take place in Coin of the Realm, the village's only inn.

Coin O' The Realm (Inn)

The Coin of the Realm is the only inn in for Guttenford. This is where travelers and merchants stay when visiting this small, walled community. It is the largest building in the community because of its importance to the survival of this community. The inn is a large 3-story building made of wood and stone, with a spacious basement, a large stable area, many rooms for rent, and a busy common room. The inn's various parts are detailed below in the order the PCs will most likely visit them.

1. The Stable: The stable is an attached wooden structure on the side of the inn. It has two stories; the bottom one holds animals, and the top one is used to store feed, hay, and other equipment as well as acting as the sleeping area for the stable boy, bouncer, and the occasional traveler who can't afford to pay for a real room.

Upon entering the stable, one sees that the bottom floor is sub-divided into 12 single horse stalls to the left of the door you enter. Past those stalls lie two large common stalls, each capable of holding a half dozen horses or pack animals. On the right side of the entrance is a large subdivided pen where live chickens, pigs, and lambs are kept before moving to the inn's larder. A set of stairs leads to the second floor area where the stable boy and the bouncer live and sleep. Their rooms are walled off and have a doorway but no door. Adjacent to this area is a large section of floor where hay is spread and less affluent individuals can spend the night for a copper. Up to 20 people can cram in this space if necessary.

Both of the large common stalls are half full of pack animals, and 8 of the single stalls have horses occupying them as well. It costs a copper a day to keep and feed an animal in the common pen, and a silver piece for a private stall & better feed. All these animals belong to residents of the inn.

The stables are barely illuminated by four lanterns spaced evenly around the building's first floor. Behind

one of the animal pens is a storage area; this area contains, hidden by some carefully placed boxes, a concealed door that allows access to the inn's kitchen area.

If the PCs leave their mount here, they will meet Korick the stable boy and have to arrange lodging for their animals with him.

Korick, male human (O) Com1: Medium Humanoid (4 ft. 11 in.); HD 1d4; hp 4; Init +0 (none); Spd 30 ft.; AC 10 (none); Atks +0 melee (1d3, fist); AL NG; SV Fort +0, Ref +0, Will -1.

Str 10, Con 10, Dex 10, Int 10, Wis 8, Cha 12.

Skills: Handle Animal +4, Profession (stablehand) +4, Ride (horse) +4; **Feats:** Skill Focus (Handle Animal).

Possessions: bedroll, flint & steel, some clothing, 50 feet of rope, waterskin, small wooden statue of a horse, 4 cp.

Korick is a 12-year-old orphan whose parents were killed by a marauding humanoid band. The innkeeper took him in and gave him a job. He is loyal to his master and does a good job.

Albert, the bouncer, is described in the next area.

There are two other people staying in the stables as guests. They are Claarteros and Demanka. They are not so well to do travelers seeking employment as sell-swords that are hoping to be hired by passing merchants.

Claarteros, male human (O) Ftr1: Medium Humanoid (5 ft. 9 in.); HD 1d10; hp 9; Init +0 (none); Spd 30 ft.; AC 13 (studded leather); Atks +3 melee (1d8+1 [crit 19-20], longsword) or +2 melee (1d4+1 [crit 19-20], dagger); AL LN; SV Fort +2, Reflex +0, Will -1.

Str 12, Con 11, Dex 11, Int 10, Wis 9, Cha 11.

Skills: Climb +4, Jump +4, Ride (horse) +4; **Feats:** Endurance, Weapon Focus (longsword), Combat Reflexes.

Possessions: Backpack with waterskin, bedroll, flint & steel, spare clothing, 50ft rope, dagger, longsword, 2 gp, 8 sp.

Demanka, male human (OS) Ftr1: Medium Humanoid (5 ft. 10 in.); HD 1d10; hp 10; Init +5 (Imp. Init., Dex); Spd 30 ft.; AC 14 (studded leather, Dex); Atks +2 melee (1d8+1 [crit 19-20], longsword) or +2 melee (1d4+1 [crit 19-20], dagger); AL LN; SV Fort +2, Ref +1, Will -1.

Str 12, Con 11, Dex 12, Int 10, Wis 8, Cha 12.

Skills: Climb +4, Jump +4, Ride (horse) +4; **Feats:** Improved Initiative, Blind-Fight, Combat Reflexes.

Possessions: Backpack with waterskin, bedroll, flint & steel, spare clothing, dagger, longsword, 1 gp, 9 sp.

Claarteros and Demanka were once in the army but left looking for easier money. Problem is they have not done so well, and winter seems to have put them in a bind. They have been in town for a full week now, and they are

both well known by the locals. Both are desperate for employment and will entertain any offer which does not require them to break the law, put themselves at undue risk, or split up, and which pays each a minimum of a silver a day.

2. The Inn's Main Floor: The entrance to the inn opens up into the common room, which occupies most of the bottom floor of the building. This is a large room (70x50) with several tables and chairs, a bar, an entrance to the kitchen, and a game pit.

The tables are arranged in order to handle as many people as possible, as the common room is always a busy place; many of the merchants visiting Gutfenford choose to do their business here, hoping the alcohol will help their deal-making.

In the right rear corner of the room is a square 15x15 foot pit filled with saw dust where games such as horse shoes, darts, or on rare occasions, wrestling are done by bored visitors and locals alike. Of course this allows for some side betting of which the house takes a small percentage (10%).

In the left rear corner of the room are the bar and behind it the entrance to the inn's kitchen. The bar is well stocked, and the kitchen boasts one of the areas greatest cooks (see menu). The barman, a retired warrior that struck it rich, named Tauber Factis, is also the innkeeper and owner of the Coin O' the Realm. His wife, daughters, and some hired help run the kitchen and the floor. In the center of the common room is a large stone fireplace that warms and illuminates the room

Tauber Factis; male human (O) Ftr4: Medium Humanoid (5 ft. 7 in.); HD 4d10+8; hp 28; Init +6 (Dex); Spd 30 ft./20 ft (in chainmail); AC 12/18 (Dex/chainmail, shield, Dex); Atks +6 melee (1d6+2, club) or +6 melee (1d8+2 [crit 19-20], longsword); AL CN; SV Fort +6, Ref +3, Will +1.

Str 14, Con 14, Dex 15, Int 10, Wis 10, Cha 14.

Skills: Climb +4, Jump +4, Ride (horse) +7, Profession (innkeeper) +3; **Feats:** Improved Initiative, Blind Fighting, Combat Reflexes, Dodge, Power Attack, Sunder.

Possessions: Anything within reason in the inn, old equipment (chainmail, shield, longsword, and dagger), club, access to over 500 gp.

Tauber once lived the life of an adventurer. His party got lucky and stumbled on the abandoned treasure left by one of two evil dragons that had fought each other to the death. He then married his sweetheart and used his share of the haul to finance the construction of this inn and most of the town around it. He is a person of great influence in all that happens in Gutfenford. He is protective of his family, but a just man overall.

Shaera Factis, female human (O) Exp2 (cook): Medium Humanoid (5 ft. 4 in.); HD 2d6-2; hp 6; Init +1 (Dex); Spd 30 ft.; AC 11 (Dex); Atks +0 melee (1d3-1, fist); AL CG; SV Fort -1, Ref +1, Will +4.

Str 8, Con 8, Dex 12, Int 12, Wis 13, Cha 14.

Skills: Appraise +4, Bluff +4, Gather Information +6, Heal +5, Sense Motive +4, Listen +4, Search +3, Spot +3, Profession (cook) +6; **Feats:** Skill Focus (Profession (cook)).

Possessions: Anything within reason in the inn, access to over 200 gp from her husband's loot.

Shaera met Tauber while working as a serving wench and cook apprentice in Wrekin. Tauber, rich from his adventuring, asked her to marry him, and they came and built this inn & town. Shaera is very loyal to her husband and has given him 2 daughters. She is very supportive of her husband and, after 15 years of marriage, still loves him dearly.

Kyran Factis, female human (O) Com1: Medium Humanoid (5 ft. 6 in.); HD 1d4-1; hp 3; Init +0 (none); Spd 30 ft.; AC 10 (none); Atks -1 melee (1d3-1, fist); AL NG; SV Fort -1, Ref +0, Will +3.

Str 9, Con 9, Dex 10, Int 10, Wis 13, Cha 15.

Skills: Sense Motive +2, Listen +4, Spot +4; **Feats:** Iron Will.

Possessions: Anything within reason in the inn, acctablehand) +4, gp from her father's loot.

Kyran is 17 years old and the elder daughter. She is a beautiful young woman, and her father's pride and joy. She helps with the work around the inn and serves as a waitress. Kyran has a secret desire to adventure, but her father so far has forbidden it.

Tellia Factis, female human (O) Com1: Medium Humanoid (5 ft. 4 in.); HD 1d4-1; hp 3; Init +1 (Dex); Spd 30 ft.; AC 11 (De Ride (horse) +4; They a, fist); AL CN; SV Fort -1, Ref +3, Will +0.

Str 8, Con 8, Dex 13, Int 10, Wis 10, Cha 15.

Skills: Listenre not so well-to-ks +3 melee (1Feats: Lightning Reflexes.

Possessions: Anything within reason+1 [crit 19-20], longsword) 50 gp from her father's loot.

Tellia at the age of 15 is a beautiful but spoiled girl. She resents her father making her work while they have all this money, and she takes every opportunity to go pester the young stable boy. She will flirt with the men in order to have them draw her father's anger.

The following is the cast of locals currently also in the inn:

Albert Donnel, male human (OS) War2: Medium Humanoid (6 ft. 2 in.); HD 2d8+4; hp 17; Init +5 (Dex, Imp. Init.); Spd 30 ft.; AC 11 (Dex); Atks +4 melee (1d3+2/crr +2 melee (1d4+1 [crit 19-20], Jump +4, Rid, longsword); AL LN; SV Fort +5, Ref +1, Will +0.

Str 15, Con 15, Dex 12, Int 8, Wis 10, Cha 10.

Skills: Climb +2, Intimidate +5, Jump +3.

Feats: Improved Initiative.

Possessions: Anything within reason in the inn, longsword, 24 gp.

Albert is the Bouncer. He's a bit slow, but (he's) loyal to the Factis family. He has a secret crush on Kyran, but he doesn't let it show. He is over protective when it comes to her. Tauber pays him well and gives him free lodging in the stables.

Rhiannon Warfschild, female half-elf Com1: Medium Humanoid (5 ft. 2 in.); HD 1d4; hp 4; Init +0 (none); Spd 30 ft.; AC 10 (none); Atks -1 melee (1d3-1/crit x2, fist); AL NG; SQ immune to sleep spells, +2 bonus vs. Enchantment spells/effects, low-light vision, +1 to Listen, Search, and Spot checks; SV Fort +0, Ref +0, Will +0.

Str 8, Con 11, Dex 11, Int 9, Wis 10, Cha 13.

Skills: Listen +2, Spot +2.

Possessions: Anything within reason in the inn, 15 gp.

Rhiannon was abandoned at birth and taken in by Tauber and Shaera. Now at the age of 14, she helps with the work and shares a room with the two Factis girls. She loves Kyran but avoids Tellia, who teases her about her heritage whenever possible. She also hopes to become an adventurer some day.

Burne, male human (OB) Exp5 (merchant): Medium Humanoid (5 ft. 5 in.); HD 5d6; hp 17; Init +0 (none); Spd 30 ft.; AC 10; Atks +2 melee (1d4-1/crit 19-20/x2, dagger); AL CN; SV Fort +1, Ref +1, Will +8.

Str 9, Con 10, Dex 11, Int 14, Wis 14, Cha 12.

Skills: Appraise +8, Bluff +8, Sense Motive +8, Listen +5, Gather Information +8, Profession (merchant) +8, Search +4, Spot +4, Knowledge (local) +6, rse) +4; her, Dex); Atks +2 meleFeats: Alertness, Iron Will.

Possessions: Fine clothing, expensive leather boots, belt with gold buckle (15 gp), expensive cloak, and dagger, 50 gp on hand but with access to over 1500 gp from business.

Burne is Tauber's main partner in Gutfenford, and runs the largest of the three trading posts. Burne buys and sells anything that will make him a profit, but is careful not to do anything illegal to attract attention. Burne also owns the local general store, where any and all mundane supplies can be found. Burne is fond of playing horseshoes, and will play for bets of up to 5 gp.

Constable Aiden, male human (OS) War4: Medium Humanoid (5 ft. 7 in.); HD 4d8+4; hp 27; Init +1 (Dex); Spd 30 ft.; AC 16 (chainmail, Dex); e (1d8+1 [crit 19-20], longsword) or +2 melee (1d4+1 [crit 1, longsword); AL LN; SV Fort +5, Ref +2, Will +1.

9Str 14, Con 13, Dex 13, Int 10, Wis 11, Cha 10.

Skills: Climb +4, Read Lips +2, Ride +4, Jump +4; Feats: Combat Reflexes, Track.

Possessions: Chainmail, small helmet, longsword, dagger, badge of office, 54 gp.

Aiden is the local constable and in charge of maintaining the peace and enforcing the law. He is subservient to Tauber and knows where his pay comes from. That having been said, he is still a fair man. Aiden, wanting to

find the real culprit and bring said person to justice, will immediately call for his assistants Skrengion and Tobias (see Constabulary & Jailhouse) to assist with the murder investigation.

Rannos Davila, male human (BO) Exp3 (merchant): Medium Humanoid (5 ft. 4 in.); HD 3d6; hp 10; Init +0 (none); Spd 30 ft.; AC 10 (none); Atks +2 melee (1d4 [crit 19-20], dagger); AL CG; SV Fort +1, Ref +1, Will +5.

Str 10, Con 11, Dex 10, Int 13, Wis 10, Cha 13.

Skills: Appraise +6, Bluff +5, Ride (horse) +5, Gather Information +5, Profession (merchant) +6, Search +5, Spot +5, Knowledge (local) +5, Knowledge (mining) +5, Speak Language (Elven, Dwarven); Feats: Skill Focus (Knowledge (mining)), Iron Will.

Possessions: Fine clothing, expensive cloak, dagger, walking cane, 50 gp on hand but with access to over 500 gp from business.

Rannos is one of the local merchants, and, at 55, he's still going strong. He primarily deals with the many miners seeking to trade or sell their ores, and speaks passable elvish and fluent dwarf. Rannos understands the balance of things in Gutfenford and uses this to his advantage. Because of this he's been very successful while others have not done so well. If the PCs somehow convince him to give them access to his store after the storm, he will charge 140% of the base value -10% x CHA bonus for any mundane or common items in the Player's Handbook.

Torg (male human (O) Com1, hp 3)

Possessions: Common clothing, boots, and heavy cloak, 5 gp.

Torg is a local farmer with money and time on his hands. He likes to come over and chitchat with Tauber about the early days of their community and about when things got much better for them. He will drink cheap beer until he's drunk and probably pass out and spend the night in the common room.

Bherends, male human (O) Exp3 (leatherworker): Medium Humanoid (5 ft. 7 in.); HD 3d6; hp 15; Init +0 (none); Spd 30 ft.; AC 10 (none); Atks +2 melee (1d4/crit 19-20/x2, dagger); AL CN; SV Fort +1, Ref +1, Will +5.

Str 11, Con 10, Dex 11, Int 13, Wis 13, Cha 9.

Skills: Profession (tanner) +6, Use Rope +5, Spot +5, Listen +5, Handle Animal +5, Appraise +5, Craft (leatherworking) +6, Craft (armorsmithing) +6, Ride (horse) +5.

Feats: Skill Focus (Profession (tanner)), Skill Focus (Craft (leatherworking)).

Possessions: Nice clothing, leather boots, cloak, dagger, 20 gp.

Bherends is the local leather worker. He is here celebrating a great day of sales with his eldest son, Johann, who's learning the trade. A visiting merchant just purchased all of his leather armors, and he made a good deal of cash. Bherends wants to drink, play some games, and then head home with his son.

Johann, male human (O) Exp1 (leatherworker): Medium Humanoid (5 ft. 8 in.); HD 1d6+2; hp 8; Init +0 (none); Spd 30 ft.; AC 10 (none); Atks +1 melee (1d3+1, fist); AL NG; SV Fort +2, Ref +0, Will +2.

Str 13, Con 15, Dex 11, Int 10, Wis 10, Cha 9.

Skills: Craft (leatherworking) +4, Use Rope +4, Profession (tanner) +4, Craft (armorsmithing) +4, Handle Animal +4, Ride (horse) +4, Listen +4; **Feats:** Endurance.

Possessions: Nice clothing, leather boots, cloak, 2 gp.

Johann is 17 years old and Bherends's eldest boy and apprentice. He is just happy to be out with the men and will most likely nurse his beer all night while trying to catch all that's happening around him.

Terjon, male human (S) Exp4 (blacksmith): Medium Humanoid (5 ft. 8 in.); HD 4d6+8; hp 24; Init +1 (Dex); Spd 30 ft.; AC 11 (Dex); Atks +5 melee (1d4+3 [crit 19-20], dagger) or +5 melee (1d3+3/crit x2, fist); AL CG; SV Fort +5, Ref +3, Will +4.

Str 16, Con 15, Dex 12, Int 10, Wis 10, Cha 10.

Skills: Craft (blacksmithing) +7, Craft (armorsmithing) +7, Craft (weaponsmithing) +7, Knowledge (mining) +4, Craft (locksmithing) +4, Listen +4, Spot +4, Appraise +4, Disable Device +4, Perform (storytelling) +4.

Feats: Improved Unarmed Strike, Endurance.

Possessions: Clothing, boots, heavy cloak, and large hat, 2 silver daggers, 12 gp.

Terjon is the local blacksmith. He's often consulted by the local merchants to determine the quality of the ore they are buying. He makes a pretty penny doing this on the side. Terjon likes to tell stories and meet strange people, and he will probably make a beeline for the PCs as soon as he sees them.

Barjin Appalic, male human (B) Exp3 (stonemason): Medium Humanoid (5 ft. 7 in.); HD 3d6+3; hp 14; Init +0 (none); Spd 30 ft.; AC 10 (none); Atks +4 melee (1d3+2, fist); AL LN; SV Fort +2, Ref +1, Will +2.

Str 14, Con 12, Dex 11, Int 9, Wis 9, Cha 8.

Skills: Craft (stonemasonry) +6, Spot +4, Jump +6, Hide +4, Climb +4, Profession (herbalist) +6, Knowledge (architecture and engineering) +6; **Feats:** Endurance, Run.

Possessions: Clothing, boots, cloak, gold earring (5 gp), 22 gp.

Barjin is the local stonemason as well as a merchant. He is often contracted to help with construction of stone structures, but things have been slow lately so he's here trying to drum up business. His wife and child help him run a small herb shop, which supplements his income, and he's here drinking that money away.

Turuko, male human (S) Mnk3: Medium Humanoid (5 ft., 6 in.); HD 3d8; hp 18; Init +2 (Dex); Spd 40 ft.; AC 14 (Dex, Wis); Atks +4 melee (1d4+2/crit 19-20/x2, dagger) or +6 melee (1d6+2, fist); AL LE; SA stunning attack (su); SQ evasion(ex), still mind; SV Fort +3, Ref +7, Will +7.

Str 14, Con 10, Dex 14, Int 10, Wis 14, Cha 14.

Skills: Profession (merchant) +4, Hide +4, Listen +4, Escape Artist +4, Tumble +4, Jump +4, Diplomacy +3, Climb +3; **Feats:** Improved Unarmed Strike, Deflect Arrows, Iron Will, Lightning Reflexes, Combat Reflexes.

Possessions: Nice clothing, leather boots, cloak, dagger, 20 gp (access to 200 gp).

Turuko is passing himself off as a local merchant when in reality he is an agent of the Scarlet Brotherhood collecting intelligence and helping agents in the area. He runs a small store that specializes in obtaining rare items for a price. He is here to collect information from travelers visiting Gutfenford and to keep up the pretense of trying to drum up business. If he sees the chance, he might pretend to help the PCs in exchange for information or valuables, but he will not reveal his true identity. If he feels the PCs have info he wants, he will give them access to his store and will charge 120% of the base value -10% x CHA bonus for any mundane or common items in the Player's Handbook to loosen their tongues.

Bessyn & Geio (male humans (O), Com1, hp 3 each)

Possessions: Common clothing, boots, cloak, 3 gp each.

Bessyn and Geio are a father and son farmer team. They are celebrating a good crop season and are just "lucky" to be here to witness this adventure. They are boring farmers ready to talk farming to anyone willing to hear. Bessyn likes to play darts, but he will not bet money. Geio just likes to look at the pretty girls.

Peekaboo, riding dog (1): Medium Animal (5 ft. long); HD 2d8+4; hp 13; Init +2 (Dex); Spd 40 ft.; AC 16 (Dex, natural); Atks +3 melee (1d8+3, bite); Face/Reach 5 ft. by 5 ft./5 ft.; AL N; SQ scent (+8 Wilderness Lore when tracking by scent); SV Fort +5, Ref +5, Will +1.

Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills: Listen +5, Spot +5, Swim +5.

Peekaboo is the Factis' dog. He likes to sleep behind the bar by his master. He's well trained and will defend his master if he calls for him.

Note: The DM can and should include any of the people within the rooms in the common area during normal hours.

INN MENU & SERVICES

Meals

Breakfast, plain		3 cp
Breakfast, elaborate	1 sp	
Dinner, plain	3 sp	
Dinner, elaborate		8 sp
Dinner, 7 course		2 gp
Supper, plain	2 sp	
Supper, elaborate		5 sp
Common Drinks (per pint)		

Guttenford Ale		1 sp
Ebbenant Rock Ale	1 gp	
Beer, dark		5 cp
Beer, heavy	1 sp	
Beer, imported		1 gp
Guttenford Mead		5 sp
Guttenford Special Mead		2 gp
Wines (per bottle)		
Table, local		3 sp
Keoish Golden		5 gp
Sundish Lilac	2 pp	
Urnst White		5 gp
Celene Ruby	5 pp	
Furyondy emerald pale		2 pp
Velunan fireamber		3 pp
Brandies (per gill)		
Local		1 gp
Keoish		5 gp
Urnst, special aged		2 pp
Liqueur (per gill)		
Ulek Elixir		2 gp
Room & Board (per night)		
Stables		1 cp
Stables with 2 squares	3 sp	
Common room		1 sp
Common with 2 squares		9 sp
Small private	1 gp	
Small private with 2 squares	3 gp	
Large private	3 gp	
Large private with 2 squares	2 pp	

3. Kitchen & Factis family rooms: The kitchen is where Shaera, Tauber's wife, does her magic. The kitchen is a 20x20-foot room replete with cooking ware. There are three additional exits to this room. The first leads to an alleyway behind the inn and is used to bring in supplies or to take out garbage. The second is a door to the Factis family rooms. This is long 20x50 foot area directly behind the common room and is partitioned into two rooms. The first room is used by the innkeeper and his wife. It contains a large bed, 2 dressers, a cabinet closet, a large chest, and 2 chairs. Unbeknownst to all, the innkeeper keeps the bulk of his fortune in a small lead chest in a hole covered by wooden planks under their bed. The second area, further in, is the room for the girls. It has three beds, three dressers, two chairs, a large chest, and a large cabinet (The PCs should never make it back here, but if they do and are found, they will be in serious trouble).

The last exit is the door into the stable area. It is easily visible in the kitchen area, but concealed in the stables. Finally, there is a set of stairs heading into the basement.

4. Basement: The Inn's basement is where most of the supplies are stored. There are wine racks, several barrels of ale, mead, salted meats, and other brined supplies. Several sacks of flour and other supplies as well as boxes of different shapes and sizes line the floor and walls. Although there are many items of value in here, most are

not easily transported or concealed. The innkeeper knows where he keeps everything and what's down here, and will notice missing items. The PCs should not find their way down here unless accompanied by Tauber or his bouncer, and there will be hell to pay if they steal and get caught.

5. Second Floor Rooms: A set of stairs next to the bar leads to the second floor and the guestrooms. These stairs also continue up to the third floor. There are 8 private single rooms, and two large private rooms on this level. Three of the small and one of the large private rooms are occupied by guests.

The large private rooms are 35x20 ft and have several straw beds, two chairs, and a large chest in them. Up to three people and their gear can stay here comfortably, and as many as 5 can be packed into the room. These rooms have no windows and are illuminated by a single hanging lamp.

The occupied room will have been taken by Kodiar, Rolf, and Festus (encounter 2) upon their arrival at the inn. The three travelers will stow their gear and come back to the common room to eat, drink and share company.

Kodiar, male human (S) Bbn4: Medium Humanoid (6 ft. 4 in.); HD 4d12+12; hp 44; Init +2 (Dex); Spd 40 ft.; AC 14 (leather, Dex); Atks +7 melee (1d12+3 [crit x3], greataxe) or +6 ranged (1d8 [crit x3], longbow); AL CG; SA Bbn rage 2/day (Str/Con +4, Will +2, AC -2); SQ uncanny dodge (ex); SV Fort +7, Reflex +3, Will +0.

Str 16, Con 16, Dex 14, Int 9, Wis 9, Cha 10.

Skills: Climb +4, Wilderness Lore +4, Listen +2, Jump +4, Swim +4, Ride (horse) +2, Intuit Direction +4, Intimidate +4; **Feats:** Run, Endurance, Dodge.

Possessions: Backpack with extra clothing, bedroll, 2 sacks, flint & steel, winter clothing, 3 day's trail rations, quiver with 20 arrows, longbow, dagger, greataxe, 44 gp.

Rolf of the wild, male human (FO) Rgr2: Medium Humanoid (5 ft. 9 in.); HD 2d10+2; hp 20; Init +3 (Dex); Spd 30 ft.; AC 16 (studded leather, Dex); Atks +5 melee (1d6+2 [crit 19-20], short sword) or +5 ranged (1d8 [crit x3], longbow); AL NG; SA favored enemy – goblinoids; SV Fort +4, Ref +3, Will +1.

Str 14, Con 12, Dex 16, Int 10, Wis 12, Cha 10.

Skills: Wilderness Lore +5, Animal Empathy +4, Move Silently +4, Listen +3, Search +3, Intuit Direction +2, Spot +4; **Feats:** Point Blank Shot, Weapon Focus (short sword), Track.

Gear: Backpack with waterskin, bedroll, flint & steel, winter clothing, 2 day's trail rations, quiver with 20 arrows, longbow, dagger, shortsword x2, 14 gp.

Festus, male human (FS) Ftr2: Medium Humanoid (5 ft. 10 in.); HD 2d10+2; hp 19; Init +5 (Dex, Imp. Init.); Spd 30 ft.; AC 16 (chainmail, Dex); Atks +6 melee (2d6+3 [crit 19-20], greatsword); AL LN; SV Fort +4, Ref +1, Will +0.

Str 16, Con 12, Dex 12, Int 12, Wis 10, Cha 12.

Skills: Climb +5, Jump +5, Ride (horse) +5, Swim +5;
Feats: Weapon Focus (greatsword), Improved Initiative,
Combat Reflexes, Power Attack.

Gear: Backpack with waterskin, bedroll, flint and steel, winter clothing, 5 day's trail rations, dagger, greatsword, 54 gp.

The small private rooms are 15x20 ft and contain a nice bed, a chest, a drawer, and a pair of chairs. They are kept clean with fresh sheets. Illumination is provided by candles and by hanging lanterns. There is a single window, currently covered by a heavy curtain to keep out the draft and cold. Attempting to exit from this window will require a climb check with a DC 25 for every round the PC is outside. A drop will cause 3d6 points of damage and is likely fatal.

A visiting merchant who is trying to sell horses to the locals occupies the first of these small rooms. Tellarne is angry that she's snowed in and remains in her room until the first murder, when the constable calls everyone into the common room. She will probably be one of the suspects for the PCs, and her aloof manner should give them something to think about.

Tellarne, female human (BS) Exp4 (merchant): Medium Humanoid (5 ft. 4 in.); HD 4d6; hp 15; Init +0 (none); Spd 30 ft.; AC 10 (none); Atks +3 melee (1d4 [crit 19-20], dagger); AL CN; SV Fort +1, Ref +1, Will +4.

Str 11, Con 10, Dex 11, Int 13, Wis 11, Cha 11.

Skills: Appraise +6, Listen +4, Ride (horse) +6, Gather Information +6, Profession (merchant) +6, Animal Empathy +6, Balance +6, Bluff +6, Handle Animal +6, Jump +4; Feats: Mounted Combat, Trample.

Possessions: Chest full of fine clothing, three sets of expensive leather boots, pair of expensive cloaks, riding boots, expensive saddle, dagger, 50 gp on hand but with access to over 500 gp from business.

A traveling entertainer occupies the second private room. While passing herself off as a bard, this woman is actually a lady of the night, and she has been making some extra gold doing her dirty deed. She is very discreet about what she's doing, as she knows the innkeeper would throw her out if he finds out what she's doing.

Caibra, female human (OS) Rog2: Medium Humanoid (5 ft. 6 in.); HD 2d6; hp 10; Init +3 (Dex); Spd 30 ft.; AC 13 (Dex); Atks +1 melee (1d4 [crit 19-20], dagger); AL CN; SA sneak attack + 1d6; SQ evasion; SV Fort +0, Ref +6, Will +0.

Str 10, Con 10, Dex 16, Int 10, Wis 10, Cha 16.

Skills: Innuendo +4, Move Silently +5, Hide +5, Climb +4, Disable Device +5, Open Locks +4, Diplomacy +4, Search +4, Spot +4, Decipher Script +4, Use Magical Device +2; Feats: Alertness, Ambidexterity.

Possessions: Backpack with waterskin, bedroll, flint & steel, several changes of clothing and 2 sets of winter clothing, superior thieves tools, soft rope, dagger x2, bottle of perfume, soap, manacles, 55 gp.

Alistar (a.k.a. Nyrman) took the last of the private rooms from encounter two. He will go downstairs and eat with the other people and socialize, and then his alter ego will pick the victim he will blame for his crime (See encounter 5 for details).

Alistar (a.k.a. Nyrman Setab), male human (OS) Rog4: Medium Humanoid (5 ft. 6 in.); HD 4d6; hp 21; Init +7 (Imp. Init., Dex); Spd 30 ft.; AC 15 (leather, Dex); Atks +3 melee (1d6 [crit 19-20], short sword) or +3 melee (1d4 [crit 19-20], dagger); AL LN(NE); SA sneak attack + 2d6; SQ evasion (ex), uncanny dodge (ex); SV Fort +1, Ref +7, Will +1.

Str 10, Con 10, Dex 16, Int 10, Wis 11, Cha 16.

Skills: Move Silently +7, Hide +7, Climb +4, Disguise +7, Escape Artist +4, Forgery +3, Gather Information +4, Intimidate +4, Open Lock +4, Bluff +7, Search +4, Spot +4, Pick Pocket +4; Feats: Alertness, Improved Initiative, Combat Reflexes.

Possessions: Backpack with waterskin, bedroll, flint & steel, winter clothing, 2 day's trail rations, superior thieves tools, soft rope, dagger x4, short sword, 125 gp.

6. Third Floor Rooms: Just like on the second floor, there are 8 private single rooms and two large private rooms on this level. Three of the small private rooms and one of the large rooms are occupied by guests.

The large private rooms are 35x20 ft and have several straw beds, two chairs, and a large chest in them. Up to three people and their gear can stay here comfortably, and as many as 5 can be packed into the room. These rooms have no windows and are illuminated by a single hanging lamp. One is occupied, and the other is empty and available.

A traveling wealthy "gentleman" with noble aspirations and his guardsmen occupy a large private room on this floor. Kastic fancies himself above the common people in the town and lets people know this by demanding he be addressed as milord or your lordship and blabbing about how close he is with the local baron. He considers everyone to be as impressed as he is with his own station. In reality he is nothing but a spoiled brat.

He's accompanied by his guardsmen Pinnot and Dathal, who put up with him because they're paid well. Pinot and Dathal have great patience and knows they could actually be doing dangerous work for less pay so they endure their boss's nasty personality.

Kastic Bessard, male human (O) Warr: Medium Humanoid (5 ft. 11 in.); HD 1d8; hp 8; Init +0 (none); Spd 30 ft.; AC 10; Atks +2 melee (1d8+1/crit 19-20/x2, longsword) or +2 melee (1d4+1/crit 19-20/x2, dagger); AL CN; SV Fort +2, Ref +0, Will +0.

Str 12, Con 11, Dex 11, Int 9, Wis 11, Cha 16.

Skills: Intimidate +4, Ride (horse)+4.

Feats: Run.

Possessions: Large chest with fine clothing, several sets of shoes, belts, cloaks, and hats. Small chest with

jewelry (20 pieces worth 100 gp total), longsword, dagger, 254 gp.

Pinnot and Dathal, male humans(O) War2: Medium Humanoids (5 ft. 9 in. and 5 ft. 8 in.); HD 2d8+4; hp 19 each; Init +5 (Imp. Init., Dex); Spd 30 ft.; AC 17 (chainmail, small wooden shield, Dex); Atks +4 melee (1d8+2 [crit 19-20], longsword) or +4 melee (1d4+2 [crit 19-20], dagger) or +3 ranged (1d8 [crit 19-20], lt. crossbow); AL LN; SV Fort +5, Reflex +1, Will +0.

Str 15, Con 15, Dex 12, Int 8, Wis 10, Cha 10.

Skills: Ride (horse) +5, Handle Animal +5; **Feats:** Improved Initiative, Combat Reflexes.

Possessions: Chainmail, shield, longsword, dagger, heavy cloak, winter boots, light crossbow with 20 bolts, 44 and 39 gp.

The small private rooms are 15x20 ft and contain a nice bed, a chest, a drawer, and a pair of chairs. They are kept clean with fresh sheets. Illumination is provided by candles and by hanging lanterns. There is a single window, covered by a heavy curtain to keep out the draft and cold. Attempting to exit from this window will require a climb check with a DC 25 for every round the PC is outside. A drop will cause 6d6 points of damage and is likely fatal.

Another visiting merchant occupies the first of these rooms. This merchant is here to negotiate for ores to be shipped to the capital city of Pellak. Alrem Perfect will be down in the common room talking to Burne and Rannos Davila about a deal when the PCs arrive. He too will retire to his room and could be a suspect the PCs might wish to talk to.

Alrem Perfect, male human (OS) Exp3 (merchant): Medium Humanoid (5 ft. 6 in.); HD 3d6; hp 10; Init +0 (none); Spd 30 ft.; AC 10 (none); Atks +2 melee (1d4 [crit 19-20], dagger); AL CN; SV Fort +1, Ref +1, Will +5.

Str 11, Con 10, Dex 11, Int 13, Wis 11, Cha 11.

Skills: Appraise +6, Listen +5, Ride (horse) +5, Gather Information +5, Profession (merchant) +6, Search +5, Spot +5, Knowledge (arcane) +3, Knowledge (mining) +5, Alchemy +3; **Feats:** Alertness, Iron Will.

Possessions: Chest full of fine clothing, 2 pairs of boots, 2 cloaks, mining kit, dagger, 150 gp.

A prospector that hit it big sleeps in the second private room. After selling off the gold nuggets he had found, he decided to live it up a bit and took this room for the week. He also had a small keg of beer sent to his room and will be passed out cold during most of the next 2 days.

Jimmy the Prospector (male human (O) Com1, hp 5)

Possessions: common clothing, boots, cloak, mining gear in a chest, 35 gp.

The Constabulary & Jail

This is a single story building made from stone. The door is heavy oak re-enforced with metal bands (DC 25 to break), and the windows are covered with metal bars (DC

20 to break). On the inside the building is split into two sections.

1. Constabulary: The front area functions as the constabulary. It contains a desk, several chairs and benches, racks to hang equipment and cloaks, and is brightly lit by several hanging oil lamps.

Skrengion, male human (S) War2: Medium Humanoids (5 ft. 7 in.); HD 2d8; hp 14; Init +1 (Dex); Spd 30 ft.; AC 16 (chainmail, Dex); Atks +2 melee (1d8 [crit 19-20], longsword) or +2 melee (1d4 [crit 19-20], dagger) or +3 ranged (1d8 [crit 19-20], lt. crossbow); AL LN; SV Fort +3, Reflex +1, Will +1.

Str 11, Con 11, Dex 12, Int 10, Wis 12, Cha 10.

Skills: Ride (horse) +5, Handle Animal +5, Intimidate +5; **Feats:** Alertness.

Possessions: Chainmail, longsword, dagger, heavy cloak, winter boots, light crossbow with 20 bolts, 4 gp.

Skrengion is one of the assistants to the constable, and he helps constable Aiden maintain the law. He is dedicated and loyal to his boss and will obey his every command. Skrengion will go to the inn as soon as he receives a call from his boss, and will inform the constable that the storm has made even travel from the jail to the inn dangerous.

Tobias, male human (O) War2: Medium Humanoids (5 ft. 6 in.); HD 2d8; hp 15; Init +1 (Dex); Spd 30 ft.; AC 16 (chainmail, Dex); Atks +2 melee (1d8 [crit 19-20], longsword) or +2 melee (1d4 [crit 19-20], dagger) or +3 ranged (1d8 [crit 19-20], lt. crossbow); AL LN; SV Fort +3, Reflex +1, Will +1.

Str 10, Con 11, Dex 13, Int 11, Wis 12, Cha 11.

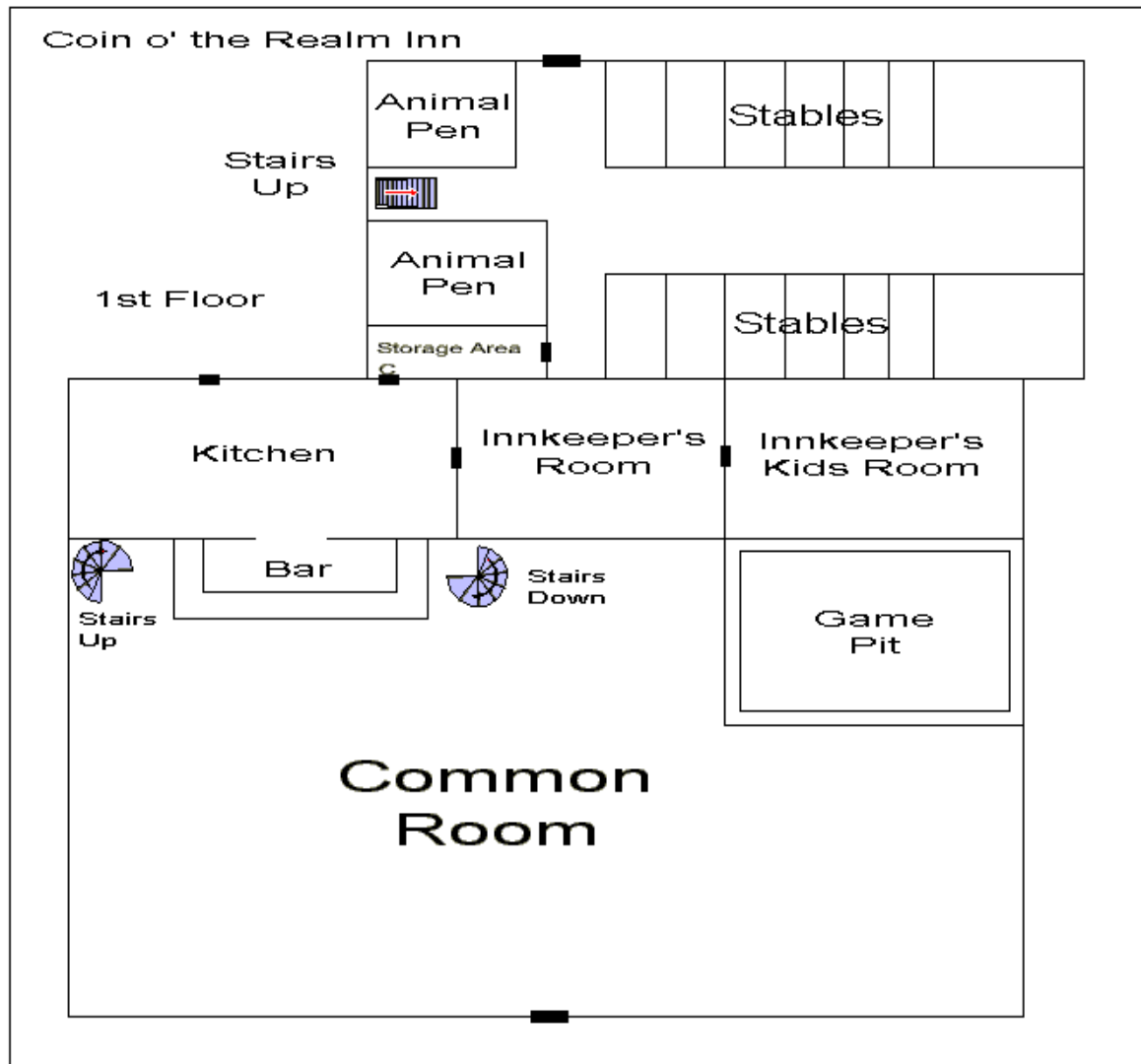
Skills: Ride (horse) +5, Handle Animal +5, Intimidate +5; **Feats:** Track.

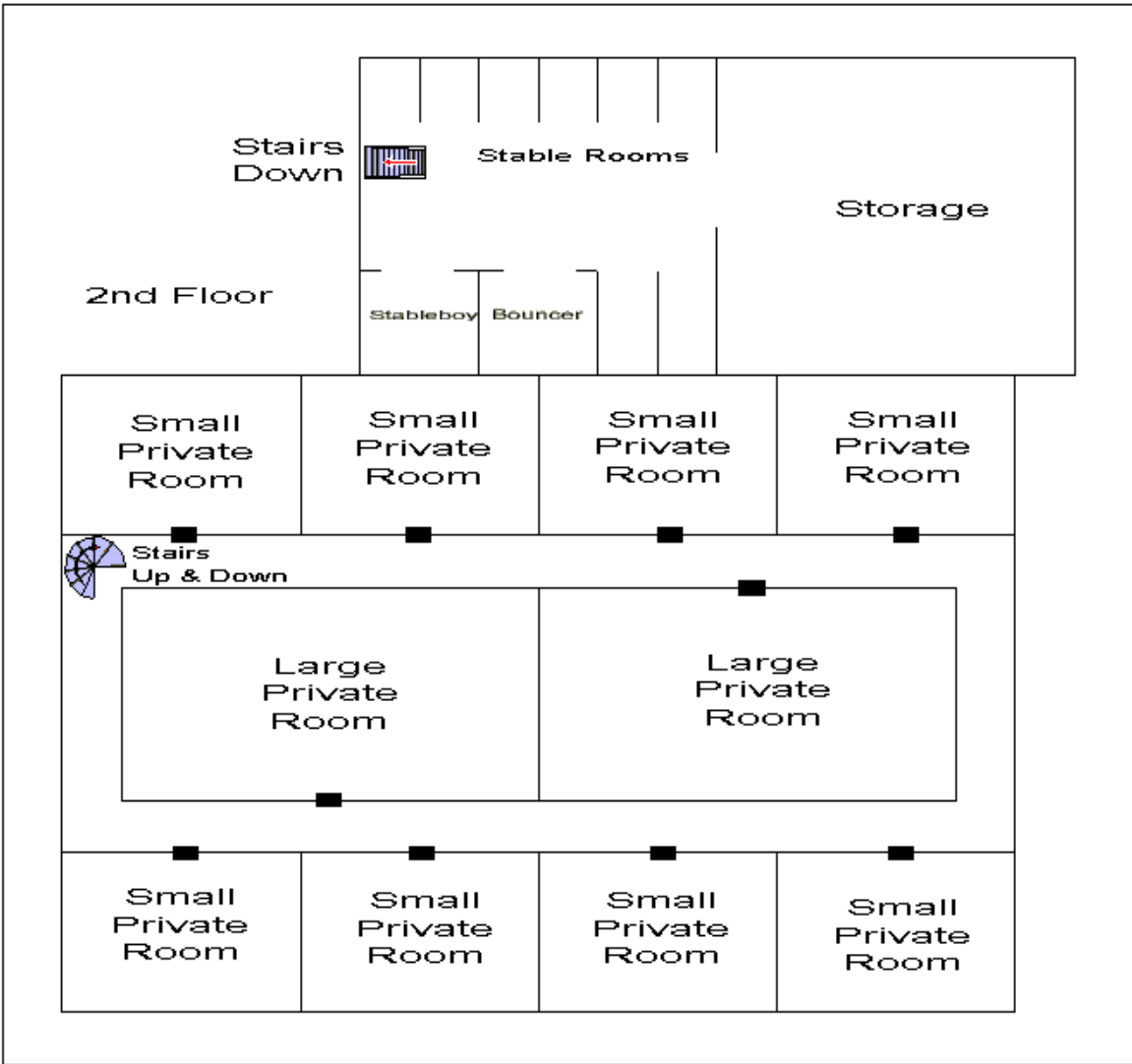
Possessions: Chainmail, longsword, dagger, heavy cloak, winter boots, light crossbow with 20 bolts, 4 gp.

Tobias is the second assistant to the constable and also helps maintain the law. While he is not as dedicated and loyal as Skrengion, he too will obey Aiden's every lawful command. Tobias will accompany Skrengion to the inn as soon as they receive the call from their boss, and he will be the one chosen to stand guard on the framed PC.

2. Jail: The back area contains two jail cells that can hold about 5 persons each, and a sleeping room for the duty guard. The area is sparse and cold. A special chest is used to store all equipment belonging to prisoners, who are carefully searched and relieved of any weapons or tools (including thieves' tools).

DM MAPS FOR THE COIN O' THE REALM INN





3rd Floor

