

The Citadel

A Three-round D&D 3rd edition Adventure set in the World of Greyhawk

Round One: Whispers of Trouble

by Robert Wiese

Before there was the Circle of Eight, before even the Citadel of Eight, Mordenkainen saw the need for a personal group of heroes to help maintain the balance in Oerth. See how the Citadel of Eight formed in this daring adventure. This adventure is background for the Living Greyhawk campaign. An adventure for characters levels 7-8, characters provided.

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. 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.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsule their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

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

A note about the text: Some of the text in this module 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.

Adventure Background

The year is 560. Mordenkainen is in the process of assembling his first great adventuring group, the Citadel of Eight (though it does not have that name yet). So far he has six members, and now seeks to add the wizard Tenser to their number. Tenser is visiting Serten in Verbobonc, and when Mordenkainen found him not at home, he brought all the members of his band to Verbobonc to find Tenser.

In Verbobonc, trouble is brewing. The Temple of Elemental Evil is not yet three years old, and its presence is relatively unknown at this time. But it is already stretching dark tendrils across the land. The priests of Zugtmoy there realize that their most immediate threat comes from Verbobonc, and have formed a plan to neutralize that threat.

Several months ago, a man named Lakash Quallad came to Verbobonc. He seemed to be a merchant from Dyvers, and said that he wanted to ply his business here instead of in his old home. The people of Verbobonc see Dyvers as a trade rival, and welcomed him with open arms. He immediately set about showing off his wealth to make himself agreeable to the upper class of Verbobonc society, and proved adept at business. He formed a partnership with one of the gnome families from the Kron Hills, and became a powerful merchant

and a guiding force in society. He is universally respected and periodically undertakes charitable work on behalf of the town.

This is all an act, of course. Lakash Quallad is an agent of the Temple of Elemental Evil, and has come here to drive a wedge between the humans of the city and the gnomes of the Kron Hills. If no alliance is formed between these two parties in later years when the Temple gains more power, the priests of Zugtmoy should be able to control Verbobonc and secure their power.

A few weeks ago, Lakash began his master plan by creating little incidents that strained relations between gnomes and humans. The two races never really get along closely, and so the tension slowly built without anyone really noticing.

Then, he began phase two. Knowing that the distrust of humans by gnomes was his chief weapon, he hired brigands and humanoids from the Temple to harass the trade route between the Greenway Valley (where the majority of the gnomes in the Kron Hills live) and Verbobonc City. Goods would disappear, or gnome merchants would report harassment from the Verbobonc patrols. The patrols would report slaying groups of orcs or brigands that carried gnomish coin in large quantity, with no caravans in sight from which the wealth could have been stolen. Distrust grew.

As the characters arrive, Lakash is beginning phase three, wherein he plans to cause the gnomes to be expelled from Verbobonc, and subsequently to cease all trade with the city.

During all this, Lakash maintains his public persona of geniality, and no one suspects a thing.

The adventurers arrive in Verbobonc and find their way to the inn where Tenser was staying. From there they are directed to Serten at the temple of St. Cuthbert, and they also being to pick up on the undercurrent of hostility. They rescue Serten from his own folly, and then come to the temple. There, they can speak with some of the wounded mountain patrol members and learn more about the situation. As they finish, they run into an apparent priest of St. Cuthbert speaking to a crowd of people and whipping them into riotous frenzy. The characters can pacify the crowd, or just get out of the way, or take some other action.

Serten tells the characters that Tenser went into the hills to talk to the gnome families, but he does not know which ones. He suggests that they talk with the gnome prince, Jimm, and see what he may know. On the way there, they have two encounters which show that the atmosphere in Verbobonc is getting much worse. In these encounters, there are hints which implicate the gnomes as the instigators. The characters can talk to other people in the city about the situation and get more

information and rumors, much of which is false but sounds plausible.

Finally, they meet with the gnome prince, and thwart an attack on his person by renegade humans who claim to want all gnomes out of the city as quickly as possible. Prince Jimm asks that they go into the Kron Hills and speak to the gnomes, and see if there really is an agent of evil among his own people. The round ends as the characters prepare to leave the city.

Player Introduction

Present this to the players, and then let them read the character sheets and prepare for the adventure.

“It is time to take a hand, Bigby,” Mordenkainen said over the venison and wine. “Evil has its champions, and so too does Good field its forces. What has given me reason to fear of late, however, is that there are too few to preserve the balance of everything, to keep one power from upsetting all. The world need not be swallowed by the Abyss or drawn up into the Heavens. In so doing, its destruction is assured. Oerth is Oerth, a place for all and any, and there are but few who can act to assure that it remains so. I resolve to be one of them.”

Bigby sipped his Celenese nectarwine and slowly nodded his head. “You are right, my mentor. There are many who would overset the world, and they do not think of the many who are happy the way they are. What shall we do?”

Thus it began. Two men decided to take action. An adventuring group was needed, they decided, to work against those who would topple the world, either into the Abyss or into heaven. One by one, the members were gathered, a collection of the great heroes of the Flanaess. Robilar, Riggby, Yrag, Otis. One more is needed, the mage Tenser. You have come to Verbobonc in search of him, for he was not at his castle on the Lake of Unknown Depths. If you can convince him to join the company will be complete, and the real work can begin.

You enter the gates of Verbobonc City as the sun begins moving toward the horizon, pass through the inner gates, and pause to consider the city. Verbobonc is a city of some 11,000 humans, plus gnomes and elves. Somewhere in this city is the man you seek. A few questions later and you are on your way to an inn called the Spruce Goose, where Tenser is reported to be staying.

It is about the middle of the afternoon when the characters enter Verbobonc. It is 30 minutes later when they reach the Spruce Goose. When the players are

ready to begin, start the adventure outside the Spruce Goose at Encounter One.

Encounter One: At the Inn

The characters start the adventure by walking into the Spruce Goose.

As you push open the doors, the quiet elegance of the Spruce Goose is apparent. From the well-carved doorway to the gnomish architectural touches to the warm glow from within, you know you are walking into a place that caters to comfort and wealth. From the entry hall, you can see a tavern room to the left, and a counter and stairway to your right. Behind the counter stands a man in formal attire, looking at you pleasantly. “Can I help you, gentles?” he says.

The man behind the counter, **Fazzn** (human male Exp6, Profession—innkeeping +11, very young but experienced and willing to please the customers), is the day clerk. He can tell the characters the following:

- Tenser is staying in room 9, on the third floor.
- He does not know whether Tenser is here or not, and does not know him on sight. The Spruce Goose has many customers, and he does not remember them all. He does remember those he sees frequently, and he has not seen Tenser very often at all.
- He can ask the housekeeping staff, and reports that Tenser has not been in his room in a couple of days. From the register, he sees that Tenser has paid for two weeks’ lodging in advance, and the maids report that he has personal possessions in his room. He must be planning to come back.
- He invites the characters to take a seat in the dining room while he sees if he can find out more for them.
- He asks if they are interested in obtaining rooms? There are some available, at 3 gp per night, with meals costing 8 sp per day. The lodgings and food are worth these rates.

If the characters leave, there is not much you can do. Wherever they go to ask about Tenser, eventually slip in the information below about Serten, and try to work in the bard’s ridicule.

If they stay, then continue.

With a bow, the clerk shows you to the dining room. The chairs are padded on the seats, and the tables carefully placed to allow the impression of privacy. Small candles in glass globe holders provide most of the room’s illumination, enhancing the illusion of

privacy. A bar is built against the far wall, by a door which presumably leads to the kitchen. “This way,” says a new voice at your side. The speaker is female, attractive, and also attired in formal clothing. She leads you to a place close to the wall but not against it. “Please be seated,” she says. “Your servant will be with you momentarily.” Smiling, she turns and walks back to the desk by the door.

The characters can order food (3 sp for dinner—the 8 sp price is for a whole day’s food), alcohol (see the *Player’s Handbook* for price categories, and add a couple more coins of the same denomination as this is a pricey establishment.

There are eight other groups of people seated in this room, and the room has 20 total tables for guests. None of the other diners are Tenser. Three are gnomes, seated together in the center of the room, and the rest are humans. The staff consists of:

- **Emra**, the hostess (human female Exp2, Sense Motive +5, Diplomacy +5, Innuendo +2)
- **Guilot**, the bartender (elven male Com3, Profession—bartending +9)
- **Gorday**, waiter (human male Com3, Profession—waiter +4)
- **Esmee**, waitress (human female Com4, very pretty, Profession—waiter +7)
- **Sunnlin**, the cook (human male Exp6, Profession—cooking +12) is in the kitchen

Make up names and personalities for anyone the characters talk to. These people don’t appear later in the adventure.

A bard named **Gallin** (elven male Brd6, Perform +12; charming but a little petty, he enjoys poking fun at others, which is why he is a bard) plays a lute in a small stage area to one side of the dining room. When the characters sit down, he is playing a love ballad from the western part of Keoland, and singing in {the language of the Flannae}. His next song is a gentle satire that he wrote just this morning, about a recent debate in the Council and the comical ineptitude of Prince Jimm, ruler of the gnomes in the area. (If you can write music, please feel free to come up with something appropriate. I cannot write music to save my life, so I did not try.)

Needless to say, the three gnomes in the center of the room do not take kindly to this work of his, and get up to express their displeasure.

As the singer breaks into his third chorus, you see the three gnomes push back their chairs and walk towards the stage area, clearly upset. “Why are you singing that song? You know the events you sing about are

false, and that in fact the humans on the council were to blame.”

“That is not what I heard,” replies the bard at his most charming. “If you don’t like the music, you’re free to leave, you know. To be honest, I would not have sung it if I had noticed you, but you being so short and all, I did not see you. Please accept my apologies.”

Two insults. Pretty good, huh? The gnomes are not going to take the insults, and one of them casts a spell—*silent image* on the bard, making him look like a toad in fancy clothing with a lute. The other patrons laugh, and the bard gets angry in turn at being made a laughingstock. If the characters do not intervene, Gallin and the gnomes trade spells and insults for a couple of minutes before the bartender and Fazzn usher the bard back into the kitchen. The hostess comes and politely asks the gnomes to finish their meal and leave, so that the rest of the guests will not be disturbed. Of course, the rest of the guests have been laughing at the exchange.

If the characters do intervene, they can quiet the disturbance easily and learn the following by asking the right questions:

- (From Gallin) Gnomes are trouble. They have been making themselves unwanted in the city for weeks now. We try to trade with them, but they don’t honor their words, and they don’t deliver. He cannot give any specific examples, but speaks in a general way that is impossible to refute (even for the gnomes).
- (From the gnomes) Humans have been treating us badly for weeks. We work hard to make this town great just like they do, but they still treat us like we don’t belong here. They don’t protect our caravans from the mountains, and then they complain when goods don’t arrive. You just can’t please them, and many of us wonder why we try.
- (From either) The events of the song took place weeks ago. It was a minor debate about relations with Veluna. No one knows what really happened; the bard heard it third-hand and added his own twist to suit his wish to insult gnomes, and the gnomes heard from Prince Jimm’s junior staff people.

On Tenser:

- Esmee the waitress remembers that Tenser said he was in town visiting a friend, a priest at the temple of St. Cuthbert named Serten. She does not know Serten personally, as he does not come in here. Perhaps he knows where Tenser is.

When the characters go to the temple of St. Cuthbert, continue with Encounter Two. If they do elsewhere, improvise until you can throw one of the encounters at them to get them back into the adventure. If they are wandering around town, you might try Encounter Five.

Depending on how long the characters stayed here, it could be dark when they leave. If they don't stop for the night, continue with Encounters Two through Four. Adjust descriptions for darkness as needed.

Encounter Two: Serten's Folly

The characters go to the temple of St. Cuthbert to find Serten. They meet him along the way, however, and in a typically "Serten" way.

Walking down the streets, you see carts on the street selling fruit, gems, and other things. Closer to the market you pass stalls and shops carrying goods from the area, and some from far away as well. Leaving the market area behind, you pass a park-like area with some houses built into the ipt-trees; these are the well-known ipt-houses that the elves of Verbobonc inhabit.

As you get closer to the temple, or so you hope, you hear the excited sound of a child playing. Suddenly a quick cry is followed by a "Help!" in the voice of the same child. The sound is carrying over some distance.

The characters may try to rush over. As they do, present this:

Another voice comes to you as you close. "I'll get you, young one," the young voice says. Clearly an adult, there is nonetheless the impression of child-like simplicity. "Just hold on whoaaaaa!" You hear some kind of a sound that is hard to recognize, kind of like rope snapping, and then you hear the child cry out for help again.

Rounding the corner, you see a child of eight or so hanging by one hand from a clothesline stretched between two buildings, at the height of the third story. He is trying to get a grip with his other hand, but the rope keeps bouncing because of the second figure clinging to it. A man in his early 20s hangs by both hands, staring at the child. He wears the robes of a priest of St. Cuthbert. He is moving slowly hand-over-hand along the rope, and every time he grabs the rope again it bounces and shakes, causing the child to lose what tenuous grip he had managed to regain since the last bouncing. Several people now stare upward, or out at the two from windows nearby. They shout towards the young priest to stop moving, but he seems too intent to pay attention.

Serten is known for being not quite all there, but of good heart. He saw the child playing, and thought there might be a problem. He had reached the roof by the time the child fell, and immediately tried to help. One step later he was hanging from the rope, and the child was worse off than before.

This is either a very simple encounter, or a rather difficult one. If one of the wizard characters has the *levitate* spell prepared, then getting the child and Serten down does not present any problem. If, on the other hand, that spell is not prepared, the characters will have to try their ingenuity. Just in case that happens, keep this in mind:

- Serten is still trying to get to the child. He has five hand-grips left to go to reach the child, but the child will fall on the third one.
- Go to round actions, as Serten gets a new grab attempt every round. Use attack rolls (base melee attack) vs AC 10 for Serten to get another grip. The child makes Strength checks with DC 15 every time Serten makes another grab (the child's Str is 10, no modifier). Don't let the child fall before the third grab.
- The characters should be using skills like Climb and Balance, and attack rolls to grab things, and ability checks as appropriate. Make it dramatic, but no one is supposed to die here.
- If the child falls, he, breaks his leg and passes out, but does not die. Serten lands on his arm if he falls, breaking it.

When all the pieces are picked up, the neighbors are happy to have the child rescued, and chide Serten for his good-hearted but ineffective efforts. This gives the characters a chance to meet Serten (at his best, of course).

When everything is calmed down, the characters can talk to Serten. This is what he can relay at this point. Remember that he is dim-witted; read his personality profile in **Appendix One**.

- Tenser did come to see me, but left town yesterday. He was going to talk to the gnomes.
- Why? Because of the trouble with them lately. He wanted to help. He is so kind.
- What trouble? Well, they have been trouble. Maybe if you talked to the patrol guards resting at the temple you would understand. I can take you there.
- What was I just doing? The child needed help, and I was helping.
- How long have I lived here? All my life.
- Serten will talk about himself; get info from Appendix One.

When the characters are ready to proceed to the temple, continue with Encounter Three.

Encounter Three: Disturbing News

The characters come to the temple of St. Cuthbert and talk to some wounded patrol riders, who report on the difficulties with the Kron Hills gnomes.

Serten leads you up to the doors of a temple of modest design. In keeping with St. Cuthbert's modest church, the building before you speaks of a subtle wisdom. The decorations are minimalist, the huge cudgel-stars-and-billet symbol on the front the only ostentation. Serten takes you through the front doors.

Ahead you see a sanctuary where the faithful come to worship. Pews face a second cudgel-and-star symbol emblem below a stained glass window showing a plain man walking across the plains. It looks like words of wisdom have been worked into the glass window, but at this distance you cannot see what they might say. To the right, you see a corridor wend toward other rooms, and there is one also to the left.

Serten turns right in the nave and leads you toward some side rooms. "Our sickroom is over here, near the classrooms. We take care of a lot of the sick here, teaching them the wisdom of our god at the same time. It works out best for them.

Leading you into a small room, Serten looks at a man and a woman lying on pallets by the window. The man looks like he was beaten, and the woman has three visible scars from sword cuts.

In describing the rest of the church, should you need to, think "protestant church" and you will have the right idea.

Serten introduces the two patrol riders as:

- **Calloon** (human male Ftr6; hp 34): Calloon is a seasoned veteran of the patrol, and has been riding the Kron Hills for over eight years. He is garrulous and a bit tiresome, but knows a lot and is very reliable.
- **Myrissa** (half-elven female Rgr4; hp 24): Myrissa has been riding with the patrol for three years. She is a ranger of the Gnarlley Forest, "on loan" to Verbobonc, as it were. She is perky but serious, a combination that many find disconcerting.

The patrol riders speak with the characters, but don't really want to talk about what is going on until the characters say why they are interested. The knowledge is public to all, of course, but soldiers are naturally

reticent about divulging "state secrets," and they don't really know what is classified and what is not.

They are willing to chat, however. They want to know who the characters are, and what brings them to Verbobonc, and where they live, and what of the world they have seen. In return, they can tell the following:

- Our group was on patrol a few weeks ago and we ran across the remains of a gnome caravan coming to Verbobonc from the Kron Hills. By the schedule, it should have been the one from Tulvar. It looked like the whole caravan, all six wagons, had been destroyed by ogres or giants. Dead horses littered the area, but not a gnome to be found anywhere. Plus, when we looked closely, it appeared that the wagons had not been carrying any load at all. There were no remains of a cargo at all. The rumor around town is that the goods were sold by the Tulvar gnomes to a merchant in Dyvers, and they staged the accident to explain why they could not deliver to the merchant here.
- The merchant expecting that load was Vulin; he is pretty rich and has a store in the center of the city. He sells gems and employs jewelers to set the stones for customers.
- Just the other day, we were patrolling in the foothills when we were set upon by gnomes. They shouted that we were not welcome in the hills and they attacked us. We retreated rather than fight back, but we were still injured. The gnomes had a hill giant with them, one that was wearing a gem-encrusted necklace. I wonder where he got it.
- The gnome trouble has been brewing for weeks. The gnomes in the city have been less and less friendly as the weeks have passed. Now they are almost hostile toward humans. The elves seem to be neutral, but the gnomes are really getting unfriendly. What we don't understand is that if they like us so little, why don't they just leave town?

The soldiers can add no more, but they are worried. They appreciate any healing that Riggby might provide, but still remain faithful to St. Cuthbert.

DURING the questioning, a young man in the robes of St. Cuthbert wanders by, listens to the characters' discussion with the riders for a little while, mutters to himself, and then goes toward the front of the temple. This should not attract the characters' attention; it is just one of those background things. To hide it, have a couple other priests come by, including one who checks on the bandages of the riders and then leaves, smiling at their progress.

The characters can talk to other priests at the temple, and learn the following (Serten does not know this; he has heard, but did not remember):

- The gnomes in the city have been as friendly as always, until the last two weeks. At that time, they started acting distantly and as if they suspected humans of wanting to hurt them.
- The humans in the city have also become cold and distant towards the gnomes. Some feel, and have voiced publicly, that we should withdraw patrols from the Hills.
- Some have even suggested removing all the gnomes from the city.
- There are stories and rumors that suggest the gnomes have started dealing with Dyvers, and have been cheating the merchants of Verbobonc. (Make up things that make sense, the wilder they are the better.)
- There are more stories about patrols being ambushed, most of which are probably false. There has been no evidence of gnome military build-up.
- The church has been trying to steer a middle path, as that is the path of common sense, but there are those who think that retribution against the cheating gnomes is the proper business of St. Cuthbert's faithful.
- If the characters want to get the gnome position, assuming the gnomes will talk to them, they can go to Gnomeburg, the section of Verbobonc where the gnomes live. The house of their prince, Jimm, is nearby. Gnomeburg is almost across the city from the temple of St. Cuthbert.

When the characters are ready to leave, proceed to Encounter Four. The doors of the temple are thick enough to keep out the noise of the crowd that has been building.

If the characters stay in the temple for a couple of hours, then there is a timing problem. After they have been in the temple for 30 minutes, have them hear the eruption of the crowd outside as the mob riot gets underway, and that should call them outside.

Encounter Four: Violence Erupts

The priest from the last encounter who stopped by to listen was not really a priest. He was a bard hired by Lakash Quallad to stir the pot a little by inciting a riot around the temple of the god of retribution (St. Cuthbert). He started while the characters were talking to the riders and the priests, and he is really going strong when the characters come back outside.

If the characters decided to stay in the temple for longer than 30 minutes, skip to the last paragraph.

The characters may decide to interrupt the next action, and that is okay. Just wing it. The bard will try to turn anything that happens to his advantage to get the crowd stirred up.

You come outside to see a young priest of St. Cuthbert speaking to a crowd that has gathered around the front of the temple. It is one of the priests you remember seeing while you were inside, but you cannot place him immediately, because the crowd draws your attention. The crowd seems agitated but enthralled by the speaker.

"... and you know that the gnomes have become odious in Verbobonc. Even they now realize it, and are starting to withdraw from the rest of the citizens. Their duplicity in trade and their unfriendliness are bad enough, but there is a patrol rider in this very temple who was attacked, with his whole unit, by a band of gnomes who had hired a hill giant. They certainly don't seem to want us in their Hills, and retribution is called for. If they don't want us out there, they can leave the city to us!

The crowd roars at this point, and shouts of "Gnomes Go Home!" and "Get the gnomes out of our city!" echo off the nearby buildings. You see now that the crowd is made up entirely of humans.

"In the name of St. Cuthbert, let us rid OUR city of these traitorous gnomes!" shouts the priest, raising his cudgel in the air above his head.

At this point the crowd cheers back and breaks up to throw gnomes out of the city. Hopefully the characters can do something about this riot; they should try.

Since they have no bards amongst them, stopping the crowd will require getting their attention first. Exploding a *fireball* spell (or other flashy magic) over them such that no one is injured would do the trick. But that is about all that will work if the riot starts.

During the paragraph before the cheering begins, the characters can interrupt and use Diplomacy skill (DC 20) to settle the crowd. They could also try a Bluff (DC varies depending on what they try, but at least 10). Meanwhile, the "priest" will be turning their words against them.

If the riot starts, the characters can also try to contain it by incapacitating the rioters. There are about 40 people in the crowd (all human Com1 or Exp1, hp 4-7, Saves For +0, Ref +0, Will -1 due to riot mentality). Use your judgment here based on what they do.

The bard is:

Foellen, human male Brd7: Medium Humanoid (5 ft. 10 in. tall); HD 7d6; hp 22; Init +2 (Dex); Spd 30 ft.;

AC 14 (+2 leather armor, +2 Dex); Atks +5 melee (1d6, cudgel); SQ bardic music; AL NE; SV Fort +2, Ref +7, Will +6.

Str 12, Dex 15, Con 11, Int 14, Wis 13, Cha 17.

Skills: Perform +15, Concentration +5, Diplomacy +8, Knowledge—history +7, Pick Pockets +8, Sense Motive +11, Use Magical Device +11, Bluff +13, Decipher Script +5, Hide +3. *Feats:* Silent Spell, Skill Focus (perform), Skill Focus (bluff), Run.

Spells 3/4/3/1: 0 lvl—*ghost sound, prestidigitation, daze*; 1st lvl—*charm person, sleep, ventriloquism, expeditious retreat*; 2nd lvl—*suggestion, sound burst, invisibility*; 3rd lvl—*emotion*.

Equipment: leather armor under robe, robe, cudgel, holy symbol of St. Cuthbert, 35 gp.

If the characters are calming down the crowd and there is nothing he can do to stop them, he tries to slip off unnoticed (Hide Skill vs the characters' Spot or Search skill, depending on whether they are keeping an eye on him or not). He will slip off as soon as the crowd starts rioting, trying to get away in the confusion.

If he is captured, he will not reveal anything about himself. His employer is a powerful, wealthy man who will persecute a poor bard, and besides we don't want him to be discovered this round. He gets a save vs spells like *detect thoughts* which allow mind reading.

The characters can turn Foellen over to the Verbobonc constables, who will lock him up for a while, and then let him go later. Most of them are starting to agree with his position about the gnomes, and he works persuading on his guards.

Other than Foellen's lack of help, the characters have two real options (from Encounter Three):

1. They can talk to the merchant Vulin, who lost the caravan of goods to the attack that the riders described. His business is in the center of the city. Go to Encounter Five in this case, unless it is dark. If it is nighttime, the merchant's shop is closed and the characters can come back tomorrow.
2. They can go to Gnomeburg and talk to gnomes, possibly Prince Jimm. Go to Encounter Seven in this case, no matter if it is day or night.

Additionally, they can wander around town and talk to other people. Most people know the same things as the priests of St. Cuthbert, and have varying degrees of prejudice against gnomes. Let them talk to a couple people you make up. When night falls, go to Encounter Six.

The characters could also decide to leave town and follow Tenser into the hills. The problem is that they have no idea where to go yet. If they do this, have them pass through the market place and throw Encounter Five at them.

Encounter Five: The Merchant Argument

The characters are walking through the market part of Verbobonc during the day. They are probably wanting to speak with Vulin or some other merchant about the gnome situation. As they are going there, present this.

You are walking through the streets when the sound of loud shouting comes to your ears. It seems to be coming from around the next block, but before you can react three gnomes stalk furiously out from around that corner and bear down on you, expressions of anger and frustration on their faces.

The gnomes don't care about the characters, and will pass them by if not stopped. If they are stopped, they will stay just long enough to air their grievances. Meanwhile, the shouting picks up again in the next street (be sure to emphasize this if the characters try to get chatty with the gnomes).

The three gnomes relate this:

- We are three brothers of the Jillink family. Our cousin, and head of the family, is still arguing with that human.
- We mine silver, and process it, and sell it to merchants in Verbobonc and Dyvers. In exchange, we buy cloths and whatever else we want. We also do metalwork and sell finished pieces.
- We dealt in good faith, selling minerals from our mine to a merchant named Koloran. Koloran CLAIMED never to have received our goods. From us, that is.
- He is around the corner at his shop, selling a brand new set of silver implements, including some that are clearly our work (you can tell our work anywhere), that he claims he got from one of our competitors. He claims that he was approached by a gnome from our family, and bought the pieces from him. Well, we had delivered, and we have a signed receipt of the goods, but he won't pay.
- We are disgusted and want nothing more to do with this town. Our family is returning to the hills, and we will deal with honest merchants in Dyvers and in Keoland.

Around the corner, meanwhile, Bliss Jillink is still arguing with Koloran at his shop. When the characters go around the corner, present this.

Stepping into the next street, you see a small crowd standing around the door to a silver shop called Koloran's. Shouting comes from within, which you can clearly make out as you approach.

(gnome) *"I said, pay us what you owe! I have the paper with your signature on it right here."*

(Koloran) *"I already paid your representative. I paid in cash on delivery. Here is my signed receipt for the gold."*

(gnome) *"We never received our gold, so that receipt is worthless."*

Keep going in this vein until the characters go see what is happening. If they just wander away, have the argument continue for a while, and then have Bliss Jillink storm out of the shop and head off after the other three gnomes.

If they decide to get involved, they can act as a third party mediator, which both sides will grudgingly accept. There is a simple misunderstanding here, perpetrated by the villainous Lakash.

What really happened was this. The Jillink gnomes indeed delivered their goods to a human who claimed to be Koloran, and who signed for the goods. He promised payment would come the following day, and asked the Jillink representative to come to his shop. The goods have now fallen into enemy hands. The goods were then brought to Koloran by a gnome who claimed to be from the Jillink family business, and Koloran signed for them and paid immediately. Thus, both sides are right, and the goods have been transacted properly, but the insertion of the villainous middle-men has resulted in this misunderstanding (and don't forget the theft of 2,000 gp from the Jillinks, who never got their money). The point was to create the misunderstanding, so that the Jillinks would leave town.

The characters will have trouble sorting this one out, but it should be fun. The Sense Motive skill could be very helpful here, as could spells to detect lies. If the truth can be revealed, then Koloran will apologize, but as far as he is concerned he paid for goods and has the goods. Bliss Jillink will be furious, but can be persuaded to keep his business in the city with some Diplomacy (DC 15 or better, depending on what approach the characters take).

The characters may come up with other creative solutions, and if they do you should use your judgment on what would work.

If the characters ask about the recent gnome-human conflicts, they can learn these things.

From Koloran:

- I've always had pretty good dealings with gnomes, and I like doing business with them. They provide a good product.
- I don't say I'd cut off doing business with the gnomes because of this incident, but it is one of many things that have been attributed to gnomes in the past few weeks.
- It seems like the gnomes are getting hostile. They don't help our patrols (or so I've heard), they have been undercutting other merchants in town to drive them out of business, and the gnomes in the city have lately been refusing to do business with anyone but gnomes.
- I guess that the humans are kind of tense about it, but it's not a prejudice. The gnomes just don't want to work with us. Why do they even stay in the city?

From Bliss:

- Humans have always been trouble for my family. We have to do business with them, but they have lied and cheated. This is just one more example.
- The gnomes in Verbobonc have been happy until recently. The humans started abandoning their patrol duties, or so my comrades tell me, and have let raiders claim more of our caravans than we can afford.
- The raiders come from the east, where there is supposedly some temple of evil or something. But there are always raiders. The problem is that the patrols protect our people, and the humans don't seem interested in protecting us anymore.
- If they are not going to cooperate with us, why should we work with them?
- Other gnome families have reported problems too, with merchants and with the government. Some say that they are having to pay extra taxes which have never been levied before.
- Word has reached Prince Jimm, and he is going to meet with the Viscount tomorrow.
- This cannot go on. The humans have to stop this antagonism, or we'll have to leave the city and trade our gems elsewhere. They won't like that.

Vulin

The characters may still want to talk to Vulin. His shop is two blocks away, in a rather larger space. He is a gem dealer, and does very well.

You enter this shop and the world seems to fade away behind you. The quiet is a welcome relief from the noise of the streets, and the comfort of the chairs looks inviting. Two counters run parallel in the center of the room, and in each you see various gems stored under glass. A middle-aged man stands behind the

right-most one, and a younger female is working at the second.

“Greetings, my friends. How many I serve you?” the man says, coming towards you.

Vulin, human male Exp5: Medium humanoid (6 ft. 1 in. tall); HD 5d6-5; hp 13; Init +1 (Dex); Spd 30 ft.; AC 11 (+1 Dex); Atks +3 melee (1d4 [crit 19-20], dagger); AL LN; SV Fort +2, Ref +2, Will +5.

Str 10, Dex 12, Con 9, Int 15, Wis 13, Cha 15.

Skills: Profession—shopkeeper +9, Craft—gemcutting +10, Sense Motive +11, Innuendo +6, Knowledge—local +8, Appraise +10, Bluff +7, Diplomacy +4, Forgery +10, Gather Information +6.
Feats: Skill Focus (sense motive), Great Fortitude.

Vulin is a cagey man who can be intimidating or friendly, depending on what will serve him best. He is out for his own interests, and does not take kindly to people who cross him. He is an important merchant in the city of Verbobonc, but knows that he is not important elsewhere. He likes being a big fish in this smallish pond.

Vulin is not willing to talk about the lost shipment at first, as it is not the characters’ business. If they can convince him that it is their business (Bluff DC 10, Diplomacy DC 12, give up to +2/-2 to the roll for good/bad roleplaying), he’ll describe his experience.

- I buy minerals and gems from the Keelenne family of gnomes, who live in Tulvar. I buy the same shipment every month, and we have had no problems for years.
- A few weeks ago, four by now, my shipment did not arrive. I later learned that the caravan had been attacked. Since we run regular patrols, the merchants don’t require guarantees from the gnomes in case of robbery. So I was out of luck, and I would manage. I always have some money saved for this kind of emergency.
- What really got to me was that my shipment, my very shipment (and I am as sure as I could be without actually going there myself) was sold in Dyvers to another merchant, a rival of mine. Same quantities, same everything.
- I asked the Keeleene gnomes about it, and they claim that shipment was stolen. Problem is, the patrol guards say that the shipment was never on the wagons. So I didn’t believe the Keeleenes.
- I have not done business with them since, because they have cheated me. I also warn my friends about dealing with them. Gnomes need to be watched these days.

- I was a bad time for the theft too, he will add confidentially. Viscount Wilfrick had ordered a brooch for his elven woman, and the brooch gems were on that missing caravan. I had to scramble to produce the order in time, and it cost me extra.
- Troubles with gnomes have been going on for months really, but until this theft I was not concerned. There are always problems.

When the characters are done here, they can go elsewhere. If they continue to speak to merchants, they learn only general rumors that have been listed already.

The next two encounters take place at night. If it is not night when the characters tire of merchants, advance the time suitably. These next encounters must take place at night.

Encounter Six: Gnomish Retribution

A group of gnomes sets fire to a merchant’s warehouses. The warehouse section of the city is area 45, but there are others around. This area is near the temple of St. Cuthbert, so if the characters don’t go back to talk to Serten, he can come find them.

If Serten has to come get the characters, start here, otherwise skip to “Continue” below.

As you (fill in what they are doing), a man approaches you. It is Serten, the priest from the mishap with the clothesline. “I’m glad to have found you,” he blurts out. “There is trouble at the warehouses. You should come. I’m sure it relates to the gnome troubles.”

So why didn’t he report to the constables? Serten is not too bright, remember, and he does remember that the characters showed interest in the troubles. Besides, his friend Tenser showed interest too, and by some tenuous leap of logic, he now associates the characters on the same level as Tenser. He won’t forever, but he does now.

What did he see? He is sure that he saw some gnomes sneaking furtively through the warehouses as he crossed back to the temple from the Brass Rail tavern. He would have followed them, but he was sure he would make too much noise, so he thought of the characters.

Continue

You reach the warehouse section to hear the sound of broken glass falling. It is echoing, and seems to come

from several streets away. Then there is a silence, and then another shatter of glass.

The characters can find the action easily enough. All they have to do is follow the sound by making Listen checks (DC 10). They round a corner, pass two buildings, turn left, and see this:

Ahead of you, four small beings standing looking into a warehouse window. A voice comes from within, whispering something, and then another one starts to climb to the window on some crates. From this distance, they could be gnomes, halflings, or children.

They are gnomes. Twelve gnomes, in fact, who were charmed by a couple of elven bards working for Lakash. I am sorry that bards are getting such a bad reputation in this scenario, but Lakash likes to use them.

The bards were given the suggestion that the humans had gone too far, and that it would be a great joke to go to one of the warehouses and set it on fire. One belonging to a human merchant, of course. The bards suggested that if the humans saw that the gnomes would not be treated like second-class citizens, they would mend their ways. It sounded like a good idea (of course), so here they are.

They have already moved 20 flasks of alchemists' fire into the warehouse and have placed them close to the door. As the gnomes are also intoxicated, they are trying to be extra careful, which really means extra loud.

The gnomes have conceived the happy notion that they should have some proof of what has occurred, in case they need it, so they are going to loot the warehouse. That is what they are in the process of doing now.

When they are out, one of them (the sorcerer) is going to cast shatter on the flasks, exposing their contents to air and creating a huge explosion.

The characters have arrived in time to stop all this, maybe, and to keep the incident quiet if they manage it properly.

The inside of the warehouse is one big room. There are four windows on each wall, and a big set of wagon doors on the west side (the gnomes are on the south side). That is the only entrance. The flasks are located near the window that the gnomes are using, and characters entering through the window should make a Reflex save (DC 8) to avoid stepping on them. If a character steps on one, it breaks and all 20 explode (20d6, and the building starts on fire; the character who broke the flasks gets no save, but everyone else at least 5 ft. away can make a Reflex save (DC 13) to reduce damage by half).

The characters have one minute before the gnomes start climbing back out and passing a couple bolts of cloth (they couldn't resist the pattern) through the window. If they let all the gnomes get out, then on the next round the sorcerer casts his shatter spell, the place explodes, and the gnomes rush off into the darkness trying hard not to laugh at their "joke."

If approached, the gnomes act just like thieves caught in the act, trying to run away or elude the characters. They will fight if cornered or attacked, ganging up so they can use their sneak attack abilities (if there are three gnomes on a single character, two are flanking and get sneak attack damage if they successfully use that ability).

If captured, they give a really vague explanation of why they are there, and beg that the characters not turn them in to the constables. If Serten is with the group (and he is if they have not prevented him), he will remark that if this came to light, the troubles will get worse.

If the building is allowed to explode, constables and priests begin arriving after 1 minute. They form a bucket brigade and use *create water* spells to extinguish the fire, but they take 20 minutes doing so. The warehouse is destroyed. The characters cannot really save the building any sooner, unless they come up with some way to put out the whole fire in two minutes.

The authorities are definitely interested in who was around at the time (the gnomes that could have fled as soon as the explosion occurred). Statements are taken from everyone, and any gnomes that the characters captured are taken to jail.

Gnome troublemakers (11), gnome Rog4: Small humanoid (2 ft. 10 in. to 3 ft.); HD 4d6+4; hp 16; Init +2 (Dex); Spd 20 ft.; AC 13 (+1 size, +2 Dex); Atks +5 melee (1d4-1 [crit 19-20], gnome short sword), +5 ranged (1d4, hand crossbow); SA sneak attack +2d6; SQ spells, evasion (half or no damage from spells allowing Reflex save), uncanny (Dex bonus to AC even when flat-footed), +2 racial bonus to saves vs illusions, low-light vision; AL CN; SV Fort +2, Ref +6, Will +1.

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

Skills: Hide +11, Move Silently +9, Pick Pockets +7, Read Lips +4, Appraise +5, Disable Device +3, Innuendo +3, Listen +9, Open Lock +5, Spot +4, Search +5, Escape Artist +5, Hide +6. **Feats:** Skill Focus (move silently), Improved Initiative, Weapon Finesse (short sword).

Spells (1/day each): *dancing lights*, *ghost sound*, *prestidigitation*.

There are five females and six males in this group.

Gnome spellcaster, gnome male Sor5: Small humanoid (2 ft. 10 in.); HD 5d6+5; hp 17; Init +4 (Improved Initiative); Spd 20 ft.; AC 11 (+1 size); Atks +2 melee (1d4 [crit 19-20], dagger); SA spells (save DC 12 plus spell level); SQ spells, +2 racial bonus to saves vs illusions, low-light vision; AL CN; SV Fort +2, Ref +1, Will +4.

Str 8, Dex 10, Con 12, Int 11, Wis 11, Cha 15.

Skills: Concentration +5, Spellcraft +4, Sense Motive +2, Profession—cooking +4, Hide +4. **Feats:** Toughness, Improved Initiative, Spell Focus (illusion).

Spells (1/day each): *dancing lights*, *ghost sound*, *prestidigitation*.

Sorcerer spells 6/6/4: 0 lvl—*ray of frost*, *daze*, *flare*, *mage hand*, *open/close*, *detect poison*; 1st lvl—*color spray*, *change self*, *silent image*, *expeditions retreat*; 2nd lvl—*shatter*, *hypnotic pattern*.

When the characters are done here, they can go somewhere else. Use the appropriate encounter. If they have been through all encounters so far, begin Encounter Seven as soon as they return to their inn or other lodging.

Encounter Seven: Attack on Jimm

This encounter occurs after Encounter Six. The characters visit Prince Jimm. He is not available under after Encounter Six. If the characters choose to visit him, skip the messenger part below.

The Summons

At their lodgings, the characters receive a visitor.

Your activity is disturbed as a gnome wearing fancy colored clothing approaches you. He is dressed as if from a royal court, and carries himself with mincing steps.

“Greetings to you, good humans, I am Flibbin, from the court of Prince Jimm. His most noble royalty would like very much to speak to you. He understands that you were lately involved in an unfortunate incident with some of his people, and wishes to express his gratitude. Would it be convenient to come with me now?”

Flibbin (gnome male Brd2, hp 10) is very courteous and formal. He will do his best to get the characters to come with him. When the do, continue. If they refuse, you are on your own.

The Attack

The House of Jimm is a very impressive home. Rising three stories, it gives the impression of wealth and yet homeyness. Stepping inside, you feel like you have gone underground, even though the house is above ground. Looking around, you see that the high, small windows and the seven-foot ceiling reinforce the idea of being in a gnome “rent,” or burrow home.

Flibbin leads you into a well-appointed drawing room, decorated with gems and richly carved furniture. Most of the furniture is sized for children, or gnomes, but a few chairs that you could fit into have been set about. Three gnomes wait in this room. One is clearly Prince Jimm; though not decked out in royal robes he still carries himself as if he were the most important gnome here. The other two are women, possibly relatives judging by the similar appearances each has to Jimm.

Prince Jimm stands. “Ah, thank you for ...” With a high-pitched growl, three weasels dash by you and run toward Prince Jimm. You assume they are weasels, but they are six feet long.

Time to fight. The stats are presented first, and then the tactics. Familiarize yourself with these killers’ abilities.

Kalaah, human male Rgr5/Asn3: Medium humanoid (5 ft. 10 in.); HD 5d8+5 + 3d6+3; hp 44; Init +3 (Dex); Spd 30 ft.; AC 16 (+3 Dex, +3 from +1 leather armor); Atks +8/+3 melee (1d8+2 [crit 19-20], masterwork longsword) and +7 melee (1d6+2 [crit 17-20], +1 keen short sword), +9/+4 ranged (1d8 [crit 19-20], masterwork light crossbow and masterwork bolts); SA see below; SQ see below; AL NE; SV Fort +6, Ref +7, Will +3.

Str 15, Dex 16, Con 12, Int 14, Wis 12, Cha 15.

Skills: Hide +14, Move Silently +14, Wilderness Lore +9, Disguise +9, Use Magical Device +5, Use Rope +8, Balance +5, Climb +7, Bluff +4, Escape Artist +6, Listen +4, Open Lock +5. **Feats:** Track, Point Blank Shot, Weapon Focus (longsword), Weapon Finesse (short sword), Blind-fight.

Spells 2/1: 1st lvl—*change self*, *spider climb*; 2nd lvl—*darkness*.

Equipment: +1 keen short sword, +1 leather armor

SA: Favored enemy—humans (+2 to Bluff, Listen, Sense Motive, Spot, Wilderness Lore, attack, damage), Favored enemy—gnomes (+1 to same checks), Sneak attack +2d6, Death Attack (study target for three rounds, then make sneak attack; if attack hits, target must make Fort save DC 13 or be paralyzed for 1d6+3 rounds).

SQ—Uncanny dodge (Dex bonus to AC even if flat-footed), +1 save vs Poison,

A skilled killer, Kalaah has always wanted to be an assassin. He strikes carefully and with deadly effect, and then disappears. He enjoys his work, but won't die for it if he can avoid it.

Minnh, human male Mnk8: Medium humanoid (5 ft. 6 in.); HD 8d8+8; hp 44; Init +6 (+2 Dex, +4 Improved Initiative); Spd 50 ft.; AC 17 (+2 Dex, +3 Wisdom, +1 class, +1 *ring of protection*); Atks +6/+1 melee (1d6, nunchaku or kama), +4/+1 melee and +4 melee (1d10+2 and 1d10+1, unarmed combat); SA see below; SQ see below; AL LE; SV Fort +7, Ref +8, Will +9.

Str 14, Dex 15, Con 13, Int 12, Wis 16, Cha 10.

Skills: Balance +8, Hide +10, Escape Artist +8, Move Silently +11, Tumble +10, Jump +8, Listen +11, Concentration +7, Spot +5. *Feats:* Improved Initiative, Ambidexterity, Alertness, Combat Reflexes (can make 3 attacks of opportunity per round instead of 1), Deflect Arrows, Improved Trip.

Equipment: +1 *ring of protection* (adds to AC only), *monk's belt* (can fight unarmed as with Ambidexterity and Two-weapon Fighting feats, 1 extra stunning attack per day, *haste* self 1/day for 10 consecutive rounds)

SA: Flurry of blows (as full-round action, make 1 extra unarmed attack with –2 penalties to all attacks), Stunning Attack (Fort save DC 17 or be stunned for 1 round, can do 8 times per day and once per round),

SQ: +2 bonus to saves vs Enchantment spells, Falls within arm's reach of wall can be treated as if 50 ft. less high, Evasion (half or no damage from spells allowing a Ref save for half damage), Cure 16 hit points per day.

Marialla, human female Sor8: Medium humanoid (5 ft. 7 in.); HD 8d4+8; hp 30; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +4 from +2 *leather armor*); Atks +3 melee (1d8 [crit x3], masterwork shortspear), +4 melee (1d4 [19-20], dagger), +6 ranged (1d8 [crit 19-20], light crossbow); SA spells (save DC 14 + spell level); AL NE; SV Fort +2, Ref +3, Will +5.

Str 10, Dex 14, Con 12, Int 11, Wis 12, Cha 16 (18).

Skills: Concentration +12, Hide +7, Spellcraft +1. *Feats:* Combat Casting, Light Armor Proficiency, Spell Focus—Evocation (+2 to DC), Toughness.

Equipment: +2 *leather armor*, *cloak of Charisma* +2 (grants +2 Charisma to wearer while worn)

Spells 6/7/4/6/3 (remaining when round one of the battle begins): 0 lvl—*resistance*, *flare*, *detect magic*, *open/close*, *daze*, *disrupt undead*, *mage hand*, *ghost sound*; 1st lvl—*expeditious retreat*, *magic missile*, *animate rope*, *sleep*, *hypnotism*; 2nd lvl—*rope trick*, *cat's grace*, *summon monster II*, *invisibility*; 3rd lvl—*lightning bolt*, *displacement*, *keen edge*; 4th lvl—*summon monster IV*, *dimension door*.

Marialla is calm, patient, and exacting in her plans. She fits in well with her companions. She likes to stay in a safe place and damage her foes if possible.

Summon Monster II result:

Fiendish wolf (1): Medium animal; HD 2d8+4; hp 13; Init +2 (Dex); Spd 50 ft.; AC 14 (+2 Dex, +2 natural); Atks +3 melee (1d6+1, bite); SA Trip, Smite Good; SQ Scent, darkvision 60 ft. range, cold and fire resistance 5; SR +4; AL LE; SV Fort +5, Ref +5, Will +1.

Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills: Hide +3, Listen +6, Move Silently +4, Spot +4. *Feats:* Weapon Finesse (bite).

SA: Smite Good (1/day can deal +2 dmg against good foes); Trip (successful bite attack allows a Trip attempt as a free action).

SQ: Scent (can locate foes by smell)

Summon Monster IV result (one or the other per spell):

Fiendish dire wolf (1): Large animal (8 ft. long); HD 6d8+16; hp 45; Init +2 (Dex); Spd 50 ft.; AC 14 (-1 size, +2 Dex, +3 natural); Atks +10 melee (1d8+10, bite); SA Trip, Smite Good; SQ Scent, darkvision 60 ft. range, cold and fire resistance 10, damage reduction 5/+1; SR +12; AL LE; SV Fort +8, Ref +7, Will +6.

Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills: Hide +7, Listen +7, Move Silently +7, Spot +7.

SA: Smite Good (1/day can deal +6 dmg against good foes); Trip (successful bite attack allows a Trip attempt as a free action).

SQ: Scent (can locate foes by smell)

Fiendish dire weasel (3): Medium animal (6 ft. long); HD 3d8+6; hp 19; Init +4 (Dex); Spd 40 ft.; AC 16 (+4 Dex, +2 natural); Atks +7 melee (1d6+3, bite); SA Smite Good, Attach, Blood Drain; SQ Scent, darkvision 60 ft. range, cold and fire resistance 5; SR +6; AL LE; SV Fort +3, Ref +7, Will +4.

Str 14, Dex 19, Con 20, Int 2, Wis 12, Cha 11.

Skills: Hide +9, Listen +6, Move Silently +10, Spot +5. *Feats:* Weapon Finesse (bite).

SA: Smite Good (1/day can deal +2 dmg against good foes); Attach (bit hit results in latching on, AC 12 while latched on); Blood Drain (when attached, drains 2d4 points of temporary Con damage in blood per round).

SQ: Scent (can locate foes by smell)

Prince Jimm, gnome male Wiz9 (Illusionist): Small humanoid (3 ft.); HD 9d4+9; hp 36; Init +1 (Dex); Spd 20 ft.; AC 16 (+1 size, +2 Dex, +3 *ring of protection*); Atks +4 melee (1d4 [crit 19-20], dagger); SA spells; SQ spells, +2 racial bonus to saves vs illusions, low-light vision; AL CG; SV Fort +4, Ref +4, Will +8.

Str 10, Dex 12, Con 12, Int 17, Wis 14, Cha 14.

Skills: Spellcraft +15, Scry +7, Profession—prince +12, Concentration +9, Diplomacy +11, Sense Motive +7, Hide +5. **Feats:** Empower Spell, Skill Focus—Diplomacy, Dodge (+1 bonus vs one foe each round), Great Fortitude, Quicken Spell.

Spells (1/day each): *dancing lights*, *ghost sound*, *prestidigitation*.

Wizard spells 5/6/6/5/3/2: 0 lvl—*dancing lights*, *resistance*, *arcane mark*, *arcane mark*, *read magic*; 1st lvl—*change self*, *color spray*, *silent image*, *color spray*, *ray of enfeeblement*, *expeditious retreat*; 2nd lvl—*blur*, *invisibility*, *minor image*, *protection from arrows*, *detect thoughts*, *see invisibility*; 3rd lvl—*displacement*, *major image*, *dispel magic*, *blink*, *slow*; 4th lvl—*flaming sphere* (empowered), *shadow conjuration* (use for *flame arrow*), *dimension door*; 5th lvl—*shield* (quickened), *seeming*.

Jimm is young to be a gnome prince, having just ascended the “throne” two years ago. He is trying to do his best for his people, and really cares about them. The gnomes like him, and he has a promising future. He tries to act properly, but sometimes likes to relax in private. He loves illusion magic, and has sufficient spells that he can escape being a prince when he wants. He is intelligent and understands human society better than many of his fellow gnomes. He is not sure what is going on with the trouble, but still thinks it can be worked out. After this attack, he is not so sure, but still tries.

Jileen and Glittersum, Jimm’s sisters, gnome female

Ari6: Small humanoid (2 ft. 10 in. and 2 ft. 11 in. tall); HD 6d8+6; hp 32; Init +0; Spd 20 ft.; AC 11 (+1 size); Atks +3 melee (1d4-1 [crit 19-20], dagger); SQ spells, +2 racial bonus to saves vs illusions, low-light vision; AL CG; SV Fort +3, Ref +4, Will +5.

Str 8, Dex 10, Con 12, Int 11, Wis 11, Cha 13.

Skills: Diplomacy +2, Innuendo +4, Speak Common, Knowledge—local gnomes +8, Sense Motive +6, Wilderness Lore +4, Listen +4, Gather Information +7, Hide +4. **Feats:** Skill Focus (Sense Motive), Skill Focus (Diplomacy), Lightning Reflexes.

Spells (1/day each): *dancing lights*, *ghost sound*, *prestidigitation*.

Tactics

Minn, Kaalah, and Marialla snuck into the house nearly seven hours ago, when the house was less occupied. They climbed into Marialla’s *rope trick* extradimensional space, and waited to launch their attack until nightfall. They have decided on now, because the characters are here and they can take the blame (instead of the three killers). Of course, it would

be better if the characters are dead, so they cannot reveal what really happened.

They are located “in the hall” outside, and just at ceiling height. From where they are, they have a good view of the drawing room.

Previously, Marialla cast an *invisibility* spell on Kaalah and Minnh.

Round One:

- Kaalah leaps down and gets to one side, waiting to attack. He begins studying one of the wizard characters in the back, Mordenkainen or Bigy, to make a death attack in Round Four with his loaded light crossbow. He is still invisible, and behind the characters.
- Minnh leaps out in the first round and hides in the hall, waiting.
- Marialla casts a *lightning bolt* spell at the PCs, catching any that don’t immediately rush to help Jimm. 8d6 points of damage, save for half. Marialla is visible, but casting from the opening into the *rope trick* spell’s extradimensional space, and ducks back in when she is done. Until someone looks in the hall for an attacker, they don’t get to make any checks to find her (Spot DC 10 if looking at her, DC 15 otherwise). She always looks out, casts, and then ducks back into the space.
- The weasels make their first attack on Jimm and the gnome women.
- Prince Jimm casts his quickened *shield* spell at the start of the round, so it protects him when the dire weasels attack (+7 AC bonus, +3 Ref save bonus for things coming from beyond the shield).
- The women feebly defend themselves from the weasels.

Round Two:

- Marialla casts *summon monster IV*. She brings a fiendish dire wolf right behind any characters helping Prince Jimm. It appears at the start of Round Three and attacks immediately.
- Kaalah continues studying his chosen target.
- Minnh makes a Flurry of Blows attack (a full-round action) against a spellcasting character. The target loses Dex bonuses to AC. He also adds a Stunning Attack on the first blow.
- The weasels continue to attack, draining blood if they can.
- Jimm uses spells to defend or protect his sisters, relying on the characters to kill the dire weasels.

Round Three:

- Marialla casts *daze* at anyone looking for her in the hall, or *magic missile* at those helping Prince Jimm.

- Minnh continues to attack his chosen foe, using Stunning Attacks each round until Round Ten (when he runs out).
- Kaalah continues to study his chosen victim.
- The dire wolf appears and attacks a character helping Jimm.
- The weasels, if still alive, continue to attack Jimm and the gnome women.

Round Four:

- Based on where her allies are, Marialla casts either *summon monster II* (more dire weasels) or magic missile. She targets the characters.
- Minnh continues to attack, using Flurry of Blows and Stunning Attack.
- Kaalah makes his death attack on his chosen target. The target loses Dex bonus to AC, and Kaalah is making a sneak attack so the target is flanked (+2 flanking bonus to attack). The target is paralyzed if the Fort save is failed. Kaalah will kill this character later if all the characters are killed, but if any survive this character will be left alive. Kaalah is now visible.
- The dire wolf and dire weasels continue their attacks.
- Jimm continues to defend the women.

From here, choose the villains' actions in line with their abilities and the first rounds' actions.

When this combat is concluded, go to the Conclusion if the characters live, and end the game if they die. If they die, Jimm survives by casting a *dimension door* spell and escaping, but his sisters perish.

Conclusion

The last foe falls, and you stand exhausted. The fiendish animals disappear with no sound, leaving you and Prince Jimm staring at the bodies of the humans.

"Clearly there are humans who would like to see me dead," Jimm says. "Somewhere, someone is orchestrating all this hatred between our two races. I don't think that we can stop it even if we explain this, so it is better to find out who is responsible."

The characters probably have some questions about the incidents in the city. Jimm knows what everyone else knows, plus this additional fact:

- The goods that Vulin lost were indeed sold in Dyvers. Someone in the Keeleene family set up the fake caravan and raid, so they could sell the same load twice.

- Jimm thought that someone from the evil temple near Nulb was responsible, but the caravan incident convinced him to look for the culprits closer to home. It is always easy to blame the far-away obvious evil, and thereby miss the real cause of the problem closer at hand.

This is your chance to review all the clues the characters have received so far with them (in the person of Prince Jimm), and make sure they are up to speed. This might seem artificial, but there have been several slight clues dropped, and if the players were not correlating the information earlier, you may need to prod them into thinking about it.

Jimm would like the characters to go to Tulvar and see what they can find out. It is clear to him (even if it is not clear to the characters), that a gnome or group of gnomes is stirring up the trouble. He would like them stopped.

The characters may decide that some humans are behind it, based on some of the evidence that they have. Jimm still wants them to go to Tulvar. The incident with the fake caravan robbery is the only definite thing that anyone has to go on, and it needs to be followed up. Hopefully, the characters can find the gnomes and through them get to any humans working for them.

Besides, Tenser is waiting for them in Round Two, and Tenser is why they came here in the first place.

When they agree, present this to end the round:

"Thank you, my new friends," sighs Prince Jimm. We must do what we can. I don't know how my people will receive you, but it will be better not to tell them that I have asked you to get involved. Tensions are running high, and if you can appear to bring resolution to the problem on your own, you will make things easier for my people to trust humans again.

"May Garl Glittergold go with you and grant you success, and may your own gods watch over you as well. This is very important, and I trust you will not fail. My people are depending on you, even if they don't know it."

End of Round One

Appendix R1-One: Major NPCs for Round One

Serten, Priest of St. Cuthbert

Serten, male human Clr7 of St. Cuthbert: Medium humanoid (5 ft. 9 in. tall); HD 7d8+24; hp 43; Init +1 (Dex); Spd 20 ft.; AC 21 (+1 Dex, +6 plate mail, +4 magic); Atks +5 melee (1d8, heavy masterwork mace); SA turn undead, spells (save DC 14 + spell level); AL LG; SV Fort +10, Ref +3, Will +9.

Str 10, Dex 15, Con 18, Int 7, Wis 18, Cha 15.

Skills: Concentration +6, Heal +9, Knowledge—religion +1. *Feats:* Combat Casting, Great Fortitude, Extend Spell, Improved Unarmed Strike.

Spells (6/5/4/3/2): 0—*create water, cure minor wound, guidance, light, resistance, virtue*; 1st— *bless, command, divine favor, remove fear, shield of faith*; 2nd— *aid, gentle repose, hold person, sound burst*; 3rd— *contagion, cure serious wounds, remove disease*; 4th— *death ward, neutralize poison*.

Protection Sphere: Granted power— generate a *protective ward*, a spell-like ability to grant someone a +7 resistance bonus on her next saving throw, lasts 1 hour or until used. *Spells:* 1st— *sanctuary*, 2nd— *shield other*, 3rd— *protection from elements*, 4th— *spell immunity*.

Strength Sphere: Granted power— gain a +7 bonus to your Strength for 1 round. *Spells:* 1st— *endure elements*, 2nd— *bull's strength*, 3rd— *magic vestment*, 4th— *spell immunity*.

Equipment: +2 *ring of protection* (provides deflection bonus to AC only), +2 *plate mail, cloak of elvenkind* (when hood is drawn up, +10 bonus to hide), robe, holy symbol of St. Cuthbert, prayerbook, masterwork heavy mace, 47 gp, necklace worth 1,000 gp (given as a gift to him).

Serten is somehow imposing, even though not being large or remarkable-looking. On the other hand, he is stupid. Too stupid to leave alone for a long time, and too stupid to send out on adventures by himself. He finds life at the temple very relaxing and fulfilling. He is a native of Verbobonc, and has served the church of St. Cuthbert there all his life. He is well-meaning and kindly, always willing to help out someone in need and always willing to fight evil. In combat, he tends to leap into the fray, forgetting that he can cast spells. He does not always cast his spells to the best effect, either. Sometimes he casts them at the wrong time. He does not mean to. He lives for the moment, never planning ahead because the future takes care of itself, and because he really cannot plan that far in advance.

Appendix R1-Two: Verbobonc

The following material is taken from the *LIVING GREYHAWK Gazetteer*, available in November 2000 from Wizards of the Coast.

Overview: The viscounty of Verbobonc is a near-independent province of the Archclericy of Veluna, ruled in palatine by a powerful viscount. The town of Verbobonc itself is the second largest port on the Volverdyva River, bringing much wealth to the local lords. The writ of the viscounty extends some fifteen miles into the Kron Hills to the south.

Verbobonc is not only a human city, but is home to many elves and gnomes, as well. A few of the former live in lofted ipt-houses, structures built within the boughs of trees of the same name. Most gnomes live in "rents," small but comfortable dwellings excavated from the dozens of small hills within the city proper. The population currently stands at about 11,000 humans, 1,000 gnomes, and a few hundred elves.

The town is rich with trade. The river brings goods of all stripe, with caravans and barges more than happy to leave the region loaded down with gems and copper from local mines. Verbobonc's gnome smiths are renowned across the Flanaess.

The local temperate is mild, featuring cold winters with little snow.

History: Long before the coming of humanity, Verbobonc was an elven settlement, a small but impressive river town filled with tall, thin towers, narrow walkways and delicate wood and ceramic statuary. The local elves shared their lives and livelihood with the good gnomes of the Kron Hills, banding together to battle off threats from the north and east. Verbobonc, then, was a military town, aligned with the gray elves of Enstad, though a political entity unto itself. The surrounding hillocks still hold relics of those ancient days, slowly crumbling towers of unsurpassed beauty, troves of buried arrowheads and still-useful armor, and even, it is said, the elven Old Places, sacred refuges hidden in the magical folds of the world.

As civilized humans entered the Flanaess and most elves receded into the woodlands, Verbobonc gained importance as a trade port on the Volverdyva River. At this time, many elves quit Verbobonc, leaving the town to the gnomes and the new arrivals. Thus began a new period in the history of the region, in which the two races worked together to improve and grow Verbobonc into a state of its own, not beholden to any greater power. At the dawn of the first century CY, the two primary races of Verbobonc encircled their home with walls, and constructed hundreds of new buildings, mixing a distinctly gnome architecture with the existing elven structures. In this spirit was the slogan "Earth and

Stone, Man and Gnome" carved above the city's north gate, a motto and approach to life that endures to this day.

The viscounty was formally incorporated into Veluna and the viceroyalty of Ferrond in 119 CY. Thereafter, it served as Veluna's primary river port, a fact that made it a primary target of Keoish aggression during the Short War. Saved from annexation by the Treaty of Devarnish, much of the western land of the viscounty was nonetheless occupied. The looming Castle Estival, just east of the Iron Wood, is a telling example of how deeply the soldiers of Keoland influenced the region in the mid-fourth century CY. When Keoland withdrew from Veluna following the Short War, Verbobonc grew distant from Mitrik. Its lord mayor still sent a delegate to sit on the Celestial Order of the Moons, but never again would the citizenry be considered completely willing vassals. In these years, the church of St. Cuthbert came into great prominence in Verbobonc, displacing Raoan clerics in important government roles.

The current ruler is Viscount Wilfrick, just newly ascended to the title. The characters will not meet Wilfrick during this adventure, but his name appears periodically in information the characters can pick up.

Saint Cuthbert

(of the Cudgel), LN (LG) intermediate god of Common Sense, Wisdom, Zeal, Honesty, Truth, and Discipline

St. Cuthbert (CUTH-bert) may have once been a mortal man as his worshipers claim, but if so it was long ago and from an unknown people. His three prominent symbols are a starburst of rubies, a wooden billet, or a crumpled hat, and while he takes many forms (including that of a common yokel or white-haired mustached man in plate mail) he usually is shown with a bronzewood cudgel. He reacts favorably to other lawful nonevil deities, although he has a great rivalry with Pholtus.

The words of St. Cuthbert are wise, practical, and sensible. The word of the Cudgel is law, and the word must be spread so that may all may benefit from his wisdom. Weakness in faith and acting against the Saints teachings are tolerable in believers. Unceasing effort should be made to bring unbelievers into the fold. Honesty, truthfulness, practicality, and reasonability are the highest virtues. St. Cuthbert's clergy consists of three divisions that have different purposes: the Chapeaux, which seek to convert people to the faith, the

Stars, which exist to retain doctrinal purity among the faith, and the Billets, which minister to and protect the faithful.

Clerics of the Cudgel are stern folk who speak their minds plainly. They do not suffer fools and discipline those that backslide in faith. They train in the arts of war and keep themselves physically fit. The Chapeaux wear traditional crumpled hats, the Stars wear a starburst insignia of copper, gold, or platinum, and the Billets wear an oaken or bronzewood billet symbol.

Appendix R1-Three: Summon Monster Stats

These are the stats for all the monsters that the characters can summon with spells. Please use it for all three rounds; the stats are only presented here.

Summon Monster I

Celestial Badger: Tiny Animal; HD 1d8+2; hp 6; Init +4 (Dex); Spd 20 ft., burrow 10 ft.; AC 16 (+2 size, +4 Dex); Atks +4 melee (1d2+2 [x2], claws), -1 melee (1d3+1, bite); SA Rage, Smite Evil; SQ Scent, low-light vision, darkvision 60 ft. acid/cold/electrical resistance 5; SR 2; AL CG; SV Fort +4, Ref +6, Will +1.

Str 14, Dex 19, Con 15, Int 2, Wis 12, Cha 6.

Skills: Escape Artist +8, Listen +4, Spot +4.

SA: *Rage*—when it takes damage, the badger goes into a rage until it or opponent is dead. +2 Str, +2 Con, -2 AC. *Smite Evil*—can do +1 point of damage vs evil creatures 1/day.

SQ: *Scent*—can locate creatures by smell within 30 ft., a full-round action allows it to pinpoint a creature within 30 ft.

Celestial Dog: Small Animal (4 ft. long); HD 1d8+2; hp 6; Init +3 (Dex); Spd 40 ft.; AC 14 (+1 size, +3 Dex); Atks +2 melee (1d4+1, bite); SA Smite Evil; SQ Scent, low-light vision, darkvision 60 ft. acid/cold/electrical resistance 5; SR 2; AL LG; SV Fort +4, Ref +5, Will +1.

Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

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

SA: *Smite Evil*—can do +1 point of damage vs evil creatures 1/day.

SQ: *Scent*—can locate creatures by smell within 30 ft., a full-round action allows it to pinpoint a creature within 30 ft.

Summon Monster II

Celestial Eagle: Small Animal (3 ft. long); HD 1d8+1; hp 5; Init +2 (Dex); Spd 10 ft., fly 80 ft.; AC 14 (+1 size, +2 Dex, +1 natural); Atks +3 melee (1d3 [x2], claws), -2 melee (1d4, bite); SA Smite Evil; SQ low-light vision, darkvision 60 ft. acid/cold/electrical resistance 5; SR

2; AL LN; SV Fort +3, Ref +4, Will +2.

Str 10, Dex 15, Con 12, Int 2, Wis 12, Cha 6.

Skills: Listen +6, Spot +6 (additional +8 during day). *Feats:* Weapon Finesse (claw, bite).

SA: *Smite Evil*—can do +1 point of damage vs evil creatures 1/day.

Formian Worker: Small Outsider (4 ft. long); HD 1d8+1; hp 5; Init +2 (Dex); Spd 40 ft.; AC 17 (+1 size, +2 Dex, +4 natural); Atks +3 melee (1d4+1, bite); SQ Immunities, resistances, darkvision 60 ft.; AL LN; SV Fort +3, Ref +4, Will +2.

Str 13, Dex 14, Con 13, Int 6, Wis 10, Cha 9.

Skills: Climb +3.

SQ: *Immunities*—poison, petrification, cold immunity. *Resistances*—fire/electrical/sonic resistance 20.

Fiendish Shark: Medium Animal (aquatic) (7 ft. long); HD 3d8+3; hp 16; Init +2 (Dex); Spd swim 60 ft.; AC 15 (+2 Dex, +3 natural); Atks +4 melee (1d6+1, bite); SA Smite Good; SQ Keen scent, low-light vision, darkvision 60 ft., cold/fire resistance 5; SR 6; AL NE; SV Fort +4, Ref +5, Will +2.

Str 13, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

Skills: Listen +7, Spot +7.

SA: *Smite Good*—can do +3 points of damage vs good creatures 1/day.

SQ: *Keen Scent*—can notice creatures by scent in 180 ft. radius, detect blood in the water up to 1 mile away.

Summon Monster III

Small fire elemental: Small Elemental (fire) (4 ft. high); HD 2d8; hp 9; Init +5 (+1 Dex, +4 Improved Initiative); Spd 50 ft.; AC 15 (+1 size, +1 Dex, +3 natural); Atks +3 melee (1d4 and 1d4 fire, slam); SA Burn; SQ Elemental, fire subtype, darkvision 60 ft.; AL N; SV Fort +0, Ref +4, Will +0.

Str 10, Dex 13, Con 10, Int 4, Wis 11, Cha 11.

Skills: Listen +5, Spot +5. *Feats:* Weapon Finesse (slam), Improved Initiative.

SA: *Burn*—if the elemental hits, victim must make Ref save DC 11 or catch on fire for 1d4 rounds.

SQ: *Elemental*—immune to poison, sleep, paralysis, stunning, sneak attacks, and not subject to critical hits. *Fire subtype*—fire immunity, double damage from cold on failed saves.

Thoqqua: Medium Elemental (earth, fire) (5 ft. long, 1 ft. diameter); HD 3d8+3; hp 16; Init +1 (Dex); Spd 30 ft., burrow 20 ft.; AC 18 (+1 Dex, +7 natural); Atks +4 melee (1d6+3 and 2d6 fire, slam); SA Heat, Burn; SQ Fire subtype, tremorsense, darkvision 60 ft.; AL N; SV Fort +4, Ref +4, Will +2.

Str 15, Dex 13, Con 13, Int 6, Wis 12, Cha 10.

Skills: Intuit Direction +4, Jump +6, Listen +5, Move Silently +5.

SA: *Heat*—thoqqua does 2d6 points of heat damage by contact with a creature. *Burn*—if the elemental hits, victim must make Ref save DC 13 or catch on fire for 1d4 rounds.

SQ: *Fire subtype*—fire immunity, double damage from cold on failed saves. *Tremorsense*—thoqqas can automatically sense the location of anything within 60 ft. that is in contact with the ground.

A thoqqua's sinuous body is segmented like an earthworm's and glows with orange-white heat.

Summon Monster IV

Arrowhawk, small: Small Outsider (air) (5 ft. long); HD 3d8+3; hp 16; Init +5 (Dex); Spd 10 ft., fly 60 ft. (perfect); AC 20 (+1 size, +5 Dex, +4 natural); Atks +9 ranged touch (2d6, electricity ray), +9 melee (1d6, bite); SA Electricity ray; SQ Immunities, fire and cold resistance 20, darkvision 60 ft.; AL N; SV Fort +4, Ref +8, Will +4.

Str 12, Dex 21, Con 12, Int 10, Wis 13, Cha 13.

Skills: Intuit Direction +4, Listen +7, Search +7, Sense Motive +7, Spot +7. **Feats:** Weapon Finesse (bite).

SA: *Electricity ray*—can fire 1/round with range 45 ft.

SQ: *Immunities*—acid, electricity, and poison immunity.

Giant owl: Large Magical Beast (9 ft. tall); HD 4d10+4; hp 26; Init +3 (Dex); Spd fly 10 ft., fly 70 ft. (average); AC 15 (-1 size, +3 Dex, +3 natural); Atks +7 melee (1d6+4 [x2], claws), +2 melee (1d8+2, bite); SQ superior low-light vision, darkvision 60 ft.; AL NG; SV Fort +5, Ref +7, Will +3.

Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10.

Skills: Knowledge (nature) +1, Listen +17, Move Silently +12, Spot +11. **Feats:** Alertness.

SQ: *Superior low-light vision*—a giant owl can see five times as far as a human can in dim light. **Skills**—+4 to Spot checks in dusk and darkness, +8 to Move Silently when flying.

Giant eagle: Large Magical Beast (10 ft. tall); HD 4d10+4; hp 26; Init +3 (Dex); Spd 10 ft., fly 80 ft. (average); AC 15 (-1 size, +3 Dex, +3 natural); Atks +7 melee (1d6+4 [x2], claws), +2 melee (1d8+2, bite); SQ Evasion, low-light vision, darkvision 60 ft.; AL CG; SV Fort +5, Ref +7, Will +3.

Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10.

Skills: Knowledge (nature) +1, Listen +4, Sense Motive +7, Spot +15, Wilderness Lore +7. **Feats:** Alertness.

SQ: *Evasion*—half or no dmg from effects which allow Ref saves for half dmg. **Skills**—+4 to Spot checks in daylight.

Celestial Lion: Medium Animal (6 ft. long); HD 5d8+10; hp 32; Init +3 (Dex); Spd 40 ft.; AC 15 (+3 Dex, +2 natural); Atks +7 melee (1d4+4 [x2], claws), +2 melee (1d8+2, bite); SA Pounce, improved grab, rake 1d4+4, Smite Evil; SQ Scent, low-light vision, darkvision 60 ft. acid/cold/electrical resistance 10; SR 2; AL CG; SV Fort +6, Ref +7, Will +2.

Str 19, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills: Hide +8, Jump +5, Move Silently +11, Listen +5, Spot +5.

SA: *Pounce*—if lion leaps on a foe in the 1st round of combat, it can make a full attack even if it has already moved. *Improved grab*—if bite hits, can start a grapple as a free action without provoking attack of opportunity. *Rake*—if grab is successful or if it pounces, the lion can make 2 rake attacks with back claws at +7 melee for 1d4+4 each. *Smite Evil*—can do +5 points of damage vs evil creatures 1/day.

SQ: *Scent*—can locate creatures by smell within 30 ft., a full-round action allows it to pinpoint a creature within 30 ft.

Fiendish Dire Wolf: Large Animal (8 ft. long); HD 6d8+16; hp 45; Init +2 (Dex); Spd 50 ft.; AC 14 (-1 size, +2 Dex, +3 natural); Atks +10 melee (1d8+10, bite); SA Trip, Smite Good; SQ Scent, low-light vision, darkvision 60 ft., cold/fire resistance 10, damage reduction 5/+1; SR 12; AL LE; SV Fort +8, Ref +7, Will +6.

Str 25, Dex 15, Con 17, Int 1, Wis 12, Cha 10.

Skills: Hide +7, Listen +7, Spot +7, Move Silently +7.

SA: *Trip*—if bite hits, wolf can make a trip attack as free action without making a touch attack or provoking an attack of opportunity, and failure does not allow opponent to try to trip the wolf. *Smite Good*—can do +6 points of damage vs good creatures 1/day.

SQ: *Scent*—can locate creatures by smell within 30 ft., a full-round action allows it to pinpoint a creature within 30 ft.

Tojanida, small: Small Outsider (water) (3 ft. long); HD 3d8+6; hp 19; Init +1 (Dex); Spd 10 ft., swim 90 ft.; AC 22 (+1 size, +1 Dex, +10 natural); Atks +6 melee (2d6+2, bite), +1 melee (1d4+1 [x2], claws); SA Improved grab, ink cloud; SQ All-around vision, acid and cold immunity, fire and electrical resistance 20, darkvision 60 ft.; AL N; SV Fort +3, Ref +3, Will +3.

Str 14, Dex 13, Con 15, Int 10, Wis 12, Cha 9.

Skills: Hide +11, Intuit Direction +7, Listen +7, Spot +7. **Feats:** Blind-fight.

SA: *Improved grab*—if bite or claw hits, it automatically deals that

weapon's damage each round the hold is maintained. *Ink Cloud*—underwater it can emit cloud of ink in 30-ft. radius 1/minute as free action. Effect equal to *fog cloud* spell cast by 3rd level caster. Out of water, it can emit the ink in a stream 30 ft. long, which it can squirt into opponent's eyes. Reflex save (DC 13) or be blinded for 1 round.

SQ: *All-around vision*—cannot be flanked.

Xorn, small: Small Outsider (earth) (3 ft. tall and wide); HD 3d8+6; hp 19; Init +0; Spd 20 ft., burrow 20 ft.; AC 23 (+1 size, +12 natural); Atks +6 melee (2d8+2, bite), +4 melee (1d3+1 [x3], claws); SA Burrow; SQ Xorn qualities, darkvision 60 ft.; AL N; SV Fort +5, Ref +3, Will +3.

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

Skills: Hide +10, Intuit Direction +3, Listen +6, Move Silently +3, Spot +6. **Feats:** Multiattack.

SA: *Burrow*—a xorn can glide through earth and stone as a fish swims through water. It does not leave a tunnel or evidence of its presence. A move earth spell cast on an area containing a burrowing xorn casts the xorn back 30 ft., stunning it one round unless it succeeds at a Fort save.

SQ: *Xorn qualities*—all-around vision (cannot be flanked), immune to fire and cold, electricity resistance 10, slashing weapons do half damage (minimum 1), tremorsense (can automatically sense the location of anything within 60 ft. which is in contact with the ground).

Map of Verbobonc City



Verbobonc Map Locations

- | | | |
|---|--|--|
| 1. North Gate (High Gate) | 19. Red Don Inn | 40. The Silver Consortium (mages, apothecaries, alchemists, scholars, et. al.) |
| 2. Inner Bailey | 20. Harvester's Theater (and forest) | 41. Veera's Voluptuous Maidens (tavern) |
| 3. Silver Lyre Inn | 21. Players' Inn (for entertainers) | 42. Inner City Gate (Castle Gate) |
| 4. Bronze Unicorn Inn | 22. Jamstav's Merchant House | 43. Inner City Gate (North Gate) |
| 5. Brass Rail Tavern | 23. Lester's House of Cards (gambling) | 44. Nib's Importers |
| 6. Inner Gate (Guard Gate) | 24. Molten Spigot (tavern) | 45. Warehouses |
| 7. Macor's Merchant House | 25. House of Jimm (resident gnome prince) | 46. Temple to St. Cuthbert |
| 8. Hilewy's Gnome Palace (comforts of home for gnomes; expensive) | 26. Shrine to Fharlanghn | 47. Temple to Hieronius |
| 9. Rusty Nail Tavern | 27. Viscount's Outer Grounds | 48. Pond of the Hart (religious meeting area) |
| 10. Jala's Armory (independent) | 28. "Grayfist," castle of the Viscount | 49. Ash Horn Stream |
| 11. Kile's Spice Store | 29. Segemm's Store of Collectibles | 50. Southway Gate |
| 12. General Stores | 30. Clotho's Clothes (all types, two floors) | 51. Inner City Gate (South Gate) |
| 13. Spruce Goose (inn for the wealthy) | 31. Clotho's Cheese House | 52. Community House (political rallies, speeches, etc.) |
| 14. Maynard's Metal Emporium | 32. House of Haxx (noble family) | 53. House for rent |
| 15. Nichol's House of Silk | 33. Bensar's Wax Works (wax specialties) | 54. Kabora's Jewel of the Velverdyva (inn) |
| 16. Barns (stalls for rent) | 34. The Electrum Eel (inn for sailors/adventurers) | 55. Dieg Manor |
| 17. Bethan's Books (used/rare tomes, copies bought and sold, printer) | 35. Hamstid's Stables and Horse Sales | 56. Barracks (heavy horse regiment) |
| 18. Zeebel's Maroon Mon (inn) | 36. Shrine to Istus | 57. Barracks (medium archers) |
| | 37. Barlonn's Stoneworks | 58. Jylee's Inn (catering to the famous) |
| | 38. Storage Bins | 59. Barracks (heavy footmen and light footmen) |
| | 39. Grandma Henri's House of Rest | 60. Packard's Trough (tavern catering to soldiers) |

The Citadel

A Three-round D&D 3rd edition Adventure set in the World of Greyhawk

Round Two: The Other Point of View

by Robert Wiese

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. 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.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsule their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

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

A note about the text: Some of the text in this module 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.

Adventure Background

The year is 560. Mordenkainen is in the process of assembling his first great adventuring group, the Citadel of Eight (though it does not have that name yet). So far he has six members, and now seeks to add the wizard Tenser to their number. Tenser is visiting Serten in Verbobonc, and when Mordenkainen found him not at home, he brought all the members of his band to Verbobonc to find Tenser.

In Verbobonc, trouble is brewing. The Temple of Elemental Evil is not yet three years old, and its presence is relatively unknown at this time. But it is already stretching dark tendrils across the land. The priests of Zugtmoy there realize that their most immediate threat comes from Verbobonc, and have formed a plan to neutralize that threat.

Several months ago, a man named Lakash Quallad came to Verbobonc. He seemed to be a merchant from Dyvers, and said that he wanted to ply his business here instead of in his old home. The people of Verbobonc see Dyvers as a trade rival, and welcomed him with open arms. He immediately set about showing off his wealth to make himself agreeable to the upper class of Verbobonc society, and proved adept at business. He formed a partnership with one of the gnome families from the Kron Hills, and became a powerful merchant

and a guiding force in society. He is universally respected and periodically undertakes charitable work on behalf of the town.

This is all an act, of course. Lakash Quallad is an agent of the Temple of Elemental Evil, and has come here to drive a wedge between the humans of the city and the gnomes of the Kron Hills. If no alliance is formed between these two parties in later years when the Temple gains more power, the priests of Zugtmoy should be able to control Verbobonc and secure their power.

A few weeks ago, Lakash began his master plan by creating little incidents that strained relations between gnomes and humans. The two races never really get along closely, and so the tension slowly built without anyone really noticing.

Then, he began phase two. Knowing that the distrust of humans by gnomes was his chief weapon, he hired brigands and humanoids from the Temple to harass the trade route between the Greenway Valley (where the majority of the gnomes in the Kron Hills live) and Verbobonc City. Goods would disappear, or gnome merchants would report harassment from the Verbobonc patrols. The patrols would report slaying groups of orcs or brigands that carried gnomish coin in large quantity, with no caravans in sight from which the wealth could have been stolen. Distrust grew.

As the characters arrive, Lakash is beginning phase three, wherein he plans to cause the gnomes to be expelled from Verbobonc, and subsequently to cease all trade with the city.

During all this, Lakash maintains his public persona of geniality, and no one suspects a thing.

In Round One, the characters investigated the troubles in Verbobonc, and saved the life of Jimm, Prince of the Gnomes of the Kron Hills. He asked them to go to Tulvar and discover which gnome or gnomes of the Keeleene family were behind the brewing tension.

In this round, the characters go to the Kron Hills and the gnome town of Tulvar. On the way, they travel briefly with a patrol from Verbobonc. They also save a gnome caravan from bandits, some of whom are dressed as Verbobonc patrol riders. Arriving in Tulvar, they are greeted by the gnomes. However, the gnomes are distrustful of their motives, and ask them to be tested. If they pass the test, the gnomes will welcome them as friends and offer them hospitality. If they refuse, they will be asked to leave town immediately.

After passing the test, which is a morally driven death trap, the characters can talk to the gnomes. They investigate the Keeleene and Jillink families. After putting together the clues, they discover that a gnome from the Jillink family, Slikkina, is responsible for the duplicate sale and the fake caravan, and is working with

an aristocrat from Verbobonc (Lakash) to disrupt the gnome-human relationship. Slikkina is involved because she feels powerless and frustrated in her own family, where her genius is not valued.

As the characters get too close, Slikkina sends a thug squad to kill the characters. If they survive, they gain the final clue and can confront Slikkina. If they have the goodwill of her family, she caves in more easily, but eventually the truth comes out. The round ends with the characters starting back to Verbobonc.

Player Introduction

Present the following before the players read their character sheets. Then hand out the characters sheets. If you are playing this in a convention environment, please make sure that no one plays a character that he or she has played in prior rounds. If you are playing this at home or in a small game day where everyone advances, it is probably better that the players continue with the same characters.

“Somewhere, someone is orchestrating all this hatred between our two races. I don’t think that we can stop it even if we explain this, so it is better to find out who is responsible. Please go to Tulvar, and find the truth.”

The words of Prince Jimm, ruler of the gnomes of the Kron Hills are still in your minds as you mount your horses and point them toward Verbobonc’s south gate.

This adventure began when you arrived in Verbobonc looking for Tenser, the last person Mordenkainen wants to join this adventuring group. But Tenser was not in Verbobonc; he had gone into the Kron Hills. The people of Verbobonc are in the midst of growing tension between the human and gnome portions of the population. Your involvement with the problem deepened over the next day, as you witnessed conflict after conflict. Finally, after you stopped some gnomes from burning a warehouse, Prince Jimm asked to meet with you. At that meeting, you saved him from assassins, and now find yourselves going south at his request.

Now pass out the character sheets and let the players prepare. When they are ready, continue with Encounter One.

Encounter One: Friendly Faces

You have been riding for about three miles when you begin to hear more horses on the trail. The horses’ footfalls come from just ahead of you, around the next

bend. You cannot tell if they are coming closer, or going in the same direction you are.

The sound comes from a patrol, which is moving in the same direction as the characters, but more slowly. The characters can catch the patrol group easily.

The patrol group consists of nine members, eight riders and their leader.

Ralliq, the patrol leader (human male Rgr7, hp 51) is a five-year veteran of the Verbobonc military. He has seen a lot of trouble with bandits, and the recent groups coming from Nulb have him worried. He knows about the gnome troubles, but does not think that they are responsible for everything that is currently happening.

His **patrol members** (human male Ftr5) have served with him for months, and they work together. Their duty is to patrol the roads and the areas near the roads, making sure that bandits are scared away or dealt with. Other groups are responsible for the wilderness (at least this week).

Ralliq will hail the characters in a friendly manner, asking them their business. He is willing to have the patrol ride with them for a short ways, as they are all going in the same direction. While riding together, Ralliq will chat with the characters. Other patrol members may chat with them as well, but you’ll have to make up names and personalities for them.

This encounter is a good opportunity to remind the players of facts that they uncovered in Round One, but may have forgotten between rounds.

The patrol members will ask more about who they are, and where they are going, and why. In return, they can share the following information about the current situation:

- A few weeks ago, a patrol ran across a caravan that was destroyed by raiders. It should have contained goods for a merchant named Vulin, but the patrol group found that the caravan appeared empty. The rumor around town is that the goods were sold by the Tulvar gnomes to a merchant in Dyvers, and they staged the accident to explain why they could not deliver to the merchant here.
- Another patrol was attacked by gnomes and a hill giant, and driven from the hills. Since then, the patrol groups have not gone as far into the mountains. If the gnomes don’t want us there, we don’t have to risk our lives for them.
- The gnome trouble has been brewing for weeks. The gnomes in the city have been less and less friendly as the weeks have passed. Now they are almost hostile toward humans. The elves seem to be neutral, but the gnomes are really getting

unfriendly. We try to stay out of it, but when they drive the patrols from the hill and yet expect us to protect their caravans, that's too much.

- Gnome merchants are starting to pull out of Verbobonc, but we don't know for certain where they are taking their business. Rumor suggests Dyvers.
- The latest groups of raiders come from the east, where there is supposedly some temple of evil or something. But there are always raiders. Sometimes they come from the east, sometimes from the south, sometimes from the west. They don't look at all organized, so we have not been worried.
- The roads are clear. We don't know about the wilderness areas today, but there have been no raids or even suspicious people around in the last three days.

After about a mile, the patrol bids the characters goodbye and turn off the road. The characters continue to Encounter Two.

Encounter Two: Unfriendly Faces

A few miles further and you reach the edge of the Kron Hills. Up ahead, you see that the road has been blocked by some fallen trees and large stones.

This is indeed the case. When the characters get within 200 feet of the blockage, continue.

To your left, you hear the echo of metal against metal, and the cries of the dying. A battle of some kind rages in the woods, beyond where you can see it.

The gnome caravan from Tulvar was coming down from the town when it ran into the blockage, placed by the raiders who are attacking them. They could not move the large stones quickly, and being nervous they decided to take their three wagons around. When they did, they fell into the trap that the raiders had set.

The characters can easily reach the battle in one minute, by charging through the brush. When they get there, present this:

You break through the woods and see a massacre in progress. A group of gnomes is being slaughtered by some hobgoblins. Three gnome-sized wagons are standing in a small clearing, their horses panicked but unable to move the wagons. Currently the hobgoblins are winning, but the characters should be able to turn the tide.

Gnome caravan guards (8), gnome Ftr6: Small humanoid (2 ft. 10 in. to 3 ft.); HD 6d10+6; hp 38 (currently 19 when the characters arrive); Init +0; Spd 20 ft.; AC 16 (+1 size, +2 Dex, +3 studded leather armor); Atks +7/+2 melee (1d6+2 [crit 19-20], gnome longsword), +5 ranged (1d6 [crit 19-20], light crossbow); SQ spells, +2 racial bonus to saves vs illusions, low-light vision; AL CG; SV Fort +6, Ref +2, Will +2.

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

Skills: Climb +4, Ride +4, Listen +2, Spot +3, Hide +4. *Feats:* Weapon Focus (gnome longsword), Weapon Specialization (gnome longsword), Dodge (+1 AC bonus against one foe each round).

Spells (1/day each): *dancing lights*, *ghost sound*, *prestidigitation*.

There are three females and five males in this group.

Hobgoblin raiders (10), hobgoblin Bbn4: Medium Humanoid (goblinoid) (6 ½ ft. tall); HD 4d12+4; hp 36; Init +1 (Dex); Spd 40 ft.; AC 17 (+1 size, +2 Dex, +3 studded leather armor, +1 shield); Atks +6 melee (1d6+1 [crit 19-20], longsword), +5 ranged (1d6+1, javelin); SA barbarian rage 2/day; SQ uncanny dodge (Dex bonus to AC even when flat-footed); AL LE; SV Fort +5, Ref +2, Will +1.

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

Skills: Climb +5, Intimidate +6, Listen +6, Spot +3. *Wilderness Lore* +6. *Feats:* Weapon Focus (longsword), Alertness.

SA: Barbarian rage—enter rage as free action, then +4 Str, +4 Con, +2 morale bonus on Will saves, -2 AC. Lasts 6 rounds.

This part of the fight goes on for three rounds. The hobgoblins are scattered through the wagons, so spells like *fireball* won't be very helpful. The characters should have no trouble with these hobgoblins. Be sure to scatter the hobgoblins to make it difficult, though.

On the fourth round, "help arrives.

A group of nine Verbobonc patrol riders thunders onto the scene from the direction that you came from. They sound a horn blast as they ride in, and the battle briefly stops. Relief shows on the faces of the gnomes and the riders raise their crossbows.

Re-roll initiative after the patrol group arrives, but before they fire. The riders fire at the gnomes, not at the hobgoblins. Each gnome is hit by a crossbow bolt and takes 1d8 points of damage (I hope you have been tracking their hit points, as this could kill some of them if the hobgoblins got in some hits during the first three rounds). Then they turn their attention to the characters,

leaving the gnomes to any remaining hobgoblins (or for later, if all the hobgoblins are dead).

Betrayal! What is going on? These are not actually patrol riders. They are bandits who are working with the hobgoblins.

Bandits disguised as Patrol Riders (9), human male

Rgr5: Medium Humanoid (6 ft. tall); HD 5d10; hp 36; Init +1 (Dex); Spd 30 ft.; AC 14 (+1 Dex, +3 studded leather armor); Atks +9 melee (1d10+3 [crit 19-20], masterwork bastard sword), +7 ranged (1d6 [crit 19-20], masterwork light crossbow); SA favored enemies; AL LE; SV Fort +4, Ref +2, Will +2.

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

Skills: Climb +6, Ride +5, Hide +5, Intuit Direction +7, Listen +7, Spot +5. Use Rope +4, Wilderness Lore +6. **Feats:** Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword), Alertness, Mounted Combat (may negate hit to mount if Ride check is greater than attack roll that hit the mount), Track.

Spells: Each can cast one spell from this list (choose as needed, they are divine spells): *alarm, detect animals or plants, entangle, magic fang, pass without trace, resist elements, speak with animals.*

If any humans are captured, or if a *speak with dead* spell is cast on one of them, the characters can learn some things. The hobgoblins know only that these humans hired them to raid this caravan.

Getting useful information from live humans requires a successful Intimidate check (DC 16), a *charm person* spell, or other creative means. They don't want to give away any information, and will try to resist. Dead humans get Will saves to resist the *speak with dead* spell. If any method is successful, the characters can learn the following things, depending on what questions they ask.

- We are not patrol riders from Verbobonc. We come from Nulb.
- We were hired by a man from Verbobonc; we don't know his name. He was tall with dark hair and a beard. He wore a dark cloak.
- The plan was that we would massacre the gnomes, destroy the wagons and the ponies, and leave evidence that patrol riders were involved. We were supposed to let one of the gnomes barely survive, so that he or she would carry the story back to the gnome towns.
- We were never told why, but we think that our employer is working for some gnome that wants relations with Verbobonc cut. Our employer let slip a couple references to gnomes, and we're can put two and two together.

- The hobgoblins came from Nulb. They were part of some evil temple there. We're not, but a lot of evil creatures are attracted to the temple, and they like gold, so we went there for the help we'd need to make this look real.

The gnomes who survived are ecstatic to be saved. They thought for sure that they would be killed. Any that survive talk excitedly to the characters, thanking them profusely. They also agree to take them to Tulvar, if the characters mention that they are going there. The gnomes have suffered losses, at least in health, and would like to rest before trying to take the wagons to Verbobonc anyway.

On the way there, the gnomes can give the characters the following pieces of information. Make the players roleplay for it, though.

- Tulvar is a gnome town built into three small hills, with all buildings facing the center valley. About 400 gnomes live there.
- The chief families are the Jillink and Keeleene families, both of which hold mines. They keep the locations of the mines very secret. Only close family members and the workers know where they are, and the workers hardly ever come to town.
- Either family would kill a worker who divulged the location of their mine. But they also treat the workers very well, and hope through generosity to build family loyalty.
- Things have been a little strained in Tulvar. Humans don't generally come to town, but there has been talk about what is going on in Verbobonc. And of course, there have been raids.
- We don't know about a fake caravan to cheat merchants in Verbobonc. If that happened, only the senior members of the family involved (Keeleene in this case, but the characters would have to mention the name for these gnomes to know about it).
- We are from the Tillien family. Our family is third in importance in Tulvar. There are only three important families, and we are not very wealthy. We do the best we can, though.
- We have a mine too, but we won't tell you where it is. You might tell other gnomes, and we would lose our income.
- (Has a human come to Tulvar recently?) Yes, a tallish human in robes came to Tulvar a day or two ago. He tried to ask questions, but no one would talk to him. Then he disappeared. We thought he had left town, and perhaps gone to one of the other gnome towns in the Kron Hills.

- We are very loyal to Prince Jimm, but we hope he can solve this problem with the humans soon. The richer families can afford to trade with Dyvers, but we cannot.

The trip to Tulvar takes about three hours from here, because the wagons cannot go very quickly. The characters could get there in two on their own, but they lose the benefit of an introduction if they choose to ride ahead of the Tillien gnomes.

When they get to Tulvar, proceed to Encounter Three.

Encounter Three: Tulvar Welcome

As you ride into Tulvar, you see that the city is indeed built entirely into the sides of hills. Three hills surround this small valley, and set in each you see doors, windows, and even roofs and walls protruding. Some windows are open, and others close. The center of the valley is mostly flat, except for a great mound that has been out there. Into the mound you see several doors and windows.

The Tillien gnomes can tell the characters that the central mound is the town common building, where meetings and celebrations are held.

The characters arrive here in the middle of the afternoon. It is two or three hours from the ambush, and it was about three hours from the city to the ambush site, including the time spent with the patrol riders. An hour or so was eaten up in the fighting, the healing, and dealing with the aftermath of the battle.

If the characters do not have the Tillien gnomes with them, present this somewhat daunting welcome.

You reach the flat area and pass through the hills into the town. Gnome heads look out at the noise of your approach, and soon gnomes emerge from their homes and converge in front of you, blocking the way to the central structure. They look at you with unsmiling faces, but they don't raise weapons against you either.

"It's rare that we get human visitors in Tulvar," says one of them, a female in the center front. "Be welcome, but please state your business."

The speaker is the Coelline (see **Appendix R2-1**), the leader of the town. She wants to know why the characters are here. Not only are relations strained with Verbobonc, but another human was here a couple days ago and disappeared. If something fishy is going on, she does not want her people blamed for it.

If the characters do have Tillien gnomes with them, their reception is a little better.

You reach the flat area and pass through the hills into the town. Gnome heads look out at the noise of your approach, and soon gnomes emerge from their homes and converge in front of you, blocking the way to the central structure. Your gnomish companions rush forward, talking excitedly in their own language. They gesture at you and smile happily. After a few moments of this, the group turns toward you. Though not smiling exactly, they still look friendly.

"Killis Tillien here says that you saved his caravan from attack by bandits," says a middle-aged gnome female in the center front of the group, "some of whom were working with the Verbobonc patrols. We did not know things had come to this pass. Be welcome in Tulvar, and if your intentions prove honorable, we may yet call you friends. I am Coelline, leader of Tulvar."

Regardless of which welcome they received, the characters should introduce themselves and give some explanation for their presence here. The Tillien gnomes know (probably) that the characters planned to come here, and mentioned it (if they knew) to Coelline.

The gnomes break up a little after the characters have introduced themselves, but stay within easy reach of Coelline in case she calls for help. Coelline knows the things that the Tillien gnomes knew in Encounter Two, and that is all she will relay at first.

Once questions get past the general information, Coelline becomes quiet. She is not willing to dispense information or let outsiders talk to the gnomes in the town unless those outsiders have shown themselves friendly to the gnomes. She has a test she wants to administer.

"With the recent troubles, you can understand that we are distrustful of humans, especially with the news that humans have been raiding our caravan wagons. If you wish to speak with the first families of our town, you will first have to show your good intentions. Certainly your assistance with the Tillien wagons was a good first step, but you could have engineered the whole situation to gain our trust, so that you could accomplish some mischief."

"If you would be willing to submit to a test that we devise, and you pass, we would be happy to offer you the full hospitality of Tulvar and treat you as honored friends. If not, then we ask you to leave now."

The characters can agree, or leave town. If they leave, you'll have to wing it while they investigate. They

won't be able to approach any gnome families from Tulvar in a spirit of friendliness, and will not gain any useful information (though Slikkina will still have them attacked—see Encounter Six).

If they agree to submit to the test, continue to Encounter Four.

Encounter Four: Test of Intentions

The characters have agreed to have their intentions tested.

Coelline and some other gnomes bid you wait while they set up the test. Meanwhile, the other gnomes watch you from a distance. An hour later, they emerge from the central building and invite you inside.

You have to stoop to enter, but then find yourself in a largish room eight feet high. Around the you see that chairs have been placed in a circle, six human-sized and six gnome-sized. The chairs have wooden bars that swing across to hold the occupant inside. Each chair has a level on the back, poking out of a box set at shoulder-height.

“Please be seated,” Coelline says gesturing to the chairs.

As the characters sit, so do six gnomes, including Coelline. When they are all seated, continue.

Once you are seated, gnomes come and swing over the bars on all 12 seats. They settle with a click into receptacles on the other side of the chair, and you are held firmly in place. The gnome at your chair then goes behind you and you hear the flip of a lever.

“Now we are ready,” announces Coelline. “As you can see, six of us and the six of you are all locked together into these chairs. The chairs are all connected, but the bars are not actually locked. Each of you, or each of us, can swing aside the bar and get out of our chair at any time. However, when one of us swings his or her bar outward, the bars on the rest of the chairs lock, and sharp blades stab through the backs of the chairs and into our hearts. So if one gets up, the rest die.

“We will do nothing but sit here; this is your test. You must get all of us out of this trap alive. Begin.”

This is the whole encounter, but it should take quite a long time. The conditions of the trap are truly stated by Coelline, and the gnomes are in just as much danger as the characters. That they are in the trap is their gesture of good faith. The characters must find a way out of the trap that does not sacrifice anyone. Really, they must

find a way to get the gnomes out of the trap, but no one is going to tell them that.

The details of the trap are:

- The bars are 18 inches wide, and go across each person right at chest height. They hold the arms pretty much immobile, though the occupants can move their lower arms (below the elbow) and their fingers (thus spellcasting is possible if the characters make Concentration checks with DC 15).
- The bars are not locked into the receptacles, though a catch has been tripped. Each bar can be moved out. But in the current configuration, moving any bar beyond its catch results in the rest of the bars locking and the blades stabbing.
- If the blades are triggered, the person in the chair who is stabbed goes immediately to –9 hit points, no matter their hit point total, and dies on the following round. Stabilization is impossible because the blades are still through their hearts.
- The chairs have full backs up to the tops of the occupants' heads.
- There is not room to squirm under the bar or use Escape Artist skill to get out without moving the bar.
- The occupants' legs are not bound.
- The chairs are just far enough apart that no one can reach anyone else.
- Moving the levers on the back of each chair turns off the trap for that one chair only. All other chairs are still trapped.

I don't know how the characters get out of this. Certainly ingenuity is required. Some spells make it very easy for one person to leave a chair without moving the bar, such as *dimension door*, *teleport*, *reduce*, *polymorph self*, or *polymorph other*. Others may be useful.

Cutting the bar somehow, or burning it, so that it is not lifted but still allows exit is another possible solution, for one person to get out of the trap.

The characters may suggest that everyone push up on the bar at exactly the same time, and leap out of the chairs. This would release them all from the chair, but requires each occupant (including the gnomes) to make Dex checks against DC 20; the timing of this maneuver is crucial, and someone who is even half a second behind will be trapped and killed.

The last resort: If the characters have been at this puzzle for 30 minutes, and still have not figured out a way, the gnomes may show some leniency. After all, the point was to see if the characters would sacrifice the

gnomes (and perhaps their companions) to free themselves.

If the characters have truly been trying to get out and keep the gnomes from being injured, then Coelline declares that the test is over and the characters passed. Gnomes come and switch the levers on the backs, and then raise the bars to let everyone out.

If the characters pass, present this:

“We are truly glad to welcome you as friends to our community. Receive our hospitality, and conduct whatever business brought you here.”

If they do not pass, a number of them are probably dead. The survivors are escorted out of Tulvar and asked never to return. If this happens, they’ll have to come up with some other way to investigate. Use your judgment if this happens.

Encounter Five: Investigation

The characters investigate the Jillink and Keeleene families, and anything else in Tulvar they are interested in.

The information here is presented by family, with the last category for gnomes not in the Jillink and Keeleene families. One representative for each family is supplied, with personality notes. You can make up additional people as needed; I didn’t want to burden you with too many NPCs.

After the characters talk to both the Jillink and Keeleene families, proceed to Encounter Six as soon as it is convenient to do so.

Note that the Jillink and Keeleene people know what “Other Gnomes” know too. For shortness, I have not repeated the information in each section. Adjust the tone of the answers toward the family’s slant.

The cheated merchant incident: The incident with Vulin and his lost shipment is likely to be a prime topic of questioning, and so you should know what really happened. The Keeleene family never sent a caravan, and does not know anything about the incident. Slikkina Jillink had one of her loyal gnomes represent himself as a Keeleene and sell the shipment to Vulin. She herself sold it in Dyvers, representing herself as a Keeleene. She arranged the raid on the fake caravan using hobgoblins from the Temple of Elemental Evil that Lakash provided. When Vulin complained to the Keeleene representative in Verbobonc, that gnome denied everything, which is what Slikkina wanted.

The Keelene Family

The Keelene family lives to the north of the central mound, in three houses set into the northern hill. Their houses are not made to accommodate humans, but the front from of one of the houses can hold the characters (sitting on the floor) and some gnomes. This is where the characters will be brought to speak with the Keeleen representative.

Habooni (gnome male Rgr9, hp 79, AL CN) is the most likely person from the Keelene family to speak with the characters. He is the family head, a gnome of 160-old years with a cheerful demeanor. His family is very successful, and he is the driving force behind that success. He always has a good word to say about everything, even about humans. His personal experience is that these periods of tension between gnome and human come and go, and one should not make too much of the problems.

Habooni is not exactly honest, but does not try to hurt others. He protects the family secrets, including the mine location, and thinks nothing of lying to produce the effect he wants. In his younger days he really enjoyed practical jokes, but now that he is responsible for the family he does not engage in them. He still enjoys seeing the younger gnomes play them on each other.

Always a good host, and proud of it, Habooni offers the characters refreshment and gnome pastries while they talk. He practically pushes them on the characters in his desire to be a good host. He is not lacking in confidence, but doesn’t want the reputation for being unwelcoming to humans.

Habooni can give the characters the following information. If they passed the test, he is more willing to help them than if they had to sneak into town at night and investigate on the sly. His statements are marked true and false

- There are always troubles with the humans. They want the mines, and we have the mines. What can you expect? (Generally true, but mostly his opinion)
- This latest situation is not as bad as it was a few hundred years ago. Back then, Verbobonc almost fell to Keoland. (True)
- We are the most important trading family in Tulvar. (Not really true, but everyone has a high opinion of their own importance)
- Reports from Verbobonc do raise some concerns for me. We thrive by selling our goods to the city. If the gnomes are expelled, then we’ll have to spend more to sell in Dyvers or Veluna. We don’t want that.

- (On the cheated merchant incident) What are you talking about? We haven't sold anything to Vulin in quite a while. His next shipment is due in a week.

Habooni can produce family transaction records to show that he did not sell anything to Vulin, but of course if he were lying there would be no record of the transaction anyway, so the records should not be much help. (True)

- We know that other gnomes in the town have objected to humans in the mountains, but we don't. They protect the area from bandits. (Not completely true, as he would rather not have the humans poking around where they could find the family mines)
- The Jillink family? They're harmless. Not as important as we are, of course, and they can be uppity, but they haven't shown enough spunk to pull off the things you are talking about. (Mostly his opinion, which is incorrect because the Slikkina has been downplaying the Jillink family reputation for a while)
- Slikkina Jillink is the head of the Jillink family. She's pretty smart, but conservative. Doesn't take risks. The family won't prosper under her leadership. (He believes all this, but Slikkina is putting on an act.)
- Would we pull out of Verbobonc? If we could make better money elsewhere. And it looks like we can. (If they report the incident in the market from round one, the one with the Jillink brothers, he'll mutter about things coming to a pass, but offer no comment.)
- Bliss Jillink is my nephew. I don't have any sons, and so he's in line to take over the family business when I'm too tired for it. I sent him to Verbobonc to get practice dealing with the humans. He's always been a little hot under the collar, if you know what I mean. Quick to jump the wrong way. Sometimes quick to jump the right way, and I hope that he learns more wisdom in the city. His cousins are trouble, pure and simple. It's sad what this family's coming to, but I don't have any children of my own to hand it all over to. (Very much his opinion, but he believes this)
- (On Tenser) There was another human in town a couple days back, but he left. I don't know where he went. He was just gone the next morning. He looked like one of your wizards, like you two, and I figured he had private business. He also asked about the human troubles. I tried to be helpful. (True, all but the last part. Habooni did not want to help Tenser at all, and told him very little about anything.)

Make up other answers as needed. He doesn't know where any other family's mines are located, but he'd love to find out. He also doesn't know much about the Jillink family, as the two important families are rivals. He likes Coelline, though, and supports her leadership of Tulvar.

From other gnomes in the family, the character can get mostly the same information (except that only Habooni can show the family records), but they can also get a picture of what Habooni is like.

Other gnomes can add:

- Habooni has been good for the family. He's taken a few risks, but he was always one for doing outrageous things as a child. (Or so I have been told.)
- Habooni's kind of a clown in some ways. He really likes jokes, but he's lost any knack he might have had for pulling them. So he's stopped.
- Habooni doesn't always tell the truth, even to us. But he never lies on anything that is important to the family, and we've gotten used to sorting out what is true and what is likely not true.
- Habooni really likes parties and celebrating, and can drink as much as a dwarf without losing control completely, or falling asleep. Mainly, he just likes having a good time.

The Jillink Family

The Jillink family lives in modest homes on the south side of Tuvlar, not quite opposite the Keeleenes. They have four houses, but all of them are decorated in plain ways. None of them are designed to hold humans, and so the Jillink family has a special meeting room in the central mound that it uses to conduct business and entertain human guests. That is where the characters will be taken to speak with the Jillink.

Brillis Jillink (gnome male Sor7, hp 17, AL CE, Sense Motive +5, Diplomacy +7, see full stats in Encounter 6) will come speak with the characters. He is Slikkina's most devoted followers, and her major domo in unsavory activities. Think of him kind of like Bib Fortuna in Jabba's Palace (from Star Wars), and you'll have the right idea. He is definitely not in charge, but has ambitions.

Brillis puts on a show of being a good host as well, offering refreshments or dinner depending on the time. These are served in the conference room, which is decorated more like a living room and dining room than a business location. The décor here is subtle but shows confidence and wealth, just the image Slikkina wants to portray to business associates.

When speaking to the characters, he begins in an open and friendly manner. When the questions get more pointed, he becomes more guarded and release less information. He won't refuse to talk to them about anything, because that would give away the wrong information, but he'll dance around issues, try to divert the characters to side issues, and be as unhelpful as possible while appearing the soul of honesty and helpfulness (if possible). The characters cannot break him at this time.

He can tell them the following, depending on what questions they ask.

- Troubles with the humans are not good for us. Our family doesn't make as much as the Keeleene family does, and so we'd prefer peaceful relations in Verbobonc. (False)
- Slikkina is the head of our family. She's conducting some important trade business, or she'd be here herself. (False, Slikkina does not want to talk to the characters directly.)
- Slikkina is wonderful. She has led the family well for more than a decade, and we have never been better. (Not true, but he believes it. He is very loyal to Slikkina.)
- The Keeleenes are not the most important family in Tulvar. They might be the richest, right now, but we have mines with years of wealth left in them. (True about their mines)
- Habooni Keeleene doesn't always tell the truth, especially when it's convenient for him to lie. Don't trust everything he says. He's probably head-deep in some scheme. (If the characters have indicated they think some gnome is behind the gnome-human troubles, Brillis will do his best to implicate Habooni.)
- (On gnomes attacking the patrols) That is a tragedy, as the patrols protect us from raids. We have no knowledge of who did that. (False. Brillis was involved in two attacks on human patrols, neither deadly but both designed to drive the humans away. One took place because the patrol got too close to the Jillink mines, and the other took place to increase the tension.)
- (On the cheated merchant incident) I'm sorry to hear that the Keeleenes would treat anyone so badly. But it's just like Habooni to do that, and think it was a very good joke. He has no sense of humor anymore. The Jillinks were not involved in any way, and really I don't know anymore. (False. He knows Slikkina was the mastermind, but he was not involved personally with the operation.)
- (On Tenser) Yes, there was a human in town a day or two or three ago. He was kind of tall, and wore

clothing like you two (indicating Mordenkainen and Bigby). He asked some questions about the caravan incident (the Vulin affair), and then left town in the middle of the night. (True, but he left town because Slikkina captured him.)

Brillis does not want the characters talking to other members of the Jillink family, but if they insist he'll make sure that any gnomes they do talk to don't know anything at all helpful. The gnome he brought with him doesn't know anything either.

Other Gnomes

Other gnomes in the city can relate only the most general information about both families. Their particular information is listed below, and applies to any gnome not in the Jillink or Keeleene families. Coelline will be as helpful as possible if the characters passed the test. If they did not, she will just ask them to leave Tulvar, and enforce her request by calling up 15 armed gnomes if necessary (use the stats for the ruffians in Encounter Six if you need them).

- There are no rivalries between the three main families in Tulvar (Jillink, Keeleene, Tillien). All gnomes try to get along for the betterment of the town.
- All the gnomes like Prince Jimm. He has done well for being kind of new, and he is well respected in the gnome towns in the Kron Hills.
- (On Tenser) There was a human such as you describe in town a day or two ago (actually two days ago), but he disappeared one night. We assumed he left. He acted very strangely, almost suspiciously, while here, so we were not surprised at a sudden departure. (This is contrary to what Mordenkainen knows about Tenser's personality, and you can mention that to the players if Mordenkainen's player asks.)
- (Which family is more likely to be involved in shady dealings against humans?) It's hard to say, really. There have been no overt signs of rivalry, or of anyone working against the humans. We heard about the human patrols driven out of the mountains, but we have no idea who did that. We didn't (the particular gnomes being talked to). We thought gnomes from another town did it, or that someone was using magic to make people think gnomes were attacking the patrols.
- We have heard stories from town that the humans want to expel the gnomes from Verbobonc. If that's what they want, then we'll deal with other humans to sell our minerals. But Prince Jimm will soothe things.

Encounter Six: Too Close

The investigation has made Silkkina uncomfortable, and she has some members of her family try to kill the characters. If they succeed then everything is well. If they fail, she is discovered, but since she expects to be discovered if she does nothing, she really has nothing to lose.

At some point after the characters have talked to both families, spring this attack on them. A good time would be at night while they are resting. By the time they have endured the test and asked their questions, it is nighttime anyway.

The gnomes try to attack the characters when they are apart from the town, so that no one will know it was them (assuming they are quick).

The battle starts when the gnomes attack, so they go first. Then check to see if the characters are surprised. Surprised characters get only partial actions in their first round of actions. After you have the gnomes attack, roll initiative for everyone.

Brillis Jillink, gnome male Sor7: Small humanoid (2 ft. 11 in. tall); HD 7d4; hp 17; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft.; AC 22 (+1 size, +2 Dex, +2 *cloak of protection*, +3 *amulet of natural armor* +4 from active *mage armor* spell); Atks +3 melee (1d4-1, gnome quarterstaff), +5 ranged (1d6 [crit 19-20], gnome light crossbow); SA spells; SQ +2 racial bonus to saves vs illusions, low-light vision, save DCs for his spells are 13 + spell level; AL CE; SV Fort +4, Ref +4, Will +5.

Str 9, Dex 14, Con 10, Int 16, Wis 11, Cha 15.

Skills: Sense Motive +5, Spellcraft +13, Concentration +5, Profession—administrator +10, Alchemy +8, Diplomacy +7, Hide +6. **Feats:** Improved Initiative, Combat Casting, Great Fortitude.

Equipment: +2 *cloak of protection*, +3 *amulet of natural armor*

Spells (1/day each): *dancing lights*, *ghost sound*, *prestidigitation*.

Sorcerer spells 6/7/7/5: 0 lvl—*ray of frost*, *detect magic*, *read magic*, *daze*, *flare*, *mage hand*, *open/close*; 1st lvl—*color spray*, *expeditious retreat*, *cause fear*, *shocking grasp*, *magic missile*, *mage armor*; 2nd lvl—*Tasha's hideous laughter*, *flaming sphere*, *levitate*, *blindness/deafness*; 3rd lvl—*lightning bolt*, *flame arrow*, *haste*.

Mage armor spell pre-cast, so he has one fewer spells at 1st level.

Gnome ruffians (6), gnome male Rog5: Small humanoid (2 ft. 10 in. tall); HD 5d6+5; hp 21; Init +1

(Dex); Spd 20 ft.; AC 14 (+1 size, +1 Dex, +2 from leather armor); Atks +4 melee (1d4, gnome short sword), +4 ranged (1d6 [crit 19-20], gnome light crossbow); SA spells, sneak attack +3d6; SQ +2 racial bonus to saves vs illusions, low-light vision, evasion (half or no dmg from spells allowing Reflex save for half dmg), uncanny dodge (Dex bonus to AC); AL CN(E); SV Fort +4, Ref +5, Will +1.

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

Skills: Sense Motive +8, Hide +13, Open Lock +9, Bluff +8, Spot +8, Listen +8, Appraise +8, Move Silently +9. **Feats:** Great Fortitude, Weapon Finesse (short sword).

Spells (1/day each): *dancing lights*, *ghost sound*, *prestidigitation*.

Equipment: gnome leather armor, gnome short swords, gnome daggers, poison on short sword blades (Fort save DC 14, initial dmg 1d4, secondary dmg 2d8).

Tactics

Brillis starts the battle by casting *haste* while the ruffians use their sneak attack ability on the characters, if they can get into position. Brillis then uses damaging spells that won't affect his allies (*haste* gives him one extra spell per round).

The gnomes try to kill the characters while making as little noise as possible.

The gnomes know the following. They can be coerced into talking by use of Intimidate skill (DC 5), or spoken with after being killed by use of *speak with dead* spell (they get Will saves).

- Slikkina Jillink told them to eliminate the characters. They don't know why. Slikkina is their family leader here in Tulvar, so they obeyed.
- They have done other nefarious things at Slikkina's behest, including driving Verbobonc patrol riders out of the mountains.
- (Tenser) Slikkina has him prisoner somewhere. We don't know where.

If the battle was loud, some gnomes might have heard and would come by to see what was happening. If they hear the confession, all the better. Don't forget to account for them, though.

When the characters are ready to move on, continue with Encounter Seven.

Encounter Seven: Truth at Last

Finally, with the appearance of Brillis in the attack in Encounter Six, the characters know who is behind everything. Brillis gives up Slikkina to save his own

life. This encounter covers the confrontation with Slikkina, and incidentally the rescue of Tenser.

There is no read-aloud text here, because I have no way of anticipating how the characters will approach Slikkina, or who else might be present. Below are presented Slikkina's personality and stats, the information she can reveal, and her tactics if it looks like fighting or fleeing would be a good idea.

Tenser

Poor Tenser. Slikkina lured him into a private meeting the night he arrived, after he had started asking questions, and then cast a *polymorph other* spell on him and turned him into a turtle. She then picked him up and put him in a terrarium, where he has remained impotent ever since. Turtles cannot speak or move their arms, so he has been unable to cast any spells.

If the characters can break Slikkina and get her to confess, she will reluctantly give them Tenser the turtle. She will dispel the *polymorph other* spell in exchange for her freedom, or if Coelline offers her a lighter sentence in return. She will not dispel the *polymorph other* spell without some gain. The characters can dispel it, though. She is just guaranteed to succeed, since it was her spell that transformed Tenser.

Tenser remembers being a turtle, and is embarrassed at falling for a single spell. He won't like this brought up again.

Slikkina

Slikkina Jillink, gnome female Sor12: Small humanoid (2 ft. 9 in. tall); HD 12d4+12; hp 41; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 15 (+1 size, +2 Dex, +2 *ring of protection*); Atks +6/+1 melee (1d4-1, gnome quarterstaff); SA spells; SQ +2 racial bonus to saves vs illusions, low-light vision, save DCs for her spells are 14 + spell level (16 + spell level for transmutation spells); AL NE; SV Fort +11, Ref +11, Will +14.

Str 9, Dex 12, Con 12, Int 16, Wis 14, Cha 18.

Skills: Appraise +9, Spellcraft +18, Concentration +16, Knowledge—arcane +12, Diplomacy +12, Bluff +9, Sense Motive +6, Hide +5. **Feats:** Improved Initiative, Leadership (she has the devoted following of most of her family), Spell Focus (transmutation), Great Fortitude, Lightning Reflexes.

Equipment: +2 *ring of protection*, *ring of major fire resistance* (fire resistance/30), *necklace of missiles* (10-HD, 9-HD, 7-HD, 5-HD, 3-HD), +4 *cloak of resistance*, *carpet of flying* (in her home, so probably not accessible during this encounter).

Spells (1/day each): *dancing lights*, *ghost sound*, *prestidigitation*.

Sorcerer spells known (cast 6/7/7/7/5/3 per day):
0 lvl—*mage hand*, *detect poison*, *flare*, *daze*, *disrupt undead*, *open/close*, *ray of frost*, *detect magic*, *read magic*; 1st lvl—*animate rope*, *burning hands*, *expeditious retreat*, *magic missile*, *shield*, *mage armor*; 2nd lvl—*alter self*, *blindness/deafness*, *knock*, *levitate*, *darkvision*, *arcane lock*; 3rd lvl—*fly*, *haste*, *lightning bolt*, *flame arrow*, *tongues*; 4th lvl—*polymorph other*, *polymorph self*, *dimension door*, *minor globe of invulnerability*; 5th lvl—*passwall*, *dominate person*; 6th lvl—*eyebite*.

Slikkina has always felt insecure. Her parents belittled her, and her friends never respected her. When she became more important in the family, and more powerful, they changed their tones, but the damage was done. Slikkina now works for her own betterment, and does not care that much about the family. She fell in with Lakash's plans because she saw a chance to eventually take complete control of the mines, and of Tulvar. But she does not see exactly how, only that there is an opportunity here.

She can be friendly, and her leadership skills inspire great devotion in her family. They don't know that she plans to be rid of them all. For now, she uses them to destroy the Keeleene family's business. Privately, she is short-tempered and bullying.

If provoked to fight, she can lash out with devastating effect, but she prefers to run and lick her wounds and succeed through some sneaky stratagem later. In this encounter, she will therefore try to do damage and cause confusion, and then run for her *carpet of flying* so she can escape to the mines.

Her familiar is appropriate for her, and she has it stay out of sight most of the time, or live in a terrarium like a pet. Most gnomes don't realize she has a familiar, and she likes having the ace up her sleeve.

Slikkina's Familiar, Tiny Snake: Tiny Animal (12 in. long); HD 12d4; hp 20; Init +3 (Dex); Spd 15 ft., climb 15 ft., swim 15 ft.; AC 23 (+2 size, +3 Dex, +8 natural); Atks +9/+4 melee (0, poison bite); SA poison bite (Fort save DC 11, 1d6 primary and secondary dmg); SQ familiar abilities, scent; SR 17; AL N; SV Fort +2, Ref +7, Will +9.

Str 6, Dex 17, Con 11, Int 10, Wis 12, Cha 2.

Skills: Climb +12, Hide +19, Listen +9, Spot +9.

Feats: Weapon Finesse (bite).

Familiar abilities: Slikkina gains Alertness feat when snake is within arm's reach; improved evasion (half or no dmg from spells allowing Ref save for half dmg); Slikkina can have spells she casts on herself affect the snake too when snake stays within 5 ft.; empathic link with Slikkina, speak with Slikkina, speak with snakes, can deliver touch spells for Slikkina, spell resistance 17.

The Confrontation

How she behaves when confronted depends a lot on who is present. Generally, she will try to bluff her way through, especially if the characters have no evidence against her. The only evidence there can be against her is the confession of the ruffians from Encounter Six, so unless she sees them with the characters, she will deny everything.

If they have the ruffians, and the ruffians speak against her, she stalls while she thinks of an escape plan. A good plan would be to cast a dimension door spell to get into a clear area, and then either use her attack spells or run for her house, depending on how many opponents she faces. She thinks she can probably take the characters (and she could, with the right spell order and a little luck), but cannot fight them and a lot of other gnomes. She also knows the power of Coelline, and though Slikkina is more powerful she won't take on Coelline in public.

If she has to fight the characters, she tries to immobilize Robilar and Yrag first, and then hold the rest off with spells. She will also use her *necklace of missiles* to damage those close to her, as she has fire resistance/30 from her ring.

When captured, and there is no option for escape, she will reveal the following under questioning. Make the players work for this information, and Intimidate checks could be called for with DC 15 to start, and DC 10 after she has answered two questions already.

- I have been working against the humans. By breaking with them, I could gain great power for myself, and for my family (she does not care at all about her family members, but it sounds good to say so, especially in their hearing).
- I was responsible for the faked caravan raid and the lies about the Keeleenes cheating Vulin. That was a good plan.
- Not all of my family was involved. Brillis was my chief aide, and some other members helped. Not all though. I don't want them all punished when some are innocent. (This also sounds good, and builds the way for later opportunities.)
- I am not working alone, and I did not think up this great plan on my own. A man from Verbobonc, a noble, contacted me and offered me power and help to stir up the gnomes against the humans. He wanted a split between our peoples, but I don't know why.
- He is new to town, at least in the last year. I had not heard of him before. He is a "man of the community," as they say, because he does good

deeds in Verbobonc. He had me call him Lak, and did not give me any more of his name. Assuming that Lak is part of his name, and I don't think it is.

- He was able to provide bugbears, and he said that he could also get hobgoblins, orcs, and ogres on short notice.
- He paid me well, almost 10,000 gold so far, with more to come.
- I am not sorry. This village has always mocked me, whether openly or in secret.
- (Remember to give back Tenser if they ask.)

When the questioning is over, go to the Conclusion.

Conclusion

Success! You have found the culprit that Prince Jimm asked you to find. But she has led you back to Verbobonc, and possibly to a greater menace than you first thought. The gnomes host you overnight, and thank you for uprooting the evil in their midst, but in the morning you will have to head back to Verbobonc to find this "man of the people" who hides evil in his heart.

End of Round Two

Appendix R2-One: Major NPCs for Round Two

Tenser

Tenser, male human Wiz7: Medium humanoid (5 ft. 10 in. tall); HD 7d4+21; hp 36; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+3 Dex, +3 *ring of protection*); Atks +5 melee (1d6+2, *rod of thunder and lightning*), +6 ranged (1d4, masterwork dart), +7 ranged (magical ray, damage as spell); SA spells (save DC 13 + spell level); AL LG; SV Fort +5, Ref +5, Will +5.

Str 10, Dex 16, Con 16, Int 17, Wis 11, Cha 18.

Skills: Concentration +10, Diplomacy +4, Hide +6, Knowledge—arcane +11, Knowledge—planes +6, Knowledge—history +10, Ride +5, Scry +12, Spellcraft +10. **Feats:** Silent Spell, Improved Initiative, Empower Spell, Weapon Focus (magical ray).

Spells (4/5/4/3/2): 0—*daze, flare, light, ray of frost*; 1st—*mage armor, magic missile x2, ray of enfeeblement, true strike*; 2nd—*bull's strength, flaming sphere, protection from arrows, see invisibility*; 3rd—*displacement, haste, lightning bolt*; 4th—*ice storm*.

Equipment: *rod of thunder and lightning*, +3 *ring of protection*, clothing, spell components for spells (five castings of each), 12 masterwork darts, backpack, one week's rations, bedroll, waterskin, small metal mirror, 84 gp.

Tenser has dark brown hair and eyes and a prominent aquiline nose. He always dresses in blue garments, light predominating over dark. He is polite, quick-witted, and gregarious; he enjoys intelligent conversation and likes entertaining guests in his home.

He is a passionate advocate of law and goodness, demanding that individual desires be abrogated to the greater common good of civilization, even to the extent of occasionally infringing on individual rights. His passion can be seen as dangerous and bullying by potential allies, his your devotion to your cause is praiseworthy.

Tenser speaks Common, Draconic, and Infernal.

Contrary to most mages, Tenser loves battle. He is aggressive when roused, and uses offensive spells in combats immediately when this is feasible. Occasionally he forgets his spells and charges into melee.

Coelline, Leader of Tulvar

Coelline, gnome female Wiz8: Small humanoid (2 ft. 11 in. tall); HD 8d4+8; hp 27; Init +1 (Dex); Spd 20 ft.; AC 18 (+1 size, +2 Dex, +3 *ring of protection*, +2 *amulet of natural armor*); Atks +4 melee (1d4-1, gnome quarterstaff), +5 ranged (1d6 [crit 19-20], gnome light crossbow); SA spells; SQ illusion specialty (+2 to save DCs vs her illusions), +2 racial bonus to saves vs illusions, low-light vision, save DCs for her spells are 13 + spell level (15 + spell level for illusion spells); AL CG; SV Fort +3, Ref +3, Will +8.

Str 9, Dex 13, Con 12, Int 17, Wis 14, Cha 14.

Skills: Craft—brewer +11, Concentration +9, Knowledge—local (Kron Hills) +13, Knowledge—history (Kron Hills and Verbobonc) +11, Spellcraft +11, Listen +6, Sense Motive +7, Hide +5. **Feats:** Leadership (she has 5 devoted 1st level followers in the town), Dodge (+1 AC bonus against one foe each round), Spell Focus (illusion).

Spells (1/day each): *dancing lights, ghost sound, prestidigitation*.

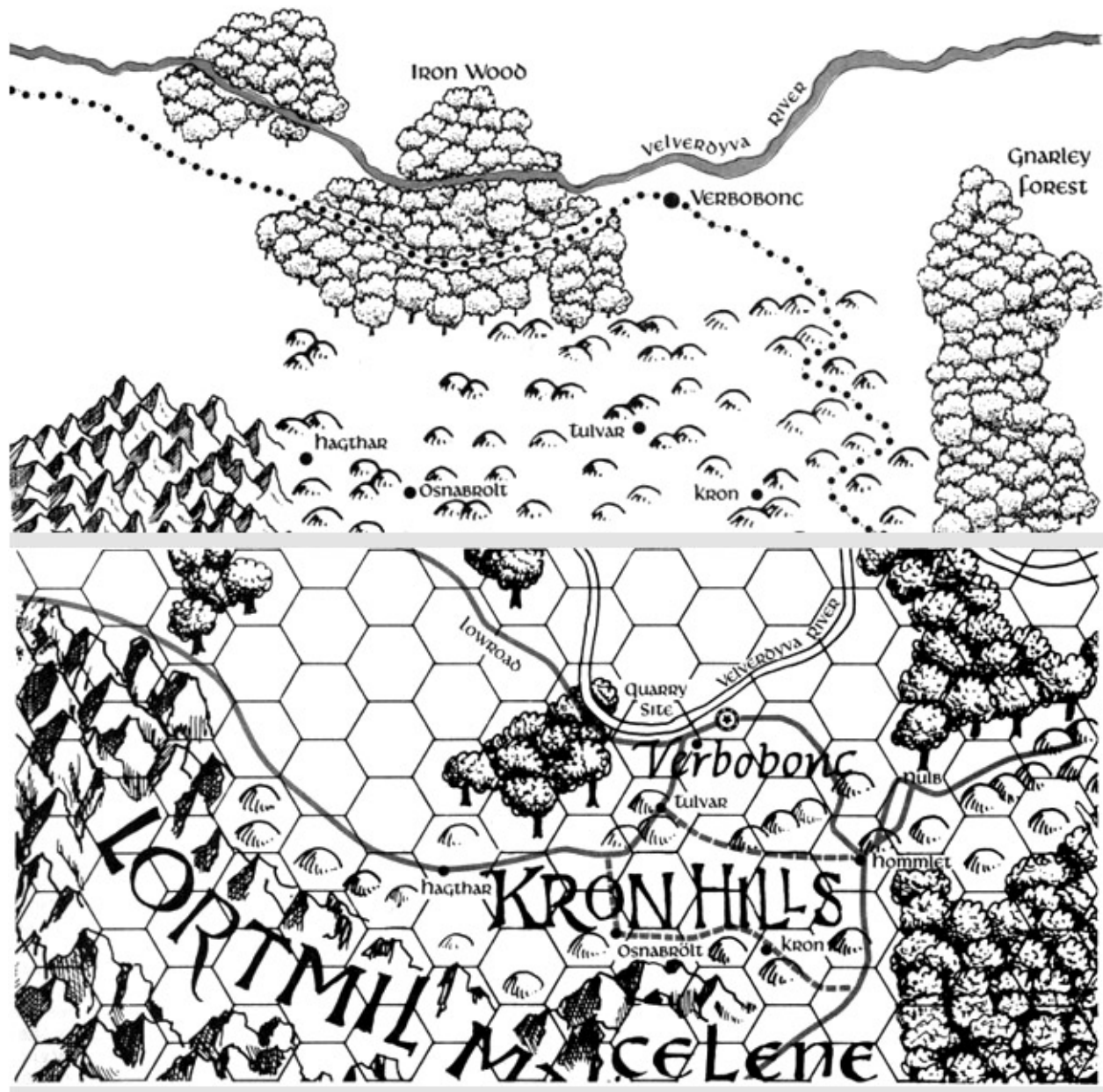
Wizard spells usually prepared 5/6/5/5/3: 0 lvl—*dancing lights, ray of frost, ray of frost, detect magic, read magic*; 1st lvl—*color spray, color spray, silent image, ventriloquism, expeditious retreat, cause fear*; 2nd lvl—*minor image, mirror image, spectral hand, ghoul touch, whispering wind*; 3rd lvl—*invisibility sphere, major image, tongues, fly, lightning bolt*; 4th lvl—*hallucinatory terrain, rainbow pattern, confusion*.

Coelline has been the leader of Tulvar for three years, having taken over when her father was killed by wild beasts. She was raised to lead, and everyone in the town naturally expected that she would become the leader. She is well-loved in the town, and treats everyone fairly.

Personally somewhat spartan, she dresses in plain clothes and does not presume to put herself above any other gnomes in the town. Even when Prince Jimm is visiting, she dresses conservatively and as plainly as possible. She has simple tastes, but likes things just so. This is a great annoyance to her husband, who is always running to get the things that she asks for. She, however, thinks of herself as undemanding.

When dealing with strangers, she is confident and a little aloof. She has the strength of the whole village behind her, and her considerable magical talent as well. She is friendly or menacing as the need demands, and carries both off well.

kron hills sketch map



The Citadel

**A Three-round D&D 3rd edition Adventure set in the World of
Greyhawk**

Round Three: The Truth Revealed

by Robert Wiese

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. 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.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsule their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

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

A note about the text: Some of the text in this module 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.

Adventure Background

The year is 560. Mordenkainen is in the process of assembling his first great adventuring group, the Citadel of Eight (though it does not have that name yet). So far he has six members, and now seeks to add the wizard Tenser to their number. Tenser is visiting Serten in Verbobonc, and when Mordenkainen found him not at home, he brought all the members of his band to Verbobonc to find Tenser.

In Verbobonc, trouble is brewing. The Temple of Elemental Evil is not yet three years old, and its presence is relatively unknown at this time. But it is already stretching dark tendrils across the land. The priests of Zugtmoy there realize that their most immediate threat comes from Verbobonc, and have formed a plan to neutralize that threat.

Several months ago, a man named Lakash Quallad came to Verbobonc. He seemed to be a merchant from Dyvers, and said that he wanted to ply his business here instead of in his old home. The people of Verbobonc see Dyvers as a trade rival, and welcomed him with open arms. He immediately set about showing off his wealth to make himself agreeable to the upper class of Verbobonc society, and proved adept at business. He formed a partnership with one of the gnome families from the Kron Hills, and became a powerful merchant

and a guiding force in society. He is universally respected and periodically undertakes charitable work on behalf of the town.

This is all an act, of course. Lakash Quallad is an agent of the Temple of Elemental Evil, and has come here to drive a wedge between the humans of the city and the gnomes of the Kron Hills. If no alliance is formed between these two parties in later years when the Temple gains more power, the priests of Zugtmoy should be able to control Verbobonc and secure their power.

A few weeks ago, Lakash began his master plan by creating little incidents that strained relations between gnomes and humans. The two races never really get along closely, and so the tension slowly built without anyone really noticing.

Then, he began phase two. Knowing that the distrust of humans by gnomes was his chief weapon, he hired brigands and humanoids from the Temple to harass the trade route between the Greenway Valley (where the majority of the gnomes in the Kron Hills live) and Verbobonc City. Goods would disappear, or gnome merchants would report harassment from the Verbobonc patrols. The patrols would report slaying groups of orcs or brigands that carried gnomish coin in large quantity, with no caravans in sight from which the wealth could have been stolen. Distrust grew.

As the characters arrive, Lakash is beginning phase three, wherein he plans to cause the gnomes to be expelled from Verbobonc, and subsequently to cease all trade with the city.

During all this, Lakash maintains his public persona of geniality, and no one suspects a thing.

In Round One, the characters investigated the troubles in Verbobonc, and saved the life of Jimm, Prince of the Gnomes of the Kron Hills. He asked them to go to Tulvar and discover which gnome or gnomes of the Keelene family were behind the brewing tension.

In Round Two, the characters went to Tulvar. On the way they saved a gnome caravan from attack from humans, and that act eased their introduction to the town. After showing their goodwill by passing a deadly test, they investigated and found the gnomish culprit, Slikkina Jillink. She confessed, and gave them the information that an aristocrat from Verbobonc is the real mastermind behind the troubles.

In Round Three, the characters trace the plot back to Lakash, and force him to flee the city. The characters pursue, and are ambushed by owlbears and then hobgoblins. These ambushes allow Lakash to return to the Temple of Elemental Evil (where he gets a nasty reception for his failure), but they can tie Lakash to the Temple by tracking his path there.

Finally, if they remember after all this, they can invite Tenser to join their group. Tenser accepts on the condition that his friend Serten be part of the group as well.

Player Introduction

Present the following before the players read their character sheets. Then hand out the characters sheets. If you are playing this in a convention environment, please make sure that no one plays a character that he or she has played in prior rounds. If you are playing this at home or in a small game day where everyone advances, it is probably better that the players continue with the same characters.

The good news is that you have finally found Tenser. He was a turtle at the time, but you have restored him to his normal self. But your search for him has led you into quite an adventure.

It started in Verbobonc, where you witnessed a growing tension between gnomes and humans. Tenser, it seemed, had decided to try and help, and had ridden off to the Kron Hills. While you formed a picture of the troubles, you came to the attention of Prince Jimm, ruler of the gnomes of the Kron Hills. After saving him from an assassination attempt, you accepted a commission from him to go to Tulvar and discover the source of the growing tension.

Your journey to Tulvar was interrupted when you rescued a caravan from some hobgoblin raiders and some humans dressed like Verbobonc patrol riders. The gnomes you saved gratefully took you to Tulvar, and introduced you to the people there. After passing a test to show your good intentions, you talked to the gnomes and finally found the source of the problem, a gnome named Slikkina Jillint. She sent some ruffians to kill you, but you turned the tables on them and confronted her with the truth.

The night has passed, and you now mount your horses to ride back to Verbobonc. Slikkina was not the source of the problems, only one of the agents. She said that the real instigator was a man from Verbobonc, a “man of the people.” So back you go, hoping that this man, whoever he is, is the real source of the problem.

Have the players read their character sheets now. They can prepare spells based on the information provided.

Encounter One: The Pot Boils

The characters travel back from Tulvar, and encounter a face-off between human and gnome patrols in the

foothills. This is a chance to use the knowledge they gained in the last round to soothe this small crisis before there is bloodshed.

Remember that Tenser is with the group, and does not have a horse. He will have to ride with someone. He will not participate in this encounter unless the characters need a nudge in the right direction.

The sun shines brightly from the east as you make your way northward along the road towards Verbobonc. Two or so miles pass without incident, you find yourselves coming into the foothills of the Kron Hills. Then you hear some shouting coming from further ahead and a little off to the left. You definitely hear a human man’s voice, and some gnome voices raised in response. There is definitely some kind of argument in progress.

There is indeed an argument in progress. The parties involved are about half a mile away and off the road about 300 yards, but they can be seen from the road once the characters have gone perhaps a quarter of a mile. Both groups are mounted, the humans on horses and the gnomes on ponies.

A human patrol from Verbobonc ran into a gnome patrol, and a heated discussion began. Some insults were thrown, and the groups are just about to come to blows.

The characters can bypass this encounter, in which case they’ll hear later that gnomes killed two Verbobonc patrol riders in the mountains, and that the riders accounted for three gnomes before fleeing.

If the characters approach, they can hear this but of conversation along the way.

As you approach, the voices carried on the slight breeze become distinct, and you can hear what the groups are arguing about. The leader of the humans says loudly, “It’s our duty to patrol these hills, and we’ll do our duty. Now let us pass.”

The leader of the gnomes replies, “We’ve seen your ‘duty’ lately, and we don’t need any of it. Caravans ransacked, gnomes dead, and you high-and-mighty humans staying carefully away. We’ll patrol the hills and solve our own problems, and you can take your ‘duty’ back to the plains.”

“Why you,....” the human leader says. “Others have been chased from the hills by you shorties, but not us. Move aside, or you’ll be sorry.”

At about the point where the gnome leader is about to say, “Sorry, eh? Well, come get some,” the characters arrive on the scene and interrupt.

This confrontation will dissolve into a fight between the groups, and possibly some fatalities, of the

characters cannot calm everyone down. Both groups being the encounter hostile to each other and to the characters, but successful use of Diplomacy skill (and good roleplaying) can diffuse the situation. Plus, the characters know what is really causing the hostilities, and if they can convince both sides they win.

Verbobonc Patrol

- Gnomes have driven two patrol groups from the Kron Hills. Those groups may have been cowards, but we can stand up to a bunch of gnomes.
- Gnomes are the cause of all the troubles. They cheat our merchants and don't cooperate with the patrols. In Verbobonc the gnomes are beginning to pack up and pull out. Who needs them?

When the truth is revealed:

- Figures that it's a gnome behind everything.
- There are a lot of men in town who help the city folks. Verbobonc is a place where everyone pitches in for the common good, or it was. But why are you believing a gnome anyway? They could just be trying to distract you from something else.

Gnome Patrol

- The humans are not reliable anymore. That is why we patrol the hills. So far we have lost two caravans, and they did nothing.
- Humans don't belong in the mountains. These are our mountains. They can stay in the city.

When the truth is revealed:

- A gnome is involved? We never would have thought it. Such plots are not what gnomes are used to.
- We're from Osnabrot, further into the mountains than Tulvar is. We didn't know the Jillinks well at all. (Really they have no comment on Slikkina's involvement. Gnomish solidarity and all.)
- Figures a human is behind everything. We always knew it.

The characters have to negotiate a settlement that allows both groups to continue their patrols. The groups don't have to work together at this stage. If the characters can get to Verbobonc and unmask the true threat, Prince Jimm and Viscount Wilfrick will exert their influence to bring peace.

Once the characters have finished here, they can continue to Verbobonc. The Verbobonc patrol group does not ride back with them, as they have their assigned patrol duty to accomplish.

Encounter Two: Seeking

The characters arrive at Verbobonc and have to identify Lakash. To do so, they must talk to some people. Likely options are presented below.

The sun disappears from the sky as you reach the gates of Verbobonc, leaving the fading glow of sunset. The gates stand closed before you. A woman on the wall at the gate challenges you. "Hail, visitors to Verbobonc! What are your names, and your businesses?"

The guard woman's name is **Felleene** (half-elf female Ftr5, hp 41, Spot +7, Listen +8, low-light vision, armed with light crossbow), and she won't let the characters into the city until they satisfy her as to their business. There are bandits in the countryside, after all. She can summon two squads of soldiers (14 human soldiers, armed as she is) at a moment's notice, should she need them. Felleene is direct and won't chat with the characters; she's on duty.

Once the characters are inside, the gates are closed again. Now they have to decide who to talk to, and where to go, and that sort of thing. It is nighttime, so they cannot conduct as full an investigation as they might like, but they do have two contacts in Verbobonc who can help them even in the evening.

Serten

Serten can be found at the temple of St. Cuthbert. Serten is happy to see the characters, and overjoyed to see Tenser again. Tenser is happy to see Serten. In truth, Tenser is happy not to be a turtle anymore, but he doesn't dwell on his turtle experience. When Serten asks where he has been, just says that he was visiting with the gnomes.

Serten is upset to learn that some human in the city has started all the trouble. This is what he can tell the characters.

- There have been a lot of people who have come to the city in the last year. It has been a regular influx, what with the rumors of war in the lands of Iuz. A lot of Furyondians have come here.
- Lak? There is a man named Lakash Quallad in the city. He came here almost a year ago, or maybe two years ago. I lose track of time. Anyway, he is a great friend of the poor, and donates at all the temples. Even this one. I don't know what god he follows, but he does his duty by all the good gods.
- Lakash is a merchant of some kind. I don't know any more than that.

- Lakash lives somewhere in the rich part of the city. I have never been there (Lakash's house), so I don't know where it is.
- He's behind all this? Do you have proof? If you don't have proof, the constables won't act. Lakash is well respected in the city. Serten is not exactly sure why a good image should protect one from the constables, but that is what he thinks.
- It would be a great boon if we could stop this hatred. The priests of this temple have started talking seriously about throwing the gnomes out of Verbobonc. Retribution for their actions, and all that. I am not very much into retribution myself. I am worried, though.
- In the days since you left, others have started talking about the gnomes in bad ways. Things are getting worse quickly.

Prince Jimm

Prince Jimm can be found at his home, day or night. He is expecting the characters to report back when they return to Verbobonc, so he will not be surprised when they come (no matter what hour). Tenser will not accompany the characters to Jimm's house, as he was not part of the original arrangement.

You return to the House of Jimm. Flibbin, the major domo, is waiting at the door for you, as if he knew you would be coming. Again you have that feeling of going underground Flibbin leads you into the well-appointed drawing room where you saved the prince from those assassins.

"Your Royal Highness," Flibbin says to Prince Jimm, "your human friends have returned."

Prince Jimm, resplendent as always in his flashy clothing, stands and then gestures for you to sit. "Flibbin, some wine for our guests." Then he turns to you and says, "Well, you look to be bursting with news. What did you find?"

Gotta love that Sense Motive skill. Jimm always seems to know things anyway, usually before others can tell him. He is astounded to learn that there was, in fact, a gnome involved so intimately in the plot. He expected the characters to discover that a human was the sole source of the problem.

He can relate the following additional information to the characters. Much of this assumes they told him everything they know. Adjust as necessary.

- There are a great number of new humans in Verbobonc lately. Rumors of Iuz's activity in Furyondy have driven the weaker of heart to move southward. Several are quite wealthy.

- I could tell you all manner of things about each of them, because I make it my business to know things. But will that really help? Do you have any more clues?
- Lak? The man you see, then, is Lakash Quallad, if indeed he used part of his name in his dealings with Slikkina. It seems within his character to have done so, but then I don't know him personally all that well.
- He is a merchant who came to town from Dyvers, about eight months ago. He immediately made himself popular with the nobility and with the merchants through his generosity and his good works. He has donated to several temples, and started some projects to alleviate the conditions of the poor in Verbobonc. Poor humans, that is. I never thought about his racial preference in light of the troubles until now.
- He is very smooth and polished, and has good manners. It is hard to tell what he is really thinking, though, as he keeps his thoughts to himself unless asked for them. (This is not quite true, but is correct in how Jimm perceives it.)
- He lives in the noble's district, in a house he purchased just after coming here. It has strong elven design, and he said it reminded him of Dyvers. I have not been there myself.
- The constables won't act against him. Not only is he popular, and liked by Viscount Wilfrick, but the constables will need more than your word to take action. Even Slikkina's testimony would not be enough, as she is a gnome and the humans are not listening to gnomes right now. That would be especially true if a gnome was accusing a human of starting the troubles.
- If you wait for a few hours, I can probably call in some favors and get a plan of his house. I am not sure how accurate it will be; he might have made some changes since moving in.
- He might know that you know about him, however, and will be taking steps to neutralize your threat as quickly as possible. It is hard to know whether to advise that you wait for more information, or take action now. It is really up to you.

Constables and Government People

The Verbobonc law enforcement and governmental community is uniformly unhelpful to the characters. At night, the characters have to deal with the constables, or the army.

- The constables will not act against Lakash on just the characters' word. Lakash is a respected citizen in Verbobonc, and deserves not to be harassed.

- The word of a gnome is not sufficient to prompt action, not even that of Prince Jimm. It could be a trick.
- Real proof is needed, and the characters don't have it.

Things they can learn from people other than Serten and Prince Jimm:

- Lakash is a popular man, and does good work for the city.
- Constables can tell the characters where he lives, in the noble district.
- Lakash is in the city now.

It is possible that the characters want to check out other possible culprits. After all, they got to Lakash pretty easily. In fact, there are no other culprits. Make up anything needed, including other possible nobles or merchants. Don't implicate the Viscount, but otherwise have fun if the characters go after red herrings.

When the characters go to Lakash's house, go to Encounter Three.

Encounter Three: Lakash's Home

Finally the characters go to Lakash's house. Their approach and method could be one of a number of possibilities, so there is no read-aloud text for this encounter. The house plans are provided in two maps, and a key is provided below. There is very little detail on the rooms, as we don't expect the characters to spend much time in any of them.

Lakash begins the encounter in either

Key

The doors are locked at night, but not during the day. All rooms on the outer walls have windows, generally about two feet wide and six feet high, starting at waist-height. The windows have barred shutters.

This house was designed for a large family, but only Lakash occupies it now. Thus, many of the rooms remain unused, though still decorated.

1. Entry Garden: This garden is planted with local plants, and has walkways for casual contemplation.
2. Entry Hall: Elaborately decorated with art, this room looks like an entry hall should look. The stairs go to a balcony on the second floor which looks out over Room 6.
3. This is a closet for cloaks and boots and such.
4. This room holds some weapons, and was used by the previous owner to hold intruders until the constables could come.
5. This is a small library, for the personal use of past owners.
6. This is a grand ballroom. It is open to the second floor, and has tapestries and curtains decorating the walls.
7. This room is a sitting room, where one can view the garden.
8. This room is a morning room, with doorway into the lawns.
9. This is an art gallery. The art here was acquired by the previous owner. Lakash does not come here.
10. This is the kitchen.
11. This is the dining room, with a huge table for seating 50 guests. Lakash holds parties in this room and the rooms 15-17 adjacent.
12. This is a proper library, with a great many books. It is all for show, however, and even the previous owner did not read any of the books.
13. A visiting room. It is well decorated in light blues, but not used very often.
14. This room is where Lakash entertains wealthy friends and officials. It is tastefully decorated in greens and browns.
15. This room is used generally for playing cards with guests.
16. This room is a drawing room, used at parties. There are several couch arrangements, so people can talk.
17. This room is a smaller dancing room, and can also be used for practice fencing. Lakash uses it only when throwing parties.
18. This room is a relic of the previous owner too. It is a huge gallery of suits of armor and weapons. The pieces come from all over the Flanaess, and are quite valuable for their ornate workmanship.
19. This smaller sitting room is hardly ever is used, and so the furniture is covered in sheets.
20. This room, and 20-A, were places where the previous owner's wife and daughter would spend a lot of time. The furniture here is also covered in sheets. Some chairs, two desks, a large table.
21. These are all bedrooms. They are all furnished well and similarly.
22. This is a servants' landing, and has some chairs and tables for the servants to congregate.
23. These are bedrooms for the servants. Two servants share each room, and they are about the best-housed servants in the city.
24. This room is Lakash's private sanctum, and where he will be if the characters come at night. Here he spies on the citizens using divination spells, and practices his magic. The room is somewhat like a large laboratory, except there are no experimental apparatus, just shelves and drawers with spell components.

25. This is Lakash's bedroom. It is furnished just as the other bedrooms, but also has a private sitting area and dressing area.
26. This is a guest bedroom, but it is never used. It was the bedroom of the previous owner's wife.
27. This house has a lot of large rooms. This one was a play room for children, and a nursery.
28. Older children would be schooled in this room. There are still chairs and desks here, but no books anymore. The room definitely has a disused look.
29. This room is where the previous owner's family would congregate when a lot of relatives were visiting, so it too is a drawing room.
30. This gallery and balcony overlooks the ballroom below. Tapestries have been placed along the walls, and the occasional padded chair.
31. This is an unused bedroom. The previous owner's father used it.
32. This, and rooms 33-36, are all sitting rooms or practice rooms or other rooms the characters are not likely to visit.

If the characters come boldly:

A butler meets them at the door, and shows them into Room 5 to await Lakash. He then informs Lakash of the characters' arrival. Lakash casts *arcane eye* to verify their identities, and then orders the butler to stall the characters. Thus, the butler comes back in about 15 minutes, and brings a tray of drinks, and says that the master is in the middle of an important business discussion, but will be with them directly.

Another 30 minutes pass, and the owner is not with them. During this time, Lakash has dressed for travel, gone down the servants stairs, through the kitchen, and out the back to the stables. From there, he casts *whispering wind* to inform his bugbear cohorts (see Encounter Five) that he is fleeing and they should wait for him to come. The characters hear the clatter of horses' hooves as he races past the house and down the street toward the gates.

If they come by stealth:

Use the maps of the house to describe where they end up. As soon as Lakash could know they are there, he verifies their identity and then tries to flee. If the characters corner him, he casts his stilled *invisibility* spell to appear to have teleported, and then uses whatever other defensive spells he can to make good his escape. He'll only cast *circle of death* if there is no possible way he can escape.

Use your judgement here. And learn Lakash's personality and spells, so you can make the best use of them.

If Lakash flees, continue with Encounter Four. If by some miracle the characters capture him, then he'll flee as soon as he gets a chance, using *charm person* and *dominate person* spells to get the guards to release him.

When he flees, the characters hear the clatter of his horses' hooves, and can race after him. If they seem to give up, then have them make Int checks (DC 10) to remember that the gate is closed (if it is nighttime). The characters should be able to chase him. I realize I have not scripted this encounter, but I am sure you can arrange it so the characters chase after Lakash.

Encounter Four: First Obstacle

Lakash flees the city as quickly as possible. Remember that the gate is closed (if it's nighttime). He casts a *dominate person* spell on Felleene and commands her to open the gate for him, then close it after him and not open it for the characters. This takes long enough that the characters can reach the gate as he heads off down. The *dominate person* spell lasts for 12 hours, so the characters are delayed at the gate while someone else comes and listens to their explanation and then argues briefly with Felleene before opening the gate himself.

Lakash flees straight for the Temple, as he is panicked at being discovered. But the Temple has some allies in the field, as it were, and he comes across one set of them by chance in his flight.

NOTE: Someone may get past this ambush, and indeed past the next one, and keep following Lakash as fast as that character can do so. Fine. Just run the rest of the characters through the ambushes, and have the pursuing character catch up to Lakash just as he reaches the outskirts of Nulb. At that point he calls for help and reins in to finish off his pursuers. Use Lakash's stats from Encounter Three, and the bugbear stats from the next encounter. If you have the text of the previous rounds, you can bring in some human brigands (Encounter Two of Round Two). Use a lot of them, as one or two characters charging into Nulb should be killed by the residents, most of whom are unsavory.

NOTE: If this is happening after dark, adjust the descriptions accordingly. Note that all the foes in the next two encounters have low-light vision, which means they can see twice as far as the characters in the nighttime conditions. Lakash does not have low-light vision, but knows where he is going.

Lakash grows smaller in the distance as you charge out of the south gates of Verbobonc in pursuit. He follows the road for a few miles, then cuts across the country in a southeasterly direction. It will take miles, but you think you can still catch him.

As you ride, you see that the plains are occasionally spotted with small stands of trees, and Lakash seems to be trying to ride close to them when possible.

If the characters give up here, skip to the conclusion and adapt appropriately. They won't know where Lakash came from, which is bad for Verbobonc, but they won't have ridden across the country and almost gotten killed either.

Find out if the characters follow straight after Lakash, or try to give the tree stands and such a wide berth. If they opt for the wide berth, then Lakash gains ground on them, and they see him slowly dwindling in the distance. By the time they get to the next encounter, he has disappeared completely. You can still ambush them with the bugbears from the next encounter, but they have no hope of catching Lakash unless they ride straight toward him.

If they choose wide berth, skip to the next encounter after about 11 miles. If they choose direct path, continue with this one.

After about 10 miles, Lakash comes across some bandits from the Temple who have some trained owlbeats in tow. The owlbeats are sort of trained, in that they'll attack anyone not wearing a special insignia from the Temple. One of the hobgoblins from the next encounter has contacted this group and told the bandits to await Lakash's orders. Lakash orders the bandits to turn the owlbeats loose on the characters, and hide out to see what happens.

Thus, the characters ride across the plain, and as they come abreast of some trees which are perhaps 30 feet away, four owlbeats charge out of the trees and attack.

Owlbeats can move 30 ft. per round, so they charge the characters (getting claw attacks only the first round). Check to see if the characters' horses are surprised, as surprised horses tend to throw riders. Characters on surprised horses should make Riding checks with DC 10 to stay mounted, and DC 15 to retain control of the horse.

NOTE about surprise: Add +2 to the character's DC for spotting the owlbeats because they don't have low-light vision. The horses do not suffer this penalty. The Spot DC to notice the owlbeats' charge is therefore 10 for horses, 12 for characters.

The owlbeats' charge is timed for when the characters are passing the trees. They can charge 60 ft and still attack. During the charge round, they get +2 to attack, but -2 AC. It is not likely the characters will give the trees a 60-foot berth, since they are in a hurry. If they do, adjust the timing of the owlbeats' appearance so that they can accomplish the charge action.

Owlbeats (4): Large Beast (8 ft. tall); HD 5d10+20; hp 47; Init +1 (Dex); Spd 30 ft.; AC 15 (-1 size, +1 Dex, +5 natural); Atks +7 melee (1d6+5 [x2], claws), +2 melee (1d8+2, bite); SA improved grab; SQ Scent, low-light vision, darkvision 60 ft.; AL CE; SV Fort +8, Ref +5, Will +2.

Str 21, Dex 12, Con 19, Int 5, Wis 12, Cha 10.

Skills: Listen +8, Spot +7.

Horses (6) belonging to the characters: Large Animal; HD 3d3+15; hp 16; Init +1 (Dex); Spd 50 ft.; AC 14 (-1 size, +1 Dex, +4 natural); Atks +6 melee (1d6+4 [x2], hooves), +1 melee (1d4+2, bite); Face/Reach 5 ft. x 10 ft./5 ft.; SQ Scent, low-light vision; AL N; SV Fort +7, Ref +5, Will +2.

Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 10.

Skills: Listen +7, Spot +7.

Encounter Five: Second Obstacle

This is the group that Lakash used his *whispering wind* spell to communicate with. They know he is coming, and as he rides past he shouts to them to ambush and delay or kill the characters following him. The bugbears see the characters in the distance and make plans. Their goals are to prevent the characters from pursuing Lakash, or at least delay them as much as possible. Killing is a second priority, and their priorities are accounted for in their tactics.

If anyone rides past this encounter and continues chasing Lakash, use the advice in the NOTE paragraph in the last encounter.

Far, far in the distance you can see the small cloud of dust and the small form that mark the location of the man you are pursuing. The trees have become more frequent, and now you also see small rocky outcroppings. You ride for perhaps a mile, and slowly gain on Lakash. He begins to ride closer to the trees and rock outcroppings, occasionally disappearing from your view for a few seconds.

That is all the warning the characters get. Mention the rock outcroppings that they pass, and the small copses of trees, for a couple of miles, to get them really paranoid. They cannot really afford to slow down, and if they swing too widely around these obstacles they will lose the trail (and end up in the ambush anyway, since they'll be going slower and the bugbears can move to where they are).

After a few rock outcroppings and trees, the characters ride around what is essentially a pile of rock, and two bugbears step out in front of them. The characters may just keep riding, in which case the

bugbears get attacks of opportunity on the characters' horses (they concentrate on the same horse, to bring one down and stop the characters). If the characters rush through, the leader casts a *hold person* spell on one of the characters, preferably in the back. A failed Will save vs this spell results in the character falling off the horse (no damage), and the horse running off on its own some distance. The bugbears and the dire wolves naturally attack anyone they can bring down this way.

If the characters pull up to fight when the bugbears step out, proceed to the tactics section.

Bugbear Leader, male bugbear Clr4 of Hruggek: Medium Humanoid (Goblinoid) (7 ft. tall); HD 7d8+7; hp 42; Init +1 (Dex); Spd 30 ft.; AC 19 (+1 Dex, +3 natural, +2 leather, +1 small shield, +2 from *shield of faith* spell); Atks +8/+3 melee (1d8+4, morningstar), +6/+1 ranged (1d6+4, javelin); SA spells, may convert any spell at any level to inflict spell of same level; SQ darkvision 60 ft.; AL CE; SV Fort +6, Ref +5, Will 5.

Str 19, Dex 12, Con 13, Int 10, Wis 13, Cha 9.

Skills: Climb +5, Hide +2, Listen +3, Move Silently +5, Spot +3, Heal +8, Knowledge—religion +1. *Feats:* Alertness, Combat Casting, Weapon Focus (morningstar).

Spells, prepare 5/4/2 plus one domain spell per level chosen from the War and Strength domains (used spells are struck through): 0 lvl—~~resistance~~ ~~x2~~, *create water*, *inflict minor wounds*, *light*; 1st lvl—*command* (flee), *doom*, ~~*shield of faith*~~, ~~*magic weapon*~~; 2nd lvl—*hold person*, *silence*.

War Domain spells: 1st lvl—~~*magic weapon*~~; 2nd lvl—not available today.

Strength Domain: Granted power—add +4 to his Str for 1 round 1/day. Spells: 1st lvl—not available today; 2nd lvl—~~*bull's strength*~~.

Bugbears (2), male bugbear Ftr2: Medium Humanoid (Goblinoid) (7 ft. tall); HD 3d8+3 + 2d10+4; hp 31; Init +1 (Dex); Spd 30 ft.; AC 20 (+1 Dex, +3 natural, +5 chain, +1 small shield); Atks +8/+3 melee (1d8+3, morningstar), +5 ranged (1d6+2, javelin); SQ darkvision 60 ft.; AL CE; SV Fort +2, Ref +4, Will +1.

Str 15, Dex 12, Con 14, Int 10, Wis 10, Cha 9.

Skills: Climb +3, Jump +6, Hide +2, Listen +3, Move Silently +5, Spot +3. *Feats:* Alertness, Power Attack (may take up to +5 from attack and add to damage each round), Improved Bull Rush (don't provoke attacks of opportunity when performing bull rush), Weapon Focus (morningstar).

Dire Wolves (2): Large Animal (16 ft. long); HD 6d8+15; hp 45; Init +2 (Dex); Spd 50 ft.; AC 14 (-1 size, +2 Dex, +3 natural); Atks +10 melee (1d8+10,

bite); Face/Reach 5 ft. x 10 ft./5 ft.; SA Trip; SQ Scent, low-light vision; AL N; SV Fort +8, Ref +7, Will +6.

Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills: Hide +7, Listen +7, Spot +7, Move Silently +7.

SA: Trip—when the wolf hits with a bite attack, it can make a Trip attack as a free action without provoking an attack of opportunity.

SQ: Scent—can locate foes without seeing them if they are within 30 ft. If it takes a round, it can pinpoint a foe's location within 30 ft.

Tactics:

Since this is an ambush, the leader has cast some spells on his troops just prior to the characters' arrival. When the bugbears' sentry saw the characters approaching, he cast the following:

- Cast *bull's strength* on himself, giving him +4 Str for 4 hours. This translates to +2 to attack and damage (included in his stats).
- Cast *shield of faith* on himself, giving him a +2 deflection bonus to AC for 3 minutes (which should be the longer than the fight will last). This is included in his AC.
- Cast *magic weapon* on the morningstars of the bugbear fighters, giving them +1 enhancement bonus to attack and damage for 4 minutes (included in their stats).
- Cast *resistance* on the two bugbear fighters, giving them a +1 to all saves for 8 rounds (by the time the fight begins). This is not included in their stats, since the effect is so short, so be sure to account for it. This spell is cast just before the combat starts.

Round One:

- The bugbear fighters engage anyone they can reach, trying to kill horses.
- The priest casts his *silence* spell on the area around the bugbears. He is just outside the area of effect, but character spellcasters caught there have to retreat to cast spells.
- The dire wolves attack from behind, gaining a +2 flanking bonus to hit if they can surprise the characters.

Round Two:

- If one or more horses are dead, the bugbears turn on the characters. If no horses are dead, they strike to kill horses.
- The leader casts his *hold person* spell on one of the character wizards.
- The dire wolves attack.

Round Three and following:

- The bugbear fighters take on whatever foes are in front of them.
- The leader wades into battle, getting a single attack in round three and normal attacks thereafter.
- The dire wolves keep fighting.

If this ambush slowed down the characters for more than two minutes, then Lakash rides out of sight. The characters have to track him now, or guess. Use your judgment.

Lakash rides directly to Nulb, and then to the Temple of Elemental Evil. He is punished for failing, but survives to work evil another day.

The characters can track him to Nulb, but then lose the trail amidst the many tracks in the town. On the far side of the town they can just see the top of the Temple rising upward. They should not hang around here, because the residents of Nulb will be very unfriendly if they stay for a protracted period. Plus, the Temple has many more bugbears and hobgoblins and even more owlbears, plus demons and other things the characters don't have time to fight in this game.

When they are ready to give up, they can return to Verbobonc, where Tenser is still waiting for them. Go to the Conclusion.

Conclusions

This assumes that the characters tracked Lakash to Nulb. If they did not, adjust as necessary.

Your return to Verbobonc is quieter than your sudden exit, and you have learned something that is very troubling. Lakash's trail led right to the so-called Temple of Elemental Evil near Nulb, a haven for brigands and monsters. Whether any actual worship of evil takes place there is unknown. You don't really know if the large imposing structure you saw was a temple, or a fortress of evil that people are calling a temple. Regardless, it seems that whatever controls those brigands and monsters has designs that are larger than mere brigandry. The next few years will show whether those plans can be realized.

The people of Verbobonc are grateful that you have expunged the Temple's agent from their midst. Though relations with the gnomes are still rocky, they will probably improve without the divisive force at work. Prince Jimm is particularly pleased, and tells you that you need only ask and he will do what he can for you in the future.

And, at long last, you have found the object of your visit to Verbobonc. You find Tenser seated in the dining room of the Spruce Goose, calmly eating as if

none of this happened at all. Seated with him is Serten, the priest of St. Cuthbert who drew you into this mess in the first place.

"Ah, Mordenkainen," Tenser says. "What is it you came all this way to see me about, anyway?"

We cannot let the characters forget to play out the last, most important scene—the invitation to Tenser to join their group. History is about to be made. This scene is more historically important, in fact, than the whole adventure the characters just experienced.

Tenser considers the offer carefully, and asks some questions about what the group will stand for, and what it will spend its time doing. Tenser likes to get involved and help people. The character sheets should have enough information for the players to handle the questions, but they can always make things up.

If the players roleplay well, Tenser will agree on the condition that Serten also be admitted to the group. He explains that Serten is a good friend and a good ally, and with more experience of the world he will become a powerful force for good in the world.

Serten is honored to be asked, and agrees to go join if the invitation is offered to him. He looks forward very much to adventure.

Once Mordenkainen and Tenser shake hands on the deal, the adventure is over. But many more are just about to begin.

The End

Appendix R3-One: Major NPCs for Round Three

Serten, Priest of St. Cuthbert

Serten, male human Clr7 of St. Cuthbert: Medium humanoid (5 ft. 9 in. tall); HD 7d8+24; hp 43; Init +1 (Dex); Spd 20 ft.; AC 21 (+1 Dex, +6 plate mail, +4 magic); Atks +5 melee (1d8, heavy masterwork mace); SA turn undead, spells (save DC 14 + spell level); AL LG; SV Fort +10, Ref +3, Will +9.

Str 10, Dex 15, Con 18, Int 7, Wis 18, Cha 15.

Skills: Concentration +6, Heal +9, Knowledge—religion +1. **Feats:** Combat Casting, Great Fortitude, Extend Spell, Improved Unarmed Strike.

Spells (6/5/4/3/2): 0—*create water, cure minor wound, guidance, light, resistance, virtue*; 1st—*bles, command, divine favor, remove fear, shield of faith*; 2nd—*aid, gentle repose, hold person, sound burst*; 3rd—*contagion, cure serious wounds, remove disease*; 4th—*death ward, neutralize poison*.

Protection Sphere: Granted power— generate a *protective ward*, a spell-like ability to grant someone a +7 resistance bonus on her next saving throw, lasts 1 hour or until used. **Spells:** 1st—*sanctuary*, 2nd—*shield other*, 3rd—*protection from elements*, 4th—*spell immunity*.

Strength Sphere: Granted power— gain a +7 bonus to your Strength for 1 round. **Spells:** 1st—*endure elements*, 2nd—*bull's strength*, 3rd—*magic vestment*, 4th—*spell immunity*.

Equipment: +2 *ring of protection* (provides deflection bonus to AC only), +2 *plate mail, cloak of elvenkind* (when hood is drawn up, +10 bonus to hide), robe, holy symbol of St. Cuthbert, prayerbook, masterwork heavy mace, 47 gp, necklace worth 1,000 gp (given as a gift to him).

Serten is somehow imposing, even though not being large or remarkable-looking. On the other hand, he is stupid. Too stupid to leave alone for a long time, and too stupid to send out on adventures by himself. He finds life at the temple very relaxing and fulfilling. He is a native of Verbobonc, and has served the church of St. Cuthbert there all his life. He is well-meaning and kindly, always willing to help out someone in need and always willing to fight evil. In combat, he tends to leap into the fray, forgetting that he can cast spells. He does not always cast his spells to the best effect, either. Sometimes he casts them at the wrong time. He does not mean to. He lives for the moment, never planning ahead because the future takes care of itself, and because he really cannot plan that far in advance.

Tenser

Tenser, male human Wiz7: Medium humanoid (5 ft. 10 in. tall); HD 7d4+21; hp 36; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+3 Dex, +3 *ring of protection*); Atks +5 melee (1d6+2, *rod of thunder and lightning*), +6 ranged (1d4, masterwork dart), +7 ranged (magical ray, damage as spell); SA spells (save DC 13 + spell level); AL LG; SV Fort +5, Ref +5, Will +5.

Str 10, Dex 16, Con 16, Int 17, Wis 11, Cha 18.

Skills: Concentration +10, Diplomacy +4, Hide +6, Knowledge—arcane +11, Knowledge—planes +6, Knowledge—history +10, Ride +5, Scry +12, Spellcraft +10. **Feats:** Silent Spell, Improved Initiative, Empower Spell, Weapon Focus (magical ray).

Spells (4/5/4/3/2): 0—*daze, flare, light, ray of frost*; 1st—*mage armor, magic missile x2, ray of enfeeblement, true strike*; 2nd—*bull's strength, flaming sphere, protection from arrows, see invisibility*; 3rd—*displacement, haste, lightning bolt*; 4th—*ice storm*.

Equipment: *rod of thunder and lightning*, +3 *ring of protection*, clothing, spell components for spells (five castings of each), 12 masterwork darts, backpack, one week's rations, bedroll, waterskin, small metal mirror, 84 gp.

Tenser has dark brown hair and eyes and a prominent aquiline nose. He always dresses in blue garments, light predominating over dark. He is polite, quick-witted, and gregarious; he enjoys intelligent conversation and likes entertaining guests in his home.

He is a passionate advocate of law and goodness, demanding that individual desires be abrogated to the greater common good of civilization, even to the extent of occasionally infringing on individual rights. His passion can be seen as dangerous and bullying by potential allies, his your devotion to your cause is praiseworthy.

Tenser speaks Common, Draconic, and Infernal.

Contrary to most mages, Tenser loves battle. He is aggressive when roused, and uses offensive spells in combats immediately when this is feasible. Occasionally he forgets his spells and charges into melee.

Prince Jimm, Prince of the Gnomes of the Kron Hills

Prince Jimm, gnome male Wiz9 (Illusionist): Small humanoid (3 ft. tall); HD 9d4+9; hp 36; Init +1 (Dex); Spd 20 ft.; AC 16 (+1 size, +2 Dex, +3 *ring of protection*); Atks +4 melee (1d4 [crit 19-20], dagger); SA spells; SQ spells, +2 racial bonus to saves vs illusions, low-light vision, save DCs for his spells are 13 + spell level (15 + spell level vs illusions); AL CG; SV Fort +4, Ref +4, Will +8.

Str 10, Dex 12, Con 12, Int 17, Wis 14, Cha 14.

Skills: Spellcraft +15, Scry +7, Profession—prince +12, Concentration +9, Diplomacy +11, Sense Motive +7, Hide +5. **Feats:** Empower Spell, Skill Focus—Diplomacy, Dodge (+1 bonus vs one foe each round), Great Fortitude, Quicken Spell.

Spells (1/day each): *dancing lights, ghost sound, prestidigitation.*

Wizard spells 5/6/6/5/3/2: 0 lvl—*dancing lights, resistance, arcane mark, arcane mark, read magic*; 1st lvl—*change self, color spray, silent image, color spray, ray of enfeeblement, expeditious retreat*; 2nd lvl—*blur, invisibility, minor image, protection from arrows, detect thoughts, see invisibility*; 3rd lvl—*displacement, major image, dispel magic, blink, slow*; 4th lvl—*flaming sphere* (empowered), *shadow conjuration* (use for *flame arrow*), *dimension door*; 5th lvl—*shield* (quicken), *seeming*.

Jimm is young to be a gnome prince, having just ascended the “throne” two years ago. He is trying to do his best for his people, and really cares about them. The gnomes like him, and he has a promising future. He tries to act properly, but sometimes likes to relax in private. He loves illusion magic, and has sufficient spells that he can escape being a prince when he wants. He is intelligent and understands human society better than many of his fellow gnomes. He is not sure what is going on with the trouble, but still thinks it can be worked out. After this attack, he is not so sure, but still tries.

Lakash Quallad, Agent Provocateur

Lakash Quallad, human male Wiz12 (Enchanter): Medium humanoid (6 ft. tall); HD 12d4+12; hp 40; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (+2 Dex, +5 *bracers of armor*); Atks +7/+2 melee (1d4 [crit 19-20], masterwork dagger); SA spells; SQ spells, save DCs for his spells are 14+ spell level (16 + spell level for enchantment spells); AL CE; SV Fort +10, Ref +11, Will +14.

Str 10, Dex 14, Con 13, Int 22, Wis 12, Cha 15.

Skills: Spellcraft +21, Scry +16, Concentration +11, Diplomacy +12, Ride +7, Sense Motive +11, Knowledge—arcane +10. **Feats:** Extend Spell (double duration, prepare at +1 lvl), Maximize Spell (max on all variables, prepare at +3 lvl), Quicken Spell (cast as free action, prepare at +4 lvl), Still Spell (cast spell with no somatic components, prepare at +1 lvl), Combat Casting (+4 to Concentration checks when casting on defensive), Spell Focus (enchantment), Spell Mastery, Improved Initiative.

Equipment: +5 *bracers of armor*, +5 *cloak of resistance*, +4 *headband of intellect*, *periapt of proof against poison* (+4 bonus to Fort saves vs poison).

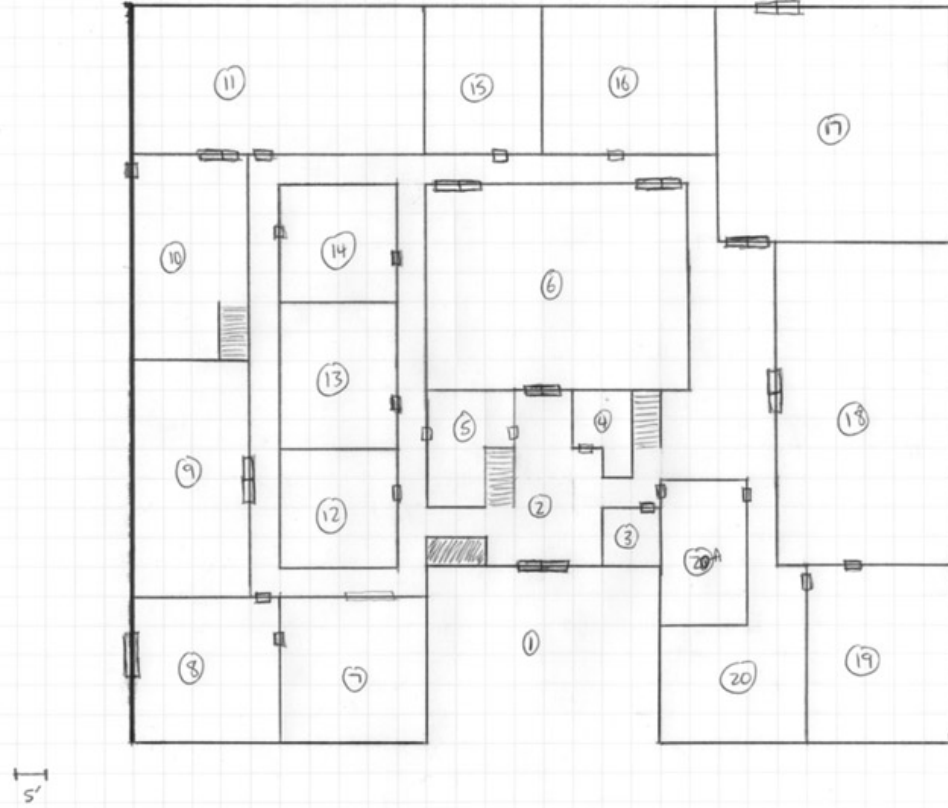
Wizard spells 5/7/7/6/5/5/4: 0 lvl—*read magic, daze, daze, mage hand, open/close*; 1st lvl—*expeditious retreat, charm person, hypnotism, sleep, magic missile, hold portal, ventriloquism*; 2nd lvl—*Tasha’s hideous laughter, detect thoughts, knock, arcane lock, charm person* (extended), *whispering wind, see invisibility*; 3rd lvl—*displacement, dispel magic, suggestion, suggestion, fly, haste*; 4th lvl—*emotion, magic missile* (maximized), *confusion, polymorph self, arcane eye*; 5th lvl—*dominate person, dimension door* (still), *prying eyes, seeming, scrying* (extended); 6th lvl—*invisibility* (quicken), *dominate person* (doubled), *mass suggestion, circle of death*.

Lakash is the quintessential smooth villain. He is the kind of villain who has dinner with the hero before killing him. However, he is a control expert, and does not kill where he can bend someone to his will. His specialization is to get people to do what he wants, all the while thinking it was their idea.

Lakash is completely evil, and enjoys disrupting people. He plays people like they are chess pieces, and does not care about the suffering he inflicts. All the while he remains friendly and tries to portray the image of a good person. He has been inordinately successful in Verbobonc. As long as he thinks he can maintain his control, he continues to play the game. When he knows he is losing, he prefers tactical retreats. He can deal death, though, but only does as a last resort. Dead people cannot be used.

Map of Lakash's House

Ground Floor



Second Floor

