

COR6-10



MURDER IN ELMSHIRE

A One-Round Dungeons & Dragons® Living Greyhawk™ Core Adventure

Version 1.0

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An embattled plea from a halfling village leads to dark secrets. What has happened to the poor citizens of this quiet community along the Lake of Unknown Depths? A one-round Core adventure set in the Domain of Greyhawk for characters level 1-11 (APLs 2-8).

Sources: *Book of Vile Darkness* [Monte Cook], *COR4-12 Key to the Grave* [Jason Bulmahn], *COR5-02 Voice of Reason* [Pierre van Rooden], *COR5-09 Gateway to the Bright Sands* [Theron Martin], "Elmshire" presented in *Dragon Magazine* 262 [Roger E. Moore], *The City of Greyhawk*, *From the Ashes* [Carl Sargent], *The Adventure Begins* [Roger E. Moore], and *Iuz the Evil* [Carl Sargent].

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

Preparing for Play

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix is split by APL.

Along with this adventure you'll find a RPGA Session Tracking sheet. If you're playing this adventure as

part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

Living Greyhawk LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player

character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in the Domain of Greyhawk. All characters pay 2 Time Units per round.

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

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

ADVENTURE BACKGROUND

As a young halfling, Milton Merrifoot took over his uncle Darwin's tailor business in the village of Elmshire. Milton shared similar interests as his late uncle, including a genuine love for tailoring...and the worship of Iuz. Unlike his uncle, however, Milton was more ambitious. He quickly established a shrine to Iuz at the outskirts of the village, gathered a few fellow worshippers and conducted ceremonies. Permen Merrifoot, Darwin's brother, also a follower of Old Wicked, aided and encouraged Milton.

As Milton matured, he grew in power and arrogance. One day, instead of sacrificing an innocent, unwary traveler to Iuz, he sacrificed two of his neighbors; a nosy halfling goat herder and his wife. This proved to be his undoing. Several villagers were already suspicious of his personal activities and immediately suspected his involvement in their disappearance. A group of halfling adventurers were recruited to investigate and they quickly determined Milton's guilt and found the shrine to Iuz. Later, several villagers confronted the worshippers at their shrine. In the subsequent fight, Milton managed to escape but all his followers were slain and the shrine was destroyed. It was a very humbling experience.

Milton wandered the Flanaess before settling in the Kingdom of Furyondy. With the encouragement of Griswald Hairhand, a fellow halfling and one of Iuz's spies, Milton secretly aided the forces of Iuz. Over the next few decades (including during both the Greyhawk Wars and the Great Northern Crusade), Milton assisted Iuz in sowing as much dissension as possible in the central Flanaess and became an accomplished cleric of Iuz.

Late in 594 CY, the Cult of Iuz in Greyhawk City set up a necromantic smuggling operation. The Cult recruited Milton. Wiser and much more experienced, Milton secretly returned to his former village and reclaimed his old shrine. Milton quickly became invaluable to the operation. His geographical knowledge of the area surrounding the village of Elmshire and the Selintan River coupled with his working relationship with an equally black-hearted Rhenman, named Braknor Vorreth, proved to be critical.

Milton was careful to keep a very low profile and like Braknor used a not-too-bright local Rhennee named Marran Sarraith to do the actual smuggling. Marran picked up the necromantic supplies from Milton's henchmen along the banks of the Selintan (not far from the shrine) and deliver the goods to Braknor's henchmen at the docks of the City of Greyhawk. Marran was paid well and had no direct knowledge of either Milton or Braknor.

All proceeded quite well until early 596 CY, when Marran became greedy. The Rhennee smuggler demanded more gold for his trouble and threatened to stop delivering the necromantic goods for Milton. He later threatened to alert the authorities. After a series of threatening letters, Milton's henchmen ambushed Marran and murdered him.

As Milton had learned from past experiences, the fate is extremely fickle. Disaster began to unfold as the local Rhenn-folk raised a fuss over Marran's disappearance and blamed the halfling villagers, who had long hated the Rhennee. To make matters worse, Marran's aunt turned out to be a powerful and spiteful Veth. The Veth swore a blood oath to punish anyone responsible if Marran was found dead. The halflings chased the Veth and the rest of the Rhennee out of village with pitchforks and swords.

The situation eventually quieted down until a curious goat herder, Harlinn Pebblestone, witnessed the arrival of some necromantic goods. Harlinn was quickly

caught and murdered. Fate again conspired as Harlinn turned out to be the son of the goat herder Milton had murdered years before. Milton's henchmen left Harlinn's body along the shore of Midbay (near the mouth of the Selintan River), carefully leaving a few clues to suggest Rhennee involvement.

The villagers soon accused the Rhennee of Harlinn's murder and the Rhennee countered with more accusations of the villagers' involvement in Marran's disappearance. Tensions began to rise. A group of armed halflings went to confront the Rhennee but before violence could erupt, the Veth used a family heirloom and placed a powerful curse on the inhabitants of the village. A curse that made all their food and drink taste like dirt! The halflings fled in terror, while the rest of the villagers reeled from the curse. Since then, there has been no contact between the two communities.

Milton was amused with the halflings' predicament and the obvious tension between the two communities. However, he realized too late his amusement had a price. Now, he had to wait even longer for the situation to quiet again before he could restart the smuggling operation. No doubt Braknor and the Cult of Iuz in the City of Greyhawk would be displeased with the delay but hopefully a more reliable smuggler could be found during this time. Milton and his henchmen retired to the old shrine to wait.

Meanwhile, Milnia Taquin—a former employee of the Broken Staff Inn in the City of Greyhawk – was alerted to the death of her good friend Harlinn. When she arrived in Elmshire, she witnessed the effect of the curse upon the village and was aghast to learn the details of Harlinn's murder and all that had transpired over the last few weeks. She immediately returned to Greyhawk City and sought out help

ADVENTURE SUMMARY

A halfling goat herder from the village of Elmshire is found dead off the waters of the Nyr Dyv and the local Rhennee are blamed. Adventurers hired to investigate the crime determine the murder is related to the disappearance and death of a Rhennee. Both murders were committed by a cleric of Iuz to protect a necromantic smuggling operation into nearby Greyhawk City. In solving the murders, the adventurers reveal the smuggling operation, defeat the evil cleric and lift a Veth's curse plaguing the halfling villagers.

Introduction: In the City of Greyhawk, the PCs are contacted by a young halfling. She asks the PCs to solve the murder of a halfling goat herder and assist in lifting a Rhennee Veth's curse from her village.

Encounter 1—Danger Along the River: Near the village of Elmshire, the PCs are attacked by undead. One of the undead is of Rhennee descent.

Encounter 2—The Village of Elmshire: In Elmshire, the PCs talk with the villagers and gather evidence about the goat herder's murder and the cause of the Veth's curse.

Encounter 3—The Rhennee Camp: The PCs talk with the Rhennee Veth about the missing

Rhenman. Evidence suggests the missing Rhenman was one of the undead fought in encounter 1.

Encounter 4—A Small Pouch: At the location where the halfling's body was found, the PCs discover evidence indicating Milton Merrifoot, a cleric of Iuz, was involved.

Encounter 5—Brotherly Love: The PCs learn the location of Milton's old shrine to Iuz.

Encounter 6—A Few Pets: Searching the old shrine, the PCs find a new shrine dedicated to Iuz. The PCs also discover evidence of an ongoing necromantic smuggling operation into the City of Greyhawk.

Encounter 7—Old Wicked: The PCs confront Milton Merrifoot.

Conclusion: Milton is revealed as the murderer of both the halfling goat herder and the missing Rhenman. The Veth lifts the curse from the village.

PREPARATION FOR PLAY

Prior to the start of the adventure, determine if any of the PCs have previously played *COR4-12 Key to the Grave*, *COR5-02 Voice of Reason* or *COR5-09 Gateway to the Bright Sands*. It is not necessary to have played these adventures to enjoy this one.

Characters that have played *COR4-12 Key to the Grave* are provided a different introductory letter at the start of the adventure.

Characters that have played *COR5-09 Gateway to the Bright Sands* are contacted by Scrimongishaz, who provides some additional useful clues to help in the investigation.

Any character subject to "Edna's Curse" from *COR5-02 Voice of Reason* adversely affects all interaction with the Rhennee in this adventure.

INTRODUCTION

It is Starday, the 22nd of Coldeven, 596 CY, and the PCs have been in the City of Greyhawk for a few days.

Give **Player Handout 1** to any PC who has played *COR4-12 Key to the Grave*. The PC received this message the day before. If none of the PCs at the table has played *COR4-12 Key to the Grave*, give them **Player Handout 2**.

When the PCs are ready, read or paraphrase the following:

Your travels have once again brought you to the Free City of Greyhawk, the Gem of the Flanaess. After visiting a few of the city's sights, you've made your way to the Foreign Quarter and the Blue Dragon Inn. It is nearly noon and the aroma of good food wafting from the inn is very enticing.

A male half-elf directs the staff in the large drinking room on the second floor of the inn. Flags and banners of the many nations of Oerth decorate the walls. Above the bar, the well-preserved head and huge claws of a blue dragon

hang menacingly in the smoke filled air. Its glowing eyes seem to stare at you.

A DC 10 Spot check reveals the head of the blue dragon occasionally moves very slightly. The creature's eyes appear to randomly follow people about the room. A *detect magic* or similar spell confirms an illusion has been placed on the head to make it appear more life-like.

Gustin Longpike (LN male half-elf fighter 3) owns the inn. He, along with a cook and three servers (male or female human expert 2), serve the noontime customers. Gustin is a large, jovial man. He is a vocal advocate of democracy and is prone to arguing politics with anyone. He admits to being a former adventurer and, with very little prodding, tells a fanciful story about how he and his adventuring party slew the dragon whose head is one the wall. In truth, the head was already present when he bought the inn from the previous owner.

If the PCs do not already know each other, allow them a few minutes to introduce themselves to each other. Gustin stops by the table to personally take their order. He asks if any of the PCs are adventurers and strikes up a brief conversation before taking their orders.

If any PC asks after Milnia, Gustin replies her shift starts in the afternoon but that she is arriving early at noon for some personal business. Gustin does not discuss what Milnia's business is.

Shortly past noon, a young, attractive female halfling enters the inn. She makes her way to several tables, greeting long-time customers. A DC 15 Spot check, catches a brief conversation between her and Gustin. Gustin points to the PCs.

When Milnia approaches the PCs' table, she nods her head and greets any PC she met during the events detailed in *COR4-12 Key to the Grave*. To those she does not know, she introduces herself as Milnia Taquin. Read or paraphrase the following:

"I don't wish to bother you, but I was hoping you might be able to help me? Gustin said you might be adventurers. My village is in desperate need of some help. Would you be willing to hear my tale?"

Should the PCs be willing, Milnia sits at the table. If she does not know a PC, she asks for introductions. She also acknowledges she sent the message to the PCs (**Player Handout 1** and **Player Handout 2**). Before Milnia tells her tale, Gustin arrives with a glass of elven wine for her.

Taking a sip from her wine, Milnia slowly begins. "It all started about a month ago. A Rhennee trader named Marran Sarraith went missing and the local Rhennee blamed the folk of Elmshire for his disappearance. The sheriff did make an honest effort to look for him, but found nothing. The Rhennee didn't take much stock in the investigation and began to question everyone about Marran's disappearance"

Milnia gives a small shudder before continuing. "It's not that we have anything against the Rhennee, but some of the merchants have had problems with them. Also, a few years ago some Rhennee worked with an evil halfling family to kidnap some of the villagers. I guess, in truth, some believe the Rhennee are bad people and not to be trusted. Anyway, the Rhennee didn't learn anything new and their questioning became so persistent and aggressive that the mayor and the village elders took action. Sheriff Waterleaf and the Watch forced them out of town at the end of a pitchfork and told them not to return!"

Milnia begins to tremble, eyes welling up with tears. "Nearly a week ago, Sheriff Waterleaf found Harlinn Pebblestone dead along the shores of the Nyr Dyv! Harlinn and I..." Milnia begins to weep.

"Harlinn and I were very close friends. Harlinn never liked the Rhennee and was known to talk ill of them. Sheriff Waterleaf said they found a Rhennee charm near his body and that one of the Rhennee killed him."

Milnia dries her tears and again sips from the wine. "Some of Harlinn's friends, including Mayor Thistleleaf and the sheriff, confronted the Rhennee. Things got ugly and fighting almost broke out, as each side threw accusations at the other. Finally, an old Rhennee wise woman had enough—I think Marran was her nephew. She was upset by Marran's disappearance and the villagers' accusations that she broke a magic pendant. All the villagers fled, but it was too late. The Rhennee witch had cursed them and now all their food and drink tastes like DIRT! Would you be willing to help my family and friends solve Harlinn's murder and make that Rhennee witch lift her curse?"

Milnia settles back in her seat and drinks her wine, waiting for the PCs to answer. The adventure is over for any PC who declines to help. Should the PCs agree to help, she thanks them profusely.

Milnia recommends the PCs begin the investigation by talking with Sheriff Waterleaf, Mayor Thistleleaf and the villagers. If prompted, she can relate the following information:

- Milnia lives in the City of Greyhawk and has worked at this inn for the last couple of years. She left the Broken Staff Inn after Lord Kolta was discovered to have been a vampire.
- As soon as she heard of Harlinn's death, she rushed to Elmshire. She arrived after Harlinn's friends and neighbors had been cursed. The curse essentially affects those in the part of village where she and Harlinn grew up.
- Elmshire is approximately sixty miles northeast of the City of Greyhawk. The village is located

near the mouth of the Selintan River, as the waters of the Nyr Dyv flow into it. The quickest way to Elmshire is along the road north of Greyhawk. It is possible to take a boat upriver, but this takes additional time.

- Although, Milnia is willing to pay the PCs for their investigation, she does not bring up payment, hoping the PCs will help her from the goodness of their hearts. She offers each PC up to 25 gp. ***“I was saving this money for when Harlinn and I were married.”***
- She has arranged for the PCs to stay at the Inn of the Two Sisters for free room and reasonable board until Growfest.
- The Rhennee have a small encampment to the southwest of the village along the banks of the Selintan. Marran was rumored to be one of the worst of the Rhennee—bad tempered and violent. Milnia knows nothing of the circumstances of his disappearance though it's widely believed he is dead.
- She heard a rumor that the Rhennee supposedly killed Harlinn's parents. Harlinn never talked about it. He has an older brother, Tomlinn, a cleric of Aroven, who fought in the Greyhawk Wars. Tomlinn is supposed to be returning to the village to visit his brother's grave.
- Harlinn's body was found to the northeast of the village, along the lakeshore of the Nyr Dyv near the mouth of the Selintan River. Sheriff Waterleaf no doubt has more information.
- Milnia urges the PCs to solve the murder quickly. If the Rhennee had nothing to do with the murder, then perhaps an apology from the villagers would get the witch to remove the curse. On the other hand, if the Rhennee did murder Harlinn, the witch will have to be dealt with.

A DC 15 Sense Motive check reveals Milnia, although sophisticated, is prejudiced against the Rhennee. Also, a successful DC 15 Knowledge (Local—Core) check reveals the Rhennee witch was likely a Veth, or “wise-woman.” Hand any PC who makes this Knowledge check, or an equivalent, read **Appendix 3**.

🔮 **Milnia Taquin:** NG female halfling expert 3; hp 17.

Appearance: Of average height and weight, she has black hair and deep brown eyes. She is in her mid- to late thirties and is very attractive (Cha 14). Milnia is friendly, affectionate, and something of a flirt.

Treasure

All APLs: Coin—25 gp.

ENCOUNTER 1: DANGER ALONG THE RIVER

The roughly sixty-mile journey to Elmshire is uneventful. As they approach the village however they are ambushed by undead. This encounter assumes the PCs travel to Elmshire along the north road. The journey takes roughly two days. Unless they tarry in Greyhawk, they arrive on the 24th. Establish a marching order and watch order for their journey.

Should the PCs choose to journey upriver by boat or use other means entirely, skip this encounter and insert the undead ambush into **Encounter 3: The Rhennee Camp**. Refer to that encounter for more information.

BY ROAD

The PCs travel on a well-maintained road, which generally parallels the Selintan River. The road gently weaves through open fields, thick foliage and woods. The wide river is sometimes dozens of yards to several miles away. Traffic diminishes and crossroads become farther apart as the PCs travel north. The PCs may talk to other travelers, although none know anything of the current events in Elmshire.

The road narrows and becomes more winding as it makes its way through the foothills of the Cairn Hills. Approximately three to four miles from Elmshire, as the PCs approach a crossroads, read the following:

A crossroads sits roughly 100 feet ahead of you. A small path, no more than a dozen or so yards away, heads west toward the Selintan, while a narrow path leads east, deeper into the hills. At the northeast corner of the crossroads sits a large, gnarled and twisted, old oak tree. The remains of an averaged-sized humanoid hang from a large branch.

When the PCs move to within 20 ft. of the body (some of the surrounding foliage and branches initially obscures their view) read the following:

The corpse is dressed in tattered clothes and has more than one portion of its body picked clean of flesh. A noose wraps tightly about its neck. A placard, bearing the word “Murderer” in Common has been nailed to its chest. Several crows sit on the branches above the corpse, cackling and cawing to each other. It is almost reminiscent of mocking laughter.

The dead body hanging from the tree is meant to be a distraction set up by Marran. As soon as the PCs attention is focused on the body, the undead attack. A DC 15 Spot check reveals the undead ambush.

APL 2 (EL 4)

➡ **Marran Sarraith:** male human corpse rogue 1/fighter 1; hp 18; Appendix 1.

➤ **Human Commoner Zombie (2):** hp 21 each; *Monster Manual* 266.

APL 4 (EL 6)

➤ **Marran Sarraith:** male human corpse rogue 1/fighter 1; hp 18; Appendix 1.

➤ **Ghast (2):** hp 39 each; *Monster Manual* 118.

APL 6 (EL 8)

➤ **Marran Sarraith:** male human corpse rogue 2/fighter 1/warrior 2; hp 45; Appendix 1.

➤ **Advanced 8 HD Ghast (3):** hp 72 each; Appendix 1.

APL 8 (EL 10)

➤ **Marran Sarraith:** male human corpse rogue 2/fighter 2/warrior 4; hp 72; Appendix 4.

Tomas Littleberg: male human corpse wizard 6; hp 54; Appendix 1.

➤ **Advanced 8 HD Ghast (3):** hp 72 each; Appendix 1.

Tactics: Although the PCs may suspect that it is undead, the corpse in the tree does not animate—it is simply a diversion.

The zombies (or ghastrs, depending on the APL) hide in the nearby foliage, at of the edge of the road, while the corpse creature(s) hide behind nearby trees. The undead coordinate their attack whenever possible, preferring to flank opponents. The ghastrs do not coup de grace paralyzed opponents, preferring instead to eat them alive after the fight to prolong their suffering. The undead show no mercy and attack until destroyed.

At APL 8, Tomas Littleberg does not enter combat directly. If he has time to prepare, he casts *protection from arrows* and *shield* on himself. When combat begins, he casts *haste* on his allies. He then supports his allies with offensive spells, doing his best not to catch any in the area of effect. Finally, he reserves *dispel magic* to remove any untoward magical affect on his allies.

Treasure:

APL 2: Loot—44 gp.

APL 4: Loot—44 gp.

APL 6: Loot—44 gp.

APL 8: Loot—48 gp.

Development: After the undead have been destroyed, the PCs may find a couple of interesting clues. If they investigate the body hung in the tree, a DC 15 Heal check reveals the dead body had likely been in the water for some time before being hung from the branch. Teeth marks on the bones indicate something other than birds ate the flesh. Based on this evidence, a DC 10 Intelligence check is needed to realize the remains were likely taken from the river, partially eaten, and hung from the tree to serve as a distraction to unwary travelers.

Searching the undead reveals little information, save for the body of the corpse creature (which is Marran Sarraith). Marran had strong Rhennee features, with dark

brown hair and hazel eyes. He was stocky and nearly six feet in height (tall for a Rhennee). His tongue and lower jaw are missing (they have obviously been cut off). His left hand bears a signet ring with the letter “S”. Finally, he wears a necklace with a small gold cat figurine pendant attached to it. All these clues later identify the corpse creature as Marran Sarraith.

Getting useful information from either the attackers or Marran Sarraith proves difficult. A DC 18 Spellcraft check reveals *speak with dead* requires the dead body to have a mouth and not previously undead—Marran’s corpse does not meet the requirements of the spell. Nevertheless, should the PCs somehow be able to communicate with the undead, they find out the following information:

- The human remains in the tree are of a Flan human male named Daffayd Ap Corwin. He was sailor until he got drunk and drowned in the river.

Marran knows the following:

- Marran illegally transported goods (some necromantic in nature) into the City of Greyhawk. He picked up the supplies from a spot three miles northeast of Elmshire, along the Midbay shores of the western Nyr Dyv, delivering them to a group Rhennee in Greyhawk. He does not know who his employer was and has never met the person.
- A dwarf and a half-orc killed him.
- Marran was killed for demanding too much gold from his mysterious employer and for threatening to report everything to the Watch.

At APL 8, the additional corpse creature (Tomas Littleberg) has distinct Suel features. He was a man of average height and weight, but possesses no jewelry or other identifiable items. He had no prior relationship with Marran when he was alive.

Nothing else of interest occurs during the remainder of the PCs journey to Elmshire. Proceed to **Encounter 2: The Village of Elmshire**.

ENCOUNTER 2: THE VILLAGE OF ELMSHIRE

The Village of Elmshire is located near the mouth of the Selintan River along Midbay of the Western Nyr Dyv. It is in a hilly but arable region. The large majority of the villagers are halflings, with a scattering of gnomes and dwarves. The homes and shops are a mixture of stone and wood constructs. Most are sized for Halflings, but a few have been built for humans. Some underground burrows have been dug into the gently rolling hills. Several docks and warehouses have been built along the lakeshore and the Green River. Many farms and other small family-oriented communities surround the village. Large herds of sheep and goats roam the village periphery under the constant guidance of warriors accompanied by watchdogs

The following sections list relevant information and important places in the village. Feel free to add any necessary building or NPCs, as long as such additions do not interfere with, or give away, the overall plot of the adventure. Unless otherwise stated, all NPCs are either commoner 1 or expert 1. Make sure to give the PCs **Player Handout 3** to serve as a guide to the different NPCs, who may have information about the missing Rhennee and Harlinn's murder.

GENERAL INFORMATION

A Gather Information check from the villagers about the history of Elmshire, the events that transpired with Marran's disappearance, and Harlinn's murder, reveals the following information:

- **DC 5:** Mayor Thistleleaf, Sheriff Waterleaf and halflings from the southwestern part of the village are under a Rhennee curse that makes all their food and drink taste like dirt. The curse stems from the disappearance of a Rhennee bargeman and a murdered halfling goat herder named Harlinn Pebblestone. The villagers don't know what to do about the curse and want it lifted. Some believe the missing Rhennee must be found to lift the curse and an apology given to the Rhennee witch. But most believe the Rhennee were responsible for Harlinn's murder and that the Rhennee must be brought to justice. The Sheriff and the Mayor have locked themselves in their respective homes.
- **DC 10:** Harlinn was a decent, hard-working goat herder. His parents were murdered when he was still a child. It's rumored the Rhennee committed the crime. Harlinn never confirmed this, but he had a strong dislike for the Rhennee. He never talked about his parents' death.
- **DC 13:** The Rhennee have a semi-permanent encampment about ten miles southwest of the village. Tharvask Mordtelsin leads the camp. A Rhennee witch lives in the encampments. She sometimes tells fortunes.
- **DC 15:** Mayor Thistleleaf was elected Mayor six years ago. Mayor Greenshade was the former Mayor. Mayor Thistleleaf hates the Rhennee and often refers to them as "river trash".
- **DC 17:** A plague killed nearly half the village in CY583-584. This plague was called the Yellow Eye and made its victims slowly waste away as if from the effects of starvation. Even force-feeding the victims didn't help. Many believe the Rhennee were responsible for causing the plague and the curse may be the start of the Yellow Eye Plague.
- **DC 20:** The missing Rhennee bargeman (Marran Sarraith) was taller than the average Rhennee and had a very bad temper. He had a ring on his hand that he claimed it was a signet ring. He also claimed to have been nobility.

- **DC 25:** Harlinn Pebblestone was very good friends with Milnia Taquin, who now lives and works in Greyhawk. Some say they were to be married.
- **DC 30:** The villagers are all prejudiced against the Rhennee, whom they distrusted and considered to be nothing more than criminals. However, in truth, the Rhennee tend to be aloof. The chief troublemaker amongst the Rhennee was Marran Sarraith. In all of Elmshire's history the Rhennee have never cursed the village before or behaved murderously toward them.
- **DC 35:** A few decades ago, a worshipper of Iuz was chased out of town and all his followers slain. Some say this worshipper of Iuz, a halfling tailor named Milton Merrifoot, was responsible for the death of Harlinn parents. Milton was supposedly getting help from the Rhennee.
- **DC 37:** One of Iuz's spies, Griswald Hairhand, was rumored to have had something to do with the Yellow Eye plague.

ELMSHIRE

The PCs do not have to visit all locations or NPCs in the village to gather the relevant clues. If the PCs take longer than an hour for this encounter, remind them there is still a considerable portion of adventure remaining and they need to move along.

Mayor Thistleleaf's Home

The mayor's burrow sits near the center of the village, on the eastern side of a squat hill. A pair of ornate double doors leads into the hill. On the left side doors is a sign and on the porch is wicker basket. All of the curtains on burrow's windows have been drawn shut.

The words on the sign are written in two languages. The words in common read "Mayor Corey Thistleleaf," while words in halfling read "The Most Honorable Corey Thistleleaf, Lord High Mayor of Elmshire." A large, brass knocker is set into the sturdy wooden door. The wicker basket contains a freshly baked apple pie.

After persistent knocking on the door, Mayor Thistleleaf answers. A life-long bachelor, the Mayor leads the PCs into a large, human-sized front room. Although despondent and shaken by the current events, Mayor Thistleleaf is an amicable host. Once introductions have been made, he serves the PCs wine and refreshments. The Mayor does not partake in the food himself, but looks longingly at it. If any of the PCs brought in the wicker basket, he frowns and requests the basket and its contents remain by the door.

♣ **Mayor Corey Thistleleaf:** LG male halfling fighter 1/ rogue 5/ expert 2; hp 52; Will Save +3.

Appearance: Mayor Thistleleaf is middle-aged halfling of average height and above average weight. He has a young face.

Corey Thistleleaf has been mayor of the village for about six years and appears to have suffered from the curse. He replaced the previous mayor, Windsor Greenshade. The mayor has lost weight and is glum. He holds the Rhennee in contempt and believes the Vetha's curse to be unjust. He enjoys watching the PCs eat and drink, asking about the taste and texture of the food since everything he consumes now tastes like dirt. During his meeting with the PCs he smokes a long clay pipe.

Mayor Thistleleaf knows the following information:

- The Rhennee have been a major inconvenience to the village—so much so that the halflings no longer use them to transport their goods to Greyhawk City. They now have a contract with the Association of Rafterers, Freighters and Barge-men to move their goods to market.
- If asked about the recent murder he says: ***“Everything appeared to settle down until the Rhennee murdered Harlinn Pebblestone, a simple goat herder, almost a week ago. Apparently they killed him seeking vengeance. Sheriff Waterleaf knows more about the murder and all the evidence we found clearly pointing to those treacherous bastards.” The Mayor shakes his head in grief and anger.***
- The Rhennee are nothing more than thieving, lying “river trash.” In CY583, the Rhennee were responsible for bringing a plague into the village that killed many of his friends and family, including his two younger sisters.
- A Rhennee clan, under the leadership of Tharvask Mordtelsin, has an encampment ten miles southwest of the village, along the banks of the Selintan River. The more than two score Rhennee set up camp there for the winter and spring every year, usually departing by Growfest (which is a week away).
- This year's Growfest will be miserable, as nearly a quarter of the village under the affects of the curse and with Harlinn Pebblestone's gruesome murder. The Mayor offers the PCs 25 gp each to prove the Rhennee were responsible for Harlinn's murder and/or make the Veth, Sofia Sarraith, lift her curse.
- This curse might be the beginning of the return of the Yellow Eye. Or worse...the Rhennee could be using Harlinn's body to start the spread of the plague again; anyone who touches the body could contract it.
- A DC 20 Diplomacy check makes the mayor concede it is possible someone other than the Rhennee was responsible for Harlinn's murder.
- Earlier in the month a troublesome Rhennee named Marran Sarraith disappeared. The local Rhennee blamed the villagers for his disappearance, but everyone in the village

tended to avoid the bad-tempered Marran. Sheriff Waterleaf would know more.

- The Rhennee's misguided tirades and unjust accusation grew tiresome. The Mayor ordered the Sheriff and the Village Watch to remove all the Rhennee from the village.
- Marran was a stocky but taller than average Rhennee with dark brown hair and hazel eyes. He always wore a signet ring and claimed he was nobility. He liked to drink at the Fattened Pig Tavern, much to the concern of the townsfolk. Should any of the PCs show the mayor the signet ring and/or necklace recovered in the combat with the undead, he confirms the items belong to Marran Sarraith. He knows this does not bode well for the villagers and urges the PCs to talk to the Sheriff.
- The Mayor, Sheriff Waterleaf, and a dozen or so armed villagers (all friends and neighbors of Harlinn) confronted the Rhennee about Harlinn's murder. The Rhennee acted indignant and claimed the villagers were trying to cloud the village's own involvement in Marran's disappearance. Before long, the Veth cursed the harmless and unthreatening villagers. The Rhennee and Veth had no right to treat the villagers this way and this *clearly* reveals their guilt.
- Harlinn's brother, Tomlinn, and his family should arrive in a day or two to make the necessary arrangements regarding Harlinn's home and goat herd.
- Finally, should any to the PCs inquire about the wicker basket, the Mayor becomes upset. Someone has been leaving cakes or pies every morning at his doorstep since the start of the curse. It is likely, the old hag, Iris Moonglow, the village herbalist, has been leaving the baskets. She ran against him unsuccessfully in the last election for Mayor.

Sheriff Waterleaf's Office

A two-story human-sized stone building sits on top of a hill, near the docks. A sign hangs above the reinforced front door, with a picture of manacled hands. All the windows of this building are barred.

A small placard near the door reads, in Common, “Sheriff Waterleaf”. The door is unlocked. Should any of the PCs knock on the door, the sheriff calls out for them to enter. Sheriff Waterleaf is leaning against the wall smoking on a pipe. He is dressed in chainmail and has a short sword belted at his waist. A loaded light crossbow rests nearby, within arm's reach, on his desk.

☛ **Sheriff Sandy Waterleaf:** NG male halfling, fighter 3; hp 28; Will save +2.

Appearance: Sheriff Waterleaf is a burly, middle-aged halfling of above average height and weight. Completely

bald, the brown-eyed halfling gives off a quiet air of competence and friendliness. He is an understanding, wise halfling caught up in events.

After introductions have been made, he relates the following information:

- Both the Rhennee and the villagers are genuinely decent people. Both have strong distrust and ancient prejudice against the other.
- Tharvask Mordtelsin is the leader of the Rhennee. He lives ten miles southwest of the village along the Selintan River. He's a competent leader, not like the hotheads he leads or the villagers. The sheriff and Mordtelsin always had an amicable understanding that the Rhennee stay away from the village.
- Earlier in the month, Marran Sarraith disappeared and the Rhennee blamed the villagers.
- Marran was a very tall and strong Rhennee known for his wickedly bad temper and bullying tendencies. He was a violent man. He always wore a signet ring and a gold necklace with a cat figurine. He claimed he was nobility, but really wasn't. (Should any of the PCs show the sheriff the signet ring and/or necklace recovered in the combat with the undead, the sheriff confirms those items belong to Marran Sarraith). Sheriff Waterleaf asks the PCs how they acquired the items. Later, the sheriff remarks that some undead arise because of the evil they have wrought and suggests the PCs tell the Rhennee exactly what has occurred.
- Marran was a troublemaker. He associated with rough crowds in Greyhawk and was seen occasionally at the Fattened Pig Tavern nearby. The Fattened Pig is a rough hangout for halfling sailors and troublemakers, about a half-mile south of White Bridge. ***"There's not a day that goes by when I don't have to go down there with the Watch and break up a fight or toss some drunkard in jail for the night. Marran, as I said, was a violent man. Any time I saw him at the Fattened Pig, I told him to leave. Thank the Nurturing Mother, he knew well enough not to hurt the common villagers. Tharvask Mordtelsin wouldn't have stood for it."*** (A DC 15 Knowledge (religion) check reveals the Nurturing Mother is a common nickname for Yondalla, a major halfling goddess.)
- Marran had been arrested several times and had served brief stints in the village jail.
- If asked about Marran's disappearance he says: ***"Once Marran disappeared, I started an investigation. Those Rhennee sure raised a storm, but found no evidence any of our villagers or the regulars at the Fattened Pig had anything to do***

with his disappearance. Marran supposedly, or so he claimed, had a job that took him down river to Greyhawk City a lot. I told Mordtelsin as much. He was surprised Marran had regular work in Greyhawk and was under the impression Marran did occasional work for Shorty Burkentharp, the owner of the Fattened Pig Tavern. Turns out Marran never worked for Shorty. We concluded Marran must have gone down river, probably to Greyhawk City to take a job or go off adventuring, and will return eventually. His aunt is a Veth, something akin to a Rhennee witch, and she claimed that something terrible had happened to him."

- Mordtelsin tried to tell his people the villagers weren't involved, but they wouldn't listen and kept on bothering everyone. He says: ***"In the end, Mayor Thistleleaf insisted I forcibly remove the Rhennee from town. He said some sort of demonstration was necessary, so I and a few of the Village Watch escorted the Rhennee out of town."***
- Sheriff Waterleaf thought everything had calmed down until Harlinn Pebblestone was murdered almost a week ago.
- Harlinn was a kind, decent goat herder. He was good friends with Milnia Taquin, who works in Greyhawk, and his neighbor, Eldon Nimblefoot. He continues: ***"Harlinn had a tough childhood. The Rhennee supposedly murdered his parents, but I never got the story straight. The last sheriff told me a Cult of Iuz murdered his parents. I was never clear if this Cult involved the Rhennee or not. Anyway, Harlinn never married but is survived by his brother, Tomlinn. Tomlinn and his family should be arriving shortly to handle Harlinn's estate."*** Tomlinn is scheduled to arrive on the 25th of Coldeven from Safeton.
- Harlinn's body was found about a mile northeast of the village along the shores of the Nyr Dyv (Midbay) near the mouth of the river. This was where he normally grazed his goat herd. His body had been stabbed multiple times and his tongue and lower jaw were removed. The missing body parts were never found. He is buried in the village cemetery. For further information, the sheriff directs the PCs to talk with Allistran Heatherthorn, the village cleric of Yondolla. (A successful DC 18 Spellcraft check confirms a tongue or a working mouth is needed for *Speak with Dead* to succeed).
- A Rhennee charm was left near the body and the tracks surrounding it were human size. His goats were later returned to his home in the

southern part of the village. ***“Feel free to visit Harlinn’s home or the area where his body was discovered. I assure you I did a complete investigation, but nose around, if you want.”*** The sheriff provides detailed directions to where the body was found.

- The Rhennee charm seemed too obvious a clue, but some of the hotheaded villagers and the mayor went off and accused the Rhennee of the murder. Sheriff Waterleaf went along to try to calm the crowd, but things got out of hand. Neither Mordtelsin nor the sheriff could bring peace until the Veth came out and cursed everyone.
- Sheriff Waterleaf plans to speak to the Rhennee before they leave and try to get the Veth to lift the curse. He is not sure if they were involved in Harlinn’s murder. He expects Mordtelsin to help him speak to the Veth and get to the bottom of the situation. ***“I tell you I can’t wait for this curse to be lifted.”***
- He does not believe the curse is related to the dreaded Yellow Eye Plague. He also does not believe the Rhennee are trying to infect the village with the plague.
- Should the PCs want to speak with the Rhennee, he recommends contacting Mordtelsin. The PCs should tell him they are acting with Sheriff Waterleaf’s blessing.
- Sheriff Waterleaf is unaware of the cakes and pies being left on the Mayor’s doorstep. He does not hold much sympathy for the mayor and believes the curse was predominantly his fault.

Harlinn’s Neighbors: Eldon Nimblefoot
To the south of the village are many farms. Some of the farms tend to the staples of life, such as wheat and oats, as well as vegetables and fruits. Other farms are primarily for sheep and goats.

A dozen or so families live near Harlinn’s home. All have been affected by the curse and are, to say the least, dejected as they prepare for the Growfest Festival. Harlinn’s friends and neighbors, other than Eldon Nimblefoot, have very little information to offer. They have a strong distrust and dislike for the Rhennee, who they view as nothing more than thieves and liars. They believe the Rhennee were responsible for Harlinn’s murder and feel the curse is unjust. Some believe the curse all but confirms Rhennee involvement in the murders. They also confess they have written to relatives in the City of Greyhawk to recruit adventurers to prove the Rhennee were responsible for the murder and to seek vengeance. Finally, all confirm Harlinn’s goats were returned to his home.

Incidentally, old Mayor Windsor Greenshade (see **Appendix 4**) lives near Harlinn and Eldon. While he cannot provide any further information to the PCs, he blames the current mayor for causing the Veth to curse

the villagers and hopes the sheriff can somehow arrange for the curse to be lifted.

🔱 **Eldon Nimblefoot:** N male halfling expert 2; hp 10; Will save +2.

Eldon has been Harlinn’s friend for close to twenty years and lives next door to him. This short, overweight and normally jovial halfling is deeply depressed over his friend’s death and effects of the curse. He has suffered greatly under the Veth’s curse. He knows the following information:

- Harlinn was a decent, hardworking halfling. He and Milnia Taquin were good friends. Harlinn was saving money to marry her.
- Rhennee worshippers of Iuz killed Harlinn’s parents. Harlinn had a very strong dislike for the Rhennee and did not feel the Rhennee should be allowed to drink at the Fattened Pig Tavern or be anywhere near the village, for that matter. He clearly did not trust them.
- Eldon doesn’t know if Harlinn knew Marran personally, but is sure the Rhenne-folk, in general, knew of Harlinn’s ill will toward them.
- Marran was rumored to be related to a follower of Iuz hiding in the City of Greyhawk.
- Eldon is convinced the Rhennee murdered his friend as a way to get back at them for the disappearance of Marran.
- Harlinn was found murdered near where he usually took his goats to graze, about a mile northeast of the village along the lakeshore.
- Over the past few weeks, Harlinn mentioned he saw lights in one of the abandoned burrows to the north of the village, near where he grazed his goats. He seemed afraid of that burrow for some reason. Eldon thought he was imagining the lights.
- Eldon knows that Harlinn kept a journal. It’s possible he wrote more about the lights or who may have wanted to kill him.
- Eldon has been caring for Harlinn’s goats since his friend was murdered.

Eldon knows nothing more of relevance. He reiterates to the PCs how he hopes they are able to prove Rhennee guilty of the murder and identify the particular Rhennee responsible.

Harlinn’s Home

A squat, one-storey wood and stone building sits in the middle of a large field. To the west of the building is a goat pen and barn.

As the PCs approach the home the goats, a mixture of common goats and brixashulty, begin to bleat loudly. (Brixashulty are goatlike creatures bred by halflings detailed in *Races of the Wild*.) The door to the home is unlocked. Several bouquets of wild flowers lay by the doorstep.

The inside of Harlinn's home is clean and well kept. Aside from a collection of pipes and pipe tobacco, there is nothing else of interest in the home. A DC 20 Search check reveals nearly a dozen volumes of Harlinn's personal journal on a bookshelf near his bed. The last volume (the most recent) is missing. The remaining journals describe his daily activities, the health of his goats, how well his brother Eldon and his family is doing and, finally, his love for Milnia. Several journal entries describe his loathing and hatred for the Rhennee whom he considered thieves and liars. However, nothing is written in the journals about his parents or how they died.

In the goat pen, Harlinn's score of goats and brixashulty bleat excitedly at the sight of the PCs. One of the female goats has a faded green bow tied about its neck. A *Speak with animals* reveals the following:

- The goat with the bow is the favorite of small two-legger who smelled of sweet smoke (Harlinn). The two-legger always treated her nice.
- Small two-legger killed many moons ago by big two-leggers.
- Small two-legger stabbed many times. Then bigger of the big two-legger has argument with smaller, bearded big two-legger. Small two-legger still alive. He makes marks in pouch and hide pouch under bush near big water. He begins to crawl away before big two-leggers spot him. They stab him again and then remove tongue and jaw. They leave necklace.
- The goats know nothing, more save they miss the small two-legger, who smelled of sweet smoke.

Shrine to Yondolla

Toward the center of town is a large building nestled against a small hill. The double doors of the building are wide open, revealing an interior suitable for halflings and humans alike.

The shrine has seating for both humans and halflings. The village cemetery sits nearby. One of the headstones is marked with the name "Harlinn Pebblestone". He is buried near the graves of his parents "Davlinn and Berthanella Pebblestone". Bouquets of flowers have been placed atop Harlinn's grave.

☙ **Allistran Heatherthorn:** NG female halfling cleric 3; hp 21; Will save +6.

Allistran has been devoted to Yondolla all her life. She is kind, righteous and compassionate to others. Allistran is an attractive young adult of below average size and weight, yet her vivacious personality makes up for her small stature. She is not affected by the curse. After introductions have been made, she relates the following information:

- Allistran has lived in Elmshire for the last five years and finds the villagers to be generally tolerant. The villagers, however, have strong hatred towards the Rhennee. Only the sheriff and herself are more open-minded.
- The villagers blame the Rhennee for CY583 plague. A large number of halfings died. The Veth's curse upon the village is not related to the plague.
- She does not know much about Marran's disappearance, but based on stories about him, she believes he probably left the area.
- Harlinn's body was found on the 17th. Hours later some of the villagers including the mayor, the former mayor, and the sheriff confronted the Rhennee and were cursed.
- Harlinn was stabbed multiple times and his body was mutilated (his tongue and lower jaw were removed). A DC 15 Diplomacy check gets Allistran to admit she believes the body was mutilated to prevent a *Speak with dead* spell from working.
- Harlinn was buried next to his parents. She asks the PCs not to disturb Harlinn's grave.
- Some Rhennee followers of Iuz murdered Harlinn's parents. She has no other information save that Harlinn's brother, Tomlinn, and his family arrive on the 25th and may have more information.
- Allistran is concerned about the curse but does not believe it is as powerful as some fear. She thinks a high-level caster using *remove curse* or *break enchantment* should be able to remove the curse. She, however, does not have the ability to cast these spells (Note: *Remove curse* from a 13th-level caster or *break enchantment* removes the Veth's curse).

Allistran knows nothing more. A *Speak with dead* spell will not work on Harlinn or his parents since Harlinn cannot verbally communicate with the PCs and Harlinn's parents are too badly decomposed. Even if the PCs are somehow able to communicate with Harlinn, he is unable to offer any additional clues or helpful information. Harlinn suspects some Rhennee criminal activity (possibly smuggling) was occurring on the lakeshore and this led to his death.

Fattened Pig Tavern

This low, dingy, one-story building is located a half-mile south of White Bridge in the village. A series of rickety docks line the nearby bank of the Selintan. The building has grimy walls, narrow windows, and an unkempt exterior. A sign of an overflowing mug hangs above the small door.

From the small front door, the PCs step down into this tavern, which can accommodate human-sized patrons. The inside is dark and grungy. The tavern serves greasy

meat (1 sp) and watered-down ale (3 cp per mug). The patrons (all commoner 1 or expert 1) of the tavern are mostly Halflings, plus a couple of humans. All are rough, rowdy, and seedy.

The tavern is owned by a short, bald, tattooed halfling with buckteeth named Glennfor "Shorty" Burkentharp.

☛ **Shorty:** CN male halfling expert 3; hp 20; Will save +3.

Appearance: Shorty is a short, heavyset halfling with a wicked temper and strong anti-social behavior. He does not have much respect for authority, though he does not go out of the way to aggravate Sheriff Waterleaf. He is an able barkeep and is good at turning a profit from the rough crowd of sailors and miscreants who frequent his tavern.

Three overweight, unattractive female halflings (CG female halfling commoner 2; hp 7; Will save +1) help Shorty run the tavern. None of the patrons or staff is affected by the curse. Talking with the patrons and the staff, the PCs gain the following information:

- Most of the halfling villagers don't trust the Rhennee, which is fine by them since they trust no one themselves.
- The Rhennee were the cause of the plague, of CY 583. A large number of folks died during that time.
- Marran Sarraith was a patron of the tavern. He got into fights every now and then and spent some nights in the village jail.
- Marran was tall for a Rhennee, with brown hair and hazel eyes. He claimed to be a nobleman of the Rhennee and liked to show off his signet ring.
- He worked the Selintan regularly, sometimes with illegal traffic. He bragged he had steady "legitimate" work that took him to the City of Greyhawk a couple of times a month.
- Shorty tolerated Marran, but never liked him much. He was a good customer, but not someone he'd trust working for him. Some of the Rhennee are under mistaken impression Marran did odd jobs for him.
- No one knows why Marran went missing, but he likely drifted away, drowned drunk in the river, or got killed in a fight somewhere.
- It's hilarious that half the villagers, the fat mayor and the goody sheriff are under a curse making their food and drink taste like dirt. It likely to be even more amusing during the upcoming Growfest Festival with all the delicious treats and goodies available.
- None of the patrons and staff really cares what happened to Marran or the halflings who have been affected by the curse.
- No one knows or cares who murdered Harlinn Pebblestone. Some barflies speculate Harlinn,

who mooned after some girl in the City of Greyhawk, got depressed and killed himself.

The patrons and staff do not have any further helpful information. Should the PCs start or get into a fight in the tavern, Sheriff Waterleaf and ten members of the Watch (NG male halflings warrior 4; hp 31; Will save +2) arrives shortly and arrests all the participants, tossing them in jail for the night. The next day, the mayor fines each participant 5 gp. If they are unable to pay they are incarcerated for a week. If a PC kills any of the patrons or the staff, he is charged with low murder. If convicted he is sentenced to a lifetime of hard labor. Luckily, after a year, an administrative error releases the PC. The PC retains all his wealth and equipment, but must spend 52 TUs.

Inn of the Two Sisters

This large two-story wooden building is to the east of town, situated on nice, well-landscaped grounds. The windows and doors are human-sized.

Two stout halfling sisters named Sharnella and Margolin Hearthstone run the inn. Neither is subject to the curse.

☛ **Sharnella and Margolin Hearthstone:** LG female halfling expert 3; hp 14; Will save +3)

Appearance: The sisters are stocky, fairly attractive, mature halflings. Both have feathery down beards, suggesting there may be some dwarf blood in the family history.

Inn of the Two Sisters: The inn caters to both human and halfling-sized patrons, having comfortable rooms of both sizes. The charge per room is 2 sp per day or 1 gp for a full week. All food (served at breakfast and dinner) is of good quality and costs 1 sp per day. No alcohol is served or permitted on the premises. The sisters strongly believe alcohol to be the cause of all evil. Any PC who violates this rule is given one warning and thereafter is thrown out. Finally, any PC identifying himself/herself to be in the employ of Milnia receives free room and board for the remainder of the month, including their mounts. Incidentally, of the four vacant rooms, only three are available for the PCs. The last room (a suite) has been reserved for Tomlinn Pebblestone and his family, if needed. Each room has two beds.

Herbalist's Shop

This halfling-sized, one-story structure is to the north of the village center. It is well maintained and has several flower and herb gardens growing nearby.

A small, narrow door leads into the shop. Everything is halfling-sized. The store is well stocked with various herbs, spices, mushrooms and other natural products. An elderly female halfling runs the store. In addition she sells curative potions. She can sell up to 6 potions of cure

light wounds for 75 gp each. If given a week notice can brew 6 more at the same price.

☛ **Iris Moonglow:** LN female halfling druid 2/expert 3; hp 33; Will save +6.

Appearance: Iris is an elderly female halfling of average height and weight. Her white hair is tied neatly into a bun. She has blue eyes and is primly dressed. Iris acts hard of hearing, but still possess an air of mischievousness about her, suggesting she can hear and understand people just fine. She has a strong dislike for Mayor Thistleleaf. Iris is not subject to the curse.

After proper introductions, she can relate to the PCs the following:

- Iris has lived in the village all her life and respects most of the villagers, save the lying, good for nothing Mayor Thistleleaf. Most of the villagers have hard feeling for the thieving Rhennee who camp every year to the southwest of the village. The Rhennee supposedly camp there for the winter.
- The bad feelings against the Rhennee have always persisted, as has their distrust of villagers and outsiders, in general.
- A plague killed many from the village during the years CY583-584. Iris thinks the Rhennee were responsible.
- The current curse is not the Yellow Eye, which was much worse. The mayor's fears are unfounded and probably a result of his sudden undesired weight loss—not a bad thing for a Halfling with a voracious appetite.
- More than three decades ago, a group of Rhennee worshipers of Iuz were caught northeast of the village in the hills along the lakeshore. They had murdered poor Harlinn's parents during a sacrificial ritual. A skilled tailor from the village named Milton Merrifoot worshipped with them, along with members of his family. Milton escaped, but all the Rhennee were slain at the shrine. Milton was related to Permen Merrifoot, a one-time leader of the Iuz followers. The Merrifoot family was disgraced. Since then, relations have been particularly bad with the Rhennee.
- Milton specialized in durable work clothing and loved to use a button with the initials "MM" engraved on it. (If requested, she can show the PCs one such button and/or confirm the one found by the PCs in **Encounter 4A**.)
- Milton lived a couple of miles north of the village, near the waters of Mid-Bay. She gives the PCs detailed directions, if they ask.
- Milton was unaccounted for after the Cult of Iuz was put down.
- Harlinn's brother, Tomlinn, and a few others from the village tracked the worshippers to their shrine. Those who slew the worshippers swore never to reveal the location of the shrine.

Tomlinn is the only one still alive who likely knows where it is.

- She does not know what happened to Marran Sarraith or who murdered Harlinn Pebblestone, but concedes the Rhennee could have been capable of it. She has met their leader, Mordtelsin, and the Veth, Sofia Sarraith, on occasion. Though reserved and distrustful, however, they did not strike her as the kind who murder in vengeance.
- Iris is not surprised some of the halflings got cursed. She believes a more thorough investigation should have been conducted before they accused the Rhennee. She feels for the all the halfling affected, save for the new mayor.
- She readily admits to dropping off the baked goods at the Mayor's doorstep to antagonize him.

Scorimongishaz

Scorimongishaz, the psuedodragon familiar of one of Tenser's apprentices, has been in the area for the last few days. The curious creature has been watching both the Rhennee and the halfling villagers, as well as eavesdropping on their conversations. Only PCs who have already met Scorimongishaz in the *Blight on Bright Sands* adventure series, and who have gained his favor, have the opportunity to meet with him. He spots the PCs some time during the course of their investigation in the village. The tiny dragon attempts to telepathically contact a PC he already knows, near a barn or some other secluded spot close to where the PC is staying.

When this happens, read or paraphrase the following:

"Ahem...you have worked for me in the past. I am Scorimongishaz, familiar to one of Tenser's apprentices. Please excuse yourself from your friends and meet me in the nearby red barn...the one with the terrible green trim. I would like to discuss recent events with you."

Scorimongishaz waits in the rafters of the barn and observes all those that approach. He does not object if the PC(s) he has contacted choose to bring the rest of the party. The halfling-sized barn is 30 feet long and 15 feet wide and 15 feet high. The inside of the barn is lined with thick wooden rafters and filled with goats, chickens, a couple of cows and lots and lots of hay. Once the PC(s) are in the barn, the playful little creature contacts the PC(s) again telepathically.

If the PC(s) brought the rest of the party, read the below text before continuing:

From the deep, shadowy recesses of the rafters comes an annoyed growl, followed by a "tsk tsk tsk" sound. In your mind, you hear an annoyed voice. "Directions...adventurers can't follow simple directions..."

If the PC(s) do not bring the rest of their companions read the following:

Once again, you hear a high-pitched voice in your mind. "It is good to see you again." A rasping purr originates from the rafters above, as the telepathic voice continues. "Now we have much to discuss."

A creature resembling a miniature red dragon, but one slightly smaller than a house cat, gently glides down from the rafters to land atop a pile of hay. It is red-brown in color with fine scales, sharp horns and teeth and a long, barbed tail. The creature looks at you intently and purrs. "Much more is going on here than meets the eye."

A DC 12 Knowledge (arcana) check confirms the creature is a pseudodragon. At some point during the encounter, Scorimongishaz licks its scales, like a cat, purring contently. On occasion he leaves his perch to swoop down and terrorize a group of chickens. The chickens squawk and cluck as they scatter, while pseudodragon giggles as he returns to his perch. Scorimongishaz knows the following information:

- Although he does not know who was responsible for causing Marran Sarraith's disappearance or Harlinn's murder, he feels both are related.
- Marran was a bad person involved in a lot of illegal activities.
- The local Rhennee claim they never had any personal dealings with Harlinn and were not aware of his ill will toward them.
- There is an old secret to the village worth exploring, involving Rhennee transgressions. The pseudodragon suggests you talk with the Iris Moonglow, the herbalist.
- When Harlinn body was found, his goats were nearby. Maybe they witnessed something. It might be worthwhile to talk with them, if possible

Scorimongishaz doesn't know any further useful information. Before departing to return to his master, he spends some time chatting with the PCs about what has happened to them since they last met. (If time is tight, skip this).

ALL APLs

🐉 **Scorimongishaz, pseudodragon familiar:** hp 23; Appendix 1.

ENCOUNTER 3: THE RHENNEE CAMP

The Rhennee encampment is located ten miles southwest of the village, along the bank of the Selintan River. A narrow trail leads from the village to the encampment.

If the PCs have not encountered the undead from **Encounter 1: Danger Along the River**, run that encounter now. The undead attack the PCs mid-point between the encampment and the village using similar tactics as set forth in **Encounter 1**.

RHENNEE CAMP

Over forty Rhennee live here in colorful tents set up along the bank and aboard their large barges.

Unless otherwise stated, treat normal Rhennee as either expert 1 or expert 2. Assume an equal mixture of men and woman in a variety of age groups. Several Rhennee guards keep watch along the perimeter of the encampment.

Several bright colored tents stand along the bank of the Selintan River, set in a clearing surrounded by elm and willow trees. Anchored close to shore nearby, float a half-dozen large barges. Rhenn-folk walk about the encampment performing their daily activities. In the center of camp is a large cooking pot simmering over a fire. The smell of a fine stew fills the camp. Several of the Rhenn-folk sit near the cooking pot, passing wineskins back and forth while listening to a trio of musicians play a lively, rhythmic tune on pipe, lute and drums.

As the PCs approach the camp, have the Rhennee guards make a Listen or Spot check. If successful, the guards alert the encampment to the visitors' presence and summon Tharvask Mordtelsin.

The Rhenn-folk in the camp continue to go about their activities as normal, although they keep a wary eye on the PCs. The Rhennee exhibit an indifferent attitude toward the PCs, despite the almost violent confrontation with the halfling villagers nearly a week ago.

If the PCs sneak up on the Rhennee or if the guards are caught unawares, the attitude of the camp is distinctly unfriendly. The music stops abruptly as the Rhennee notice the visitors. When talking among themselves they talk in Rhoppan. The guards attempt to detain the PCs while Tharvask Mordtelsin is summoned. The guards do not wish to start a fight, but remain quite stern.

If any of the PCs have *Enda's Curse* from *COR5-02 Voice of Reason*, the Rhennee begin this encounter with an unfriendly attitude (*Player's Handbook* 72) towards the party. If any PC suffering from *Edna's Curse* attacks the guards or any members of the camp, the PC immediately becomes shaken (per the curse). Additionally, any PC attacking the Rhennee becomes subject to *Sofia's Curse* (see the AR for more information).

Assuming the PCs make their presence known, the guards ask the PCs to remain at the perimeter until Tharvask Mordtelsin arrives.

🐉 **Tharvask Mordtelsin:** LN male human (Rhennee) fighter 2/bard 3; hp 33; Will save +4.

Appearance: Tharvask is of average height but substantially above average weight. In his mid-forties, Tharvask sets himself apart from the rest of the Rhennee with his outgoing, friendly mannerism. A storyteller and singer by training, his deep baritone voice can easily be heard about the camp. He is quick witted and at times uses self-effacing humor. Grinning often, he has an infectious laugh.

After introducing himself, Tharvask inquires who the PCs are and what their business might be. He listens to the PCs politely and then eloquently informs them that the Rhennee in this camp are a private people who would prefer to be left alone. He calls for the guards to escort the PCs from the camp. However, should the PCs specifically state they are investigating Marran Sarraith's disappearance, the murder of Harlinn Pebblestone, or the Veth's curse, Tharvask escorts the PCs instead to the Veth's tent. He sidesteps answering any of the PCs queries, saying the Veth, Sofia Sarraith, will answer all their questions.

Before the PCs enter the Veth's tent, Tharvask reminds everyone to be polite at all times—Vetha are considered respected elders of the clan. Should any of the PCs mention the sheriff, Tharvask's mood darkens. He inquires briefly about the sheriff's health, but otherwise acts indifferent, woodenly saying the sheriff got what he deserved. In truth, Tharvask respects the sheriff and is genuinely concerned about the affects of the Veth's curse on him and the rest of the villagers. Like the sheriff, he is more open to interaction between the two communities. With the mention of the sheriff's blessing, Tharvask is supportive of the PCs' investigation.

The Veth

Tharvask enters the 30-ft.-by-30-ft. tent and bowing introduces the PCs. The Rhennee guards follow everyone into the tent, congregating near the Veth. Tharvask acts as the intermediary and once the conversation begins fetches refreshments (water, wine, and so on) for the Veth and the PCs. A DC 10 Wisdom check reveals Tharvask to be the "face" of the clan, while Sofia is the one actually in charge.

An elderly woman lounges on a pile of cushions in the center of the large tent. A low table sits at the far end on the room. Several decanters are on the table, as well as a crystal ball.

Upon your entrance, her head lifts in interest. Lamplight twinkles off the gold tiara resting on her head. With a bejeweled hand, she beckons Tharvask forward, even as the Rhennee guards take up position nearby.

In a strong, clear voice she says, "I am Sofia Sarraith, Veth of Clan Mordtelsin, what business do you have with my family."

Note that the Rhennee are extremely protective of their clan. Before providing any information related to the clan, Sofia asks the PCs for a promise to speak fairly and respectfully of Marran (not to make unjust accusations or dispersions of Marran's character). A DC 20 Diplomacy check is required before Sofia will relate the following information. Good roleplaying gains the PC a +2 circumstance bonus.

- Her nephew, Marran Sarraith, has been missing for a month. He had said he was going to drink at the Fattened Pig Tavern in the village. Sometimes he would disappear for a few days on a drinking binge or to help the owner of the Fattened Pig Tavern deliver some goods.
- Marran was tall for a Rhennee with dark brown hair and hazel eyes. While he could be difficult as all young bachelors are, he was a devoted nephew and had a good heart. Sofia feels someone in the village took advantage of him and may have caused him harm.
- The villagers were not willing to help find Marran and denied they were responsible for his disappearance. The whining halflings have never treated the Rhennee with respect or shown any decency.
- Tharvask talked with Sheriff Waterleaf and claimed the sheriff had conducted an investigation and found the villagers had nothing to do with the disappearance. He concluded that Marran had likely moved elsewhere. Sofia does not believe this but Tharvask persuaded her that the villagers were not responsible and it was possible Marran would return soon to.
- Should any of the PCs present her the signet ring and/or necklace recovered from the undead creature that attacked the PCs, she recognizes the jewelry as belonging to Marran. She begins to weep bitterly and ask how the PCs found the items.
- More than two weeks later, a halfling goat herder was murdered and the halfling villagers led by the arrogant mayor had the audacity to accuse her clan of a revenge killing.
- None of the Rhenn-folk had any previous dealing with this murdered halfling.
- The heated accusations proved too much for Sofia. She was still grieving from the disappearance of Marran and was surprised by their threat of violence. She broke a charm her great-grandmother had given her. The charm contained a powerful curse and it caused all the victims' food and drink to taste like dirt.
- She does not regret the curse she placed upon the halflings, who as of yet, have not apologized for their actions.

- If the PCs agree to find out what has happened to Marran (or, if they told her of his death, then who was responsible for his murder) Sofia says she will lift the curse. Otherwise, as far as she is concerned, this powerful curse will remain for all perpetuity.
- Sofia, of course, strongly denies the Rhennee had anything to do with Harlinn Pebblestone's murder.
- A DC 25 Diplomacy check is required to make Sofia grudgingly admit that Marran did cause trouble and was known to have criminal tendencies.
- A DC 30 Diplomacy check gets Sofia to admit that several Rhennee in the distant past were worshippers of Iuz. They were all killed. Their leader was a halfling, who also died in the fight (or so she believes).
- Incidentally, the Veth strongly denies the Rhennee were responsible for the Yellow Eye Plague years before. Also, the curse visited upon the halflings is not a form of the Yellow Eye. The Rhennee have no desire to see a return of that plague since it claimed a number of their clan as well.
- If the PCs can prove the truth of Marran's death Sofia is willing to remove Enda's Curse from any PC suffering its affects. She does this for free.

Tharvask essentially confirms everything Sofia said. Although much to her dismay, if the Diplomacy checks were successful, Tharvask emphasizes Marran was a troublemaker and enjoyed causing the halfling villagers problems. He does not know any further information about the Rhennee worshippers of Iuz or of Merrifoot.

If the PCs overstay their welcome, Sofia indicates she is tired and asks the PCs to depart. Incidentally, if asked, Sofia politely declines to read any fortunes for the PCs. Her ability has been clouded since the disappearance (and now confirmed death) of her nephew Marran.

If at any time during the conversation a PC is extremely disrespectful to her or the Rhennee, she gives the offending PC an evil stare (her "evil eye"). When that PC leaves the camp, have that PC make a DC 15 Will save. If successful, nothing happens. If the PC fails, he is under the effects of a modified *unluck* spell (*Spell Compendium* 227) for the remainder of the adventure. Refer to **Appendix 2** for more information on this spell. If any PCs return to the encampment and attack the Rhennee, they become subject to *Sofia's Curse* (see the AR for more information). A DC 15 Will save negates this effect.

ALL APLs

☛ **Sofia:** female human (Rhennee) sorcerer 8/vetha 2; hp 42; Appendix 1.

☛ **Cat familiar:** hp 21; Appendix 1.

☛ **Rhennee Guards (6):** male human (Rhennee) fighter 2; hp 21; Appendix 1.

ENCOUNTER 4: A SMALL POUCH

After talking with the sheriff or others in the village, the PCs may choose to investigate the area where Harlinn's body was found. The body was discovered about a mile northeast of the village, along the lakeshore of the Nyr Dyv (Midbay). A number of abandoned burrows and houses can be found in this area. One of the abandoned burrows belonged to Milton Merrifoot.

MURDER SCENE

Harlinn regularly brought his herd of goats north of the village to graze. The grassy area he used overlooked the wide mouth of the Selintan River, along a stretch of Midbay shoreline. His body was discovered in a bush-filled area, several dozen feet from the water. Although the body and the evidence have long since been removed, a detailed search yields a few additional clues.

The tracks in the area are inconclusive. There are many small to medium-sized footprints near where the body was discovered. Some of the tracks head back to the village, while others disappear into the surrounding area. No further useful information can be learned from the tracks.

A DC 15 Search check of the area where the body was discovered reveals evidence of a violent struggle. Several nearby stones are still covered with dried blood. Also, in the area, a torn piece of brightly colored cloth can be found. A DC 15 Knowledge (local—Core) or DC 10 Profession (tailor) check reveals this cloth to be from the type of shirt commonly worn by the Rhennee.

Furthermore, a DC 25 Search check locates a small-sized leather belt pouch partially hidden beneath one of the bushes. Note, if the PCs were able to talk with the goats, give them a +10 circumstance bonus to this check.

PCs examining the leather pouch find a Furyondy gold coin, a bronze button with the tiny initials "MM" engraved on it, a quill writing pen and an empty bottle of ink. Harlinn's latest journal is not in the pouch. If the PCs bring the button to Iris Moonglow, then she identifies the button as the type Milton Merrifoot used.

ABANDONED BURROW

About a half mile north of where Harlinn's body was discovered is an abandoned halfling burrow. The PCs either have discovered this burrow through a general search of the area or through directions provided by Iris Moonglow. This abandoned burrow once belonged to Milton Merrifoot.

Part of the roof, adjacent to the hill it's dug into, has collapsed and much of the interior has gutted by fire years ago.

A DC 20 Search check reveals evidence that the burrow has been used recently. In one room a Furyondy silver coin is discovered along with evidence (patterns and scrape marks in the dust and debris) that several boxes or crates may have been here at one time. A DC 15

Survival check by someone with the Track feat reveals a wagon was brought near the burrow perhaps a week ago. Humanoid tracks in the area include a set of small-sized humanoid footprints and two sets of medium-sized footprints. The wagon tracks and footprints disappear a hundred or so feet from the burrow and cannot be tracked to its source.

ENCOUNTER 5: BROTHERLY LOVE

Mid-morning of the 25th of Coldeven, Tomlinn Pebblestone and his family arrive at the village. He immediately takes up residence in his brother's home, rather than at the Inn of Two Sisters, and begins to put his late brother's affairs in order. Later in the day, accompanied by Allistran Heatherthorn and Eldon Nimblefoot, he visits his brother's grave. Sometime after his arrival, he is told of the ongoing investigation and becomes eager to assist the PCs as best he can.

The death of his brother, however, has hit him hard. Greatly saddened, his wife Alvia and two young daughters, Kelma and Barrella, do their best to comfort him.

☛ **Tomlinn Pebblestone:** NG male halfling fighter 1/cleric 3; hp 31; Will save +6.

Appearance: Standing over three feet tall, this burly, middle-aged halfling has a commanding and competent air about him. Tomlinn wears a medallion with two crossed short swords on it. A DC 12 Knowledge (religion) check reveals this is the symbol of Arvoreen, the halfling god of War and Protection.

After the PCs have introduced themselves and told him all they know of his brother's murder he relates the following information:

- Tomlinn returned to Elmshire as soon as heard of his brother's death. Milnia sent word by magic. He has not been to Elmshire in over a decade.
- He is deeply saddened by his brother's death and wants to know who committed the murder.
- More than thirty years ago, Tomlinn and Harlinn's parents were murdered by what turned out to be worshippers of Iuz. Harlinn was just a child when this occurred, but Tomlinn was a young adult.
- An arrogant and mysterious tailor in the village named Milton Merrifoot was suspected. He was tracked to his home, north of the village, and later to a secret cavern shrine. Several villagers including himself and the late Sheriff Philodendron Waterleaf (the present sheriff's older brother) attacked the shrine.
- The worshippers turned out to be river bargemen and Rhennee. Most of the Merrifoot clan was also involved. They were all slain, but

Milton Merrifoot escaped. Milton's burrow and the shrine to Iuz were destroyed.

- Those who slew the worshippers and destroyed the shrine swore never to reveal the location of the shrine lest it attract would-be followers of Iuz. Tomlinn is the only one of those men still alive.
- Tomlinn left shortly after that to adventure across the Flanaess and serve the will of Arvoreen. He ended up fighting in the Greyhawk Wars.
- Tomlinn later heard a rumor that Milton Merrifoot made his way to Furyondy and served the forces of the Empire of Iuz.
- The Merrifoot clan was branded as traitors to the community years ago when they worked with evil Rhennee in a smuggling operation. Several Merrifoots were hanged and their lands confiscated.
- Lastly, he inquires if there is any truth to the rumor the Rhennee were involved in his brother's death.

Should the PCs show him the evidence of the button, the Furyondian coins, and the leather pouch and/or reveal Milton's burrow has been occupied, this causes Tomlinn even greater distress. He reasons it is possible Milton has returned to Elmshire for unknown reasons. If also told of the Marran Sarraith's disappearance and/or murder, Tomlinn remarks Milton, like the rest of his family, had a working relationship with Rhennee and other river sailors who were involved in smuggling and other illicit activities. It is possible his brother's death and Marran Sarraith's disappearance and death are somehow related. Further, at the old shrine the PCs may find evidence of where Milton is or, quite possibly, Milton is there now.

Tomlinn reveals the location of the shrine, some three miles northeast of Milton's burrow, well into the foothills of the Cairn Hills. He provides the PCs with detailed direction to the shrine. Finally, Tomlinn agonizes whether to accompany the PCs, but decides against it because of his wife and daughters who beg him not to go. He wishes the PCs the best of luck and offers to reward them should they discover Milton Merrifoot has returned and/or Milton was involved in his brother's death.

ENCOUNTER 6: A FEW PETS

Essentially, the only way to find the shrine of Iuz is to be given directions to it by Tomlinn Pebblestone. It is possible the PCs could eventually find it by themselves. However, it would take days or weeks to search the many square miles of hills, woods and other areas surrounding the village. Hence, the most expedient way to locate the shrine is through Tomlinn.

The entrance to the old shrine is located in a gully near a small foothill in the Cairn Hills. See **DM's Map 2: Shrine of Iuz**.

AREA 1

Several large boulders and bushes are located in the immediate area surrounding the cave entrance. Recently cut branches and foliage has been used to partially obscure the entryway. Since the PCs were given specific directions, they find the entrance with very little trouble.

Many large boulders and bushes are located near the partially hidden cave entrance to the secret shrine of Iuz. Leaf covered branches and dead bushes have been arranged to obscure the entryway. The cave beyond is dark and most likely extends deep into the hillside.

At its narrowest, the cave entrance is a little over ten feet wide and about ten feet high. A DC 15 Survival check by someone with the Track feat reveals several small- and medium-sized humanoid footprints and wagon wheel tracks near the cave entrance.

AREA 2

This large cavern is dark and deserted. It is approximately eighty feet at its widest, nearly sixty feet long and fifteen feet high. The cavern walls have been scorched by what must have been intense heat. A sundered stone altar is at the far end of the western portion of the cavern. Many smaller pieces have been scattered about the general area. Although the altar no longer detects of magic, a faint inherent stain of evil still emanates from the broken pieces. The immediate area about the altar is stained a deep red color.

A DC 10 Survival check by someone with the Track feat confirms the presence of small- and medium-sized footprints as well as wheel tracks from a wagon, in the cavern. Many of the footprints seem to originate from the northern portion of the cavern.

A DC 10 Search check suggests a team of horses and a wagon may have been kept here for some time in the recent past. Finally, remnants of a large campfire can be found near the passageway into the cavern. Still warm embers indicate the fire was used less than a day ago.

This large cavern extends deep into the hillside. Soot covers the cavern walls and ceiling from what must have been an intense fire. A low stone table near the western portion of the cavern has been broken into many pieces.

A DC 25 Search check along the northern cavern wall reveals a secret door. While the door is not trapped, it is locked.

Secret Stone Door: 3 in. thick; hardness 8; hp 45; Break DC 24; Open Locks DC 20.

Beyond the secret door, a series of chambers has been crudely dug into the hillside. Unless otherwise stated, all corridors and rooms are eight feet high and lit by *continual flame* stones set into the wall. Wood covers some of the earthen walls, floor and ceiling. Many wooden beams support the chamber roofs. The wooden walls and doors of in the new shrine are as follows:

➤ **Wood Walls:** 6 in. thick; hardness 5; 60 hp; Break DC 20.

➤ **Simple Wooden Doors:** 1 in. thick; hardness 5; 10 hp; Break —; Stuck DC 13; Locked DC 15.

AREA 3

This thirty by thirty-foot room has passageways leading north, east and west. A heavy black curtain, obscuring what lies beyond, covers each passageway. In the room are a roughly made table and four chairs, several barrels of ale and water and a small closet filled with dry goods and other food items.

This well lit, medium-sized chamber appears to be a living quarters of sorts. Tunnels lead north, east and west from this main chamber. A thick black curtain blocks each of the tunnels.

The passageway east ends some 15 feet from the main room (Area 4). The guardians present in Area 4 attack anyone entering Area 3.

AREA 4

The floor of this ten by ten foot alcove is covered with a mixture of moldy, dirty hay, rags and refuse. At the far corner is a small pile of rubble.

The shrine guardian(s) resides in this area and attacks anyone entering the main room (Area 3) that does not either speak the password or is not Milton or his henchmen. Hidden under the pile of loose rubble (DC 20 Search check) is a pouch containing six diamonds (100 gp each) and 2 potions.

APL 2 (EL 3)

➤ **Fiendish Wolves (3):** hp 16 each; Appendix 1.

APL 4 (EL 5)

➤ **Advanced 4 HD Dretch (2):** hp 32 each; Appendix 1.

APL 6 (EL 7)

➤ **Babau (1):** hp 77; *Monster Manual* 40.

➤ **Dretch (2):** hp 16 each; *Monster Manual* 42.

APL 8 (EL 9)

➤ **Vrock (1):** hp 130; *Monster Manual* 48

Tactics: The guardian creature(s) are native outsiders and have not been summoned. The purpose of the creature(s) is to kill all intruders and prevent them from entering the northern tunnel. If multiple creatures are present, they act intelligently and, whenever possible, flank opponents.

The guardian creature(s) fight viciously and mercilessly to the death. Note, at APLs 4, 6, and 8 the creature(s) only use their inherent summoning ability if the situation becomes desperate. Finally, the guardian creature(s) chase fleeing PCs, but do not leave the caverns.

Treasure:

APL 2: Coin—100 gp; Magic—potion of *lesser restoration* (2) (25 gp each).

APL 4: Coin—100 gp; Magic—potion of *lesser restoration* (2) (25 gp each).

APL 6: Coin—100 gp; Magic—potion of *lesser restoration* (2) (25 gp each).

APL 8: Coin—100 gp; Magic—potion of *lesser restoration* (2) (25 gp each).

AREA 5

This medium-sized, thirty by thirty-foot chamber is currently being used to store goods.

This medium-sized room has crates and boxes stored along the western wall of the room. Several support braces and beams have been set at the eastern end. Light rubble, soil and loose stone, are in this area.

Several boxes containing necromantic supplies, such as body parts and spell components are in the western portion of the room.

The eastern part is bare, save for some loose rubble on the floor. A more than normal number of wooden beams and boards have been used to support this portion of the chamber. A DC 15 Knowledge (architecture and engineering) or equivalent reveals the chamber has recently become unstable and the additional wooden beams likely prevent any further collapse.

AREA 6

This is a common area with doors to the east and west and double doors to the north. Several padded wooden chairs and bookcases containing books about Iuz rituals and religion can be found here.

To the north are ornate double doors. A door sits on both the eastern and western walls. Several chair and bookcases furnish the room.

There is nothing of value in this area.

AREA 7

The doors are not locked.

Behind the door is a small room that contains a simple bed and stout wooden chest. The bed is covered with several winter blankets.

Each chest contains clothes and personal items. A DC 15 Intelligence check identifies one of the chests with items associated with the dwarven culture and the other one to orkish culture. There is nothing of value in either room.

AREA 8

The door is not locked.

In the center of the room is a small but comfortable bed. A chest and wardrobe is here, as well as a small writing desk.

The furniture here is obviously made for a small-sized individual. Clothing and other personal items suggest a halfling. A DC 10 Search check locates several books and papers in the desk, including Harlinn's missing journal (see **Player Handout 4**), a letter to a supplier and one from Griswald Hairhand, (see **Player Handout 5**), and a series of increasingly threatening letters from Marran Sarraith demanding he be paid more gold for his smuggling trips. Also, on the desk is a ledger dating back almost two years. The ledger records quantities of necromantic supply deliveries, pickup/shipment times/dates and payments for individuals initialed "MS", "MB", "RO" and "GG". Starting 2nd of Coldeven CY 596, the initials "MS" is crossed out.

A DC 18 Search check of the desk reveals a hidden panel in the back and a large, dusty locked chest full of gold. A DC 20 Open Locks check easily opens the chest.

Treasure

All APLs: Coin—50 gp.

AREA 9

This simple wooden door is locked. A DC 20 Open Locks check opens the door.

Alchemical equipment and supplies have been set up on several tables. Bookcases line the southern wall and a dissection table sits along the north wall.

The alchemy lab is in good condition. Dozens of books on alchemy, poisons, antidotes, and undead can be found in the bookcases. The dissection table is empty. Despite dried blood and ichor stains, the table has not been used recently. Based on the number of books and papers on it, it appears to be currently used as a makeshift desk. A laboratory notebook recounts dozens of failed experiments researching various foul subjects. A DC 15 Search check reveals a single vial of positoxin (gravedust at APL 2, lichbane at APL 4, boneshard paste at APL 6 or sunlight oil at APL 8) inside a hidden compartment in the back of a wooden shelf.

Treasure:

APL 2: Loot—50 gp.

APL 4: Loot—96 gp.

APL 6: Loot—104 gp.

APL 8: Loot—150 gp.

AREA 10

Although the double doors to this room are made of the same material and thickness of the other doors, a grinning skull has been painted on the doors in gold. The doors are unlocked.

This large, empty room has a stone altar at the far end. An animal carcass has been draped across the altar and a pool of dried blood and gore lying nearby. Hanging over the altar is a grinning red skull made of iron.

This room is under the effects of an *unhallow* spell. A *bane* spell has been tied to the *unhallow* spell and affects all non-worshippers of Iuz. A successful DC 10 Knowledge (religion) check confirms the grinning skull is the holy symbol of Iuz, the demigod of Deceit, Pain, Oppression, and Evil. Followers of St. Cuthbert know this automatically.

The altar seems to almost palpitate with evil. The closer good-aligned PCs get to that altar, the queasier they become. Should a *detect evil* be cast upon the altar by a good-aligned caster, the spell abruptly ends and the caster is stunned for 1 round by the overwhelming evil present in the rock.

➤ **Stone Altar:** 3 ft. thick; hardness 8; 540 hp; Break DC 50.

A DC 15 Knowledge (arcana or nature) identifies the animal carcass as that of a unicorn. The unicorn's horn has been severed from the body and is missing.

ENCOUNTER 7: OLD WICKED

Just as the PCs have finished exploring the shrine, Milton and his henchmen return from a meeting with several of Braknor Vorreth's men. At APL 2, one of Milton's henchmen, Grunk Gnomethrower, is not present. He stayed behind to coordinate activities with Braknor's men. If the PCs did not hide their presence in the shrine (for example by re-camouflaged the cave entrance) Milton and his henchmen realize they have unwelcome visitors. Otherwise, they are likely be caught unawares of the PCs presence.

APL 2 (EL 5)

➤ **Milton Merrifoot:** male halfling cleric 3; hp 24; Appendix 1.

➤ **Reivar Oathbreaker:** male dwarf ranger 1/rogue 1/warrior 2; hp 34; Appendix 1.

APL 4 (EL 7)

➤ **Milton Merrifoot:** male halfling cleric 5; hp 38; Appendix 1.

➤ **Reivar Oathbreaker:** male dwarf ranger 1/rogue 1/warrior 2; hp 34; Appendix 1.

➤ **Grunk Gnomethrower:** male half-orc barbarian 1/rogue 1/warrior 2; hp 38; Appendix 1.

APL 6 (EL 9)

➤ **Milton Merrifoot:** male halfling cleric 7; hp 56; Appendix 1.

➤ **Reivar Oathbreaker:** male dwarf ranger 1/rogue 3/warrior 2; hp 49; Appendix 1.

➤ **Grunk Gnomethrower:** male half-orc barbarian 1/fighter 2/rogue 1/warrior 2; hp 58; Appendix 1.

APL 8 (EL 11)

➤ **Milton Merrifoot:** male halfling cleric; hp 72; Appendix 1.

➤ **Reivar Oathbreaker:** male dwarf ranger 1/rogue 5/warrior 2; hp 64; Appendix 1.

➤ **Grunk Gnomethrower:** male half-orc barbarian 2/fighter 2/rogue 1/warrior 4; hp 85; Appendix 1.

Tactics: If alerted to the PCs presence, Milton ambushes the PCs. For example he could wait for the PCs to leave the cavern proper and ambush them outside the cave. There Milton and his henchmen use the large boulders as cover and uneven ground prevent the PCs from charging. The more preferable option, however, is to ambush the PCs as they are coming out of Area 6 or Area 10 in the shrine. Milton's henchmen block the corridors while he casts spells from behind them. The latter option allows Milton to time the use of his buff spells better and the PCs will not be able to use their mounts (if they have any).

Milton prepares all the spells in his power-up suite. Since many of these spells have short duration, Milton and his henchmen may not have time to wait for the PCs to emerge and hence will have initiate combat from a defensible position. Milton uses undead creatures from *summon undead* spells (possibly using his Divine Magic and Rapid Spell feats to directly attack the PCs. He uses these undead as a buffer between the PCs and his henchmen or to set up flanking attacks for his minions. He uses *wrack* to target arcane spellcasters or rogue types, while preferring to use *confusion* to catch a large grouping of PCs, especially fighter-types. He reserves *dispel magic* or *resurgence* to counter any unwanted magic effects cast on him or his henchmen. Lastly, Milton uses his *cure* spells to aid his henchmen as best he can. At APL 8, Reivar and Grunk each drink a potion of *haste* before entering combat.

Milton prefers to use stay behind his henchmen, using cover, as much as possible, and casting spell appropriately. He only enters combat if absolutely necessary. Milton and his henchmen coordinate their attacks well. The henchmen never stray too far from

Milton, limiting PCs access to him and fight to the death. In turn, Milton tries not to catch his henchmen in any area of effect spells, unless the situation is very dire. Finally, if the combat is clearly going badly, Milton use *invisibility* to flee, leaving his henchmen behind (much to their dismay). If he cannot flee, Milton fights to the death, knowing the authorities will execute him if he is captured alive.

Treasure

APL 2: Loot—88 gp; Magic—*vest of resistance +1* (83 gp each), *wand of inflict light wound* (62 gp each).

APL 4: Loot—138 gp; Magic—*pearl of power* (1st-level) (83 gp each); *vest of resistance +2* (333 gp each), *wand of inflict light wound* (62 gp each).

APL 6: Loot—80 gp; Magic—*+1 dwarven waraxe* (194 gp each), *+1 greatsword* (196 gp each), *pearl of power* (1st-level) (83 gp each); *vest of resistance +2* (333 gp each), *wand of inflict light wound* (62 gp each).

APL 8: Loot—80 gp; Magic—*+1 human bane dwarven waraxe* (694 gp each), *+1 greatsword* (196 gp each), *pearl of power* (1st-level) (83 gp each); *potions of haste* (2) (62 gp each); *vest of resistance +2* (333 gp each), *wand of inflict light wound* (62 gp each).

Development: Should Milton and/or his henchmen be captured alive, they admit to the murders and running the smuggling operation.

They try to strike a deal with the PCs and the authorities in Elmshire and Greyhawk. They tell all they know about the smuggling operation (including Braknor Vorreth, Dench and the Cult of Iuz) in the City of Greyhawk in attempt to avoid execution. It doesn't work.

CONCLUSION

Even if Milton and/or his henchmen are not able to confess to their crimes, the letter to Dench and the letter from Hairhand, **Player Handout 5**, Marran Sarraith's letters, and the ledger are sufficient evidence to convince Sofia the halflings were not responsible for Marran's murder. She grudgingly lifts the curse from the villagers, despite a lack of an apology from the mayor. Additionally, she rewards the PCs with the *Favor of the Rhennee* for their help in solving the murder. If any PC was subject to her "evil eye" and has *Sofia's Curse* he is not given the *Favor of the Rhennee*.

The revelation of Milton Merrifoot's return to the village, his smuggling operation and his involvement in the murders of Marran Sarraith and Harlinn Pebblestone come as a shock to many of the villagers, especially Iris Moonglow and Tomlinn Pebblestone. Tomlinn intends to move his family permanently to Elmshire and continue his brother's business. There he plans to have a vigilant eye on any smuggling activity and for the insidious machinations of the forces of Iuz in the village. Should the authorities in Greyhawk City be alerted to the smuggling operation, the PCs are awarded the *Grateful City Watch Favor*.

With the approach of Growfest, the solving of the murders and the lifting of the Veth's curse, the halflings

have much to celebrate. Together Mayor Thistleleaf and Tomlinn Pebblestone provide each PC with a 25 gp reward. Finally, the PCs are awarded the *Favor of Elmshire* and invited to stay in Elmshire as guests of the village for the Growfest Festival.

Treasure

All APLs: Coin —25 gp.

During Growfest, the villagers throw a great party in celebration. Tomlinn Pebblestone raises his mug of ale in salute. "On behalf of the mayor and the good citizens of Elmshire, we thank you for your service. Without your investigative skills and bravery, my brother's murderer would not have been discovered. We would be oblivious to the villainous activities of Milton Merrifoot and still under the accusations of the Rhennee and their horrible curse. May your lives be long, you homes blessed and your loved ones kept safe. You will always be welcome in Elmshire. Again, thank you." Taking a sip of his ale, Tomlinn joins with Mayor Thistleleaf, Sheriff Waterleaf, Milnia Taquin and the other villagers in a great cheer for the adventurers. The party lasts long into the night.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 1: Danger Along the River

Defeat the undead.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Encounter 6: A Few Pets

Defeat the guardian(s) of the shrine.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

Encounter 7: Old Wicked

Defeat Milton Merrifoot and his henchmen.

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

Story Award

Solve the murders and discover the smuggling operation.

All APLs	30 XP
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Discretionary Roleplaying Award

APL 2	60 XP
APL 4	105 XP
APL 6	150 XP
APL 8	195 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP

TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the

bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

Introduction

APL 2: Coin: 25 gp.

APL 4: Coin: 25 gp.

APL 6: Coin: 25 gp.

APL 8: Coin: 25 gp.

Encounter 1: Danger Along the River

APL 2: Loot: 44 gp.

APL 4: Loot: 44 gp.

APL 6: Loot: 44 gp.

APL 8: Loot: 48 gp.

Encounter 6: A Few Pets

Area 4

APL 2: Coin: 100 gp; Magic: 50 gp—potion of *lesser restoration* (2) (25 gp each).

APL 4: Coin: 100 gp; Magic: 50 gp—potion of *lesser restoration* (2) (25 gp each).

APL 6: Coin: 100 gp; Magic: 50 gp—potion of *lesser restoration* (2) (25 gp each).

APL 8: Coin: 100 gp; Magic: 50 gp—potion of *lesser restoration* (2) (25 gp each).

Area 8

APL 2: Coin: 50 gp.

APL 4: Coin: 50 gp.

APL 6: Coin: 50 gp.

APL 8: Coin: 50 gp.

Area 9

APL 2: Loot: 50 gp.

APL 4: Loot: 96 gp.
APL 6: Loot: 104 gp.
APL 8: Loot: 150 gp.

Encounter 7: Old Wicked

APL 2: Loot: 88 gp; Magic: 145 gp—*vest of resistance +1* (83 gp each), *wand of inflict light wound* (62 gp each).

APL 4: Loot: 138 gp; Magic: 478 gp—*pearl of power (1st-level)* (83 gp each), *wand of cure light wounds* (62.5 gp each), *vest of resistance +2* (333 gp each).

APL 6: Loot: 80 gp; Magic: 868 gp—*+1 dwarven waraxe* (194 gp each), *+1 greatsword* (196 gp each), *pearl of power (1st-level)* (83 gp each); *vest of resistance +2* (333 gp each), *wand of inflict light wound* (62 gp each).

APL 8: Loot: 80 gp; Magic: 1493 gp—*+1 (human bane) dwarven waraxe* (694 gp each), *+1 greatsword* (196 gp each), *pearl of power (1st-level)* (83 gp each); 2 *potions of haste* (62 gp each per potion); *vest of resistance +2* (333 gp each), *wand of inflict light wound* (62 gp each).

Conclusion

APL 2: Coin: 25 gp.
APL 4: Coin: 25 gp.
APL 6: Coin: 25 gp.
APL 8: Coin: 25 gp.

Total Possible Treasure

APL 2: Loot: 182 gp; Coin: 200 gp; Magic: 195 gp;
Total: 577 gp (450 gp max).

APL 4: Loot: 278 gp; Coin: 200 gp; Magic: 528 gp;
Total: 1,016 gp (650 gp max).

APL 6: Loot: 228 gp; Coin: 200 gp; Magic: 918 gp;
Total: 1,346 gp (900 gp max).

APL 8: Loot: 278 gp; Coin: 200 gp; Magic: 1543 gp;
Total: 2,021 gp (1125 gp max).

ITEMS FOR THE ADVENTURE RECORD

oFavor of Elmshire: The halflings of Elmshire have given you permission to purchase some of their animals. You may expend this favor for “Adventure” access to purchase one brixashulty (*Races of the Wild* 194) or one Elmshire-raised riding dog.

The Elmshire riding dog is identical to the riding dog in the *Monster Manual*, except it has hp 20.

Alternatively, a ranger or druid may spend this favor and an additional 4 TUs serving Elmshire to gain access to a brixashulty animal companion. The brixashulty animal companion follows the rules in *Races of the Wild* (page 187).

Cross this favor through when used.

oFavor of the Rhennee: For assisting in uncovering the truth about the death of their comrade, Rhennee bargefolk have agreed to assist you in maritime training. You may learn one of the following feats: Old Salt, Sea Legs, or Storm Magic.

Alternatively, you may learn one of the following spells: *detect ships*, *disguise ship*, *favorable wind*, *jig of waves*, *quicksim* or *wave blessing*.

You are considered to have “Core” access to the spell or feat you chose. Circle the spell or feat selected. All the above spells and feats appear in *Stormwrack*.

oGrateful City Watch: For turning over information of the smuggling operation to the Greyhawk City Watch, you have earned their gratitude. You receive free rich upkeep during your next three adventures in the Domain of Greyhawk.

oSofia’s Curse: For violence against the local Rhennee Community you have earned the local Veth’s wrath. You suffers the effects of an *unluck* spell (*Spell Compendium*, p.227-228) for the next ten adventures. This can be removed with a *break enchantment*, *limited wish* or a *wish*. Mark off when expired.

ITEM ACCESS

APL 2:

- Gravedust (Adventure, *Libris Mortis*, 100 gp).
- *Vest of resistance +1* (Core, CA, 1,000 gp).
- *Wand of inflict light wounds* (Adventure, DMG, 750 gp).

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

- Lichbane (Adventure, *Libris Mortis*, 650 gp).
- *Pearl of power* (1st-level) (Core, 1000 gp).
- *Vest of resistance +2* (Core, CA, 4000 gp).

APL 6: (All of APLs 2-4 plus the following)

- Boneshard paste (Adventure, *Libris Mortis*, 750 gp).

APL 8: (All of APLs 2-6 plus the following)

- Sunlight oil (Adventure, *Libris Mortis*, 1300 gp).
- *+1 human bane dwarven waraxe* (Adventure, 8,330 gp).

APPENDIX 1: APL 2

ENCOUNTER 1: DANGER ALONG THE RIVER

➤ **Marran Sarraith:** male human corpse rogue 1/fighter 1; CR 3; Medium undead; HD 2d12; hp 18; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +1; Grp +5; Atk +7 melee (2d4+6/18-20, masterwork falchion) or +5 melee (1d6+6, slam) or +3 ranged (1d6, composite shortbow); Full Atk +7 melee (2d4+6/18-20, masterwork falchion) or +5 melee (1d6+6, slam) or +3 ranged (1d6, composite shortbow); SA sneak attack 1d6; SQ darkvision 60 ft., trapfinding, undead traits; AL CE; SV Fort +2, Ref +4, Will +1; Str 19, Dex 14, Con —, Int 10, Wis 12, Cha 10.

Skills and Feats: Bluff +1, Climb +3, Diplomacy +1, Disable Device +4, Escape Artist +4, Hide +4, Jump +3, Knowledge (local) +1, Listen +5, Move Silently +4, Profession (sailor) +4, Search +4, Sense Motive +2, Spot +5, Swim +3, Tumble +4, Use Rope +4; Combat Reflexes, Power Attack, Weapon Focus (falchion).

Languages: Common.

Possessions: Chain shirt, composite shortbow with 20 arrows, locked gauntlets, masterwork falchion, short sword.

Reference: Corpse template: *Book of Vile Darkness* 185.

ENCOUNTER 6: A FEW PETS

➤ **Fiendish Wolf:** CR 1; Medium magical beast; HD 2d8+4; hp 16; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite); SA smite good, trip; SQ darkvision 60 ft., low-light vision, resistance to cold 5 and fire 5, scent, spell resistance 7; AL NE; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 3, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1 (+5 following tracks); Track, Weapon Focus (bite).

Smite Good (Su): Once per day the wolf can make a normal melee attack to deal extra damage equal to its HD total (+2) against a good foe.

Trip (Ex): A fiendish wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the fiendish wolf.

ENCOUNTER 7: OLD WICKED

➤ **Milton Merrifoot:** male halfling, cleric 3; CR 3; Small humanoid; HD 3d8+6; hp 24; Init +1; Spd 15 ft.; AC 20, touch 12, flat-footed 19; Base Atk +2; Grp -1; Atk +5 melee (1d6+1, masterwork morningstar) or +5 ranged (1d3+1, sling); Full Atk +5 melee (1d6+1, masterwork morningstar) or +5 ranged (1d3+1, sling); SA spells; SQ halfling traits, rebuke undead,

spontaneous cast *inflict* spells; AL NE; SV Fort +7, Ref +4, Will +8; Str 12, Dex 12, Con 14, Int 12, Wis 17, Cha 12.

Skills and Feats: Bluff +2, Concentration +8, Craft (alchemy) +2, Hide -4, Knowledge (arcana) +2, Knowledge (religion) +2, Listen +4, Move Silently -4, Spellcraft +2, Spot +4; Divine Metamagic (Rapid Spell), Rapid Spell.

Languages: Common, Halfling.

Rebuke Undead (Su): 4/day; 1d20+1; turning damage 2d6+4.

Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): 0—*cure minor wounds, detect magic, guidance, resistance*; 1st—*bless, protection from good*, shield of faith, summon undead I*; 2nd—*bull's strength, hold person, invisibility**.

***Domain spell.** Iuz; Domains: Evil (cast evil spells at +1 caster level), Trickery (Bluff, Disguise and Hide are cleric class skills).

Possessions: Banded mail, heavy wooden shield, masterwork morningstar, sling with 10 sling bullets, sunrod, *wand of inflict light wounds, vest of resistance +1*.

Power-Up Suite (Prepared—*bless, shield of faith*): AC 22, touch 14, flat-footed 21; Atk +6 melee (1d6+1, masterwork morningstar) or +6 ranged (1d3+1, sling); Full Atk +6 melee (1d6+1, masterwork morningstar) or +6 ranged (1d3+1, sling).

➤ **Reivar Oathbreaker:** male dwarf ranger 1/rogue 1/warrior 2; CR 3; Medium humanoid; HD 3d8+9 plus 1d6+3; hp 34; Init +2; Spd 20 ft.; AC 18, touch 12, flat-footed 16; Base Atk +3; Grp +6; Atk +8 melee (1d10+3, masterwork dwarven waraxe) or +5 ranged (1d6, shortbow); Full Atk +8 melee (1d10+3, masterwork dwarven waraxe) or +5 ranged (1d6, shortbow); SA favored enemy (human), sneak attack +1d6; SQ darkvision 60 ft., dwarf traits, track, trapfinding, wild empathy; AL CE; SV Fort +8, Ref +6, Will +3; Str 16, Dex 14, Con 16, Int 12, Wis 12, Cha 8.

Skills and Feats: Bluff +3, Escape Artist +5, Handle Animal +1, Hide +5, Knowledge (nature) +3, Listen +6, Move Silently +5, Search +4, Spot +6, Survival +4, Tumble +5; Iron Will, Track, Weapon Focus (dwarven waraxe).

Languages: Common, Dwarven.

Possessions: Chain shirt, heavy wooden shield, locked gauntlets, longsword, masterwork dwarven waraxe, shortbow with 20 arrows.

Power-Up Suite (Prepared—*bless, bull's strength*): Atk +11 melee (1d10+5, masterwork dwarven waraxe) or +6 ranged (1d6, shortbow); Full Atk +11 melee (1d10+5, masterwork dwarven waraxe) or +6 ranged (1d6, shortbow).

ENCOUNTER 1: DANGER ALONG THE RIVER

➤ **Marran Sarraith:** male human corpse rogue 1/fighter 1; CR 3; Medium undead; HD 2d12; hp 18; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +1; Grp +5; Atk +7 melee (2d4+6/18-20, masterwork falchion) or +5 melee (1d6+6, slam) or +3 ranged (1d6, composite shortbow); Full Atk +7 melee (2d4+6/18-20, masterwork falchion) or +5 melee (1d6+6, slam) or +3 ranged (1d6, composite shortbow); SA sneak attack 1d6; SQ darkvision 60 ft., trapfinding, undead traits; AL CE; SV Fort +2, Ref +4, Will +1; Str 19, Dex 14, Con —, Int 10, Wis 12, Cha 10.

Skills and Feats: Bluff +1, Climb +3, Diplomacy +1, Disable Device +4, Escape Artist +4, Hide +4, Jump +3, Knowledge (local) +1, Listen +5, Move Silently +4, Profession (sailor) +4, Search +4, Sense Motive +2, Spot +5, Swim +3, Tumble +4, Use Rope +4; Combat Reflexes, Power Attack, Weapon Focus (falchion).

Languages: Common

Possessions: Chain shirt, composite shortbow with 20 arrows, locked gauntlets, masterwork falchion, short sword.

Reference: Corpse template: *Book of Vile Darkness* 185.

ENCOUNTER 6: A FEW PETS

➤ **Advanced 4 HD Dretch:** CR 3; Small outsider (chaotic, extraplanar, evil, Tanar'ri); HD 4d8+8; hp 32; Init +0; Spd 20 ft.; AC 16, touch 11, flat-footed 16; Base Atk +4; Grp +1; Atk +6 melee (1d6+1, claw); Full Atk +6 melee (1d6+1, claw) and +4 melee (1d4, bite); SA spell-like abilities, summon *tanar'ri*; SQ DR 5/cold iron or good, darkvision 60ft, immunity to electricity and poison, resistance to acid 10, cold 10 and fire 10, telepathy 100 ft.; AL CE; SV Fort +6, Ref +4, Will +4; Str 13, Dex 10, Con 14, Int 5, Wis 11, Cha 11.

Skills and Feats: Hide +7, Listen +7, Move Silently +7, Spot +7, Search +0, Survival +0 (+2 following tracks), Tumble +4; Improved Natural Attack (claw), Multiattack.

Spell-Like Abilities: 1/day—*scare* (DC 12), *stinking cloud* (DC 12). Caster level 4th. The save DCs are Charisma-based.

Summon Tanar'ri (Sp): Once per day a dretch can summon another dretch with a 35% chance of success. This ability is the equivalent of a 1st-level spell.

Telepathy (Su): Dretches can communicate telepathically with creatures within 100 feet that speak Abyssal.

ENCOUNTER 7: OLD WICKED

➤ **Milton Merrifoot:** male halfling cleric 5; CR 5; Small humanoid; HD 5d8+10; hp 38; Init +1; Spd 15 ft.; AC 20, touch 12, flat-footed 19; Base Atk +3; Grp +0;

Atk +6 melee (1d6+1, masterwork morningstar) or +6 ranged (1d3+1, sling); Full Atk +6 melee (1d6+1, masterwork morningstar) or +6 ranged (1d3+1, sling); SA spells; SQ halfling traits, rebuke undead, spontaneous cast *inflict* spells; AL NE; SV Fort +9, Ref +5, Will +11; Str 12, Dex 12, Con 14, Int 12, Wis 18, Cha 12.

Skills and Feats: Bluff +2, Concentration +10, Craft (alchemy) +2, Hide -3, Knowledge (arcana) +3, Knowledge (religion) +3, Listen +4, Move Silently -4, Spellcraft +3, Spot +4; Divine Metamagic (Rapid Spell), Rapid Spell.

Languages: Common, Halfling.

Rebuke Undead (Su): 4/day; 1d20+1; turning damage 2d6+6.

Spells Prepared (5/4+1/3+1/2+1; base DC = 14 + spell level): 0—*cure minor wounds*, *detect magic*, *guidance*, *light*, *resistance*; 1st—*bless*, *protection from good**, *resurgence*, *shield of faith*, *summon undead I*; 2nd—*bull's strength*, *hold person*, *invisibility**, *summon undead II*; 3rd—*dispel magic*, *magic circle against good**, *summon undead III*.

***Domain spell.** Iuz; Domains: Evil (cast evil spells at +1 caster level), Trickery (Bluff, Disguise and Hide are cleric class skills).

Possessions: Banded mail, heavy wooden shield, masterwork morningstar, sling with 10 sling bullets, sunrod, *pearl of power* (1st-level), *vest of resistance* +2, *wand of inflict light wounds*.

Power-Up Suite (Prepared—*bless*, *shield of faith*): AC 22, touch 14, flat-footed 21; Atk +7 melee (1d6+1, masterwork morningstar) or +7 ranged (1d3+1, sling); Full Atk +7 melee (1d6+1, masterwork morningstar) or +7 ranged (1d3+1, sling).

➤ **Reivar Oathbreaker:** male dwarf ranger 1/rogue 1/warrior 2; CR 3; Medium humanoid; HD 3d8+9 plus 1d6+3; hp 34; Init +2; Spd 20 ft.; AC 18, touch 12, flat-footed 16; Base Atk +3; Grp +6; Atk +8 melee (1d10+3, masterwork dwarven waraxe) or +5 ranged (1d6, shortbow); Full Atk +8 melee (1d10+3, masterwork dwarven waraxe) or +5 ranged (1d6, shortbow); SA favored enemy (human), sneak attack +1d6; SQ darkvision 60 ft., dwarf traits, track, trapfinding, wild empathy; AL CE; SV Fort +8, Ref +6, Will +3; Str 16, Dex 14, Con 16, Int 12, Wis 12, Cha 8.

Skills and Feats: Bluff +3, Escape Artist +5, Handle Animal +1, Hide +5, Knowledge (nature) +3, Listen +6, Move Silently +5, Search +4, Spot +6, Survival +4, Tumble +5; Iron Will, Track, Weapon Focus (dwarven waraxe).

Languages: Common, Dwarven.

Possessions: Chain Shirt, heavy wooden shield, locked gauntlets, longsword, masterwork dwarven waraxe, shortbow with 20 arrows.

Power-Up Suite (Prepared – *bless*): Atk +9 melee (1d10+3, masterwork dwarven waraxe) or +6

ranged (1d6, shortbow); Full Atk +9 melee (1d10+3, masterwork dwarven waraxe) or +6 ranged (1d6, shortbow).

➤ **Grunk Gnomethrower:** male half-orc barbarian 1/rogue 1/warrior 2; CR 3; Medium humanoid; HD 1d12+3 plus 2d8+6 plus 1d6+3; hp 38, Spd 40 ft.; AC 17, touch 12, flat-footed 15; Base Atk +3; Grp +7; Atk +8 melee (2d6+6, masterwork greatsword) or +5 ranged (1d6, shortbow); Full Atk +8 (2d6+6, masterwork greatsword) or +5 ranged (1d6 shortbow); SA rage, sneak attack +1d6; SQ darkvision 60 ft., fast movement, half-orc traits, illiteracy, trapfinding; AL CE; SV Fort +8, Ref +4, Will +3; Str 18, Dex 14, Con 16, Int 6, Wis 12, Cha 6.

Skills and Feats: Escape Artist +2, Hide +2 Listen +5, Move Silently +2, Spot +5, Survival +3, Tumble +3; Iron Will, Power Attack.

Languages: Common, Orc.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, -2 to AC for number of rounds equal to 3+ (new) Constitution modifier.

Possessions: Breastplate, locked gauntlets, longsword, masterwork greatsword, shortbow with 20 arrows.

Power-Up Suite (Rage and Prepared—*bless, bulls strength*): hp 46; AC 15, touch 10, flat-footed 13; Atk +13 melee (2d6+12, masterwork greatsword) or +6 ranged (1d6, shortbow); Full Atk +13 (2d6+12, masterwork greatsword) or +6 ranged (1d6 shortbow); SV Fort +8, Ref +4, Will +5.

ENCOUNTER 1: DANGER ALONG THE RIVER

➤ **Marran Sarraith:** male human corpse rogue 1/fighter 2/warrior 2; CR 5; Medium undead; HD 5d12; hp 45; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +4; Grp +9; Atk +11 melee (2d4+7/18-20, masterwork falchion) or +9 melee (1d6+7, slam) or +6 ranged (1d6, composite shortbow); Full Atk +11 melee (2d4+7/18-20, masterwork falchion) or +9 melee (1d6+7, slam) or +6 ranged (1d6, composite shortbow); SA sneak attack 1d6; SQ darkvision 60 ft., evasion, trapfinding, undead traits; AL CE; SV Fort +6, Ref +4, Will +1; Str 20, Dex 14, Con —, Int 10, Wis 12, Cha 10.

Skills and Feats: Bluff +1, Climb +3, Diplomacy +1, Disable Device +4, Escape Artist +4, Hide +5, Jump +4, Knowledge (local) +1, Listen +5, Move Silently +5, Profession (sailor) +4, Search +4, Sense Motive +2, Spot +5, Swim +3, Tumble +4, Use Rope +4; Blind Fight, Combat Reflexes, Improved Turn Resistance, Power Attack, Weapon Focus (falchion).

Languages: Common.

Possessions: Chain shirt, composite shortbow with 20 arrows, locked gauntlets, masterwork falchion, short sword.

Reference: Corpse template: *Book of Vile Darkness* 185.

➤ **Advanced 8 HD Ghast (3):** CR 4; Medium undead; HD 8d12; hp 72; Init +3; Spd 30 ft.; AC 17, touch 12, flat-footed 14; Base Atk +4; Grp +8; Atk +8 melee (1d8+4 plus paralysis, bite); Full Atk +8 melee (1d8+4 plus paralysis, bite) and +6 melee (1d4+2 plus paralysis, 2 claws); SA ghoul fever, paralysis, stench; SQ darkvision 60 ft., +2 turn resistance, undead traits; AL CE; SV Fort +2, Ref +5, Will +8; Str 18, Dex 17, Con —, Int 13, Wis 14, Cha 16.

Skills and Feats: Balance +8, Climb +9, Hide +13, Jump +9, Listen +7, Move Silently +13, Spot +7; Tumble +13; Ability Focus (paralysis), Improved Turn Resistance, Multiattack.

Languages: Common.

Ghoul Fever (Su): Disease—bite, Fortitude save DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Paralysis (Ex): Those hit by a ghast's bite or claw attack must succeed on a DC 17 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.

Stench (Su): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 15 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghoul's stench for 24 hours. A *delay*

poison or *neutralize poison* spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

ENCOUNTER 7: OLD WICKED

➤ **Milton Merrifoot:** male halfling cleric 7; CR 7; Small humanoid; HD 7d8+14; hp 56; Init +1; Spd 15 ft.; AC 20, touch 12, flat-footed 19; Base Atk +5; Grp +2; Atk +8 melee (1d6+1, masterwork morningstar) or +8 ranged (1d3+1, sling); Full Atk +8 melee (1d6+1, masterwork morningstar) or +8 ranged (1d3+1, sling); SA spells; SQ halfling traits, rebuke undead, spontaneous cast *inflict* spells; AL NE; SV Fort +10, Ref +6, Will +12; Str 12, Dex 12, Con 14, Int 12, Wis 18, Cha 12.

Skills and Feats: Bluff +2, Concentration +12, Craft — Alchemy +2, Hide -2, Knowledge (arcana) +3, Knowledge (religion) +3, Listen +4, Move Silently -3, Spellcraft +4, Spot +4; Divine Metamagic (Rapid Spell), Extra Turning, Rapid Spell.

Languages: Common, Halfling.

Rebuke Undead (Su): 8/day; 1d20+1; turning damage 2d6+8

Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 14 + spell level): 0—*create water, cure minor wounds, detect magic, guidance, light, resistance*; 1st—*bless, cure light wounds, protection from good*, resurgence, shield of faith, summon undead I*; 2nd—*bull's strength, hold person, invisibility*, sound burst, summon undead II*; 3rd—*dispel magic, magic circle against good*, summon undead III, prayer*; 4th—*confusion*, divine power, wrack*;

***Domain spell.** Iuz; Domains: Evil (cast evil spells at +1 caster level), Trickery (Bluff, Disguise and Hide are cleric class skills).

Languages: Common, Halfling.

Possessions: Banded mail, heavy wooden shield, masterwork morningstar, sling with 10 sling bullets, sunrod, *pearl of power* (1st level), *vest of resistance +1, wand of inflict light wounds*.

Power-Up Suite (Prepared—*bless, divine power, prayer, shield of faith*): hp 63; AC 23, touch 15, flat-footed 22; Atk +15 melee (1d6+2, masterwork morningstar) or +12 ranged (1d3+2, sling); Full Atk +15/+10 melee (1d6+2, masterwork morningstar) or +12/+7 ranged (1d3+2, sling); SV Fort +11, Ref +7, Will +13

➤ **Reivar Oathbreaker:** male dwarf ranger 1/rogue 3/warrior 2; CR 5; Medium-Sized Humanoid; HD 3d8+9 plus 3d6+9; hp 49; Init +2; Spd 20 ft.; AC 18, touch 12, flat-footed 16; Base Atk +5; Grp +8; Atk +10 melee [(1d10+4, +1 *dwarven waraxe*) or +7 ranged (1d6, shortbow); Full Atk +10 melee (1d10+4, +1 *dwarven waraxe*) or +7 ranged (1d6, shortbow); SA favored

enemy (human), sneak attack +2d6; SQ darkvision 60 ft., dwarf traits, evasion, track, trapfinding, trapsense +1, wild empathy; AL CE; SV Fort +9, Ref +7, Will +4; Str 16, Dex 15, Con 16, Int 12, Wis 12, Cha 8.

Skills and Feats: Bluff +3, Escape Artist +8, Handle Animal +1, Hide +8, Knowledge (nature) +3, Listen +9, Move Silently +8, Search +4, Spot +9, Survival +4, Tumble +8; Iron Will, Power Attack, Track, Weapon Focus (dwarven waraxe).

Languages: Common, Dwarven.

Possessions: Chain Shirt, heavy wooden shield, locked gauntlets, longsword, +1 dwarven waraxe, shortbow with 20 arrows.

Power-Up Suite (Prepared—*bless, prayer*):

Atk +12 melee [(1d10+5, +1 dwarven waraxe) or +9 ranged (1d6+1, shortbow); Full Atk +12 melee (1d10+5, +1 dwarven waraxe) or +9 ranged (1d6+1, shortbow); SV Fort +10, Ref +8, Will +5.

👉 **Grunk Gnomethrower:** male half-orc barbarian 1/fighter 2/rogue 1/warrior 2; CR 5; Medium humanoid; HD 1d12+3 plus 2d10+6 plus 1d6+3 plus 2d8+6; hp 58; Spd 40 ft.; AC 17, touch 12, flat-footed 15; Base Atk +5; Grp +9; Atk +11 melee (2d6+7, +1 greatsword) or +7 ranged (1d6, shortbow); Full Atk +11 (2d6+7, +1 greatsword) or +7 ranged (1d6, shortbow); SA rage, sneak attack +1d6; SQ darkvision 60 ft., fast movement, half-orc traits, illiteracy, trapfinding; AL CE; SV Fort +11, Ref +4, Will +3; Str 18, Dex 14, Con 16, Int 8, Wis 12, Cha 6.

Skills and Feats: Escape Artist +2, Hide +2 Listen +5, Move Silently +2, Spot +5, Survival +3, Tumble +4; Combat Reflexes, Hold the Line, Iron Will, Power Attack, Weapon Focus (greatsword).

Languages: Common, Orc.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, -2 to AC for number of rounds equal to 3+ (new) Constitution modifier.

Possessions: Breastplate, locked gauntlets, +1 greatsword, shortbow with 20 arrows.

Power-Up Suite (Rage and Prepared—*bless, bulls strength, prayer*): hp 70; AC 15, touch 10, flat-footed 13; Atk +17 melee (2d6+14, +1 greatsword) or +9 ranged (1d6+1, shortbow); Full Atk +17 (2d6+14, +1 greatsword) or +9 ranged (1d6+1, shortbow); SV Fort +12, Ref +5, Will +6.

ENCOUNTER 1: DANGER ALONG THE RIVER

➤ **Marran Sarraith:** male human corpse rogue 2/fighter 2/warrior 4; CR 7; Medium undead; HD 8d12; hp 72; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +7; Grp +12; Atk +14 melee (2d4+7/18-20, masterwork falchion) or +12 melee (1d6+7, slam) or +9 ranged (1d6, shortbow); Full Atk +14/+9 melee (2d4+7/18-20, masterwork falchion) or +12 melee (1d6+7, slam) or +9/+4 ranged (1d6, composite shortbow); SA sneak attack 1d6; SQ darkvision 60 ft., evasion, trapfinding, undead traits; AL CE; SV Fort +7, Ref +7, Will +2; Str 21, Dex 14, Con —, Int 10, Wis 12, Cha 10.

Skills and Feats: Bluff +1, Climb +3, Diplomacy +1, Disable Device +4, Escape Artist +6, Hide +8, Jump +4, Knowledge (local) +1, Listen +5, Move Silently +8, Profession (sailor) +4, Search +4, Sense Motive +2, Spot +5, Swim +3, Tumble +6, Use Rope +4; Blind Fight, Combat Reflexes, Improved Turn Resistance, Power Attack, Weapon Focus (falchion).

Languages: Common.

Possessions: Chain shirt, composite shortbow with 20 arrows, locked gauntlets, masterwork falchion, short sword.

Power-Up Suite (Prepared—*haste*): AC 19, touch 13, flat-footed 17; Atk +15 melee (2d4+7/18-20, masterwork falchion) or +13 melee (1d6+7, slam) or +10 ranged (1d6, shortbow); Full Atk +15/+15/+10 melee (2d4+7/18-20, masterwork falchion) or +12/+12 melee (1d6+7, slam) or +10/+5 ranged (1d6, composite shortbow); SV Fort +7, Ref +8, Will +2.

Reference: Corpse template: *Book of Vile Darkness* 185.

➤ **Tomasa Littleberg:** male human corpse wizard 6; CR 7; Medium undead; HD 6d12; hp 54; Init +6; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +3; Grp +3; Atk +3 melee (1d8, morningstar) or +3 melee (1d6, slam) or +5 ranged (1d8, light crossbow); Full Atk +3 melee (1d8, morningstar) or +3 melee (1d6, slam) or +5 ranged (1d8, light crossbow); SA spells; SQ darkvision 60 ft., summon familiar, undead traits; AL CE; SV Fort +4, Ref +4, Will +6; Str 10, Dex 14, Con —, Int 18, Wis 12, Cha 12.

Skills and Feats: Concentration +10, Escape Artist +6, Hide +6, Knowledge (arcana) +13, Listen +4, Move Silently +4, Spellcraft +12, Spot +4, Tumble +6; Empower Spell, Eschew Materials, Great Fortitude, Improved Initiative, Improved Turn Resistance Scribe Scroll.

Languages: Common, Draconic.

Possessions: Light crossbow with 20 bolts, morningstar, spellbook.

Spells Known (4/4/4/3; base DC = 14 + spell level): 0—*detect magic*, *mage hand*, *message*, *prestidigitation*; 1st—*magic missile*, *magic missile*, *ray of enfeeblement*,

shield; 2nd—*glitterdust*, *protection from arrows*, *scorching ray*, *web*; 3rd—*dispel magic*, *fireball*, *haste*.

Power-Up Suite (Prepared—*haste*, *shield*): AC 19, touch 17, flat-footed 17; Atk +4 melee (1d8, morningstar) or +4 melee (1d6, slam) or +6 ranged (1d8, light crossbow); Full Atk +4/+4 melee (1d8, morningstar) or +4/+4 melee (1d6, slam) or +6/+6 ranged (1d8, light crossbow); SV Fort +4, Ref +5, Will +6.

Source: corpse template: *Book of Vile Darkness* 185.

➤ **Advanced 8 HD Ghast (3):** CR 4; Medium undead; HD 8d12; hp 72; Init +3; Spd 30 ft.; AC 17, touch 12, flat-footed 14; Base Atk +4; Grp +8; Atk +8 melee (1d8+4 plus paralysis, bite); Full Atk +8 melee (1d8+4 plus paralysis, bite) and +6 melee (1d4+2 plus paralysis, 2 claws); SA ghoul fever, paralysis, stench; SQ darkvision 60 ft., +2 turn resistance, undead traits; AL CE; SV Fort +2, Ref +5, Will +8; Str 18, Dex 17, Con —, Int 13, Wis 14, Cha 16.

Skills and Feats: Balance +8, Climb +9, Hide +13, Jump +9, Listen +7, Move Silently +13, Spot +7; Tumble +13; Ability Focus (paralysis), Improved Turn Resistance, Multiattack.

Ghoul Fever (Su): Disease—bite, Fortitude save DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Paralysis (Ex): Those hit by a ghast's bite or claw attack must succeed on DC 17 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.

Stench (Su): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 15 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghoul's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

Power-Up Suite (Prepared—*haste*): AC 18, touch 13, flat-footed 15; Atk +9 melee (1d8+4 plus paralysis, bite); Full Atk +9/+9 melee (1d8+4 plus paralysis, bite) and +7 melee (1d4+2 plus paralysis, 2 claws); SV Fort +2, Ref +6, Will +8.

ENCOUNTER 7: OLD WICKED

➤ **Milton Merrifoot:** male halfling cleric 9; CR 9; Small humanoid; HD 9d8+18; hp 72; Init +5; Spd 15 ft.; AC 20, touch 12, flat-footed 19; Base Atk +6; Grp +3; Atk +9 melee (1d6+1, masterwork morningstar) or +8 ranged (1d3+1, sling); Full Atk +9/+4 melee (1d6+1, masterwork morningstar) or +9/+4 ranged (1d3+1, sling); SA spells; SQ halfling traits, rebuke undead, spontaneous cast *inflict* spells; AL NE; SV Fort +11, Ref

+7, Will +13; Str 12, Dex 12, Con 14, Int 12, Wis 19, Cha 12.

Skills and Feats: Bluff +2, Concentration +14, Craft (alchemy) +2, Hide +0, Knowledge (arcana) +3, Knowledge (religion) +4, Listen +4, Move Silently -3, Spellcraft +5, Spot +4; Divine Metamagic (Rapid Spell), Extra Turning, Improved Initiative, Rapid Spell.

Languages: Common, Halfling

Rebuke Undead (Su): 8/day; 1d20+1; turning damage 2d6+10.

Spells Prepared (6/5+1/5+1/4+1/3+1/1+1; base DC = 14 + spell level): 0—*create water, cure minor wounds, detect magic, guidance, light, resistance*; 1st—*bless, cure light wounds, protection from good*, resurgence, shield of faith, summon undead I*; 2nd—*bull's strength, calm emotions, hold person, invisibility*, sound burst, summon undead II*; 3rd—*cure serious wounds, dispel magic, magic circle against good*, summon undead III, prayer*; 4th—*confusion*, divine power, summon undead IV, wrack*; 5th—*flame strike, unholy blight**

*Domain spell, Domains: Evil (cast evil spells at +1 caster level), Trickery (Bluff, Disguise and Hide are cleric class skills).

Languages: Common, Halfling.

Possessions: Banded mail, heavy wooden shield, masterwork morningstar, sling with 10 sling bullets, sunrod, *pearl of power* (1st level), *vest of resistance +1, wand of inflict light wounds*.

Power-Up Suite (Prepared—*bless, divine power, prayer, shield of faith*): 81 hp; AC 23, touch 15, flat-footed 22; Atk +17 melee (1d6+1, masterwork morningstar) or +13 ranged (1d3+2, sling); Full Atk +17/+12 melee (1d6+1, masterwork morningstar) or +13/+8 ranged (1d3+2, sling); SV Fort +12, Ref +8, Will +14.

➤ **Reivar Oathbreaker:** male dwarf ranger 1/rogue 5/warrior 2; CR 7; Medium humanoid; HD 3d8+9 plus 5d6+15; hp 64; Init +2; Spd 20 ft.; AC 18, touch 12, flat-footed 16; Base Atk +6; Grp +9; Atk +11 melee (1d10+4, +1 *human bane* dwarven waraxe) or +8 ranged (1d6, shortbow); Full Atk +11/+6 melee (1d10+4, +1 *human bane* dwarven waraxe) or +8/+3 ranged (1d6, shortbow); SA favored enemy (human), sneak attack +3d6; SQ darkvision 60 ft., dwarf traits, evasion, track, trapfinding, trapsense +1, uncanny dodge, wild empathy; AL CE; SV Fort +9, Ref +8, Will +4; Str 16, Dex 15, Con 16, Int 12, Wis 12, Cha 8.

Skills and Feats: Bluff +3, Escape Artist +11, Handle Animal +1, Hide +11, Knowledge (nature) +3, Listen +11, Move Silently +11, Search +8, Spot +11, Survival +4, Tumble +11; Iron Will, Power Attack, Track, Weapon Focus (dwarven waraxe).

Languages: Common, Dwarven.

Possessions: Chain shirt, heavy wooden shield, +1 (*human bane*) dwarven waraxe, locked gauntlets, potion of *haste*, shortbow with 20 arrows.

Power-Up Suite (Prepared—*bless, haste, prayer*): AC 19, touch 13, flat-footed 17; Atk +14 melee (1d10+5, +1 *human bane* dwarven waraxe) or +11

ranged (1d6+1, shortbow); Full Atk +14/+14/+9 melee (1d10+5, +1 *human bane* dwarven waraxe) or +10/+10/+5 ranged (1d6+1, shortbow); SV Fort +10, Ref +10, Will +5;

➤ **Grunk Gnomethrower:** male half-orc barbarian 2/fighter 2/rogue 1/warrior 4; CR 7; Medium humanoid; HD 2d12+6 plus 2d10+6 plus 4d8+12 plus 1d6+3; hp 85; Spd 40 ft.; AC 17, touch 12, flat-footed 15; Base Atk +8; Grp +12; Atk +14 melee (2d6+7/17-20, +1 *greatsword*) or +10 ranged (1d6, shortbow); Full Atk +14/+9 (2d6+7/17-20, +1 *greatsword*) or +10/+5 ranged (1d6, shortbow); SA rage, sneak attack +1d6; SQ darkvision 60 ft., fast movement, half-orc traits, illiteracy, trapfinding, uncanny dodge; AL CE; SV Fort +13, Ref +5, Will +4; Str 19, Dex 14, Con 16, Int 6, Wis 12, Cha 6.

Skills and Feats: Escape Artist +2, Hide +2 Listen +6, Move Silently +2, Spot +5, Survival +4, Tumble +4; Combat Reflexes, Hold the Line, Iron Will, Improved Critical (*greatsword*), Power Attack, Weapon Focus (*greatsword*).

Languages: Common, Orc

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, -2 to AC for number of rounds equal to 3+ (new) Constitution modifier.

Possessions: Breastplate, locked gauntlets, +1 *greatsword*, shortbow with 20 arrows.

Power-Up Suite (Rage and Prepared—*bless, bulls strength, haste, prayer*): hp 103; AC 16, touch 11, flat-footed 14; Atk +21 melee (2d6+14/17-20, +1 *greatsword*) or +13 ranged (1d6+1, shortbow); Full Atk +21/+21/+16 (2d6+14/17-20, +1 *greatsword*) or +13/+13/+8 ranged (1d6+1, shortbow); SV Fort +14, Ref +7, Will +7

ALL APLS

Encounter 2: The Village of Elmshire

☛ **Scorimongishaz**, pseudodragon familiar: Tiny dragon; HD 13d12+13; hp 23; Init +2; Spd 15 ft., fly 60 ft. (good); AC 25, touch 14, flat-footed 16; Base Atk +6; Grp -4; Atk +10 melee (1d3-2 + poison, sting); Full Atk +10 melee (1d3-2 + poison, sting) and +5 melee (1, claw); SA poison; SQ blindsense 60 ft., darkvision 60 ft., immunity to sleep and paralysis, low-light vision, telepathy 60 ft., improved evasion, empathic link with master, deliver touch spells with master, share spells with master (not applicable here), *dimension door* 1/day at 23rd level; SR 19; AL NG; SV Fort +5, Ref +5, Will +9; Str 6, Dex 15, Con 13, Int 12, Wis 12, Cha 10.

Skills and Feats: Diplomacy +2, Hide +20 (+28 in forests or overgrown areas), Listen +7, Search +6, Sense Motive +7, Spot +7, Survival +1 (+3 successful following tracks); Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 14, initial damage sleep for 1 minute, secondary damage sleep for 1d3 hours. The save DC is Constitution-based and includes a +2 racial bonus.

Blindsense (Ex): A pseudodragon can locate creatures within 60 feet by nonvisual means. Opponents the pseudodragon can't actually see still have total concealment against the pseudodragon.

Telepathy (Su): Pseudodragons can communicate telepathically with any creature within 60 feet who speaks Common or Sylvan.

Improved Evasion (Ex): Take only half damage from spells with a Reflex save, or none if the save is successful.

ENCOUNTER 4: THE RHENNEE CAMP

☛ **Rhennee Guard**: male human fighter 2: CR 2; Medium humanoid; HD 2d10+4; hp 21; Init +5; Spd 30 ft.; AC 14, touch 11, flat-footed 13; Base Atk +2; Grp +4; Atk +4 melee (1d4+2/19-20, dagger) or +5 melee (1d6+2/18-20, scimitar); Full Atk+4 melee (1d4+1/19-20, dagger) or +5 melee (1d6+2/18-20, scimitar); AL N; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +3, Jump +3, Listen +3, Spot +3, Survival +2, Swim +4; Dodge, Improved Initiative, Power Attack, Weapon Focus (scimitar).

Languages: Common, Rhopan

Possessions: dagger, studded leather armor, scimitar.

☛ **Sofia**: female human Rhennee sorcerer 8/ vetha 2: CR 10; Medium Humanoid; HD 10d4+10; hp 42; Init +1; Spd 30 ft.; AC 17, touch 14, flat-footed 16; Base Atk +5; Grp +5; Atk +6 melee (1d4+1/19-20, +1 dagger); Full Atk +6 melee (1d4+1/19-20, +1 dagger); AL N; SV Fort +3, Ref +5, Will +10; Str 10, Dex 13, Con 12, Int 12, Wis 15, Cha 17.

Skills and Feats: Bluff +8, Concentration +12, Heal +6, Knowledge (arcana) +7, Knowledge (geography) +3, Knowledge—local (Iuz Border States) +3, Move Silently +3, Profession (fortune teller) +5, Spellcraft +9, Sense Motive +5; Craft Wondrous Item, Dodge, Lightning Reflexes, Mobility, Spell Focus (necromancy).

Languages: Common, Oeridian, Rhopan.

Hex Mastery: All vetha are instructed in the art of bestowing curses and manipulating the minds and emotions of their enemies. Each time the veth achieves a new level in Hex Mastery, she adds two to her effective caster level when casting the following spells: *bestow curse*, *cause fear*, *charm person*, *charm monster*, *confusion*, *contagion*, *hypnotism*, and *scare*.

Improved Caster Level: When determining the caster level for one of her spells, the veth adds both her veth levels and her levels in one of her other spell casting classes (in the case of multiple spellcasting classes, she adds her veth levels to whichever level is highest).

Master Healer: As a veteran in the arts of medicine, Sofia has greatly refined her talents as a healer. She doubles the hit points of damage she may restore with long-term care, as per the Heal skill.

Reading the Lake: The vetha are trained to empathize with the waters of the Nyr Dyv and its tributaries, seeing in their disposition some glimmer of the future. Each evening under a clear sky, the veth can survey the waters of a river or lake and make a limited prediction on the future of one passenger on her barge. The veth's knowledge is usually vague, clouded in metaphor and obscure imagery. The base chance of success on the reading is 70% + 1% per caster level, to a maximum of 90%. If a successful check is made, the veth can foresee a general event of the next 10 days, based on the DM's intentions for the next few gaming sessions (or, in the case of the Living Greyhawk campaign, the contents of the scenario being played). The prediction only indicates the potential outcome and does not guarantee the result. If the check fails, no information can be gained concerning the subject for the next month, as the mists of the future have proven too thick. A veth may consult the waters only once each night.

Sorcerer Spells Known (8/5/3/2/1; base DC = 13 + spell level; spells per day 6/7/7/6/3): 0—*acid splash*, *daze*, *detect magic*, *flare*, *guidance*, *mage hand*, *read magic*, *resistance*; 1st—*burning hands*, *magic missile*, *ray of enfeeblement*, *shield*, *summon monster I*; 2nd—*ghoul touch*, *invisibility*, *scorching ray*; 3rd—*fireball*, *haste*, *vampiric touch*; 4th—*bestow curse*

Vetha Spells Known (3; base DC = 13 + spell level): 1st—*cause fear*, *chill touch*, *color spray*.

Possessions: +3 bracers of armor, +1 dagger, potion of cure serious wounds, +3 ring of protection.

Description: Sofia is an elderly woman in her late seventies. She is a little over five feet tall and weighs

less than a hundred pounds. Despite her age, she is feisty, independent, manipulative and very imperialistic. She leads her clan based on her experience, skills as a Vetha and strong-willed personality. She sees the Rhennee as a noble, righteous people who have a justified, strong distrust for non-Rhennee outsiders. She holds the halfling villagers in contempt.

☛ **Cat (familiar):** CR —; Tiny magical beast; HD 10; hp 21; Init +2; Spd 30 ft.; AC 19, touch 14, flat-footed 14; Base Atk +0; Grp -12; Atk +9 melee (1d2-4, claw); Full Atk +9 melee (1d2-4, 2 claws); SQ deliver touch spells, empathic link, improved evasion, low-light vision, scent, share spells, speak with animals of its kind, speak with master; AL N; SV Fort +2, Ref +4, Will +9; Str 3, Dex 14, Con 10, Int 10, Wis 12, Cha 7.

Skills and Feats: Balance +10, Hide +14*, Jump +10, Knowledge (arcane +12, Listen +3, Move Silently +6, Spellcraft +15, Spot +3, Survival +2, Swim +4; Weapon Finesse.

Skills: Cats have a +4 racial bonus on their Climb, Hide and Move Silently checks and a +8 racial bonus on their Jump checks. Cats have a +8 racial bonus on their Balance checks. They use their Dexterity modifier, instead of their Strength modifier for Climb and Jump checks.

* In areas of tall grass or heavy undergrowth, the Hide bonus rises to +8.

APPENDIX 2: NEW RULES

New Spells

Resurgence

Abjuration

Level: Blackguard 1, cleric 1, paladin 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature Touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of a *resurgence* spell can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as *dominate person*. If the subject of *resurgence* is affected by more than one ongoing magical effect, the subject chooses one of them to retry the save against. If the subject succeeds on the saving throw on the second attempt, the effect ends immediately. *Resurgence* never restores hit points or ability score damage, but it does eliminate any conditions such as shaken, fatigued, or nauseated that were caused by a spell, spell-like ability, or supernatural ability.

If a spell, spell-like ability, or supernatural ability doesn't allow a saving throw (such as *power word stun*), then *resurgence* won't help the subject recover.

Reference: Spell Compendium 174-175.

Summon Undead I

Conjuration (Summoning) [Evil]

Level: Blackguard 1, cleric 1, sorcerer/wizard 1

Components: V, S, F/DF

Casting Time: 1 round

Effect: One summoned creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell functions like *summon monster I* (*Player's Handbook* 285), except that you summon an undead creature.

Summon undead conjures one of the creatures from the 1st-level list in the accompanying sidebar. You choose which creature to summon, and you can change that choice each time you cast the spell. Summoned undead do not count toward the total hit dice of undead that you can control with *animate dead* or the other command undead abilities. No undead creature you summon can have more Hit Dice than your caster level +1.

Focus: A tiny bag, a small (not lit) candle and a carved bone from any humanoid.

Summon undead 1st-level: human warrior skeleton (*Monster Manual* 226) or kobold zombie (*Monster Manual* 266).

Reference: Spell Compendium 215.

Summon Undead II

Conjuration (Summoning) [Evil]

Level: Blackguard 2, cleric 2, sorcerer/wizard 2

Effect: One or more summoned creature, no two of which can be more than 30 ft. apart

This spell functions like *summon undead I*, except that you can summon one undead the 2nd-level list or two undead of the same kind from the 1st-level list.

Summon undead 2nd-level: owlbear skeleton (*Monster Manual* 226) or bugbear zombie (*Monster Manual* 267).

Reference: Spell Compendium 215.

Summon Undead III

Conjuration (Summoning) [Evil]

Level: Blackguard 3, cleric 3, sorcerer/wizard 3

Effect: One or more summoned creature, no two of which can be more than 30 ft. apart

This spell functions like *summon undead I*, except that you can summon one undead the 3rd-level list, two undead of the same kind from the 2nd-level list or four undead of the same kind from the 1st-level list.

Summon undead 3rd-level: ghoul (*Monster Manual* 118), troll skeleton (*Monster Manual* 227) or ogre zombie (*Monster Manual* 267).

Reference: Spell Compendium 215.

Summon Undead IV

Conjuration (Summoning) [Evil]

Level: Blackguard 4, cleric 4, sorcerer/wizard 4

Effect: One or more summoned creature, no two of which can be more than 30 ft. apart

This spell functions like *summon undead I*, except that you can summon one undead the 4rd-level list, two undead of the same kind from the 3rd-level list or four undead of the same kind from a lower-level list.

Summon undead 4th-level: allip (*Monster Manual* 10), ghast (*Monster Manual* 119) or wyvern zombie (*Monster Manual* 267).

Reference: Spell Compendium 215.

Unluck

Divination

Level: Bard 3, sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

When you cast this spell, you negatively influence the randomness of fortune for the target. Whenever

the affected creature undertakes an action involving random chance (specifically, whenever any die roll is made for the creature, including attack rolls, damage rolls, and saving throws), two separate rolls are made and the worse result applied.

A creature carrying a *stone of good luck* is immune to the affect of *unluck*.

Material component: A piece of a broken mirror.

Reference: *Spell Compendium* 228-229.

Wrack

Necromancy [Evil]

Level: Cleric 4, sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5ft./2 levels)

Target: One humanoid

Duration: 1 round/level + 3d10 minutes; see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

Your touch causes your target to experience excruciating pain. For the duration of the spell, the subject falls prone and is blinded and helpless. Even when the spell ends, the subject is still shaken for 3d10 minutes.

Reference: *Spell Compendium* 243.

NEW FEATS

Divine Metamagic [Divine]

Prerequisites: Ability to turn or rebuke undead.

Benefit: When you take this feat, choose a metamagic feat that you have. This feat only applies to that metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to divine spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. Because you're using positive or negative to augment your spells, the spell slot for the spell doesn't change.

Reference: *Complete Divine* 80; Errata.

Hold the Line [General]

Prerequisites: Combat Reflexes, base attack bonus +2.

Benefit: You may make an attack of opportunity against a charging opponent who enters any area that you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

Normal: You only get an attack of opportunity against a character that exits a square you threaten.

Reference: *Complete Warrior* 100.

Improved Turn Resistance [Monstrous]

Prerequisites: Undead type.

Benefit: You are less easily affected by paladins or clerics than you normally would be (see Turn or rebuke undead, page 159 of the *Player's Handbook*). When making a turn, rebuke command or bolster attempt, add +4 to your character level (monster Hit

Dice plus class levels) to determine your Hit Dice for turn rebuke, command, and bolster attempts. For example, a 4 HD wight with this feat is treated as an 8 HD wight for the purpose of turn rebuke, command, and bolster attempts even though it is a 4 HD creature for any other purpose. A vampire that already has +4 resistance adds an additional +4 with this feat for a total of +8.

Reference: *Libris Mortis* 27.

Rapid Spell [Metamagic]

Benefit: Only spells with a casting time greater than 1 standard action can be made rapid. A rapid spell with a casting time of 1 full round can be cast as a standard action. A rapid spell with a casting time measured in rounds can be cast in 1 full round. Rapid spells with casting times measured in minutes can be cast in 1 minute, and rapid spells with casting times measured in hours can be cast in 1 hour. A rapid spell uses up a spell slot one level higher than the spell's actual level.

Special: A spell can be made rapid and quickened only if it's original casting time was 1 full round. This feat can be applied to a spell cast spontaneously as long as its original casting time was longer than 1 full round.

Reference: *Complete Divine* 84.

APPENDIX 3: THE RHENNEE

The Rhenn-folk are masters of inland sailing and navigation, and they love their nomadic and adventurous life. Music and gambling are beloved amusements. Certain Rhennee say they are nobles and have great authority over their kind. Men nearly always become warriors; some women become sorcerers, 'wise women' whose skills and knowledge make them the subtle masters of Rhennee society. Rhennee men can be quite chauvinistic and their women manipulative.

Rhennee have a wide reputation as thieves, and most do learn roguish skills as children, practicing them primarily on outsiders. Their secrecy and bad reputation cause most people to dislike the Rhennee and the feeling is mutual. They survive by ferrying goods and passengers, fishing, hunting, selling their crafts, and illegal means (theft and smuggling), although they put forth the least amount of work needed to accomplish their goals. They follow a code of conduct that has different restrictions for dealing with others of their kind versus non-Rhennee outsiders, who may be lied-to and cheated.

Living Greyhawk Gazetteer 7-8.

APPENDIX 4: ELMSHIRE

From Greyhawk: Gem of the Flanaess, page 21 of the City of Greyhawk boxed set.

Rickety piers extend into the shallow weedy waters of the Midbay. Blue, sweet smoke wafts upward from tiny chimneys, jutting from the grassy ground beyond. And everywhere people are walking, riding ponies, running and talking.

This pastoral settlement of halfings has grown to become a major center for the diminutive demihumans, no doubt because of its proximity to Greyhawk itself.

Halfings, as a rule, enjoy the Free City for a time but grown tired of living there. Consequently, more than 5,000 of them have settled there, near the inlet of the Selintan River.

Wide banks of shallows have made the shores of Midbay inhospitable to large craft. Those vessels keep to the clear of the wide waterway, following deep water all the way to the wharves of Greyhawk.

But the halfings, with their light canoes of leather and bark, found good fishing in the shallows. They brought sheep to the lower slopes of the Cairn Hills, and found that their flocks flourished along the grassy lakeshore.

And here among a collection of low hills lying under the shade of a vast grove of elms, the halfings have settled. The solid wooden doors of their burrows dot the landscape, as do the shutters over their small windows and the often-smoking chimneys above their hearths.

Elmshire is a city of good food and cheery folk. Many inns have raised doorways and ceilings, and at least one or two human sized beds, for human visitors are not uncommon here. Indeed, its shoreline often offers shelter to the barges of the Rhennee. In winter, the population of the town swells with the bargefolk who encamp here for the season.

Elmshire glows at night with thousands of candles, touches and lanterns, all flickering cheerily. If the air is clear, boatman following the deep channel into the Selintan can mark their progress by the slight of the bustling town along the shore.

The mayor of Elmshire, Windsor Greenshade, is an accomplished politician who retired some time ago from the life of adventure. He is a fighter 5/rogue 6. Windsor puts on the air of a country hick for outsiders, but he is much shrewder than he looks. He is always looking for a way to make money, both personally and for Elmshire.

He is conscientious to his people, and they respect him for his wisdom and courage. Under the years of his leadership, Elmshire has nearly doubled in size.

Thievery and violence have decreased dramatically while trade with Greyhawk has improved.

The halfings can assemble a ragged militia of 600 fighters in an emergency, under the command of their mayor. These fighters level 0 to 2, further divide into five companies of 120 troops. A 5th-level fighter commands each company. All of the militia is armed with daggers. Three companies in addition use short bows, while the other two use short spears.

APPENDIX 5: TIMELINE

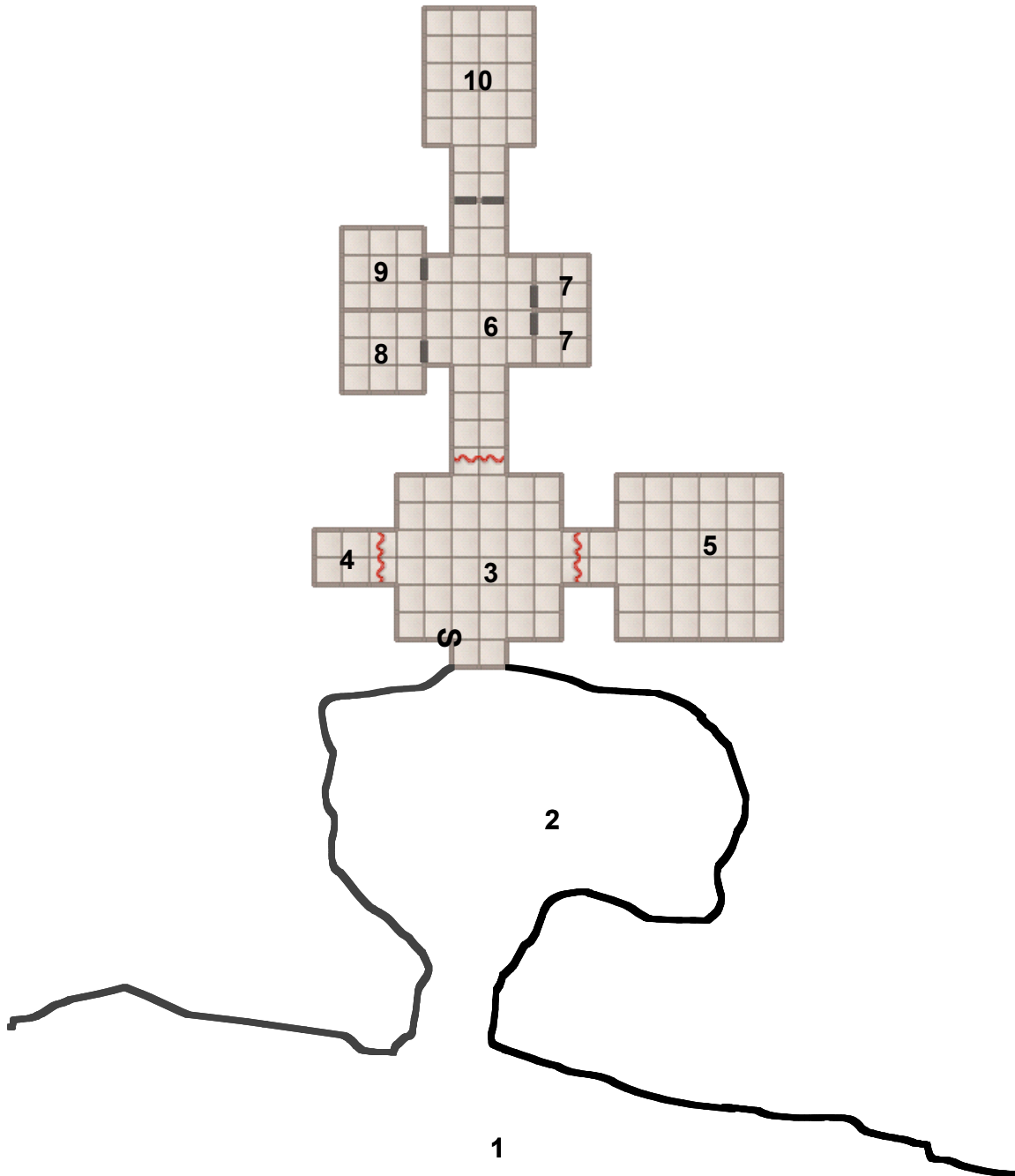
2 Coldeven CY 596	Marran Sarraith missing (murdered)
16 Coldeven CY 596	Harlinn Pebblestone murdered
17 Coldeven CY 596	Vetha curses village
22 Coldeven CY 596	Adventurers hired
24 Coldeven CY 596	Adventurers arrive at village
25 Coldeven CY 596	Tomlinn Pebblestone arrives in Elmshire

DM'S MAP 1: MAP OF ELMSHIRE

Map from *Greyhawk: The Adventure Begins* booklet.



DM'S MAP 2: SHRINE OF IUZ



PLAYER HANDOUT 1

Dear Friends,

Your assistance in the matter of Lord Kolta was much appreciated by my old employer Tel Dittle, owner of the Broken Staff Inn. I am now confronted with a matter of great importance to my friends and family. A local Rhennee named *Marran Sarraith* went missing about a month ago. The Rhennee blamed our village for his disappearance. Sheriff Sandy Waterleaf investigated, but could find no evidence that anyone in the village was involved. About a week ago my dear friend *Harlinn Pebblestone* was found dead along the shores of the *Nyr Dyv*. Our village blamed the Rhennee for his death. The Rhennee were outraged and blamed us for the disappearance of *Sarraith*. A fight almost broke out until a Rhennee wise woman arrived and cursed our village. Any help you can give would be appreciated. Please meet me at the Blue Dragon Inn at noon on the 22nd of Coldeven.

Milnia Taquin

PLAYER HANDOUT 2

Dear Adventurers,

I am confronted with a matter of great importance to my friends and family. A local Rhennee named *Marran Sarraith* went missing about a month ago. The Rhennee blamed our village for his disappearance. Sheriff Sandy Waterleaf investigated, but could find no evidence that anyone in the village was involved. About a week ago, my dear friend *Harlinn Pebblestone* was found dead along the shores of the *Nyr Dyv*. Our village blamed the Rhennee for his death. The Rhennee were outraged and blamed us for the disappearance of *Sarraith*. A fight almost broke out, until a Rhennee wise woman arrived and cursed our village. Any help you can give would be appreciated. Please meet me at the Blue Dragon Inn at noon on the 22nd day of Coldeven.

Milnia Taquin

PLAYER HANDOUT 3

The following is a list of Elmshire residents, who may have information regarding the disappearance of the Rhennee bargeman and the murder of Harlinn Pebblestone.

Sheriff Sandy Waterleaf—Sheriff of Elmshire

Eldon Nimblefoot—Harlinn's neighbor

Mayor Corey Thistlelea—Mayor of Elmshire

Allistran Heatherthorn—Cleric of Yondolla

“Shorty” Burkentharp—Owner of the Fattened Pig tavern

Iris Moonglow—Herbalist

PLAYER HANDOUT 4

Planting 9 CY 595

The goats are doing well again this year. Marabelle bore two kids. She is a wonderful mother. I've given her a bright green bow as a present. I've been writing to Milnia in Greyhawk City. Maybe one day I'll have saved up enough money to ask her to marry me.

Readying 22 CY 596

Something's not right in the old burrow. I saw a light on in the broken window. I'm sure something's up, but I don't dare go near. I'll tell Eldon.

Coldeven 2

Something terrible's happened—a Rhennee has gone missing. I don't know much, but I bet it has something do to with the old burrow. Something's not right about those lights! I saw one again last night. Eldon says I'm seeing things.

Coldeven 11

The Rhennee's name was Marran Sarraith. Eldon says he's related to a follower of Old Wicked from Greyhawk City.

Coldeven 15 (Last Entry)

I saw people in the old burrow last night. They were moving boxes. A halfling with them looked familiar. I don't think I was seen, but I'll check again tomorrow night.

PLAYER HANDOUT 5

Dench,

Your support of the Lord of Pain in the Free City is most welcome amongst the Guild of Embalmers and Gravediggers. I appreciate your work in improving our image. I continue to need the body parts delivered on the 26th of each month. The Boneheart's support of my work is contingent upon a good supply of body parts. In case you are interested, I am working on antidotes to these vile positoxins that those disgusting servants of good have invented. The Lord of Pain's undead creations are vulnerable to these toxins and I must find a way to protect them.

Do not worry. Despite the temporary disruption of our smuggling, you will continue to be paid. Braknor has assured me a suitable replacement—equally experienced a smuggler as the late Marran Sarraith—will be found shortly. The Lord of Pain's followers in the Free City are well known to you and your support of them will only greaten their interest in you. They are already thankful for your providing a meeting place for them, and a bag of gold from a key friend in common is on its way. A half-orc cannot have too many friends in Greyhawk these days.

Merrifoot

Wealsun 6, CY 588

Dearest Milton,

I hope your studies of the Lord of Pain's teachings are going well. Your uncle would be very proud of you. May you learn from our handiwork in Elmshire and be inspired.

G. Hairhand