

GRM3-01

Toecutter

A One-Round D&D LIVING GREYHAWK[®] Gran March Regional Adventure

Version 1.0

by Pete Winz

Your help is needed on an important mission into the darkest corners of Hookhill. Stealth and subtlety are needed more than boldness and brute force, although there may be some head bashing before the day is out. Law enforcement types need not apply. A Gran March regional adventure for APLs 2-12.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

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

said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

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

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK

Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the

RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Living Greyhawk Levels of Play

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

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 being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of 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.

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

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the

face that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

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

Is It a Full Moon?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

Adventure Background

This scenario is set in Hookhill, the capitol city of Gran March, and features interactions with both the highest and lowest members of society there. Someone is blackmailing a prominent Elector with the threat of revealing intimate correspondence between the Elector and his mistress. A second Elector, less prominent and looking to advance his prospects by doing a favor for the first, engages the PCs to get the troublesome missives back. He's looking for people who are willing to operate quietly and discretely. If the local guardsmen become involved, it will be quite difficult to avoid public embarrassment.

This scenario involves interactions with members of a secret criminal organization known as "The Corporation." Members of this group attempt to hide its very existence as much as possible. When speaking to PCs, Corporation members avoid using the name completely and avoid as much as possible even mentioning that they belong to any organized group. They might refer to "friends" and "associates," or even "fellow businessmen," but will not get specific. If someone is a member, they'll know what is going on without being told and if not, the NPCs know that they shouldn't be talking too much anyway. This is particularly important when the PCs are talking to The Toecutter – he portrays himself as much as possible as an independent predator on thieves, one with a lot of friends.

The Toecutter is a very well known figure in the Hookhill underworld. Corporation members automatically know of his fearsome reputation and others who appear to have any criminal connections should also have heard some rumors.

Adventure Summary

Introduction – The PCs are summoned to a meeting with Amon Sarpenth, an Elector with a sinecure in Hookhill. He explains that a "friend" of his who shall remain nameless has lost some items that could prove

embarrassing. He needs some assistance in recovering them from a shady character who is offering their return for a "finder's fee" – the catch is that this fee appears to be recurring and the items have not yet been returned. Elector Sarpenth suggests that the PCs deliver the latest payment and do what they can to get back the items in question. If they are successful, they may keep the payment and the Elector will owe them a favor. He doesn't mind if the PCs rough up the miscreants in the process, but they should avoid killing anyone as that will be sure to attract unwanted attention.

Encounter One (The Warehouse) – The meeting is set up at a warehouse in town. The blackmailer, Thorbarr Randik, has some guards present to ensure his safety. The PCs will have to come up with their own plan to recover the letters.

Encounter Two (The Drop Off) – After meeting with Elector Sarpenth and delivering the goods, the PCs are confronted by a rather fearsome individual who is known as The Toecutter. The Toecutter is a representative of The Corporation (the local thieves union) and is there to tell the PCs that freelancers are not tolerated. If the PCs can convince him of the true nature of their business, he will be quite irate with Thorbarr, who has a charter for smuggling but not for blackmail. Blackmailing Electors is bad for business and Thorbarr needs a lesson. The PCs owe The Toecutter a favor, seeing as he's going to let them off with a warning rather than taking things to the next level, and dealing with Thorbarr is just the thing. Of course, they'll be entitled to take anything that isn't nailed down in the process, so long as he gets his cut.

Encounter Three (The Sewers) – The Toecutter suggests that the PCs can best approach Thorbarr's stronghold via his smuggling routes through the sewers. If they come in the front door, Thorbarr will be warned and will escape via the secret passages. The PCs can choose which way to go and can set up whatever plan they like, but it will be impossible for them to keep Thorbarr from getting into the sewers if they don't come in that way. If the PCs enter from above, the order of Encounters 3, 4, and 5 can be reversed.

While the PCs are in the sewers, they have a meeting with some of the local denizens (a monster encounter that varies by APL).

Encounter Four (The Entrance) – Thorbarr has set up some traps to discourage uninvited guests and the PCs will have to get by them to gain safe entry to the warehouse.

Encounter Five (The Warehouse Redux) – Thorbarr has some extra help laid in and the PCs are in for a serious fight.

Conclusion – The Toecutter thanks successful PCs for their good work and offers them sponsorship in The Corporation, if they're interested. If the PCs failed, he suggests that perhaps they should find another line of work.

Introduction

In preparation to run this scenario, you might find it helpful to read the background material on The Corporation (a Gran March meta-game organization). The latest version of this document can be found on the Gran March web site (<http://granmarch.living-greyhawk.com/>).

Before the adventure begins, you should check with each player to make sure that his or her PC is likely to be asked to participate. It's possible that the player did not see the adventure blurb beforehand and might not have an appropriate character ready to play. It may be necessary to remind the players that not all scenarios are playable by all characters and that it is incumbent on the player to read the blurb in advance to make sure that they have an appropriate PC. Make a note of which PCs, if any, belong to The Corporation.

Read the blurb and ask the players whether their PCs are known for putting the law above all else. Paladins and Knights of the Watch won't be hired by the Elector and are inappropriate for this adventure. Characters with lawful alignments and Knights of Dispatch might be invited if the PC in question seems ready to resolve matters without involving the authorities. The Elector has done his homework and will not contact PCs who are likely to report the situation to the authorities rather than resolve things quietly. Once you are satisfied that all the PCs are appropriate to the adventure, proceed with the following.

Elector Amon Sarpenth has requested that you meet him over breakfast at the Wayberry Inn in Hookhill regarding an important matter. You arrive at the inn at the appointed hour and are escorted to a private meeting room. The Elector introduces himself and suggests that you help yourself to some food and drink while you wait for everyone to assemble.

Elector Sarpenth is a human male standing 5 feet, 6 inches tall. He has black hair and striking green eyes. His build is light but he seems fairly muscular and nimble. He wears bracers and the rapier at his side seems quite serviceable. His manner is polite, but slightly formal. His speech and carriage mark him as a well-to-do man, but not born to the nobility. Those with Knowledge (Gran March nobility) can make a check (DC 15) to recall that his family has long been prominent in

the horse trade in Hookhill but that he is the first to advance to noble rank (having been granted a sinecure of overseeing the horse auctions in Hookhill and collecting taxes on the proceeds since 590 CY). Members of the Herdmaster's Guild will recall this information without the need to make a skill check.

Elector Sarpenth is friendly, but insists upon being addressed properly ("Sir" or "Elector Sarpenth" being the most preferred forms of address, but anything sufficiently respectful will do). He will gently admonish PCs who show undue familiarity, but if the offense is repeated, he will request the offender to leave, as he or she is obviously unsuitable.

🐉 **Amon Sarpenth:** human male Rog4/Sor4; see Appendix I.

Go around the table and have the PCs give physical descriptions of their characters at this point. Allow the PCs a little time to interact if they choose, but the Elector calls the meeting to order shortly after all the PCs are assembled.

"Welcome and thank you for coming. I am sure that you are curious as to why I have contacted you. In my search for persons of particular skills and great discretion, your names came up. It is possible that my sources were mistaken. If, after hearing my proposition, you feel that you are ill suited to the task for which I seek your assistance, say so at once and I will not waste any more of your time.

I have an associate with an embarrassing problem. It seems that he misplaced some correspondence of a very personal nature. An individual of some disrepute acquired it and offered its return for a finder's fee. Unfortunately, although the fee was rendered, the correspondence was not returned and now it appears that the fee is going to be charged on a recurring basis.

I wish to incur the good favor of the unfortunate soul with the lost correspondence by recovering it for him and I'd be happy to bestow my own good favor on those who might help me in this task. The recovery must be done with utmost discretion lest the affair be brought to the attention of the public and the embarrassment that we wish to avoid become inevitable.

What say you all?"

Allow each PC a chance to agree to take the task or to ask for additional information beforehand. Elector Sarpenth is willing to share the following with PCs who have not yet agreed to take the job.

- The City Watch must not become involved or the affair is certain to become public and disfavor will befall those responsible.
- In addition to his own favor, he has been authorized to grant the PCs the finder's fees, which became forfeit when the agreement was broken. Elector Sarpenth will suggest that no other property be taken from the offender lest the Watch become involved (see above).
- The correspondent must not be contacted and must remain unnamed throughout this affair.
- The finder of the correspondence does appear to have some other criminal connections and so is likely to want to keep the City Watch out of it as well.
- Elector Sarpenth prefers to avoid words like blackmail, extortion, etc. He fears that such words will carry and might bring undue attention.

He does not wish to get specific until the PCs have declared their interest in taking the job and have agreed to maintain utmost discretion in carrying it out. Once he has their assurances that this is the case, he will also relate the following information.

- The "finder" is Thorbarr Randik and Elector Sarpenth's investigation of him indicates that he is under suspicion of smuggling.
- The second finder's fee is due at noon today and is to be delivered at Randik's warehouse. Randik expects a single courier. Elector Sarpenth gives the PCs a pouch containing 300 gp and tells them that if they're successful in recovering the correspondence, they may keep it.
- Elector Sarpenth gives the PCs a map of the warehouse drawn by the person who delivered the first fee (see **Player Handout #1**) two weeks ago.
- The first fee was collected on short notice when the correspondent was unable to quickly raise sufficient cash without drawing unwanted attention. Thus, it took the form of a gold statuette of a reclining female in a state of undress and a ruby ring set in gold (each worth 150 gp in sale value). It appears that Randik likes these items enough to keep them – he wears the ring and displays the statuette in his warehouse office. Elector Sarpenth tells the PCs that should they succeed and recover them, these items will be theirs to keep as well and that he will arrange a bill of transfer for them.

- Elector Sarpenth stresses that no one should be killed if at all possible. Deaths will bring unwanted attention. A little roughing up would be just fine – miscreants like Randik should know better than to trouble their superiors.

It's possible that the PCs may use *detect thoughts* or other means to discover additional information. If their spells are successful, they will find that Elector Sarpenth is not lying when he tells them the above information. He wants the PCs to recover the letters so that he can turn them over to Elector Iboremar Dwilald in order to gain favor.

Another possibility is that PC members of the Corporation may use their contacts to investigate Randik further. If this is the case, they find that he is a member with a charter for smuggling and fencing, but not blackmail (his involvement in such criminal activities can also be discovered by PCs who are not members of the Corporation who make a successful Gather Information check at DC 25). A successful Gather Information check using Corporation contacts (DC 20) will also reveal that he has contracted for some forgery in the last couple of weeks (non-members can find this out with a successful Gather Information check at DC 30). If PC inquiries reveal to the Corporation that Randik has been engaging in blackmail and that an Elector is somehow involved, this will bring the immediate attention of The Toecutter (see Encounter Two for roleplaying notes). He will contact the PC making the inquiries, tell him to carry out Elector Sarpenth's request, and then report the results (you will need to change Encounter Two accordingly).

Elector Sarpenth makes sure that the PCs have no further questions for him and that they're clear on the requirements of the job. Before he leaves, he requests that in order to maintain discretion, the PCs wait for at least 10 minutes before leaving. They weren't seen entering together and he'd rather they weren't seen leaving together (he is confident that the staff of the Wayberry Inn will not cause problems). The Elector tells the PCs that he expects them sometime around one hour after noon in the same private room here at the Wayberry Inn. He invites them to help themselves to the remaining food and to order more if they like. When he leaves, Elector Sarpenth enters a carriage and goes directly from the Wayberry Inn to his city house not far away (a 15-minute drive).

Treasure: If the PCs recover the correspondence, they may keep the pouch of gold the Elector gave them.

All APLs: L: 0 gp; C: 50 gp; M: 0 gp.

Encounter One: The Warehouse

Randik's building is in a run-down warehouse district not far from the river (see **DM Aid #1** for a map of the warehouse). It was constructed around 375 CY, at a time of great concern over fires. It is therefore built of 1-foot thick limestone blocks. Its walls are 40 feet high and it has a peaked slate roof about 55 feet off the ground. There is a set of wooden louvers about 5-feet high at either end of the roof peak, for ventilation. The building measures 50 feet by 75 feet and is set at least 10 feet off from its neighbors on all sides, providing convenient alleys to the sides and rear, although the only doors are in the front.

A 15-foot high set of double doors stands open throughout the day and there is also a smaller closed door to one side of the front. At night, the double doors are barred from the inside and the smaller door is locked.

🔒 **Barred Large Wooden Door:** 2 in. thick; hardness 5; hp 20; Break DC 23.

🔒 **Locked Wooden Door:** 1.5 in. thick; hardness 5; hp 15; Break DC 18; average lock (hardness 15; hp 30; Open Lock DC 25).

A secret passage leads from the sewers underneath the warehouse to a ladder that has exits both on the main floor and into the second floor office (see **DM Aid #2** for a map of the sewer entrance). There is a second secret entrance in the rear where one of the ventilation louvers lifts up. To reach this entrance, a PC must climb the wall to a height of 50 feet. The age of the limestone blocks and the decaying mortar between them makes this a fairly easy climb (Climb DC 10). If the PCs find the secret catch (Search DC 30), they can hold up the louver and crawl inside (requiring an additional Climb check). The PCs will then have to climb down 30 feet to reach the catwalk below (Climb DC 10). There are rafters 40 feet above the floor, spaced 10 feet apart.

Four *everburning torches* spaced evenly around the building on the catwalk level provide light at all hours of the day and night. Crates of various sizes cover the main floor in the areas indicated on the map (completely covering the trapdoor down to the sewers). The crates are stacked 10 feet high in most places, but along the walls the piles reach all the way up to the catwalks 20 feet above. Climbing the crates up to the catwalk is not difficult (Climb DC 10), but there is a stairway on the right side of the building as well. The secret ladder way up to the office from the sewers below is concealed in a false stack of crates below the office. The secret door into this passage is well hidden from the outside (Search DC 30) but is obvious from inside. The narrow passages

between the stacked crates make movement difficult (movement is halved when moving between them).

The second floor office is simple but well appointed. There is no actual door between it and the warehouse, only an archway. The ceiling is 10 feet high in this room. There is a low bookshelf along one wall, which contains ledgers from the family business going back to the construction of the warehouse over 200 years ago. There is a large wooden chest with iron reinforcement next to the bookcase near the back wall. There is a good quality wooden desk and a solid, comfortable chair behind it (the only chair in the room). There are good quality carpets from Ket covering most of the floor (including the trap door under the chair). The room is lit by an *everburning torch*.

The chest is locked (see below) and Randik has the only key. It contains a number of ledgers (a second set of books detailing illicit transactions; someone examining them will notice that they appear to have been audited on a regular basis and that 10 percent of the proceeds went to some unnamed partner). There is also a packet of letters tied with a silk ribbon. Examining these letters will reveal them to be love notes between two well educated people written in Keoish and using courtly language to express mutual affection. The letters are somewhat discreet but still provide enough detail to indicate that the two correspondents are having liaisons that they wish to conceal from other parties. The letters mention various meetings and discuss arrangements for gifts and messengers to pass between the correspondents. Pet names are used throughout, so it is impossible to tell who wrote the letters strictly from their content.

🔒 **Locked Iron-Bound Chest:** 1.5 in. thick; hardness 10; hp 20; AC 5; Break DC 23; good lock (hardness 15; hp30; Open Lock DC 30).

Guards armed with longbows and short swords are stationed on the catwalk and floor of the warehouse at the points marked with an X on **DM Aid #1**. At APL 2, Randik is not there to accept the blackmail payment and has instructed one of the guards to take care of it while he is out. Otherwise, he is in his office. Randik is aware of all of the secret entrances, but the guards are not and they do not watch those areas unless they hear noises coming from them.

Creatures: The guards are present at all APLs. Randik is present at APL 4 or higher.

All APLs (EL 2 or 5)

👤 **Guards, human male War1 (4):** hp 5 each; see Appendix I.

🦋 **Thorbarr Randik, human male Rog4:** hp 22; see Appendix I.

Tactics: If the situation becomes hostile, the guards give one warning to PCs to leave or be fired upon before shooting. If a fight begins, the guards prefer to use their bows to their short swords (they are all archery veterans) and will try to stay out of melee if possible. They will coordinate their fire against what they consider the most deadly target (targeting spellcasters by their apparel or holy symbols in the first round and thereafter choosing the PC that did the most harm in the previous round). Unless the PCs use deadly force, the guards will attack to disable, not kill, intruders.

Development: The PCs have a number of possible ways to enter the building. If they choose to attempt a stealthy entrance and are detected, the guards will give their warning and then begin to fire if it is not heeded. If the PCs attempt a direct approach, the guard on the ground floor between the doors asks their business. If the PCs mention that they're here with a payment for Randik, the guard escorts a single PC to the office (if there are more than one, he says that he was told to expect only one and asks the others to wait below; the other guards are then on alert for trouble).

Randik is an overweight man in his 30s with thinning blond hair pulled back in a ponytail. He is a consummate liar and prefers to spin a tale to telling the truth even when the truth doesn't hurt. He is a coward at heart, though, and will give in to threats he believes to be legitimate. He follows the family business of smuggling, with a little fencing on the side, but has been looking to branch out to pay for his extravagant lifestyle. He wants the best of things for himself and thinks he deserves it.

If the PCs capture Randik, he first tries to lie about his involvement in the whole affair (saying that a serving wench in the Elector's household promised him her favors if he would help her raise some cash using some letters she found), but in the end, he offers to tell them everything he knows in return for letting him go. It is also possible that the PCs can use threats or verbal persuasion to convince Randik to give them the correspondence without subduing him first (Intimidate DC 20, Diplomacy DC 25). If the PCs do this, he again attempts to lie at first but eventually answers their questions honestly. He knows the following but will only reveal this information in response to direct questions:

- The Elector he was blackmailing is Iboremar Dwilald.

- The Elector was having an affair with a Keoish noblewoman. The Elector's wife is the source of the Elector's funds and if she found out, he would be ruined. She is also from Keoland and Randik thinks that the wife and lover might be lifelong rivals.
- Randik found out about the affair through one of Elector's serving maids, who was carrying the letters to someone who acted as a go between. Randik had some information that could send the serving maid's father to the work gangs for what would amount to the rest of his life and the maid agreed to do as he wished in return for keeping this information secret.
- Randik does not know who the go between was.
- The maid delivered the letters to Randik, who copied them, kept the originals, and sent the copies on with the maid. The letters are somewhat discreet and yet they contain enough information to indicate an affair. Randik was waiting for something truly outstanding before contacting the Elector, in the hope of gaining a higher price, but he stopped receiving the correspondence and decided to use what he had.
- The maid stopped delivering the correspondence about three weeks ago. Randik inquired further and found out that her father died of some unspecified illness and that she returned to Keoland (she came to Gran March as part of the wife's staff). He hasn't bothered to find out more because he no longer had any hold on her and she no longer had anything useful to do for him.
- The Elector was quite agitated over the captured correspondence when first contacted and was extremely eager to secure its return. So much so that Randik decided that he had underestimated its value and that he should hold on to it for a bit longer.

Treasure: The PCs can find the golden statuette on the desk as promised, but Randik is wearing the ruby ring and so, at APL 2, the PCs will need to wait until Encounter Five before they can recover it. Randik is not wearing his armor or carrying his weapons in this encounter.

APL 2: L: 0 gp; C: 25 gp; M: 4 *everburning torches* (8 gp each).

APLs 4-12: L: 0 gp; C: 50 gp; M: 4 *everburning torches* (8 gp each).

When the PCs are ready to return to the Wayberry Inn, proceed to Encounter Two.

Encounter Two: The Drop Off

Elector Sarpenth returns to the Wayberry Inn a half an hour after noon and so is waiting for the PCs when they return from their mission unless they're quite early.

If the PCs present him with the packet of letters, he is quite grateful, but asks whether any of them have read the letters. If the PCs respond that they have, he tells them that it is only reasonable that they have done so to verify that they have the genuine documents, but that he is counting on their discretion in this matter. He commends the PCs on their success and once again tells them that he is in their debt and should they ever need his assistance, they need merely call upon him (award the PCs with the *Favor of Elector Amon Sarpenth* on the AR; see the Treasure Summary).

If the PCs return without the letters, Elector Sarpenth is disturbed. He is particularly interested in whether they have stirred Randik up (because he might then increase his demands, which would be seen as a significant failure on Elector Sarpenth's attempt to ingratiate himself to the Elector Dwilald). He asks the PCs what they plan to do to set things right and tells them that he wants results before the dinner hour 5 hours hence and that he will meet them here at that time (return to this encounter later after the PCs return the correspondence to Elector Sarpenth).

In either case, Sarpenth asks that the PCs once again wait for a time before following him out so as to maintain discretion. He also once again invites them to take full advantage of the Wayberry Inn's hospitality. If any PCs gorge themselves excessively, have them make a Fort save (DC 15) to avoid getting a stomachache from the rich food. Those who fail suffer a -2 circumstance penalty to attack rolls and skill checks for the remainder of the day unless a DC 15 Concentration check is made prior to taking a given action.

When the PCs open the door to leave, present the following:

Leaning against the wall opposite the door you just opened is a man with a rather fearsome appearance. He stands almost 6 feet tall and looks to be just past middle age. He wears a pair of short swords with ivory skull pommels strapped to his thighs. Thick slabs of dense muscle ripple beneath his sleeveless tunic as he straightens with catlike grace. His wide, adamantine-studded belt and ornate bracers catch your eye, but your gaze is drawn immediately to his face. He has a number of deep scars on his cheeks, one of which pulls the right side of his mouth into an almost sardonic grin even while the other side is set

in a tight line. His left ear appears to have been half chewed off. His hair has been cut down to brown fuzz, and tales of other past injuries are written in the scars across his scalp. But perhaps his most arresting feature is his dark eyes that seem to fix you like a needle through a bug in a display case.

"Ello. Might I 'ave a word wif you inside?"

This is where The Toecutter enters the picture. Any PCs who are members of the Corporation or who are Gran March residents with 2 or more rogue levels recognize him immediately and know that he has an extremely nasty reputation for preying upon thieves (Corporation members also know that he is a member and that he preys only upon non-members). It is said that he takes the smallest toe from the right foot of his victims, but no one knows what he does with them. He has been around long enough to head up a Chapter House if he was so inclined, but he seems to prefer to operate alone. He has connections with most of the Hookhill underworld and is such an intimidating figure that most go out of their way to help him in whatever way he asks.

☛ **The Toecutter, human male Rgr2/Ftr8/WpnMstr8: hp 166; see Appendix I.**

If the PCs are unwilling to meet with him, he glares menacingly and says "I was hopin' we wouldn't need to take this to the next level." Roll an Intimidate check for The Toecutter at this point – the PCs are not required to submit, but you should inform them of the check number so that they get an impression of how forceful he can be. If this doesn't work, he says, "Your choice, I'd rather have settled this quietly." He then attacks using his *merciful short swords* to subdue the PCs.

If things get too hairy (i.e., judging by the previous rounds of combat, if he thinks he won't last another round), he attempts to escape. He will attempt to move around a corner where the PCs can't see him and use his *ring of chameleon power* to pretend to be a serving maid, pointing the way for the PCs to follow the "Toecutter". The PCs have then earned the *Enmity of the Toecutter* (mark the AR accordingly; see the Treasure Summary).

In the unlikely event that the PCs are able to defeat him, he has made provisions for his return (from the dead, if necessary). The PCs will find that no one will purchase any of his equipment – every shopkeeper that they bring it to takes one look and says "Sorry, we're closed. Goodbye...and good luck." The items taken from The Toecutter are stolen in the night and a note is been left behind: "I'll be seeing you again one day." The PCs have then earned the *Enmity of the Toecutter* (mark the AR accordingly; see the Treasure Summary).

If The Toecutter overcomes the PCs, they wake up in the meeting room to find themselves stripped to their undergarments and tied to a chair. They see their possessions piled up in front of The Toecutter, who is trimming his nails with a sharp knife. Any items taken from Thorbarr Randik are in a separate pile. He asks the PCs why he shouldn't charge them a toe each for the inconvenience. The PCs now have a chance to make their case. See below for how their arguments are received.

If the PCs agree to speak with him, he enters the room and closes the door behind him. Proceed with the following:

"Well, now, it seems as you have taken somefing as what don't belong to you from a friend of mine who is under my protection, as you might call it. If you returns the goods right now, I might see fit to let you keep all your toes."

If any PCs at the table are members of the Corporation, he adds:

"You should know better than to take stuff from somebody wifout bein' sure who that guy knows first. Could get you a bad reputation."

If the PCs don't seem to get the hint, you might take them aside to remind them that stealing from fellow Corporation members is strictly forbidden and earns demerits.

The PCs now have an opportunity to make their case. If they make threats of involving the authorities, The Toecutter says that in cases like this, he is "the authorities." Should they threaten him, he says "You want to take this to the next level? Your choice. Can't say as you've been choosin' wisely thus far." See above for what happens should a melee result.

If the PCs tell The Toecutter that Randik was blackmailing someone, particularly an Elector, The Toecutter smiles menacingly. Proceed with the following:

"I knew he was hidin' somefing. Not right of him to involve me in this kind of shenanigans. Friends don't do that to friends or they don't got no friends any more, if you know what I mean."

If the PCs have been cooperative all along, he continues:

"Well, seein' as you been put out as much as I about this whole mess, I'll tell you that the hand o' protection that once was held over Randik has been removed and should you wish to go over to his place and take a little somefing to recompense you for your troubles, I can only wish you good luck. Of course,

he's been collecting some local toughs to help 'im out in the meanwhile, so you might want to be careful. For a cut of the swag, I could let you know about a way you could get in wif a little bit of a surprise. Innerested?"

If the PCs were uncooperative and had to be subdued, proceed with the following instead:

"Well, wif what you've said, the hand o' protection that once was held over Randik has been removed and it's time someone went over to his place to take a little somefing in recompense for the problems he's caused. Seein' as you put me to so much trouble, I figure you owes me. You'll take care of it and give me an equal cut of the proceeds, or I'll be forced to consider the alternatives [He says this bit while playing with his knife.] ***Of course, he's been collecting some local toughs to help 'im out in the meanwhile, so you'll need to give 'im a little surprise. I know just the way to do it."***

The Toecutter also concedes to give them all of their possessions back ("Hard to take on a tough job without the proper equipment."). If the PCs seem reluctant after this, The Toecutter chooses one at random, kneels down, and prepares to cut off a toe. "Regeneration can be expensive. Especially when you've got nuffin' to trade. Last chance." If the PC doesn't agree, the Toecutter takes one toe (which costs the PC a permanent hit point until regenerated). He moves down the line, taking a toe from each PC that does not agree to his terms. The PCs have then earned *Lost A Toe* (mark the AR accordingly; see the Treasure Summary).

If the PCs agree to take on the mission in either case, The Toecutter tells them of the sewer entrance to Randik's warehouse. He warns the PCs that Randik has almost certainly installed some traps to discourage others from entering this way, but if they're careful, they'll be okay. He dips his finger in one of the sauces from the lunch spread out on the table and draws a symbol on the tabletop. He says, "Watch for this mark, if you follows it, it'll take you right to 'im." He wipes the mark clean with a napkin.

If the PCs take his advice and go in through the sewers, proceed to Encounters Three, Four, and Five in that order. If the PCs decide on a direct assault on the warehouse instead, go to Encounter Five first. There is no way for the PCs to enter the warehouse from above without alerting Randik, who flees into the sewers (proceed to Encounters Four and Three when the PCs follow him).

Encounter Three: The Sewers

An iron grate extending 2 feet below the waterline covers the sewer entrance. There is a mass of floating refuse held back by the grate and the filth in the water pouring out creates a nauseating smell. The entire grate can swing to one side on hinges, but it is secured by a lock (see below). If PCs wish to swim underneath, they may do so with a DC 10 Swim check but they will bump into enough floating debris to cause some scratches and must make a DC 12 Fortitude save or contract filth fever (see page 74 of the *DMG*).

🔒 **Locked Large Iron Grate:** 1 in. thick; hardness 10; hp 30; Break DC 28; average lock (hardness 15; hp 30; Open Lock DC 25).

The main sewer passage is 15 feet wide with a 10-foot wide, 5-foot deep channel running down the center. The sewage flow is rather fast at the entrance but slows as the PCs advance further into the tunnels (since the channels do not become wider or deeper, the additional volume added by each channel that joins in makes for a faster flow). The ceilings are vaulted and stand 10-feet high at the center, although anyone over 6 feet tall walking along the sides will have to duck. The floors are flagstone and the walls are brick throughout. There are numerous side channels entering the main channel and these are 10-feet wide with a 5-foot wide channel in the center. There are 1-foot wide wooden planks bridging each of these side channels (simply crossing the planks can be done without a Balance check). The channels carry a putrid smelling mixture of water, sewage, trash, and other offal toward the river. There are large rats, bugs, and spiders throughout, but none are big enough to stand their ground against the PCs.

Following the trailblazing marks indicated by The Toecutter, the PCs eventually come to a 25-foot by 25-foot chamber where three large passages converge on a 20-foot by 20-foot pool (leaving a 2.5-foot wide ledge all around). Once again, the channels have 1-foot wide planks across them. This room and the area beyond are shown in **DM Aid #2**. The ceiling in this room is 15 feet high and the water is 8 feet deep. The pool has all sorts of nasty stuff floating at the top and observant PCs might notice an otyugh's sensory stalk sticking out of the mess (make opposed Hide/Spot and Move Silently/Listen checks for both the otyughs and the PCs).

Creatures: One or more otyughs make their lair here; the number and size vary by APL.

APL 2 (EL 3)

🐉 **Weak Otyugh:** hp 22; see *Monster Manual*.

APL 4 (EL 4)

🐉 **Otyugh:** hp 33; see *Monster Manual*.

APL 6 (EL 6)

🐉 **Otyughs (2):** hp 33 each; see *Monster Manual*.

APL 8 (EL 9)

🐉 **Advanced Otyughs (2):** hp 112 each; see Appendix V.

APL 10 (EL 10)

🐉 **Advanced Otyughs (3):** hp 112 each; see Appendix VI.

APL 12 (EL 12)

🐉 **Advanced Otyughs (5):** hp 112 each; see Appendix VII. (Note that only 4 of the otyughs can fit in the main chamber at one time – one will have to be in a side passage; choose randomly.)

Tactics: If the otyughs detect the PCs, they wait to see if the PCs leave something tasty for them. Randik is careful to feed them each time he passes this way. If they are given at least 5 pounds of foodstuffs, the otyughs do not attack and the PCs should be given full experience for overcoming this foe. If not, the otyughs attack the PCs as they move through the chamber.

Otyughs that grapple a foe will drag them under the water and subject them to possible drowning effects in addition to the normal constriction damage (a PC can hold his breath for a number of rounds equal to twice his Constitution score, see the *DMG* page 85 for drowning rules).

Any PCs attempting to attack from the planks crossing the channels must make a Balance check (DC 10) to be able to do so (PCs failing by 5 or more fall). The otyughs receive a +2 to hit PCs attacking from the planks and unless such PCs have 5 or more ranks in Balance, they lose their Dex bonus to AC as well. The otyughs know that things on the planks are easier to grab and eat.

Treasure: If the PCs care to dive into the cesspool, each can find 20 gp worth of coin or salvageable material per round spent searching, up to a total of 240 gp. Each PC that searches must make a DC 12 Fort save or contract filth fever (see page 74 of the *DMG*).

All APLs: L: 0 gp; C: 40 gp; M: 0 gp.

Encounter Four: The Entrance

The areas detailed below are shown on the map in **DM Aid #2**. The trailblazing marks indicate that the first passage on the right from where the PCs entered the otyugh lair leads to Randik's warehouse. Shortly after the turn, the PCs come to a mark on the wall where there is no passage. This indicates the location of the secret door to Randik's underground chamber (Search DC 25 to locate since it's marked). The secret door leads to a 10-foot wide passage that is 20 feet long. The passage ends in a 20-foot by 20-foot room with a 20-foot ceiling. In the center of the ceiling is a trap door with a chain hanging from one side. Randik has trapped this approach to the warehouse to prevent just what the PCs are attempting (see below for details of the traps).

The trap door in the ceiling has a set of double doors that appear to open upward. There is a chain dangling from a gear mechanism to one side of the doors. If the PCs can get up close, they find that they cannot move the doors (there are crates piled on top). Pulling the chain activates the trap (see below). The PCs might decide to attempt to break through the trap doors. Although they are quite thick, the weight on top of them will make them easier to break. Anyone near the doors or standing below must make a Reflex save to avoid the falling crates from above (use the DC and damage from the Wall of Water trap at the appropriate APL, a save in this case indicates that the PC avoids all damage).

🔪 **Wooden Doors:** 1 in. thick; hardness 5; hp 10; Break DC 15.

Traps: There are two traps in this area; the details of the traps vary by APL. The first is triggered by a pressure plate in the hallway midway between the secret door and Randik's underground chamber, and the second is triggered by pulling on the chain attached to the trap door leading up to the warehouse.

Remember: dwarves can use their Search skill to locate difficult stonework traps just like rogues can, anyone can search for traps whose DC to find them is 20 or less, and anyone can take 20 on a search for traps.

Hall Trap

There is a pit under the hallway floor. The pressure-plate trigger spans the hallway in the middle of the trapped area and if it is tripped, the pit covering splits down the middle, dropping anything on it into the pit below. The trigger plate is 2 feet wide and so is easily jumped over if its location is known. This is a stonework trap for the purposes of detection by dwarves. There are two levers on the wall around the corner from the hallway. One

resets the trap and the other engages a safety mechanism that keeps it from opening. Activating either lever sounds a bell in the warehouse office above.

APL 2 (EL 1)

🔪 **Pit Trap (20 feet deep):** CR 1; no attack roll necessary (2d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

APL 4 (EL 1)

🔪 **Pit Trap (20 feet deep):** CR 1; no attack roll necessary (2d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

APL 6 (EL 2)

🔪 **Spiked Pit Trap (20 feet deep):** CR 2; no attack roll necessary (2d6), +10 melee (1d4 spikes for 1d4+2 damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

APL 8 (EL 2)

🔪 **Spiked Pit Trap (20 feet deep):** CR 2; no attack roll necessary (2d6), +10 melee (1d4 spikes for 1d4+2 damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

APL 10 (EL 4)

🔪 **Spiked Pit Trap (60 feet deep):** CR 4; no attack roll necessary (6d6), +10 melee (1d4 spikes for 1d4+5 damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

APL 12 (EL 5)

🔪 **Spiked Pit Trap (80 feet deep):** CR 4; no attack roll necessary (8d6), +10 melee (1d4 spikes for 1d4+5 damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Trap Door Trap

The chain dangling from the ceiling next to the trap door 20 feet above would appear to be a means to open the door from below, but it isn't. Pulling on the chain releases a wall of water that flushes the PCs into the sewer. To properly search for a trap here, a PC must examine the mechanism on the ceiling; it can't be done from the floor. The trap can also be detected by searching the wall adjacent to the cistern (dwarf stonework trap detection applies here). A successful search of this type reveals that the wall moves but not how the trap is activated.

When the chain is pulled, a number of things occur simultaneously. Both levers on the wall next to the entrance are activated (resetting the pit trap, engaging the safety, and sounding the bell in the warehouse above). The secret door to the sewer swings open, partially closing the upstream portion of the sewer channel outside. The wall opposite the entrance pivots up and a cascade of water rushes out, fills the room, and washes everything in it into the sewer. Any PCs in the room, hallway, or downstream portion of the sewer channel are allowed a Reflex save (DC in the trap description below) to grab hold of something and avoid being swept away (a successful save also halves the damage taken). If any otyughs are left alive in the cesspool downstream, they attack PCs who get swept in. Any PCs who are swept into the cesspool by the trap will need to make a DC 10 Swim check to get themselves out. Any PC who is swept into the cesspool will need to make a DC 12 Fort check to avoid contracting filth fever (see page 74 of the *DMG*).

APL 2 (EL 1)

🦋 **Wall of Water Trap:** CR 1; no attack roll necessary (2d6); Reflex save (DC 20) for half; Search (DC 21); Disable Device (DC 20).

APL 4 (EL 1)

🦋 **Wall of Water Trap:** CR 1; no attack roll necessary (2d6); Reflex save (DC 20) for half; Search (DC 21); Disable Device (DC 20).

APL 6 (EL 2)

🦋 **Wall of Water Trap:** CR 2; no attack roll necessary (4d6); Reflex save (DC 20) for half; Search (DC 21); Disable Device (DC 20).

APL 8 (EL 3)

🦋 **Wall of Water Trap:** CR 3; no attack roll necessary (6d6); Reflex save (DC 20) for half; Search (DC 21); Disable Device (DC 20).

APL 10 (EL 4)

🦋 **Wall of Water Trap:** CR 4; no attack roll necessary (8d6); Reflex save (DC 20) for half; Search (DC 21); Disable Device (DC 20).

APL 12 (EL 5)

🦋 **Wall of Water Trap:** CR 5; no attack roll necessary (10d6); Reflex save (DC 20) for half; Search (DC 21); Disable Device (DC 20).

Development: If the alarm bell is set off or the trap door is destroyed, the opponents from Encounter Five are alerted and will have the trap door open at the top of the ladder to fire down on any PCs attempting to climb.

Encounter Five: The Warehouse Redux

Some changes have been made since the PCs first visit. The double doors are closed and barred. The single door is shut and locked. The secret door in the ventilation louver has been nailed shut. Randik is in his office, packing up the last of his things from his chest and getting ready to leave town. His newly hired guards are spread out to watch the entry points. One is with Randik in the office while the others wait on the catwalk just outside, watching the front doors and the secret door above (you should choose locations based on your best judgment of the situation when the PCs attempt to enter). The secret door from the ladder onto the first floor is not watched and neither is the trap door into the office. However, the rug and chair are still in place over the trap door and so a Str check (DC 15) is required to open it. If the PC opening the trap door is trying to do so quietly, he or she must keep the chair from falling, so apply a –10 circumstance penalty to the Move Silently check.

APL 2 (EL 5)

🦋 **Guards, human male War1 (4):** hp 5 each; see Appendix II.

🦋 **Thorbarr Randik, human male Rog4:** hp 22; see Appendix II.

APL 4 (EL 7)

🦋 **Arturo, human male Ftr4:** hp 36; see Appendix III.

🦋 **Haplitt, human male Ftr4:** hp 36; see Appendix III.

🦋 **Thorbarr Randik, human male Rog4:** hp 22; see Appendix III.

APL 6 (EL 9)

🦋 **Arturos, human male Ftr4:** hp 36; see Appendix IV.

🦋 **Bing, human male Rog6:** hp 26; see Appendix IV.

🦋 **Clossum, human male Ftr6:** hp 52; see Appendix IV.

🦋 **Thorbarr Randik, human male Rog4:** hp 22; see Appendix IV.

APL 8 (EL 11)

➤ **Falcon, human male Rog2/Ftr4/DpwdSnpr2:** hp 44; see Appendix V.

➤ **Gronk, half-orc male Bbn2/Ftr6:** hp 71; see Appendix V.

➤ **Salieri, human male Ftr8:** hp 68; see Appendix V.

➤ **Thorbarr Randik, human male Rog4:** hp 22; see Appendix V.

APL 10 (EL 13)

➤ **Fortesque, human male Rog4/Ftr4/DpwdSnpr2:** hp 52; see Appendix VI.

➤ **Jorta, human male Ftr4/Frskr6:** hp 90; see Appendix VI.

➤ **Sorros, human male Ftr10:** hp 84; see Appendix VI.

➤ **Thorbarr Randik, human male Rog4:** hp 22; see Appendix VI.

APL 12 (EL 15)

➤ **Fuller, human male Rog6/Ftr4/DpwdSnpr2:** hp 60; see Appendix VII.

➤ **Jurgen, human male Ftr4/Frskr8:** hp 108; see Appendix VII.

➤ **Stegman, human male Ftr12:** hp 100; see Appendix VII.

➤ **Thorbarr Randik, human male Rog4:** hp 22; see Appendix VII.

Treasure: The possessions of the NPCs are the only treasure here (other than a pair of *eyes of the eagle* sitting on Thorbarr's desk). If the PCs have already claimed the ruby ring, golden statuette, or *everburning torches* from Encounter One, subtract their value from the below.

APL 2: L: 49 gp; C: 67 gp; M: 4 *everburning torches* (8 gp each), *eyes of the eagle* (83 gp), +1 *mithral chain shirt* (175 gp).

APL 4: L: 69 gp; C: 133 gp; M: 4 *everburning torches* (8 gp each), *eyes of the eagle* (83 gp), +1 *mithral chain shirt* (175 gp), +1 *longsword* (193 gp).

APL 6: L: 95 gp; C: 80 gp; M: 4 *everburning torches* (8 gp each), *eyes of the eagle* (83 gp), +1 *mithral chain shirt* (175 gp), +1 *longsword* (193 gp), +1 *full plate* (221 gp).

APL 8: L: 49 gp; C: 50 gp; M: 4 *everburning torches* (8 gp each), *eyes of the eagle* (83 gp), +1 *mithral chain shirt* (175 gp), +1 *longsword* (193 gp), +1 *full plate* (221

gp), *masterwork mithral breastplate* (363 gp), +1 *mighty composite shortbow* (+2 *Str bonus*) (211 gp).

APL 10: L: 49 gp; C: 50 gp; M: 4 *everburning torches* (8 gp each), *eyes of the eagle* (83 gp), +1 *mithral chain shirt* (175 gp), +2 *longsword* (693 gp), +1 *full plate* (221 gp), *masterwork mithral breastplate* (363 gp), +2 *mighty composite shortbow* (+2 *Str bonus*) (710 gp).

APL 12: L: 34 gp; C: 50 gp; M: 4 *everburning torches* (8 gp each), *eyes of the eagle* (83 gp), +1 *mithral chain shirt* (175 gp), +1 *keen longsword* (693 gp), +2 *full plate* (471 gp), *masterwork mithral breastplate* (363 gp), +2 *mighty composite shortbow* (+2 *Str bonus*) (710 gp), +1 *silent moves studded leather armor* (348 gp).

Conclusion

The Toecutter expects the PCs to carry out their end of the bargain and he'll be pretty unhappy if he thinks they've shirked or cheated him. Any PCs who try to conceal treasure in order to avoid paying him his agreed upon share will earn his *Enmity* (see Treasure Summary), as will anyone who agrees to take the mission but then flees without making an honest attempt.

Those who succeed and give him a fair share of the treasure (see below), earn a look of respect and his *Favor* (see Treasure Summary). He thanks them and tells the PCs that if they need a good turn from him, they can just put the word out on the street and he'll find them.

Those who succeed, and who didn't promise him a share of the treasure, earn a look of respect, but no *Favor* (see Treasure Summary). He thanks them and tells the PCs that if they need a good turn from him, they can just put the word out on the street and he'll find them.

Treasure: If the PCs give the Toecutter the equal share promised, reduce their treasure from Encounter Five by the following amounts:

APL 2: L: 0 gp; C: -53 gp; M: 0 gp.

APL 4: L: 0 gp; C: -93 gp; M: 0 gp.

APL 6: L: 0 gp; C: -121 gp; M: 0 gp.

APL 8: L: 0 gp; C: -192 gp; M: 0 gp.

APL 10: L: 0 gp; C: -335 gp; M: 0 gp.

APL 12: L: 0 gp; C: -418 gp; M: 0 gp.

If they did not promise him a share, they may keep the full treasure amount but do not receive the *Favor of the Toecutter* (see Treasure Summary).

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 One

Recovering the correspondence (by combat or theft)

- APL 2 – 60 xp;
- APL 4 – 150 xp;
- APL 6 – 150 xp;
- APL 8 – 150 xp;
- APL 10 – 150 xp;
- APL 12 – 150 xp.

Encounter Three

Defeat the otyugh(s)

- APL 2 – 90 xp;
- APL 4 – 120 xp;
- APL 6 – 180 xp;
- APL 8 – 270 xp;
- APL 10 – 300 xp;
- APL 12 – 360 xp.

Encounter Four

Survive or disarm the trap door

- APL 2 – 30 xp;
- APL 4 – 30 xp;
- APL 6 – 60 xp;
- APL 8 – 60 xp;
- APL 10 – 120 xp;
- APL 12 – 150 xp.

Survive or disarm the wall of water trap

- APL 2 – 30 xp;
- APL 4 – 30 xp;
- APL 6 – 60 xp;
- APL 8 – 90 xp;
- APL 10 – 120 xp;
- APL 12 – 150 xp.

Encounter Five

Defeat Randik and thugs

- APL 2 – 150 xp;
- APL 4 – 210 xp;
- APL 6 – 270 xp;
- APL 8 – 330 xp;
- APL 10 – 390 xp;
- APL 12 – 450 xp.

Discretionary Roleplaying Award

Judge may allocate up to the following for good roleplaying

- APL 2 – 90 xp;
- APL 4 – 135 xp;
- APL 6 – 180 xp;
- APL 8 – 225 xp;
- APL 10 – 270 xp;
- APL 12 – 315 xp.

Total Possible Experience

- APL 2 – 450 xp;
- APL 4 – 675 xp;
- APL 6 – 900 xp;
- APL 8 – 1,125 xp;
- APL 10 – 1,350 xp;
- APL 12 – 1,575 xp.

Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of

gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Introduction:

All APLs: L: 0 gp; C: 50 gp; M: 0 gp.

Encounter One:

APL 2: L: 0 gp; C: 25 gp; M: 32 gp.

APL 4-12: L: 0 gp; C: 50 gp; M: 32 gp.

Encounter Three:

All APLs: L: 0 gp; C: 40 gp; M: 0 gp.

Encounter Five:

APL 2: L: 49 gp; C: 67 gp; M: 290 gp.

APL 4: L: 69 gp; C: 133 gp; M: 483 gp.

APL 6: L: 95 gp; C: 80 gp; M: 704 gp.

APL 8: L: 49 gp; C: 50 gp; M: 1,278 gp.

APL 10: L: 49 gp; C: 50 gp; M: 2,277 gp.

APL 12: L: 34 gp; C: 50 gp; M: 2,875 gp.

Conclusion:

APL 2: L: 0 gp; C: -53 gp; M: 0 gp.

APL 4: L: 0 gp; C: -93 gp; M: 0 gp.

APL 6: L: 0 gp; C: -121 gp; M: 0 gp.

APL 8: L: 0 gp; C: -192 gp; M: 0 gp.

APL 10: L: 0 gp; C: -335 gp; M: 0 gp.

APL 12: L: 0 gp; C: -418 gp; M: 0 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 49 gp; C: 157 gp; M: 290 gp - Total: 496 gp (400 gp).

APL 4: L: 69 gp; C: 223 gp; M: 483 gp - Total: 775 gp (600 gp).

APL 6: L: 95 gp; C: 170 gp; M: 704 gp - Total: 969 gp (800 gp).

APL 8: L: 49 gp; C: 140 gp; M: 1,278 gp - Total: 1,467 gp (1,250 gp).

APL 10: L: 49 gp; C: 140 gp; M: 2,277 gp - Total: 2,466 gp (2,100 gp).

APL 12: L: 34 gp; C: 140 gp; M: 2,875 gp - Total: 3,049 gp (3,000 gp).

Special

☛ *Favor of Elector Amon Sarpenth*

This favor can be used a single time as a substitute for an Influence Point with the Herdmaster's Guild or with the Temple of Zilchus in Hookhill. There may also be future scenarios in which Elector Sarpenth appears where other uses of the Favor may be given.

☛ *Favor of the Toecutter*

This favor can be used in one of three ways: 1) It can be used as a single Influence Point with the Corporation; 2) It can be used to grant access (*Frequency*: Adventure) to any single item available to associates or affiliates in the Corporation for the standard price (see the meta-organization document for a list of available items); or 3) It can be used to add a +20 circumstance bonus to any single Gather Information check in the city of Hookhill (representing the use of the Toecutter's network of informants). Any single use of the any of the above three options use up the Favor. It is possible that other uses for this Favor may appear in latter scenarios.

☛ *Enmity of the Toecutter*

You've done something to make him mad. You'll pay for it later.

☛ *Lost a Toe*

The Toecutter removed one of your toes. You have lost 1 hp permanently. If the toe is regenerated later, you regain the lost hit point.

Items for the Adventure Record

Item Access

APL 2, 4, or 6:

❖ *Everburning Torch* (Adventure, DMG)

❖ *Eyes of the Eagle* (Adventure, DMG)

❖ *+1 Mithral Chain Shirt* (Adventure, DMG)

APL 8 (APL 2, 4, 6 Items plus):

❖ *Masterwork Mithral Breastplate* (Adventure, DMG)

❖ *+1 Mighty Composite Shortbow* (+2 Str bonus) (Adventure, DMG)

APL 10 (APL 2, 4, 6, 8 Items plus):

- ❖ *+2 Longsword (Adventure, DMG)*
- ❖ *+2 Mighty Composite Shortbow (+2 Str bonus) (Adventure, DMG)*

APL 12 (APL 2, 4, 6, 8, 10 Items plus):

- ❖ *+1 Keen Longsword (Adventure, DMG)*
- ❖ *+2 Full Plate (Adventure, DMG)*
- ❖ *+1 Silent Moves Studded Leather Armor (Adventure, DMG)*

Appendix I: All APLs Encounters

Introduction:

Amon Sarpenth: human male Rog4/Sor4; CR 8; HD 4d6 + 4d4; hp 30; Init +8 (Dex, Improved Initiative); Spd 30 ft; AC 20 (touch 14, flat-footed 16) [+4 Dex, +6 bracers]; Atk +7 melee (1d6+1/15-20, +1 *keen rapier*); SA sneak attack +2d6, spells; SQ evasion, uncanny dodge (Dex bonus to AC); AL LN; SV Fort +2, Ref +9, Will +5; Str 10, Dex 14 (18), Con 10, Int 14, Wis 10, Cha 18.

Skills and Feats: Bluff +11, Climb +7, Concentration +11, Diplomacy +15, Hide +11, Listen +9, Move Silently +11, Search +9, Sense Motive +7, Spot +9, Tumble +11, Spellcraft +11; Alertness, Combat Casting, Improved Initiative, Weapon Focus (rapier).

Possessions: bracers of armor +6, gloves of dexterity +4, +1 *keen rapier*.

Spells Known (6/7/4; base DC = 14 + spell level): 0—*detect magic, detect poison, mending, prestidigitation, read magic, resistance*, 1st—*expeditious retreat, magic missile, shield*, 2nd—*blindness/deafness*.

Description: Elector Sarpenth is a human male standing 5 feet, 6 inches tall. He has black hair and striking green eyes. His build is light but he seems fairly muscular and nimble. He wears bracers and the rapier at his side seems quite serviceable. His manner is polite, but slightly formal. His speech and carriage mark him as a well-to-do man, but not born to the nobility. Those with Knowledge (Gran March nobility) can make a check (DC 15) to recall that his family has long been prominent in the horse trade in Hookhill but that he is the first to advance to noble rank (having been granted a sinecure of overseeing the horse auctions in Hookhill and collecting taxes on the proceeds since 590 CY). Members of the Herdmaster's Guild will recall this information without the need to make a skill check.

Elector Sarpenth is friendly, but insists upon being addressed properly ("Sir" or "Elector Sarpenth" being the most preferred forms of address, but anything sufficiently respectful will do). He will gently admonish PCs who show undue familiarity, but if the offense is repeated, he will request the offender to leave, as he or she is obviously unsuitable.

He is interested in increasing his power among the Electors by forming alliances and doing favors for the others. He tries to be ingratiating to his fellows, almost to the point of being a toady, but he does attempt to maintain a certain amount of independence in order to earn respect. He has yet to commit to any particular faction. Most of the other Electors look at him as a power-grasping oaf who can be used as a ready tool if convinced that it will further his own ends.

Encounter One:

Guard: human male War1; CR 1/2; HD 1d8+1; hp 5; Init +2 (Dex); Spd 30 ft; AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 armor]; Atk +2 melee (1d6+1/19-20, short sword) or +3 ranged (1d6/x3, shortbow); AL N; SV Fort +3, Ref +2, Will -1; Str 12, Dex 14, Con 12, Int 10, Wis 9, Cha 10.

Skills and Feats: Listen +2, Spot +2; Point Blank Shot, Weapon Focus (shortbow).

Possessions: chain shirt, shortbow, 40 arrows.

Thorbarr Randik: human male Rog4; CR 4; HD 4d6+4; hp 22; Init +8 (Dex, Improved Initiative); Spd 30 ft; AC 14 (touch 14, flat-footed 10) [+4 Dex]; Atk none; SA sneak attack +2d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +2, Ref +8, Will +1; Str 10, Dex 18, Con 12, Int 14, Wis 10, Cha 10.

Skills and Feats: Appraise +9, Bluff +7, Climb +7, Hide +9, Innuendo +4, Listen +9, Move Silently +9, Open Lock +9, Search +9, Sense Motive +7, Speak Language (CorporateSpeak), Spot +14, Tumble +11; Alertness, Combat Reflexes, Improved Initiative.

Possessions: 150 gp ruby ring, 150 gp gold statuette.

Description: Randik is an overweight man in his 30s with thinning blond hair pulled back in a ponytail. He is a consummate liar and prefers to spin a tale to telling the truth even when the truth doesn't hurt. He is a coward at heart, though, and will give in to threats he believes to be legitimate. He follows the family business of smuggling, with a little fencing on the side, but has been looking to branch out to pay for his extravagant lifestyle. He wants the best of things for himself and thinks he deserves it.

Encounter Two:

The Toecutter: human male Rgr2/Ftr8/WpnMstr8; CR 18; HD 18d10+54; hp 166; Init +5 (Dex); Spd 60 ft; AC 23 (touch 15, flat-footed 18) [+5 Dex, +8 bracers]; Atks +29/+24/+19/+14 melee (1d6+13+1d6/13-20, +3 *keen merciful short sword*) and +29/+24 melee (1d6+9+1d6/13-20, +3 *keen merciful short sword*); SA *ki* damage 8 times/day, increased multiplier 3 times/day, *ki* critical; SQ superior weapon focus, superior combat reflexes; AL CG; SV Fort +19, Ref +11, Will +9; Str 20 (26), Dex 14 (20), Con 10 (16), Int 14, Wis 10, Cha 10.

Skills and Feats: Climb +12, Hide +25, Innuendo +4, Intimidate +12, Jump +22, Knowledge (streetwise) +4 (+6 within borders of Gran March), Listen +16, Move Silently +10, Open Lock +11, Search +10, Sense Motive +16, Speak Language (CorporateSpeak), Spot +21, Wilderness Lore +9 (+19 to Track); Alertness, Ambidexterity, Combat Reflexes, Dodge, Expertise, Improved Critical (short sword), Improved Two-Weapon Fighting, Mobility, Power Attack, Quick Draw, Spring Attack, Tracking,

Two-Weapon Fighting, Weapon Focus (short sword), Weapon Specialization (short sword), Whirlwind Attack.

Possessions: *belt of mighty prowess* (grants a +6 enhancement bonus to Str and Con), *boots of striding and springing*, *bracers of armor +8*, *eyes of the eagle*, *gloves of dexterity +6*, 2 *+3 keen merciful short swords* (merciful grants +1d6 points of damage and causes all damage dealt to be subdual, this affect is suppressible upon command), *lens of detection*, *major cloak of displacement*, *ring of chameleon power*, *ring of mind shielding*, *vest of resistance +5* (grants a +5 resistance modifier to all saving throws), masterwork thieves' tools.

Description: The Toecutter (no one knows his real name) stands almost 6 feet tall and looks to be just past middle age. He wears a pair of short swords with ivory skull pommels strapped to his thighs. Thick slabs of dense muscle ripple beneath his sleeveless tunic and he moves with catlike grace. His wide, adamantine-studded belt and ornate bracers catch the eye, but his face draws more attention. He has a number of deep scars on his cheeks, one of which pulls the right side of his mouth into an almost sardonic grin even while the other side is set in a tight line. His left ear appears to have been half chewed off. His hair has been cut down to brown fuzz, and tales of other past injuries are written in the scars across his scalp. But perhaps his most arresting feature is his dark eyes that seem to fix you like a needle through a bug in a display case.

Any PCs who are members of the Corporation or who are Gran March residents with 2 or more rogue levels recognize him immediately and know that he has an extremely nasty reputation for preying upon thieves (Corporation members also know that he is a member and that he preys only upon non-members). It is said that he takes the smallest toe from the right foot of his victims, but no one knows what he does with them. He has been around long enough to head up a Chapter House if he was so inclined, but he seems to prefer to operate alone. He has connections with most of the Hookhill underworld and is such an intimidating figure that most go out of their way to help him in whatever way he asks.

Appendix II: APL 2 Encounters

Encounter Five:

Guard: human male War1; CR 1/2; HD 1d8+1; hp 5; Init +2 (Dex); Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 armor]; Atk +2 melee (1d6+1/19-20, short sword) or +3 ranged (1d6/x3, shortbow); AL N; SV Fort +3, Ref +2, Will -1; Str 12, Dex 14, Con 12, Int 10, Wis 9, Cha 10.

Skills and Feats: Listen +2, Spot +2; Point Blank Shot, Weapon Focus (shortbow).

Possessions: chain shirt, shortbow, 40 arrows.

Thorbarr Randik: human male Rog4; CR 4; HD 4d6+4; hp 22; Init +8 (Dex, Improved Initiative); Spd 30 ft.; AC 19 (touch 14, flat-footed 15) [+4 Dex, +5 armor]; Atk +3 melee (1d6/18-20, rapier) or +7 ranged (1d6/x3, shortbow); SA sneak attack +2d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +2, Ref +8, Will +1; Str 10, Dex 18, Con 12, Int 14, Wis 10, Cha 10.

Skills and Feats: Appraise +9, Bluff +7, Climb +7, Hide +9, Innuendo +4, Listen +9, Move Silently +9, Open Lock +9, Search +9, Sense Motive +7, Speak Language (CorporateSpeak), Spot +14, Tumble +11; Alertness, Combat Reflexes, Improved Initiative.

Possessions: +1 mithral chain shirt, 150 gp ruby ring, 150 gp gold statuette, rapier, shortbow, 40 arrows.

Description: Randik is an overweight man in his 30s with thinning blond hair pulled back in a ponytail. He is a consummate liar and prefers to spin a tale to telling the truth even when the truth doesn't hurt. He is a coward at heart, though, and will give in to threats he believes to be legitimate. He follows the family business of smuggling, with a little fencing on the side, but has been looking to branch out to pay for his extravagant lifestyle. He wants the best of things for himself and thinks he deserves it.

Appendix III: APL 4 Encounters

Encounter Five:

Arturo: human male Ftr4; CR 4; HD 4d10+8; hp 36; Init +2 (Dex); Spd 20 ft.; AC 19 (touch 12, flat-footed 17) [+2 Dex, +5 armor, +2 shield]; Atk +9 melee (1d8+6/19-20, +1 longsword); AL N; SV Fort +6, Ref +3, Will +1; Str 17, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +4, Listen +3, Spot +3; Cleave, Combat Reflexes, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +1 longsword, breastplate, large steel shield.

Haplitt: human male Ftr4; CR 4; HD 4d10+8; hp 36; Init +2 (Dex); Spd 20 ft.; AC 19 (touch 12, flat-footed 17) [+2 Dex, +5 armor, +2 shield]; Atk +8 melee (1d8+5/19-20, masterwork longsword); AL N; SV Fort +6, Ref +3, Will +1; Str 17, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +4, Listen +3, Spot +3; Cleave, Combat Reflexes, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: masterwork longsword, breastplate, large steel shield, 500 gp.

Thorbarr Randik: human male Rog4; CR 4; HD 4d6+4; hp 22; Init +8 (Dex, Improved Initiative); Spd 30 ft; AC 19 (touch 14, flat-footed 15) [+4 Dex, +5 armor]; Atk +3 melee (1d6/18-20, rapier) or +7 ranged (1d6/x3, shortbow); SA sneak attack +2d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +2, Ref +8, Will +1; Str 10, Dex 18, Con 12, Int 14, Wis 10, Cha 10.

Skills and Feats: Appraise +9, Bluff +7, Climb +7, Hide +9, Innuendo +4, Listen +9, Move Silently +9, Open Lock +9, Search +9, Sense Motive +7, Speak Language (CorporateSpeak), Spot +14, Tumble +11; Alertness, Combat Reflexes, Improved Initiative.

Possessions: +1 mithral chain shirt, 150 gp ruby ring, 150 gp gold statuette, rapier, shortbow, 40 arrows.

Description: Randik is an overweight man in his 30s with thinning blond hair pulled back in a ponytail. He is a consummate liar and prefers to spin a tale to telling the truth even when the truth doesn't hurt. He is a coward at heart, though, and will give in to threats he believes to be legitimate. He follows the family business of smuggling, with a little fencing on the side, but has been looking to branch out to pay for his extravagant lifestyle. He wants the best of things for himself and thinks he deserves it.

Appendix IV: APL 6 Encounters

Encounter Five:

Arturos: human male Ftr4; CR 4; HD 4d10+8; hp 36; Init +2 (Dex); Spd 20 ft; AC 19 (touch 12, flat-footed 17) [+2 Dex, +5 armor, +2 shield]; Atk +9 melee (1d8+6/19-20, +1 longsword); AL N; SV Fort +6, Ref +3, Will +1; Str 17, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +4, Listen +3, Spot +3; Cleave, Combat Reflexes, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +1 longsword, breastplate, large steel shield.

Bing: human male Rog6; CR 6; HD 6d6; hp 26; Init +8 (Dex, Improved Initiative); Spd 30 ft; AC 17 (touch 14, flat-footed 13) [+4 Dex, +3 armor]; Atk +4 melee (1d6/18-20, rapier) or +9 ranged (1d6/x3, masterwork shortbow); SA sneak attack +3d6; SQ evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL N; SV Fort +2, Ref +9, Will +2; Str 10, Dex 19, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +9, Disable Device +13, Hide +13, Listen +11, Move Silently +13, Open Lock +13, Pick Pocket +13, Search +10, Spot +11, Tumble +13; Alertness, Combat Reflexes, Improved Initiative, Point Blank Shot.

Possessions: masterwork studded leather armor, masterwork shortbow, 180 gp.

Clossum: human male Ftr6; CR 6; HD 6d10+12; hp 52; Init +2 (Dex); Spd 20 ft; AC 21 (touch 11, flat-footed 20) [+1 Dex, +8 armor, +2 shield]; Atk +11/+5 melee (1d8+5/19-20, masterwork longsword); AL N; SV Fort +7, Ref +3, Will +3; Str 17, Dex 12, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +5, Listen +5, Spot +5; Cleave, Combat Reflexes, Great Cleave, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: masterwork longsword, +1 full plate, large steel shield.

Thorbarr Randik: human male Rog4; CR 4; HD 4d6+4; hp 22; Init +8 (Dex, Improved Initiative); Spd 30 ft; AC 19 (touch 14, flat-footed 15) [+4 Dex, +5 armor]; Atk +3 melee (1d6/18-20, rapier) or +7 ranged (1d6/x3, shortbow); SA sneak attack +2d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +2, Ref +8, Will +1; Str 10, Dex 18, Con 12, Int 14, Wis 10, Cha 10.

Skills and Feats: Appraise +9, Bluff +7, Climb +7, Hide +9, Innuendo +4, Listen +9, Move Silently +9, Open Lock +9, Search +9, Sense Motive +7, Speak Language (CorporateSpeak), Spot +14, Tumble +11; Alertness, Combat Reflexes, Improved Initiative.

Possessions: +1 mithral chain shirt, 150 gp ruby ring, 150 gp gold statuette, rapier, shortbow, 40 arrows.

Description: Randik is an overweight man in his 30s with thinning blond hair pulled back in a ponytail. He is a consummate liar and prefers to spin a tale to telling the truth even when the truth doesn't hurt. He is a coward at heart, though, and will give in to threats he believes to be legitimate. He follows the family business of smuggling, with a little fencing on the side, but has been looking to branch out to pay for his extravagant lifestyle. He wants the best of things for himself and thinks he deserves it.

Appendix V: APL 8 Encounters

Encounter Three:

Advanced Otyugh: CR 7; Huge Aberration; HD 15d8+45; hp 112; Init +3 (Dex, Improved Initiative); Spd 20 ft; AC 19 (touch 7, flat-footed 19) [-2 size, -1 Dex, +12 natural]; Atk +13 melee (1d8+4, 2 tentacles) and +11 melee (1d6+2, bite); SA improved grab, constrict 1d8+4, disease; SQ scent; AL N; SV Fort +8, Ref +4, Will +10; Str 19, Dex 8, Con 17, Int 5, Wis 12, Cha 6.

Skills and Feats: Hide +9 (17 in lair), Listen +11, Spot +13; Alertness, Improved Initiative, Multiattack.

Improved Grab (Ex): To use this ability, the otyugh must hit a Medium or smaller opponent with a tentacle attack. If it gets a hold, it can constrict.

Constrict (Ex): An otyugh deals automatic tentacle damage to a Medium or smaller opponent with a successful grapple check.

Disease (Ex): Filth fever – bite, Fortitude save (DC 12), incubation period 1d3 days, damage 1d3 Dex and 1d3 Con (see page 74 in the *DMG*).

Encounter Five:

Falcon: human male Rog2/Ftr4/DpwsSnpr2; CR 8; HD 2d6+4d10+2d8; hp 44; Init +4 (Dex); Spd 30 ft; AC 17 (touch 14, flat-footed 13) [+4 Dex, +3 armor]; Atk +9/+4 melee (1d6+2/18-20, rapier) or +13/+8 (+11/+11/+6 with Rapid Shot) ranged (1d8+5/19-20/x4, +1 *mighty composite shortbow*); SA sneak attack +1d6, keen arrows, projectile improved critical +1; SQ evasion, range increment bonus +20 ft, concealment reduction 10%; AL N; SV Fort +4, Ref +11, Will +1; Str 14, Dex 18, Con 10, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +8, Climb +11, Disable Device +8, Escape Artist +8, Hide +12, Jump +13, Listen +11, Move Silently +12, Open Lock +8, Search +8, Sense Motive +4, Spot +11, Tumble +11; Blind Fight, Far Shot, Precise Shot, Point Blank Shot, Rapid Shot, Weapon Focus (composite shortbow), Weapon Specialization (composite shortbow).

Possessions: masterwork studded leather armor, +1 *mighty composite shortbow* (+2).

Gronk: half-orc male Brb2/Ftr6; CR 8; HD 2d12+4 + 6d10+12; hp 71; Init +2 (Dex); Spd 40 ft; AC 17 (touch 12, flat-footed 15) [+2 Dex, +5 armor]; Atk +15/+10 melee (1d12+7/19-20/x3, masterwork greataxe); SA rage 1/day; SQ darkvision, uncanny dodge (Dex bonus to AC); AL CN; SV Fort +6, Ref +3, Will +1; Str 20, Dex 14, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +10, Intimidate +3, Listen +8, Spot +8; Cleave, Improved Critical (greataxe), Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: masterwork greataxe, masterwork mithral breastplate.

Salieri: human male Ftr8; CR 8; HD 8d10+16; hp 68; Init +1 (Dex); Spd 20 ft; AC 22 (touch 11, flat-footed 21) [+1 Dex, +9 armor, +2 shield]; Atk +14/+9 melee (1d8+7/17-20, +1 *longsword*); AL N; SV Fort +8, Ref +3, Will +3; Str 18, Dex 12, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +10, Listen +6, Spot +6; Cleave, Combat Reflexes, Great Cleave, Improved Critical (longsword), Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +1 *longsword*, +1 *full plate*, large steel shield.

Thorbarr Randik: human male Rog4; CR 4; HD 4d6+4; hp 22; Init +8 (Dex, Improved Initiative); Spd 30 ft; AC 19 (touch 14, flat-footed 15) [+4 Dex, +5 armor]; Atk +3 melee (1d6/18-20, rapier) or +7 ranged (1d6/x3, shortbow); SA sneak attack +2d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +2, Ref +8, Will +1; Str 10, Dex 18, Con 12, Int 14, Wis 10, Cha 10.

Skills and Feats: Appraise +9, Bluff +7, Climb +7, Hide +9, Innuendo +4, Listen +9, Move Silently +9, Open Lock +9, Search +9, Sense Motive +7, Speak Language (CorporateSpeak), Spot +14, Tumble +11; Alertness, Combat Reflexes, Improved Initiative.

Possessions: +1 *mithral chain shirt*, 150 gp ruby ring, 150 gp gold statuette, rapier, shortbow, 40 arrows.

Description: Randik is an overweight man in his 30s with thinning blond hair pulled back in a ponytail. He is a consummate liar and prefers to spin a tale to telling the truth even when the truth doesn't hurt. He is a coward at heart, though, and will give in to threats he believes to be legitimate. He follows the family business of smuggling, with a little fencing on the side, but has been looking to branch out to pay for his extravagant lifestyle. He wants the best of things for himself and thinks he deserves it.

Appendix VI: APL 10 Encounters

Encounter Three:

Advanced Otyugh: CR 7; Huge Aberration; HD 15d8+45; hp 112; Init +3 (Dex, Improved Initiative); Spd 20 ft; AC 19 (touch 7, flat-footed 19) [-2 size, -1 Dex, +12 natural]; Atk +13 melee (1d8+4, 2 tentacles) and +11 melee (1d6+2, bite); SA improved grab, constrict 1d8+4, disease; SQ scent; AL N; SV Fort +8, Ref +4, Will +10; Str 19, Dex 8, Con 17, Int 5, Wis 12, Cha 6.

Skills and Feats: Hide +9 (17 in lair), Listen +11, Spot +13; Alertness, Improved Initiative, Multiattack.

Improved Grab (Ex): To use this ability, the otyugh must hit a Medium or smaller opponent with a tentacle attack. If it gets a hold, it can constrict.

Constrict (Ex): An otyugh deals automatic tentacle damage to a Medium or smaller opponent with a successful grapple check.

Disease (Ex): Filth fever – bite, Fortitude save (DC 12), incubation period 1d3 days, damage 1d3 Dex and 1d3 Con (see page 74 in the *DMG*).

Encounter Five:

Fortesque: human male Rog4/Ftr4/ DpwsSnpr2; CR 10; HD 4d6+4d10+2d8; hp 52; Init +4 (Dex); Spd 30 ft; AC 17 (touch 14, flat-footed 13) [+4 Dex, +3 armor]; Atk +11/+6 melee (1d6+2/18-20, rapier) or +16/+11 (+14/+14/+9 with Rapid Shot) ranged (1d8+6/18-20/x4, +2 *mighty*

composite shortbow); SA sneak attack +2d6, *keen* arrows, projectile improved critical +1; SQ evasion, uncanny dodge (Dex bonus to AC), range increment bonus +20 ft, concealment reduction 10%; AL N; SV Fort +5, Ref +12, Will +2; Str 14, Dex 18, Con 10, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +8, Climb +11, Disable Device +13, Escape Artist +8, Hide +17, Jump +13, Listen +13, Move Silently +17, Open Lock +8, Search +11, Sense Motive +4, Spot +13, Tumble +11; Blind Fight, Far Shot, Improved Critical (*composite shortbow*), Precise Shot, Point Blank Shot, Rapid Shot, Weapon Focus (*composite shortbow*), Weapon Specialization (*composite shortbow*).

Possessions: masterwork studded leather armor, +2 *mighty composite shortbow* (+2).

Jorta: human male Ftr4/Frskr6; CR 10; HD 4d10+8 + 6d12+12; hp 90; Init +2 (Dex); Spd 30 ft; AC 19 (touch 12, flat-footed 17) [+2 Dex, +2 natural armor, +5 armor]; Atk +19/+14 melee (2d4+12/19-20/x4, masterwork scythe); SQ fast healing 2 (30 per day), damage resistance 7/+3, tough defense, natural weapons, slippery mind, forsake magic; SR 16; AL N; SV Fort +13, Ref +7, Will +9; Str 24, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +14, Jump +16, Listen +5, Tumble +17; Cleave, Great Fortitude, Improved Critical (scythe), Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (scythe), Weapon Specialization (scythe).

Magic Destruction: The forsaker gains access to his damage reduction ability through the destruction of magic items. If he goes more than 24 hours without destroying magic items whose market prices total at least 100 gp per point of damage reduction, he loses that ability until he does so.

Forsake Magic: In addition to avoiding all use of spellcasting, spell-like abilities, and magic items, the forsaker must all refuse all benefits from others' magic – including magical healing. Thus, he must attempt a saving throw against any spell that allows one.

Tough Defense (Ex): At 3rd level, a forsaker gains a natural armor bonus equal to his Constitution bonus (if any).

Natural Weapons (Ex): Beginning at 3rd level, the forsaker can fight as though he and his weapon were one. Any weapon he uses functions as if it were a natural weapon for the purposes of overcoming damage reduction (see Damage Reduction in the introduction of the *Monster Manual*). That is, if the forsaker has damage reduction 3/+1, any weapon he uses functions as if it were a +1 weapon for overcoming a foe's damage reduction.

Slippery Mind (Ex): At 6th level, the forsaker can wriggle free from magical effects that would otherwise control or compel him. If he fails his saving throw against an enchantment effect, he can attempt his saving

throw again 1 round later. He gets only one extra chance to succeed at his saving throw.

Possessions: masterwork mithral breastplate, masterwork scythe.

Sorros: human male Ftr10; CR 10; HD 10d10+20; hp 84; Init +1 (Dex); Spd 20 ft; AC 22 (touch 11, flat-footed 21) [+1 Dex, +9 armor, +2 shield]; Atk +17/+12 melee (1d8+8/17-20, +2 *longsword*); AL N; SV Fort +9, Ref +4, Will +4; Str 18, Dex 12, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +12, Listen +7, Spot +7; Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Critical (*longsword*), Power Attack, Weapon Focus (*longsword*), Weapon Specialization (*longsword*).

Possessions: +2 *longsword*, +1 *full plate*, large steel shield.

Thorbarr Randik: human male Rog4; CR 4; HD 4d6+4; hp 22; Init +8 (Dex, Improved Initiative); Spd 30 ft; AC 19 (touch 14, flat-footed 15) [+4 Dex, +5 armor]; Atk +3 melee (1d6/18-20, rapier) or +7 ranged (1d6/x3, shortbow); SA sneak attack +2d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +2, Ref +8, Will +1; Str 10, Dex 18, Con 12, Int 14, Wis 10, Cha 10.

Skills and Feats: Appraise +9, Bluff +7, Climb +7, Hide +9, Innuendo +4, Listen +9, Move Silently +9, Open Lock +9, Search +9, Sense Motive +7, Speak Language (CorporateSpeak), Spot +14, Tumble +11; Alertness, Combat Reflexes, Improved Initiative.

Possessions: +1 *mithral chain shirt*, 150 gp ruby ring, 150 gp gold statuette, rapier, shortbow, 40 arrows.

Description: Randik is an overweight man in his 30s with thinning blond hair pulled back in a ponytail. He is a consummate liar and prefers to spin a tale to telling the truth even when the truth doesn't hurt. He is a coward at heart, though, and will give in to threats he believes to be legitimate. He follows the family business of smuggling, with a little fencing on the side, but has been looking to branch out to pay for his extravagant lifestyle. He wants the best of things for himself and thinks he deserves it.

Appendix VII: APL 12 Encounters

Encounter Three:

Advanced Otyugh: CR 7; Huge Aberration; HD 15d8+45; hp 112; Init +3 (Dex, Improved Initiative); Spd 20 ft; AC 19 (touch 7, flat-footed 19) [-2 size, -1 Dex, +12 natural]; Atk +13 melee (1d8+4, 2 tentacles) and +11 melee (1d6+2, bite); SA improved grab, constrict 1d8+4, disease; SQ scent; AL N; SV Fort +8, Ref +4, Will +10; Str 19, Dex 8, Con 17, Int 5, Wis 12, Cha 6.

Skills and Feats: Hide +9 (17 in lair), Listen +11, Spot +13; Alertness, Improved Initiative, Multiattack.

Improved Grab (Ex): To use this ability, the otyugh must hit a Medium or smaller opponent with a tentacle attack. If it gets a hold, it can constrict.

Constrict (Ex): An otyugh deals automatic tentacle damage to a Medium or smaller opponent with a successful grapple check.

Disease (Ex): Filth fever – bite, Fortitude save (DC 12), incubation period 1d3 days, damage 1d3 Dex and 1d3 Con (see page 74 in the *DMG*).

Encounter Five:

Fuller: human male Rog6/Ftr4/DpwdSnpr2; CR 12; HD 6d6+4d10+2d8; hp 60; Init +4 (Dex); Spd 30 ft; AC 18 (touch 14, flat-footed 14) [+4 Dex, +4 armor]; Atk +12/+7 melee (1d6+2/18-20, rapier) or +17/+12 (+15/+15/+10 with Rapid Shot) ranged (1d8+6/18-20/x4, +2 *mighty composite shortbow* (+2)); SA sneak attack +3d6, *keen* arrows, projectile improved critical +1; SQ evasion, uncanny dodge (Dex bonus to AC, can't be flanked), range increment bonus +20 ft, concealment reduction 10%; AL N; SV Fort +6, Ref +13, Will +3; Str 14, Dex 19, Con 10, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +8, Climb +11, Disable Device +13, Escape Artist +8, Hide +17, Jump +13, Listen +13, Move Silently +17, Open Lock +8, Search +11, Sense Motive +4, Spot +13, Tumble +11; Blind Fight, Far Shot, Improved Critical (composite shortbow), Precise Shot, Point Blank Shot, Rapid Shot, Weapon Focus (composite shortbow), Weapon Specialization (composite shortbow).

Possessions: +1 *Silent moves studded leather armor*, +2 *mighty composite shortbow* (+2).

Jurgen: human male Ftr4/Frskr8; CR 12; HD 4d10+8 + 8d12+16; hp 108; Init +2 (Dex); Spd 30 ft; AC 19 (touch 12, flat-footed 17) [+2 Dex, +2 natural armor, +5 armor]; Atk +22/+17/+12 melee (2d4+14/19-20/x4, masterwork scythe); SQ Fast healing 2 (40 per day), damage resistance 9/+4, tough defense, natural weapons, slippery mind, forsake magic; SR 18; AL N; SV Fort +14, Ref +7, Will +10; Str 27, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +14, Jump +16, Listen +9, Tumble +19; Cleave, Great Cleave, Great Fortitude, Improved Critical (scythe), Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (scythe), Weapon Specialization (scythe).

Magic Destruction: The forsaker gains access to his damage reduction ability through the destruction of magic items. If he goes more than 24 hours without destroying magic items whose market prices total at least 100 gp per point of damage reduction, he loses that ability until he does so.

Forsake Magic: In addition to avoiding all use of spellcasting, spell-like abilities, and magic items, the forsaker must all refuse all benefits from others' magic – including magical healing. Thus, he must attempt a saving throw against any spell that allows one.

Tough Defense (Ex): At 3rd level, a forsaker gains a natural armor bonus equal to his Constitution bonus (if any).

Natural Weapons (Ex): Beginning at 3rd level, the forsaker can fight as though he and his weapon were one. Any weapon he uses functions as if it were a natural weapon for the purposes of overcoming damage reduction (see Damage Reduction in the introduction of the *Monster Manual*). That is, if the forsaker has damage reduction 3/+1, any weapon he uses functions as if it were a +1 weapon for overcoming a foe's damage reduction.

Slippery Mind (Ex): At 6th level, the forsaker can wriggle free from magical effects that would otherwise control or compel him. If he fails his saving throw against an enchantment effect, he can attempt his saving throw again 1 round later. He gets only one extra chance to succeed at his saving throw.

Possessions: masterwork mithral breastplate, masterwork scythe.

Stegman: human male Ftr12; CR 12; HD 12d10+24; hp 100; Init +1 (Dex); Spd 20 ft; AC 23 (touch 11, flat-footed 22) [+1 Dex, +10 armor, +2 shield]; Atk +18/+13/+8 melee (1d8+7/15-20, +1 *keen longsword*); AL N; SV Fort +9, Ref +4, Will +4; Str 19, Dex 12, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +14, Listen +8, Spot +8; Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Critical (longsword), Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +1 *keen longsword*, +2 *full plate*, large steel shield.

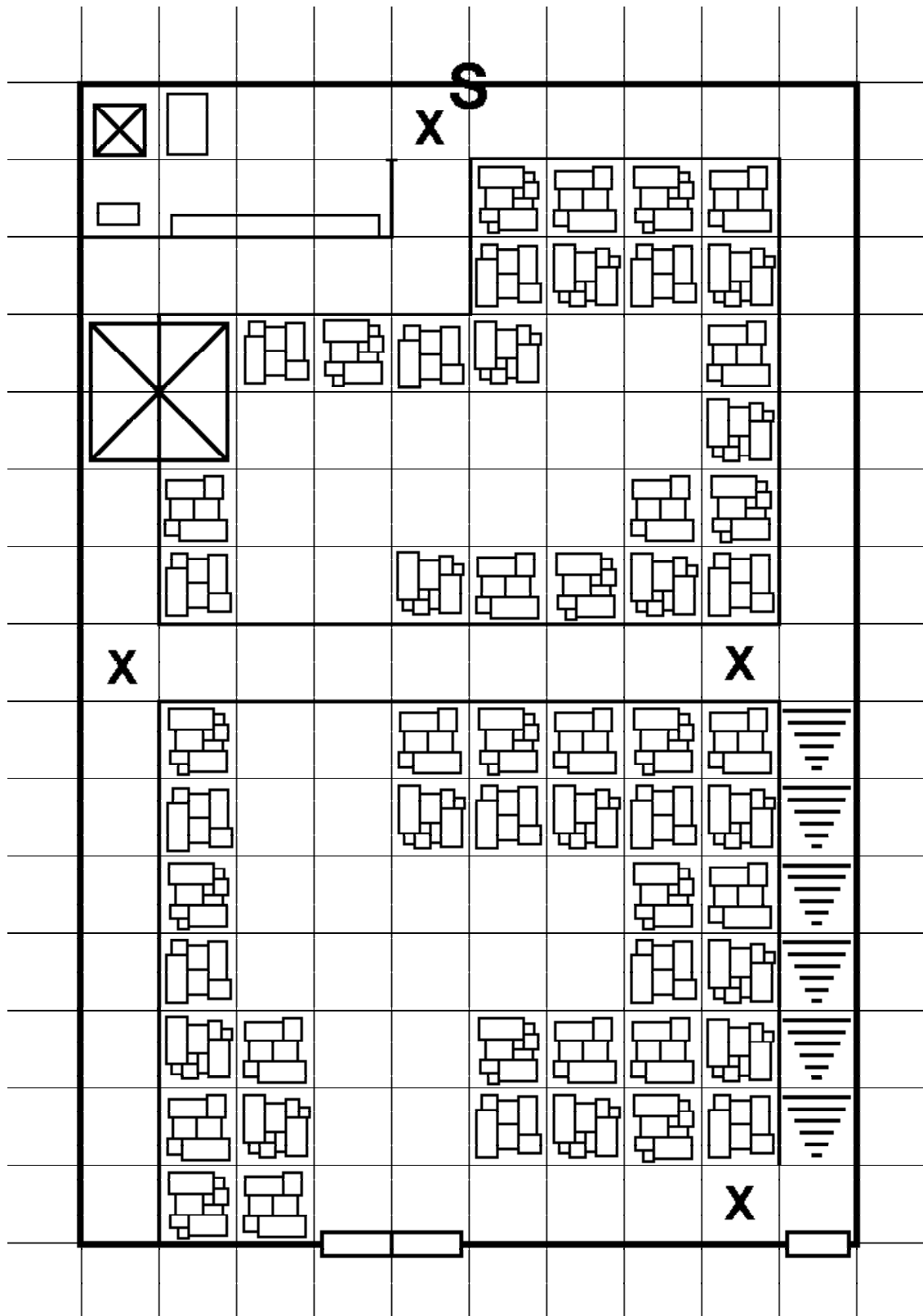
Thorbarr Randik: human male Rog4; CR 4; HD 4d6+4; hp 22; Init +8 (Dex, Improved Initiative); Spd 30 ft; AC 19 (touch 14, flat-footed 15) [+4 Dex, +5 armor]; Atk +3 melee (1d6/18-20, rapier) or +7 ranged (1d6/x3, shortbow); SA sneak attack +2d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +2, Ref +8, Will +1; Str 10, Dex 18, Con 12, Int 14, Wis 10, Cha 10.

Skills and Feats: Appraise +9, Bluff +7, Climb +7, Hide +9, Innuendo +4, Listen +9, Move Silently +9, Open Lock +9, Search +9, Sense Motive +7, Speak Language (CorporateSpeak), Spot +14, Tumble +11; Alertness, Combat Reflexes, Improved Initiative.

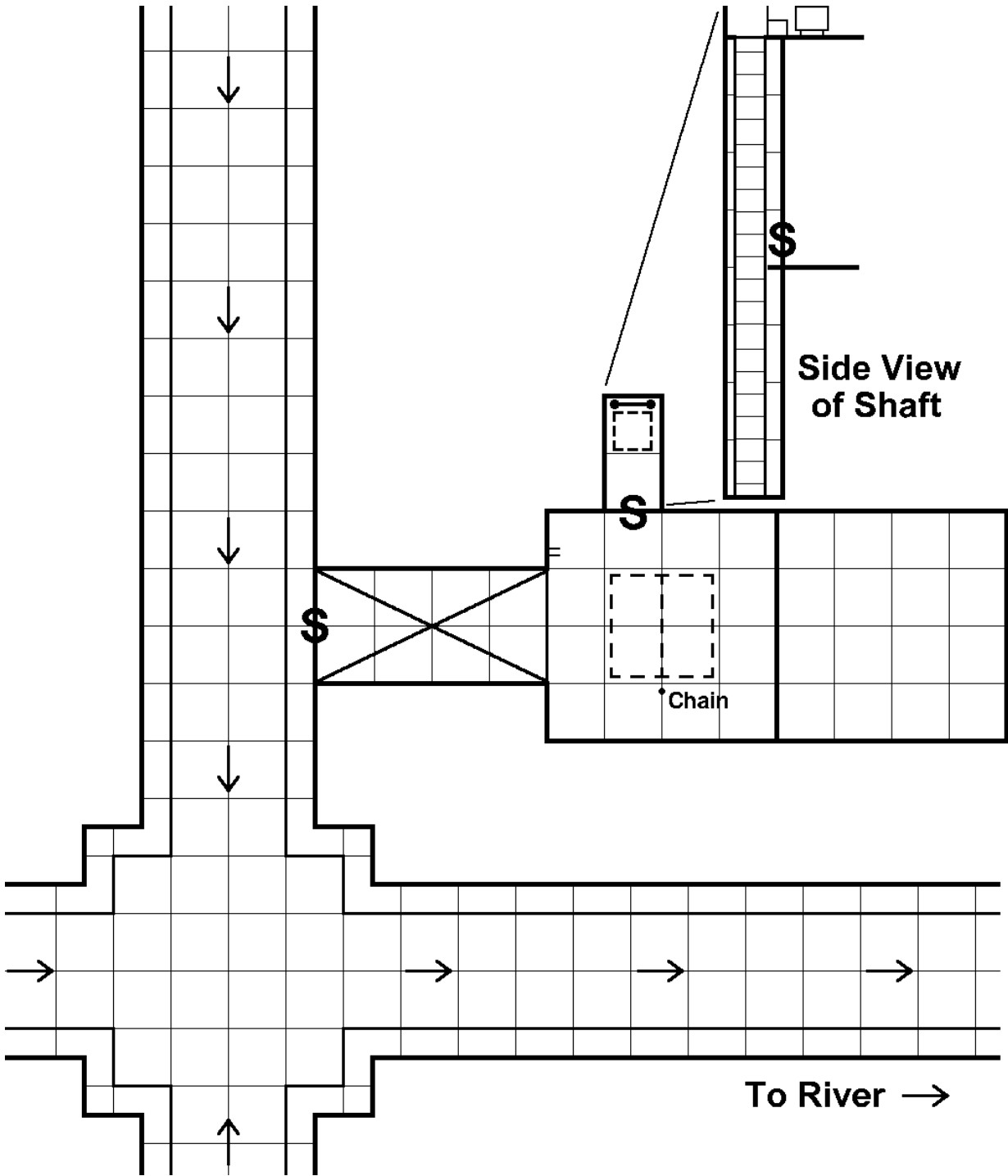
Possessions: +1 *mithral chain shirt*, 150 gp ruby ring, 150 gp gold statuette, rapier, shortbow, 40 arrows.

Description: Randik is an overweight man in his 30s with thinning blond hair pulled back in a ponytail. He is a consummate liar and prefers to spin a tale to telling the truth even when the truth doesn't hurt. He is a coward at heart, though, and will give in to threats he believes to be legitimate. He follows the family business of smuggling, with a little fencing on the side, but has been looking to branch out to pay for his extravagant lifestyle. He wants the best of things for himself and thinks he deserves it.

DM Aid #1: Warehouse Map



DM Aid #2: Sewer Map



Player Handout #1: Map of Warehouse

