

KEO3-02

Predators and Prey

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

Version 1.0

by Jarrad Lutton

A strange light had reappeared in the depths of the Hool Marsh. Rumors abound: Lizardfolk have summoned an avatar of Sess'Innek; the Mad Mage Baltron has relit his beacon; agents of the Scarlet Brotherhood are establishing an outpost in the swamp. Or could it be something more sinister than anyone can even imagine? A Keoland regional adventure for APLs 4-10 and Part Three of the "Death in the Hool" series.

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

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

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 Keoland. Characters native to Keoland 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

Shadowed Moon

The Shadowed Moon cult traces its roots back to the Cult of the Black Flame, who took up residence nearly a century ago in the Keoish keep that would become known as Baltron's Beacon. The Black Flame used the keep as their hideout, performing many hideous rituals and pursuing unknown goals. Dreadwalkers raided the keep, but when they arrived the keep was abandoned. The Black Flame has not been seen or heard from since. The Shadowed Moon has two goals: seek the treasures purportedly left at the keep by the Black Flame and complete the studies that Baltron failed.

Small in number, the Shadowed Moon prefers to use stealth and manipulation to achieve their goals, having placed several spies throughout Keoland. One of these spies is in Kimberton, a library clerk named Liana who is also a student of the old sage Elwin Hane, and she has been gathering as much information as possible about the Marsh and the history of Baltron and the Beacon. The cult previously tried to reach the Beacon, but a reptilian predator that has recently taken up residence there slaughtered several of them and forced the rest to flee for their lives.

Now, the cult intends to find a bold but foolish adventuring party to rid the area of this creature. To do so, they plan to bait the adventurers into thinking they are tracking down the cultists at the Beacon. The cult's hopes the adventurers either kill or weaken the predator, at which point they ambush the wounded predator or the weakened PCs, whichever survives.

Baltron's Beacon

Baltron's Beacon was initially a Keoish fortress that was lost during the wars with the south. Baltron, an archmage who was banished by Keoland to the marshes, took up residence there to continue his magical experiments. Some time thereafter, a huge explosion

supposedly destroyed the mage and left the fortress alit with a constant green glow, giving it the present day name of Baltron's Beacon.

Many of Baltron's secrets and treasures have yet to be discovered; almost all who venture into the depths of the fortress, let alone the marsh itself, never return. The Beacon is normally home to a large population of lizardfolk who regard it with an almost religious reverence, but lately even they have fled the area. The reason for this is that a new predator has claimed the area as its domain, killing all that tread within its boundaries.

As a result there have been many more sightings and encounters with lizardfolk near the town of Haven, for they are evidently seeking to secure a new home closer to the perimeter of the marsh.

Adventure Summary

This adventure begins in the developing town of Kimberton. Ruled by Richart Jorgos, cousin of King Skotti, the town is still in the process of being built; only the central part of the town is a truly finished construction.

Over the past week the citizens of the town have seen some suspicious activity. There have been a few eyewitness accounts of shadowy figures stalking the streets at night, and there was a foiled theft attempt from the library just two nights ago. The thief was killed while trying to escape, and his only distinguishing characteristic was a strange marking in the shape of a moon behind his right ear. He was attempting to steal documents and books relating to the Hool Marsh, the Archmage Baltron, and the Beacon.

Richart Jorgos has elected to keep this information secret, for he does not want to cause panic. Rumors have been running rampant, however, despite Jorgos' best efforts, and as a result most of the townspeople have been staying in at night. Jorgos has decided to send out a personal invitation to adventurers who have previously proven themselves useful to him, hoping they can deal with the problem.

In truth, all of this activity is just a set-up by the Shadowed Moon. Through the use of Liana, their spy who works as a clerk in the library, the cult has already obtained the information they need.

The problems arose when they attempted to reach the Beacon and take up residence there and were ambushed by the creature that now patrols the area. Several cultists were maimed or killed, and the rest barely escaped with their lives.

The Shadowed Moon lacks the strength needed to defeat this predator, so they have started this ploy in order to attract the attention of an adventuring party and fool them into heading to Baltron's Beacon.

Introduction

Before beginning the adventure, have each PC make one save of each type and record the results for possible use later on.

Tell any PCs who have worked for Richart Jorgos in the past that they have received a personal invitation, asking for an audience at his keep in Kimberton at a specific time and date. If the PC(s) choose to accept, assume that they have arrived at Kimberton on the designated date in the evening, one hour from the scheduled time. If they do not accept, then they will not be participating in this adventure.

For any PCs who have never worked with Richart Jorgos before, give them the opportunity to make up any reason they wish for being on the way to Kimberton at this time.

Have them meet any PCs who have received invitations while on the road, and give them a chance to get acquainted before they reach Kimberton. As long as the invited PCs vouch for the others, Richart Jorgos will accept them for this mission as well.

If there is an adventuring party where none of them have worked for Richart Jorgos in the past, allow them to think of reasons why they would be heading to Kimberton. Assume that they all meet on the road to the town, and give them the opportunity to get acquainted.

Regardless of the motives for being at Kimberton, the PCs will arrive on the day of the appointment with Jorgos, one hour before the meeting time:

Overcast skies and constant drizzle hide the sun as it sets, coloring the horizon with shades of gray, purple, and blood red. As you reach the outskirts of Kimberton, you see that the town is still in the midst of construction, expanding from the center with freshly dug foundations and skeletal buildings. There are no town gates as of yet, but as you enter the outer ring of town you notice several guardsmen giving you a watchful eye as they pass from one corner to the next.

The central part of town is fully developed, with residential and commercial areas, as well as governmental buildings and the estate of Richart Jorgos, Viscount of Kimberton. Despite the early hour of the evening, the streets seem particularly empty. The few strangers you do happen to see are

walking with a cautious urgency and avoiding shadowed areas of the street.

After another minute of walking, you notice an attractive young lady with short dark hair, dressed in a scholar's outfit and carrying an armload of books and a sack full of papers, about a half block ahead. As she passes by the opening of an alleyway, a cloaked figure leaps out of the shadows and tackles her!

Encounter One: The Bait

The cloaked figure and Liana are both members of the Shadowed Moon, and they will play the roles of aggressor and victim. The attacker, Jorval, will struggle with Liana for one round to pry one of the books from her grasp. He will then run back down the alley, book tucked away, hoping the PCs will attempt to assist Liana.

APL 4 (EL 1)

☛ Jorval, Male Elf (High) Rog1: hp 7; see *Appendix I*.

APL 6 (EL 2)

☛ Jorval, Male Elf (High) Rog2: hp 11; see *Appendix II*.

APL 8 (EL 3)

☛ Jorval, Male Elf (High) Rog3: hp 16; see *Appendix III*.

APL 10 (EL 4)

☛ Jorval, Male Elf (High) Rog3/Ftr1: hp 22; see *Appendix IV*.

If the PCs do nothing:

Jorval will escape down the alley with the book, and after five rounds the guards will arrive, led by a Sergeant Markus. Markus will send a few of his men down the alley after Jorval, but he will have already escaped. If the PCs then choose to approach, Markus will suggest that they should stay off the streets at night and depart with the rest of his guards, accompanying Liana to the library. Any PCs who know about Richart's mission can then proceed to his estate, but if no one in the party has a personal invitation then the adventure is over.

If the PCs act:

Have them roll for initiative and also roll for Liana and Jorval. The PCs start out 100 feet away. During the first

round Liana and Jorval will struggle, and in the second round Jorval will succeed in prying the book from her grasp and then he will start back down the alleyway. If any of the PCs catches up to him, Jorval will turn and attack, hoping to down the PC so he can escape. If he gets cornered and has fallen below half hit points, he will attempt to feign unconsciousness (Bluff check) with the next successful PC attack. Do not give the PCs an automatic opposed Sense Motive check. They must state they are checking him over to in order to receive the check.

If Jorval is knocked unconscious or killed, or succeeds in his bluff to act unconscious, the PCs will have the chance to search him before the guards arrive. If they do, they find all standard equipment listed (Search DC 10), and a strange marking behind his right ear in the shape of a crescent moon (Search DC 15).

Treasure: If the PCs immediately search Jorval, they have 4 rounds to get some of his gear before the guards arrive. (Note: At APL 10, Jorval will not have his magic items with him for this encounter. He, or his replacement, will have the magic items for the final encounter though.)

APL 4: L: 9 gp; C: 10 gp; M: 0 gp.

APL 6: L: 43 gp; C: 10 gp; M: 0 gp.

APL 8: L: 50 gp; C: 10 gp; M: 0 gp.

APL 10: L: 34 gp; C: 10 gp; M: 0 gp.

Development: The guards, led by Sergeant Markus, will arrive a few moments after the combat has ended. Markus will ask the Liana what happened, and then will approach the PCs. If Jorval is dead, a few of the guards will cart his body away, or if he is dropped (or acting unconscious), they will stabilize him before taking him away:

A grizzled veteran approaches you, obviously in command of this platoon of guards. His face seems to be contorted in a permanent scowl, accented by a scar over one eyebrow. "I'm Sergeant Markus, and who might you be?"

After introductions, Markus will ask the PCs to explain what happened. Anything resembling the truth will be accepted with a nod and a grunt, and then Markus will say:

"Well, this isn't the first time this has happened, I'll tell you that. People are scared to walk the streets during the day, let alone at night, and darn well they should be, given what's been going on here lately. You have my thanks for your help; most people here would've just turned tail and ran the other way. Ya know, you all might be just the type that Jorgos has been looking for. He's been seeking a group just like

yourselves, who could possibly help out with this problem we've been having."

To any PCs that express that they have invitations from Richart, Markus says:

"I should have guessed as much, seeing how you handled this situation. He'll be expecting you at his keep."

To any PCs that do not have invitations but voice their interest in working for Richart:

"Most excellent! His keep is in King's Circle, shouldn't be too hard to miss. Just explain to the guards that you are there to see Richart about a mission and give them this." He scribbles a note and gives it to you. "If that doesn't get you in, then have them summon me and I'll personally vouch for you."

To any questions about what has been going on in the town, Markus says:

"Better you talk to Richart about that, off the streets and in private. No one's really sure what's going on, so I suggest you get your information direct from him rather than going on hearsay and rumors."

Markus will then excuse himself with a nod to the PCs and depart with the other guards. Liana, standing nearby, will whisper thanks and then gather her books and papers. If any PC offers help, she will gladly accept, answering PC questions.

Who she is:

"I'm Liana. I work as a clerk at the library, where I was heading when I got attacked."

The attacker:

"It all happened so fast...he was like a shadow. This has happened to others over the last couple weeks as well, and we also had an attempted theft from the library. No one is really sure what's going on."

The book:

"The book is called The History and Legend of the Archmage Baltron. I'm a student of Sage Wizenthorp, and I study ancient lore and mythology."

The theft:

"I was in my dormitory studying when it happened. They say that the thief was trying to steal books about the Hool Marsh and the ruins in the marsh called the Hool Beacon."

Liana is purposefully telling the truth, so the only information a Sense Motive (DC 25) check would give is

that she isn't as fearful for her life as might normally be expected.

Before the PCs can ask anymore questions, Liana gives a shy look and a flirtatious smile to the PC with the highest charisma who is either human, elven, or half-elven, and says:

"I'm going to be late for work at the library, Could you help me carry these books?"

If the PC refuses:

Liana gives a slight pout, then shrugs and says, "Well I'll be working there throughout the night. Feel free to come see me if you want. I could use the company." She then gathers the rest of her books and heads off down the street.

Remind the PCs about the mission with Jorgos at this time, and if they continue onward as planned, proceed to Encounter Two.

If the PC accepts:

Liana beams a smile at you and offers some of her books. "Here, take these. The library is only a few blocks down towards the center of town."

The rest of the party can either choose to accompany the other PC with Liana to the library or head to Jorgos' manor. Notify the PCs that the library is on the way to the manor, so they should not worry about being late to the meeting with Richart if that is their concern. Any PCs who decide to go straight to Jorgos' manor can proceed to Encounter Two and wait until the other PC(s) arrive.

During the trip to the library, Liana will be shy and quiet, giving an occasional glance to the PC that she personally invited. Allow for some small talk, but note that Liana will primarily ask the PC questions about himself so that she can avoid answering too many questions of her own. After enough time has passed to travel a few city blocks, announce their arrival at the library.

As you reach the front steps of the library, Liana turns to you and takes the remaining papers and books. "Thank you, I really appreciate your help. I'll be working here throughout the night tonight, so if you'd like to come by and keep me company, you are more than welcome. If you have any more questions about what has been going on, I might be able to help out if there's anything you need from the library." Before you can reply, she turns away, books cradled in her arms, and quickly darts up the steps into the library.

At this point, remind the PC(s) about the appointment with Jorgos and, assuming that they continue to his keep, proceed to Encounter Two.

Encounter Two: Richart Jorgos' Estate

The keep of Richart Jorgos, ruler of Kimberton, stands before you. It has finally been completed. A large fence surrounds the building with an arched gateway in front. Two guards are posted there, and one of them speaks. "State your name and business, please."

Allow the PCs to introduce themselves, and as long as any of them provides either the invitation from Richart or Markus, they will be allowed inside.

The guard escorts you through a courtyard filled with all types of flowers and shrubbery and then takes to you a lavishly furnished meeting room. He gestures for you to take seats and gives a nod to some refreshments on the central table. "Viscount Jorgos will be with you shortly."

After a few moments, Richart enters and greets the PCs. He recognizes any PCs who have worked for him in the past and asks them about any of the other PCs whom he has not yet met. As long as any of them carries his favor, he will trust their word in vouching for the new PCs. If any PCs present the letter of Sergeant Markus, he will immediately warm up to them as well. He refuses to answer any questions until all the proper introductions are made and then takes a seat before them.

"Let's get down to business, shall we? You obviously know that Kimberton is one of the newest towns in this fine kingdom of Keoland, and we have the blessings of King Skotti himself. We've managed to build up a strong garrison, and the streets are normally quiet and free of crime.

Now, with what's been happening...I fear the sanctity of this town may be spoiled before it is ever completed. Lately, people... at least I hope they're all people... cloaked in darkness and shadow have been terrorizing the poor citizens of Kimberton. We've only managed to capture one of them, a few days ago during the attempted theft from the library, but all the others have managed to stay out of our grasp.

We don't know much about their motivations, aside from what we know of the library incident. The man sneaked into the library after hours, about an hour or two before dawn, when the sky is at its darkest, and broke into a restricted section. He stole books about

the history and legend of the Archmage Baltron, the ruins known as Baltron's Beacon, and the Hool Marsh. Two guards and one library clerk were killed, and the thief himself was killed while trying to escape. No one has any idea who the man was, and the only identifying marker on him was the symbol of a crescent moon, tattooed behind his right ear.

The randomness of the rest of the attacks confuses me, except for the one that happened earlier today, which links to the attempted theft at the library. Every other case was just some poor sod getting ambushed while walking the streets at night. I've tried to avoid a widespread panic by keeping this under wraps, but it doesn't seem to be working. It would cause too much notice to use a large force of guards, so that's why I need the efficiency of adventurers like you. I need you to find out anything you can about this group, track them down, and bring them to justice...in one form or another. I can offer one hundred gold pieces for each of you for this mission. Are you in? Any questions?"

Allow however much time the PCs need in order to speak with Richart about the mission and ask him questions. Take note if the PCs mention the attack on Liana and discuss what they found out with Richart, for this is part of something that could earn experience later on in the adventure.

The library thief: The thief was a human male of mixed blood, average size, with nothing to identify him except the moon-shaped mark behind his right ear. Was killed while trying to flee the library, and is the only one of these people who has been apprehended. If the PCs mention speaking with his departed spirit, Richart will look at them suspiciously.

The books: All signs seem to point to Baltron's Beacon in the Hool Marsh, although Richart has no idea why. Evidently this group has some interest in that area, and it's up to the PCs to figure out why it's so important. Richart tells the PCs that they can take a look at the books themselves if they want to, and he gives them a note of authorization to enter the restricted area of the library.

The other victims: There seems to be no real pattern with any of the other attacks, since all the victims were just peasants or unimportant merchants. They've already all been questioned thoroughly, so it would be pointless for the PCs to approach them.

The crescent moon marking: Richart has no idea what it means, although it is probably the insignia of some kind of cult. He hopes that if the PCs dig deep enough in the library, they can figure out what it means.

More pay: Richart is unwilling to negotiate with the PCs about more payment. He states that the one hundred gold pieces is more than he would normally offer for anyone else.

Once the PCs are done with their questions and conversation, Richart will stand and say:

"Well, it's about time you got going. The night is still young, and there is much work to be done. I would suggest that you go to the library first and see what you can find out; you have access to rooms here at my estate if you need to come back and rest. Please remember to exercise discretion on this mission. I don't want people unduly upset. I have other matters to attend to. Good luck."

The guard will escort them outside, and assuming that they follow Richart's directions, proceed to the library in Encounter Three. Any other actions they take won't help to further the plot, and eventually they should realize that they must go to the library. The longer they wait, the more they miss out on using Liana for assistance in the library, and thus will lose experience. If they wait until morning, Liana will not be there, and they will have to scrounge for information on their own.

Encounter Three: A Night in the Library

The library stands before you, marble steps leading up through granite pillars and an archway into the three-story structure. It is similar in style to the library in Niole Dra, but is about one-eighth the size. One of the first completed buildings in Kimberton, its grandeur is a sign of things to come if Richart Jorgos' vision about this town becomes fully realized. Two guards are posted at the archway, and they ask your business as you approach.

The guards will not allow the PCs inside unless they either show the authorization note from Richart or mention that they know Liana.

If they use the note: One of the guards will escort them inside without further questioning.

If they mention Liana: One of the guards will go inside and ask Liana about the PCs. Assuming that they spoke with her during Encounter One and are on friendly terms, she will vouch for them and the PCs will be let inside. If for some reason they are not on friendly terms, then the PCs will need to provide the authorization note.

Once they have been escorted inside, read the following:

You are led into the main chamber of the library, where a large table and several shelves and cabinets sit in the center. Two spiraling stairwells grant access to the upper levels, which have perimeter balconies that overlook the main floor. Each level contains numerous columns and rows of bookshelves. Seated at the desk in front of you is an attractive young female dressed in scholar's robes, hunched over a large book and scribbling notes, and you recognize her as the one who was attacked earlier this evening. She looks up as you enter.

If the PCs have met Liana and are on friendly terms, she will be more than eager to help them with their information search. This translates into a +5 on all Gather Information checks while the PCs are here. If they have not previously met, or are not on friendly terms, she will still assist them, but with less enthusiasm (+1 on the Gather Information checks instead). Notify the PCs that they should have one person make the checks, with everyone else assisting, in order to get the best results. Add Liana's modifier onto the check after everything else is tallied. Each check takes one hour.

The results of the checks are as follows:

DC 15:

- Current events: Recent attacks by cloaked figures in the streets and the attack on the library. Also, there have been recent reports from Haven about a dramatic increase in lizardfolk activity—even more than originally reported.
- Baltron's Beacon was initially a Keoish military outpost that was lost during the wars with the south. Baltron, an archmage who was banished by the Keoish royalty to the marshes, took up residence there to continue his magical experiments. Some time thereafter, there was a huge explosion there that destroyed the mage and left the fortress alit with a constant green glow, giving it the present day name of Baltron's Beacon. Many of Baltron's secrets and treasures have yet to be discovered; almost all who venture into the depths of the fortress, let alone the heart of the marsh itself, never return.
- The Hool Marsh is home to many monstrous denizens, some of which are truly evil. The Hool used to be much smaller during the wars with the south, but after many of the fortresses were destroyed and the wars diminished, the marsh seemed to grow and swallow up more land. There are many old ruins out in the

middle of the marsh that no one has successfully reached.

DC 20: (everything above, plus the following)

- Current events: Some reports say that the lizardfolk are trying to settle on the perimeter of the Hool, either because they had to leave their homes in the depths of the marsh or because they are staging a full-scale invasion.
- The area around the Beacon is normally home to a large population of lizardfolk, who regard it with an almost religious reverence.
- Baltron was supposedly delving into matters of the planes and planar summoning. It is believed that he had discovered something very powerful and was in the process of harnessing this power when the explosion took place.

DC 25: (everything above, plus the following)

- Many years ago, before Baltron and his experiments, a cult took up residence in the Beacon. They used the abandoned fort as a hideout, but no one is quite sure what they did there.
- Baltron's Beacon is located inside the Hool to the southeast of Haven, about two to three days away.

DC 30: (everything above, plus the following)

- The cult that took up residence in the Beacon was known as the Cult of the Black Flame. The Dreadwalkers mounted a raid on them, but when they arrived all of the cultists were gone. No one knows what happened to the cultists.

During the time it takes to get this information, Liana will mention that she is a student of Wizenthorp, the old sage who lives on the outskirts of Kimberton. She says that he is a very knowledgeable man and could possibly give the PCs more in-depth information than the library can. If they wish, she can give them directions to his home. She warns them that he can be absent-minded and also quite testy, and he never gives up information easily. He will be long asleep by now, so the PCs will have to visit him in the morning. If the PCs try to make a Sense Motive check (DC 25) to tell anything about Liana's demeanor, they find that her enthusiasm is very sincere.

If applicable, Liana will continue her flirting with the chosen PC from Encounter One. A Sense Motive check (DC 15) about the sincerity of her attraction to the PC will show that she is indeed physically attracted to him. She will invite him to stay with her during the course of

her shift, and then to join her for a drink in her room, which is located in the dormitories of the library. If the PC refuses the invitation, she'll pout and sulk, asking him again as the rest of the PC continues searching for information. If he refuses again, her mood will change and she'll become strictly business-like until the PCs are done investigating and leave.

If he accepts her offer, wait until after the PCs are done investigating, and remind them about Richart's invitation to stay at his estate, and then handle the date with the PC and Liana in private.

Feel free to detail this side encounter as much as desired, but make sure to take note of whether or not the PC shares a drink with her. When they arrive she tells him to have a seat, while she goes and retrieves a bottle of wine and glasses. She will pour them before bringing them back to the table where the PC is sitting. The glass she gives him to drink from had its bottom coated in a thin layer of a potent charm concoction that acts as if the imbibor was the target of a *charm person* spell (Will resists [DC 14 + the APL]) with a duration of one week. If the PC specifically requests, allow him to make a Sense Motive check (opposed by her Bluff check). If successful, reveal that she appears slightly nervous, which could possibly be because she has maybe not been on a date in quite some time.

If the PC drinks, refer to the Will save he made before the beginning of the adventure. If he passes, proceed with the rest of the encounter as normal for as long as desired. Liana will continue acting on her attraction to him, regardless of whether the potion works or not. She will be able to tell whether or not the potion worked based on the look in the PC's eyes when he regards her. If he fails the save, don't notify the PC until a designated time during a future encounter.

If the PC does not drink, Liana will simply shrug and continue on with the date as normal.

If the PC tries casting any spells on the drink, the only things that will work are *detect magic* and *purify food and water*; since this charm potion does not count as poison. A *purify food and water* spell will nullify the potion, but will not alert the PC that there was a potion in the drink in the first place. *Detect magic* makes the entire glass radiate magic, since both of the glasses have been magically *blessed*. Liana becomes angry that the PC would so blatantly show distrust and demands that he leave.

Aside from this important aspect, the rest of the date can be role-played as desired. At the end of the date, regardless of how well or how poorly the date goes, Liana

will ask the PC to leave so she can get some sleep, because she has to be up rather early to attend to her studies.

Note: Play this encounter out of the sight of the rest of the party so as not to tip anyone off as to what has happened. Do so quickly, however, so as not to alienate the other players.

Encounter Four: Wizenthorp the Sage

In the morning, the PCs can proceed to the home of Wizenthorp, the sage living on the outskirts of Kimberton. The PCs can either follow Liana's directions or ask for directions to his home. If for some reason they still wish to spend time in the library, allow however much time they wish, but Liana will not be available to help them again until nightfall. Assuming that they take Liana's advice and go to Wizenthorp's home, read the following when they arrive:

On the outskirts of Kimberton, where the other buildings here exist only as skeletal frames and rustic shacks, rests the hut of Wizenthorp, its back against a small grove of trees. The hut is small and dome-shaped, with a garden in the front and smoke rising out of its chimney.

If the PCs approach the hut and either knock on the door or call for Wizenthorp, read the following:

You hear a voice from inside say "Now who could that be at these hours of the morning?" You hear shuffling, and then the click of a lock as the front door swings open, revealing a wiry old man with long stringy hair and a thick moustache, dressed in brown robes stained with the colors of herbs. He peers at you with one squinted eye and says, "What do you want?"

Wizenthorp is an old herbalist who dabbles in the arcane arts. He is known for his in-depth knowledge of things obscure. If the PCs explain why they are there (meaning they have to tell him specifically what information they are seeking), he will invite them inside and offer them seats by the fire. As they take their seats, he says:

"You know, you aren't the first people to come to me and ask me similar questions. Just yesterday a ranger from Haven came here and asked me for help in mapping out parts of the Hool Marsh. A wise boy indeed, for anyone without a map of the area around the Beacon will surely perish on the way there."

Instead of directly answering any follow-up questions that will surely spring from his statement, he will begin wandering around doing his own work while mumbling

to himself, seemingly not paying attention. If the PCs show impatience or act rude, he will become testy and will purposefully act even more absent-minded. He won't actually answer any of their questions clearly and instead will speak in riddles and answer their questions with questions of his own.

Once you feel that the PCs' patience has been stretched to its limit, Wizenthorp finally stops what he is doing and comes over to the PCs, handing them a piece of paper (Player Handout #1). He chuckles and tells them to let him know when they have finished it, and to take their time, for he isn't going anywhere. He will refuse to speak again until they have finished the riddles, pointing at the piece of paper and raising his eyebrows expectantly if anyone asks him something.

If the PCs refuse to solve anything on the paper: Wizenthorp will kindly ask that they leave and come back with someone of greater intelligence.

If they make the attempt and have difficulty: Wizenthorp suggests that maybe they are in the wrong line of work, and then tells them to take their time and concentrate. If the PCs are really having trouble, consider allowing the use of die-bumps to obtain hints (one-for-one).

If the PCs give up: Wizenthorp will frown and shake his head with disapproval, pointing towards the door. The PCs can then either leave, or attempt to solve the riddles yet again.

If the PCs leave: Wizenthorp slams the door behind them, and they are free to do as they wish. They can choose to go to Haven and try to find the "ranger," or they can do whatever else they wish. The only way the plot can be furthered is by having the PCs travel to Haven, but they will be ill prepared to handle the trek into the Hool Marsh without Wizenthorp's map and information.

If the PCs solve at least 4 of the 5 puzzles: Wizenthorp will nod with approval, voicing that they have impressed him. The charade of his absent-mindedness instantly fades, and he will tell them all that he knows about the issues they have asked.

Wizenthorp's Knowledge:

- **Baltron:** Was one of the most powerful mages the Sheldomar Valley has ever seen. He was a high-ranking member of the National Academy of Wizardry until his questionable experiments and banned studies were discovered. He was banished and fled to the Hool Marsh, taking up residence in the abandoned fortress. He

continued his dark studies there and achieved great success in summoning foul creatures and releasing them into the marshes. It is believed that he discovered a way to obtain incredible power and that he may have actually begun harnessing it, but in the end he couldn't control it and there was a huge explosion of magic, killing him and destroying much of what he had created.

- **The Beacon:** It now glows with an eerie green light and radiates an aura of incredibly strong magic. Lizardfolk migrated there shortly after the explosion and worship the fortress with an almost religious reverence. There are surely great treasures and secrets waiting to be discovered, but any adventurers who have traveled there have never returned.
- **Hool Marsh:** A horribly foul place, filled with creatures that most mortal men have only seen in nightmares. The tribes of lizardfolk are just the tip of the iceberg concerning the danger that dwells there. Lately, the lizardfolk have fled the area near Baltron's Beacon, spreading out to the perimeter of the Hool near Keoland's more civilized areas.
- **The cult:** The cult that took up residence in the old keep nearly 100 years ago was known as the Black Flame. They used the keep as their hideout, where they performed many hideous rituals. They were deemed enough of a threat that the Dreadwalkers stormed the keep but found that the cult had disappeared. The cult was never seen or heard from again.
- **The crescent moon symbol:** Wizenthorp furrows his brow in thought and then shakes his head, stating that it is not the symbol of the Black Flame, and he has no idea what it means. It is most likely the initiation marking for some new cult that has not yet revealed itself.
- **The ranger from Haven:** He was half-elven, a mild-mannered lad, soft-spoken and rather intelligent, he stated that he was a tracker from Haven. He said that he acts as a guide for travelers along the borders of the Hool, and asked for help with a map of the area near Baltron's Beacon. When Wizenthorp asked him why he wanted help with mapping the area, the ranger replied that his life's goal is to eventually map out all of the Hool Marsh, so he can guide his customers more safely and with more efficiency. He passed one of Wizenthorp's

quizzes and earned a copy of a general map of the area, detailing the water depths and larger clearings on the way to the Beacon. Once he obtained the map, the man left immediately. He never gave his name, and Wizenthorp recalls that he had a distant look in his eyes. "Smart and eloquent, but probably not completely stable," Wizenthorp says.

- **The map:** Wizenthorp has no problem with giving the PCs an exact copy of the same map he gave to the ranger from Haven. For game purposes, this means that the PCs will be able to travel overland on a specific overland path through the Hool Marsh to Baltron's Beacon and are in no risk of getting lost (if they follow the map).

Once the PCs are done asking questions, Wizenthorp wishes them good luck on their journeys and sees them out, adding that he would be willing to instruct them in some of his more obscure skills and lore if they return some time. As soon as the door closes behind the PCs, they immediately hear the sage mumbling to himself again.

At this point, nothing else will occur in Kimberton, so the PCs must head over to Haven to continue the plot. If they head there immediately after leaving Wizenthorp's hut, they will arrive by nightfall.

Encounter Five: Haven

The bustling town of Haven lays sprawled out before you as the sun sets through dark clouds on the horizon. The rain that has been plaguing this area for the last few days has finally ceased, leaving the air moist and the ground muddy. People, wagons and horses, fill the streets as everyone heads from their workplaces to their homes for dinner.

As you approach the town, you see that all the citizens are half-orcs and half-elves dressed in earthen tones and carrying weapons. They live together in a strange alliance and are ever vigilant against the denizens of the nearby marsh, for one never knows when there will be an attack.

Two guards—one half-elf and one half-orc—will intercept the party as they try to enter the town. They will be terse but polite to full-bloods, warmer to half-breeds, and virtually ignore dwarves. The guards will not know anything about the ranger described by Wizenthorp. They will suggest going to The Beardless Dwarf Inn to talk to the people there who might know more.

It seems the only place to find food, drink, and lodging is The Beardless Dwarf Inn. Adorning the walls of the inn are thick tufts of hair. Most of the patrons are half-orcs interspersed with a few half-elves. They stare at you as you enter. From behind the bar, a half-elf is staring off into space, and the patrons finally go back to talking. There is a shortspear mounted above the bar with some word written on it in Orcish. The only empty table is one in the corner.

The words on the shortspear, loosely translated, read "Freedom For All." If the PCs move to the empty table, they see that an empty shot glass rests there. Carved into the table is the following:

*"Marshall Lorentage - a man who would
teach half-orcs to read - fell to shadows*

*Scab Bloodreaver - brother of the clan -
taken by grimlocks"*

The barkeep is an absent-minded half-elf named Saragen. When given the description of the ranger, the barkeep will shake his head and say that there are too many people that come through here to know for sure if he's seen him, not to mention that several hundred half-elves fit that description. The PCs will get this type of answer no matter whom they ask.

If the PCs mention that the ranger they seek is attempting to map the Hool Marsh, everyone laughs and says there are much more efficient methods of suicide than that. Make it clear to the PCs that, aside from resting for the night and re-supplying, there is nothing else here that can help them. Even if the PC is a member of Haven, that PC won't get any information, for there is no information to be had about the ranger.

If the PCs have no idea what to do next, hint that the only other option seems to be following the map towards Baltron's Beacon. If they do not have the map, they must go back to Wizenthorp and ask him for it or attempt to find their way through the Hool Marsh without it (see Encounter Six)

Note: More information on the town of Haven is available from the Keoland regional module **Royal Rescue** and the Haven Yahoo group at <http://groups.yahoo.com/groups/LG-Haven>.

Encounter Six: Entering the Hool

The dank and tepid waters of the swamp curl around your ankles as you begin your trek into the Hool

Marsh. The air is moist and dank, and clouds of steamy mist swirl about your heads, obscuring your vision to barely thirty feet in front of you.

Based on all that you know, the Beacon is approximately two days march to the southeast from here, where the marsh becomes so thick it almost becomes a tropical jungle. You can tell that navigating, let alone surviving the dangers here, is going to prove quite difficult.

If the PCs have the map from Wizenthorp, they can easily stay on the path to the Beacon. If they do not have the map, require an Intuit Direction check (DC 15) each hour in order to avoid getting lost.

If they do get lost, roll on the Hool Dangers chart (Appendix V). Roll once for every hour that the PCs are lost. After each hour, the PCs can make a new Intuit Direction check (DC 15+1/each hour lost) to get back on the proper path to the Beacon.

After ten hours of being on the proper path (meaning that PCs without a map must make ten total successful Intuit Direction checks), the PCs come across a clearing. Scattered on the ground are five lizardfolk corpses. If the PCs investigate, they find that the bodies have already been looted.

A Heal check (DC 15) determines that the causes of death were cut wounds, most likely from blades. A Heal check (DC 20) determines that the sizes of the wounds do not correctly represent the amount of blood that has stained the ground.

If anyone in the party has the Track feat, allow him/her to make a Wilderness Lore check (DC 20) to discover that there are drag marks in the ground, as if someone placed the bodies here.

Right after the PCs have made their initial skill checks, read the following:

A loud rustling shakes the brush off to your right, and a group of lizardfolk crashes through into the clearing. One of them shouts something in Draconic ("They're the ones who killed our brethren!") and then they charge.

APL 4 (EL 4)

🐸 Lizardfolk (6): hp 11 each; see *Monster Manual*.

APL 6 (EL 6)

🐸 Lizardfolk Bbn1 (4): hp 27 each; see *Appendix II*.

APL 8 (EL 8)

🐸 Lizardfolk Bbn2 (6): hp 35 each; see *Appendix III*.

APL 10 (EL 10)

🐸 Lizardfolk Bbn2/Ftr1 (9): hp 43 each; see *Appendix IV*.

Tactics: The lizards will attack with fury, raging if they are barbarians. At higher APLs, the lizardfolk will drink their *potions of bull's strength* before charging out of the brush into battle.

Treasure: The lizardfolk do not have much standard treasure. They are heavily pierced and scarred, wearing bits of jewelry and other fetishes. The amount of jewelry they were, some containing gold, silver, and gems, speaks to their rank in the tribe.

APL 4: L: 0 gp; C: 10 gp; M: 0 gp.

APL 6: L: 125 gp; C: 30 gp; M: 4 *potions of cure light wounds* (3 gp each).

APL 8: L: 412 gp; C: 60 gp; M: 6 *potions of cure light wounds* (3 gp each); 6 *potions of bull's strength* (25 gp each).

APL 10: L: 228 gp; C: 100 gp; M: 9 *potions of cure light wounds* (3 gp each); 9 *potions of bull's strength* (25 gp each); 9 +1 *greataxes* (193 gp each); 9 +1 *scalemail* (100 gp each).

After the encounter, remind the PCs that the Beacon is at least one more full day of travel away. A Wilderness Lore check (DC 10) will let the PCs know that this is probably a safe place to rest if needed. Make sure to keep track of guard duty during the night to keep up the paranoia, even though it will pass uneventfully. (Roll a few dice.) If they choose to press onward, this is considered a forced march. For each hour they continue without rest, each PC must make a Con check (DC 10+1/hour without rest). A failed check results in 1d6 points of subdual damage.

For PCs without a map, continue having them make Intuit Directions checks with the risk of random encounters throughout the next day. For PCs with a map, there are no encounters, but continue keeping track of marching order. Once night falls, proceed to Encounter Seven.

Encounter Seven: The Predator

Darkness falls in the Hool Marsh, and you begin to see an eerie green glow in the distance. Undulating tendrils of light reach toward you through the trees and underbrush. You hear a low droning hum coming

from that direction, but it is still too far away to tell what it is. This must be why so many of the creatures here regard this place with awe.

Eventually, the ruined fortress now known as Baltron's Beacon comes into view, sitting on a rise in the middle of a clearing. Despite what had to have been a huge magical explosion, much of the stronghold stands intact, its walls giving off an almost crystal-like sheen in the green aura that surrounds everything here. You can only guess at what dwells inside those walls, let alone underground in its lower levels.

The hum that you heard earlier is much louder here, pulsating with magical power inside of your minds, but is immediately dwarfed by a terrifying roar nearby. A huge bipedal reptilian creature crashes out of the trees 50 feet away. It roars again and charges.

Have the PCs roll initiative and begin combat. The predator will charge at the largest, strongest-looking character, attempting to kill or swallow whole (if applicable). In rounds after that, it will direct its attacks at the PC who has done the most (and flashiest) damage to it. Its purpose is to kill and eat, and it will fight to the death to achieve that goal.

Sess'Innek sent this predator here for three reasons. First, he is upset that his followers have not yet attacked Keoland. This creature is the embodiment of his wrath. Second, Sess'Innek wants to keep dominance in the Hool, and he knows what is going on inside the keep has the potential to release other powerful creatures into the Hool that would challenge his authority and followers. Finally, this predator also was sent to plague the lizardfolk of the Hool who do not worship Sess'Innek, including the Marshgrove tribe.

APL 4 (EL 6)

🦖 Dinosaur, Megaraptor: hp 76; see *Monster Manual*.

APL 6 (EL 8)

🦖 Dinosaur, Tyrannosaurus: hp 171; see *Monster Manual*.

APL 8 (EL 10)

🦖 Dinosaur, Fiendish Tyrannosaurus: hp 171; see *Appendix III*.

APL 10 (EL 12)

🦖 Dinosaur, Fiendish Tyrannosaurus of Legend: hp 261; see *Appendix IV*.

Tactics: Two words ... maximum destruction.

Encounter Eight: Unlikely Friends

Immediately after the battle, assuming the PCs survive, read the following. If possible, work the information into a conversation rather than simply reading the boxed text:

Moments after the battle with the reptilian creature, you realize once again that you are not alone. Stepping out of the thick underbrush is a group of lizardfolk, all wearing clothing. None of them appear threatening, and they seem much more civilized than typical lizardfolk. One of them, dressed in a shaman's outfit, steps forward, hands folded in front of him, and speaks to you in fluent Common.

"We are of the Marshgrove Tribe, and we humbly thank you for ridding our homeland of this horrible beast. I am Ss'osussar, the elder and head shaman. Our ancestors lived in the Dreadwood, but the evil forces that now lurk there drove them out. We were drawn to this area, heeding the call of Semayuna in the whispers of the magic that flows through this marsh."

"Other tribes of our people, who embrace the teachings of darker patrons, also call the area their home, and they make war with us whenever they can. This specific place though... this... beacon... has always served as a neutral ground where all tribes can come and worship our respective gods as we wish, all believing that the holiness of this place is meant for them. None of us have ever dared to enter the fortress, for we do not wish to anger the gods and invoke the wrath of whatever lurks there."

"The sanctity of this place was ruined lately, when that horrible creature appeared and began devouring our kind by the handful. Some feared that it was a message from their god and fled to the outskirts of the Hool. Others, like us, clung to the hope that those with braver hearts than ours would eventually defeat it. Some of our people entered the Beacon searching for a sign from Semayuna. Not long after they entered, this shield of green energy enveloped the area. We fear they are lost. But now, thanks to you, our prayers have been answered. You may all consider yourselves friends of the Marshgrove Tribe, and we offer our healing services to you if you need it."

If the PCs accept the offer, several healers in the group step forward and heal the party. They can offer the following:

APL 4:

3 *cure light wounds* (all 1st level casters)

APL 6:

5 *cure light wounds*, 1 *cure moderate wounds* (all 3rd level casters)

APL 8:

5 *cure light wounds*, 3 *cure moderate wounds* (all 5th level casters)

APL 10:

7 *cure light wounds*, 3 *cure moderate wounds*, 1 *cure serious wounds* (all 7th level casters)

The lizardfolk will also be willing to sell the PCs *wands of cure light wounds* and, at APL 6 and above, *brooches of shielding*. Once that has been completed, read the following:

Suddenly, one of the lizardfolk jerks to attention, peering behind you back down the path from which you came as he sniffs the air. He turns to Ss'osussar and says "Danger approaches." With a respectful nod of farewell to you, Ss'osussar turns and leads his people back into the brush. Some turn into small swampland creatures and others simply retreat silently into the marsh, leaving no trail. Within moments they have completely disappeared into the darkness of the Hool Marsh.

Encounter Nine: The Cult of the Shadowed Moon

As soon as the lizardfolk of the Marshgrove Tribe vanish, a group dressed in black cloaks approaches from behind.

The PCs recognize one of them as Liana. If the PCs managed to capture Jorval without killing him, or if Jorval escaped the encounter, tell them that they recognize him as one of the people as well. If Jorval was killed in Encounter One, a person the PCs doesn't recognize (with the same exact stats as Jorval) will take his place. Liana says:

"You followed the path we laid out for you almost perfectly, my poor fools. Thank you for killing the creature that has been keeping us from entering Baltron's Beacon. Now, after we dispose of you, we will have free reign to continue in the footsteps of the Black Flame!"

If the plot to charm one of the PCs was successful, Liana will call out to him to protect her, and will then give the signal for her group to attack.

APL 4 (EL 6)

☛ Liana, Female Human Wiz3 (Enchanter): hp 17; see *Appendix I*.

☛ Grunkil, Male Half-Orc Bbn1/Ftr1: hp 21; see *Appendix I*.

☛ Salowen, Male Half-Elf Rog1/Rgr1: hp 17; see *Appendix I*.

☛ Jorval, Male Elf (High) Rog1: hp 7; see *Appendix I*.

APL 6 (EL 7)

☛ Liana, Female Human Wiz5 (Enchanter): hp 26; see *Appendix II*.

☛ Grunkil, Male Half-Orc Bbn1/Ftr2: hp 29; see *Appendix II*.

☛ Salowen, Male Half-Elf Rog2/Rgr1: hp 23; see *Appendix II*.

☛ Jorval, Male Elf (High) Rog2: hp 11; see *Appendix II*.

APL 8 (EL 9)

☛ Liana, Female Human Wiz7 (Enchanter): hp 35; see *Appendix III*.

☛ Grunkil, Male Half-Orc Bbn1/Ftr4: hp 44; see *Appendix III*.

☛ Salowen, Male Half-Elf Rog3/Rgr1/Ftr1: hp 36; see *Appendix III*.

☛ Jorval, Male Elf (High) Rog3: hp 16; see *Appendix III*.

APL 10 (EL 11)

☛ Liana, Female Human Wiz9 (Enchanter): hp 44; see *Appendix IV*.

☛ Grunkil, Male Half-Orc Bbn2/Ftr6: hp 65; see *Appendix IV*.

☛ **Salowen, Male Half-Elf Rog5/Rgr1/Ftr2:** hp 52; see *Appendix IV*.

☛ **Jorval, Male Elf (High) Rog3/Ftr1:** hp 22; see *Appendix IV*.

Tactics: The cult members have cast every long-duration defensive spell and buff spell they know before the combat began, which should be easy to do since the group has been watching the actions of the PCs since the predator's attack. (The stats in the Appendices do not take these spells into account.) At higher APLs, Liana will cast *improved invisibility* and *haste* on Salowen (he will attack characters without uncanny dodge to get his sneak attacks), *bull's strength*, *endurance*, and *stoneskin* on Grunkil, and *mage armor*, extended *shield*, *displacement*, and *mirror image* on herself. Grunkil will also drink his potions of *haste* and *heroism*. If Liana succeeded in charming one of the PCs, she will have him stand adjacent to her and protect her against any attacks while she flings spells at the PCs. She uses whatever powers are at her disposal to kill them all, but will primarily attack any other spellcasters in the party. Grunkil will rage and charge at the most threatening-looking PC, while Salowen uses his Tumble to flank and get sneak attack damage as much as possible, although if invisible, he doesn't even need to flank. Jorval (or his replacement) will try to sneak around and attack any spellcasters. At APL 8 and 10, Jorval (or his replacement) will use his *bead of force* to attempt to take 1 or 2 PCs out of the battle.

Treasure: The cultists' equipment and possessions can be taken.

APL 4: L: 126 gp; C: 0 gp; M: *ring of protection* +1 (167 gp).

APL 6: L: 193 gp; C: 0 gp; M: *ring of protection* +1 (167 gp), *bracers of armor* +1 (83 gp), *amulet of natural armor* +1 (167 gp).

APL 8: L: 187 gp; C: 0 gp; M: *ring of protection* +1 (167 gp), *bracers of armor* +2 (333 gp), *amulet of natural armor* +1 (167 gp), *cloak of resistance* +1 (83 gp), +1 *greatsword* (196 gp), +1 *breastplate* (113 gp), 2 +1 *short swords* (193 gp each), +1 *mithral chain shirt* (175 gp), *potion of cat's grace* (25 gp).

APL 10: L: 19 gp; C: 0 gp; M: *ring of protection* +2 (667 gp), *bracers of armor* +2 (333 gp), *amulet of natural armor* +1 (167 gp), *cloak of resistance* +2 (333 gp), +1 *keen greatsword* (696 gp), +3 *breastplate* (779 gp), 2 +2 *short swords* (693 gp each), +2 *mithral chain shirt* (425 gp), *potion of cat's grace* (25 gp), *potion of heroism* (75 gp), *potion of haste* (63 gp), *ring of freedom of movement* (3,333 gp), +1 *mighty* (+3) *comp longbow*

(225 gp) 50 +1 *arrows* (196 gp), *boots of striding and springing* (500 gp), +1 *longsword* (193 gp each), +1 *mithral chain shirt* (175 gp), *bead of force* (167 gp).

Conclusion

Should the characters survive the fight with the predator and the Cult of the Shadowed Moon, they can loot the bodies, heal themselves, and catch their breath.

Investigating the green field of energy around the keep at Baltron's Beacon yields nothing. Detecting magic will show very strong abjuration and conjuration magic. Let the PCs explore as much as they want, but under no circumstances let them enter the keep area. If the PCs begin to get frustrated, bring some of the Marshgrove tribe back for further interaction. They will claim that they are going to attempt to find a way into the keep through the energy field. They promise to contact the PCs if they find a way in.

On the trek back to Kimberton, the PCs will run across a potentially familiar face: Vayleran Moonchild. He will apologize for not arriving sooner, explaining that when the PCs had disappeared from Kimberton for a few days, Viscount Jorgos grew worrisome and had Vayleran track them down. He spoke with Wizenthorp and obtained a copy of the map, which lead him toward Baltron's Beacon. He states that Baltron's Beacon is now officially quarantined. He confides in any PCs who have his favor (on a cert) that he strongly believes that things are getting worse and worse in the Dreadwood, and he believes the answer may lie with the peaceful lizardfolk and maybe even the Beacon itself.

Once in Kimberton, the PCs will attend a meeting with Richart Jorgos and Vayleran Moonchild. They will be asked to describe all that happened and to leave nothing out. Use the checklist in the Experience Point Summary to keep track of everything the PCs tell, and make note of the rewards that come with each piece of information.

If the PCs talk about Liana, Richart Jorgos will order her dormitory searched, revealing numerous incriminating papers. These papers detail the entire plot of the Shadowed Moon, and also make hints about other spies who have been planted in Kimberton.

If Jorval was captured in Encounter One and the PCs recognized him in the final battle and mention this to Richart, he will order the interrogation of his own soldiers to figure out how Jorval escaped the prison. The investigation will come up empty, however, but from that point forward Richart will be on guard against more spies.

If the PCs make mention of the Marshgrove Tribe, Richart will be surprised and skeptical, while Vayleran says that he knows of them. He will ask the PCs to keep this information as secret as possible, but will not explain why.

Once the PCs have finished telling their story to Richart and Vayleran, they will be given the “royal” treatment and allowed to stay in the estate’s rooms for the remainder of the week. For succeeding in this mission, they will have earned an influence point with both Richart Jorgos and Vayleran Moonchild. The PCs will have uncovered a secret of the Dreadwalkers through their experience with Baltron’s Beacon and the Marshgrove Tribe, and will have gained an influence point with the Marshgrove Tribe as well for defeating the predator.

Treasure: The PCs receive the reward from Richart for completing the mission.

All APLs: L: 0 gp; C: 100 gp; M: 0 gp.

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

Capture or kill Jorval

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

Encounter Four

Solve the riddles/puzzles and obtain the map

- APL 4 – 105 xp;
- APL 6 – 120 xp;
- APL 8 – 165 xp;
- APL 10 – 210 xp.

Encounter Six

Defeat the lizardfolk

- APL 4 – 120 xp;
- APL 6 – 180 xp;
- APL 8 – 240 xp;
- APL 10 – 300 xp.

Encounter Seven

Defeat the predator

- APL 4 – 180 xp;
- APL 6 – 240 xp;

- APL 8 – 300 xp;
- APL 10 – 330 xp.

Encounter Nine

Defeat the cultists

- APL 4 – 180 xp;
- APL 6 – 210 xp;
- APL 8 – 270 xp;
- APL 10 – 330 xp.

Conclusion

- PCs mention Liana – 15 xp;
- PCs mention Jorval escaping – 15 xp;
- PCs mention Marshgrove Tribe – 15 xp;
- PCs mention Black Flame – 15 xp.

Total Possible Experience

- APL 4 – 675 xp;
- APL 6 – 870 xp;
- APL 8 – 1,125 xp;
- APL 10 – 1,350 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)

Encounter One:

APL 4: L: 9 gp; C: 10 gp; M: 0 gp.

APL 6: L: 43 gp; C: 10 gp; M: 0 gp.

APL 8: L: 50 gp; C: 10 gp; M: 0 gp.

APL 10: L: 34 gp; C: 10 gp; M: 0 gp.

Encounter Six:

APL 4: L: 0 gp; C: 10 gp; M: 0 gp.

APL 6: L: 125 gp; C: 30 gp; M: 12 gp.

APL 8: L: 412 gp; C: 60 gp; M: 168 gp.

APL 10: L: 228 gp; C: 100 gp; M: 2,889 gp.

Encounter Nine:

APL 4: L: 126 gp; C: 0 gp; M: 167 gp.

APL 6: L: 193 gp; C: 0 gp; M: 417 gp.

APL 8: L: 187 gp; C: 0 gp; M: 1,645 gp.

APL 10: L: 19 gp; C: 0 gp; M: 9,571 gp.

Conclusion:

All APLs: L: 0 gp; C: 100 gp; M: 0 gp

Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 135 gp; C: 120 gp; M: 167 gp - Total: 422 gp (422 gp)

APL 6: L: 361 gp; C: 140 gp; M: 429 gp - Total: 930 gp (800 gp)

APL 8: L: 649 gp; C: 170 gp; M: 1,813 gp - Total: 2,632 gp (1,250 gp)

APL 10: L: 281 gp; C: 210 gp; M: 12,460 gp - Total: 12,951 gp (2,100 gp)

Special

☛ *Influence Point with Viscount Richart Jorgos*

You have gained the favor of Viscount Richart Jorgos, ruler of Kimberton, for successfully completing the mission assigned to you.

☛ *Influence Point with the Dreadwalkers*

For cooperating with Vayleran Moonchild, you have earned the favor of the Dreadwalkers.

☛ *Favor of the Marshgrove Tribe*

For defeating the predator at Baltron's Beacon, you have gained the favor of the lizardfolk tribe of Marshgrove.

☛ *Boon of Wizenthorp*

For solving at least four of Wizenthorp's riddles, he offers you the opportunity to buy any of the following (at the APLs noted in the Items Found section):

☛ *Scroll of Eagle's Splendor*

Spell from *Tome & Blood*, page 87.

☛ *Scroll of Wind Wall*

☛ *Scroll of Shout*

☛ *Scroll of Dismissal*

Items for the Adventure Record

Item Access

APL 4:

Scroll of Eagle's Splendor (Adventure, 3rd level caster, 150 gp, see above)

Wand of Cure Light Wounds (Adventure, 1st level caster, DMG)

APL 6 (APL 4 Items plus):

Scroll of Wind Wall (Adventure, 5th level caster, DMG)

Brooch of Shielding (Adventure, DMG)

APL 8 (APL 4 & 6 Items plus):

Scroll of Shout (Adventure, 7th level caster, DMG)

Bracers of Armor +2 (Adventure, DMG)

+1 Mithral Chain Shirt (Adventure, DMG)

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

Scroll of Dismissal (Adventure, 9th level caster, DMG)

Ring of Protection +2 (Adventure, DMG)

Cloak of Resistance +2 (Adventure, DMG)

+1 Keen Greatsword (Adventure, DMG)

+3 Breastplate (Adventure, DMG)

+2 Short Sword (Adventure, DMG)

+2 Mithral Chain Shirt (Adventure, DMG)

Potion of Heroism (Adventure, DMG)

Potion of Haste (Adventure, DMG)

Ring of Freedom of Movement (Adventure, DMG)

+1 Mighty (+3) Composite Longbow (Adventure, DMG)

Boots of Striding and Springing (Adventure, DMG)

Bead of Force (Adventure, DMG)

Appendix I: APL 4 Encounters

Encounter One:

Jorval: Male Elf (High) Rog1; CR 1; Medium Humanoid (Elf); HD 1d6+1; hp 7; Init +4 (Dex); Spd 30 ft.; AC 17 (touch 14, flat-footed 13) [+4 Dex, +3 armor]; Atk +2 melee (1d8+3/19-20, longsword) or +4 ranged (1d6/x3, shortbow); SA sneak attack +1d6; SQ: elven racial traits; AL NE; SV Fort +1, Ref +6, Will +0; Str 14, Dex 18, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +5, Bluff +4, Climb +3, Disguise +2, Escape Artist +8, Hide +8, Listen +2, Move Silently +8, Open Lock +6, Pick Pocket +8, Search +2, Spot +2, Tumble +8; Dodge.

Possessions: longsword, shortbow, dagger, studded leather, 20 arrows, thieves' tools.

Encounter Nine:

Liana: Female Human Wiz3 (Enchanter); CR 3; Medium Humanoid (Human); HD 3d4+6; hp 17; Init +2 (Dex); Spd 30 ft.; AC 13 (touch 13, flat-footed 11) [+2 Dex, +1 ring]; Atk +0 melee (1d4-1/19-20, dagger) or +3 ranged (1d8/19-20, lt crossbow); SA spells; AL N; SV Fort +3, Ref +3, Will +3; Str 8, Dex 14, Con 14, Int 16, Wis 10, Cha 14.

Skills and Feats: Alchemy +4, Bluff +5, Concentration +8, Forgery +4, Knowledge (arcana) +9, Knowledge (geography) +4, Knowledge (history) +4, Knowledge (infernals) +4, Knowledge (religion) +5, Knowledge (the Planes) +4, Profession (bookkeeper) +3, Spellcraft +9; Combat Casting, Dodge, Scribe Scroll, Spell Focus (enchantment).

Possessions: lt crossbow, 20 bolts, dagger; spell component pouch; *ring of protection* +1.

Spells Prepared (4/4/3; base DC = 13 + spell level, 15 + spell level for enchantment spells): 0—[*daze*, *detect magic*, *mage hand*, *read magic*]; 1st—[*charm person*, *magic missile*, *sleep*, *shield*]; 2nd—[*flaming sphere*, *Tasha's hideous laughter*, *web*].

Grunkil: Male Half-Orc Bbn1/Ftr1; CR 2; Medium Humanoid (Orc); HD 1d12+1d10+4; hp 21; Init +3 (Dex); Spd 40 ft.; AC 18 (touch 13, flat-footed 15) [+3 Dex, +5 armor]; Atk +8 melee (2d6+7/19-20, mw greatsword); SA rage 1/day; SQ: half-orc racial traits; AL NE; SV Fort +6, Ref +3, Will -1; Str 20, Dex 16, Con 14, Int 6, Wis 8, Cha 6.

Skills and Feats: Climb +2, Intimidate +2, Jump +4; Cleave, Power Attack.

Possessions: mw greatsword, breastplate.

Salowen: Male Half-Elf Rog1/Rgr1; CR 2; Medium Humanoid (Elf); HD 1d6+1d10+4; hp 17; Init +3 (Dex); Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [+3 Dex, +4 armor]; Atk +2 melee (1d6+2/19-20, mw short sword) and +2 melee (1d6+1/19-20, mw short sword) or +4 ranged (1d8/x3, comp longbow); SA sneak attack +1d6, favored enemy (humans); SQ: half-elf racial traits; AL CN; SV Fort +4, Ref +5, Will +0; Str 15, Dex 16, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Balance +8, Escape Artist +8, Hide +8, Listen +4, Move Silently +8, Search +2, Spot +4, Tumble +8, Wilderness Lore +4; Dodge, Track.

Possessions: 2 mw short swords, comp longbow, chain shirt, 20 arrows.

Jorval: Male Elf (High) Rog1; CR 1; Medium Humanoid (Elf); HD 1d6+1; hp 7; Init +4 (Dex); Spd 30 ft.; AC 17 (touch 14, flat-footed 13) [+4 Dex, +3 armor]; Atk +2 melee (1d8+3/19-20, longsword) or +4 ranged (1d6/x3, shortbow); SA sneak attack +1d6; SQ: elven racial traits; AL NE; SV Fort +1, Ref +6, Will +0; Str 14, Dex 18, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +5, Bluff +4, Climb +3, Disguise +2, Escape Artist +8, Hide +8, Listen +2, Move Silently +8, Open Lock +6, Pick Pocket +8, Search +2, Spot +2, Tumble +8; Dodge.

Possessions: longsword, shortbow, dagger, studded leather, 20 arrows, thieves' tools.

Appendix II: APL 6 Encounters

Encounter One:

Jorval: Male Elf (High) Rog2; CR 2; Medium Humanoid (Elf); HD 2d6+2; hp 11; Init +4 (Dex); Spd 30 ft.; AC 18 (touch 14, flat-footed 14) [+4 Dex, +4 armor]; Atk +4 melee (1d8+3/19-20, mw longsword) or +5 ranged (1d6/x3, comp shortbow); SA sneak attack +1d6; SQ: elven racial traits, evasion; AL NE; SV Fort +1, Ref +7, Will +0; Str 14, Dex 18, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +5, Bluff +5, Climb +4, Disguise +2, Escape Artist +9, Hide +9, Listen +2, Move Silently +9, Open Lock +7, Pick Pocket +9, Search +2, Spot +2, Tumble +9; Dodge.

Possessions: mw longsword, comp shortbow, dagger, chain shirt, 20 arrows, thieves' tools.

Encounter Six:

Lizardfolk: male lizardfolk Bbn1; CR 2; Medium Humanoid (Aquatic, Reptilian); HD 2d8+1d12+6; hp 27; Init +2 (Dex); Spd 40 ft.; AC 21 (touch 12, flat-footed 19) [+2 Dex, +4 armor, +5 natural]; Atk +6 melee (1d12+4/x3, greataxe) or +4 ranged (1d8+2/x3, mty comp longbow); SA rage 1/day; AL NE; SV Fort +4, Ref +5, Will +1; Str 17, Dex 14, Con 15, Int 8, Wis 12, Cha 8.

Skills and Feats: Balance +3, Climb +7, Jump +10, Listen +5, Swim -5, Wilderness Lore +6; Multiattack, Weapon Focus (greataxe).

Possessions: greataxe, mighty (+2) composite longbow, dagger, scale mail, 20 arrows, *potion of cure light wounds*.

Encounter Nine:

Liana: Female Human Wiz5 (Enchanter); CR 5; Medium Humanoid (Human); HD 5d4+10; hp 26; Init +2 (Dex); Spd 30 ft.; AC 15 (touch 13, flat-footed 13) [+2 Dex, +1 ring, +1 bracers, +1 amulet]; Atk +1 melee (1d4-1/19-20, dagger) or +4 ranged (1d8/19-20, lt crossbow); SA spells; AL N; SV Fort +3, Ref +3, Will +4; Str 8, Dex 14, Con 14, Int 17, Wis 10, Cha 14.

Skills and Feats: Alchemy +4, Bluff +6, Concentration +10, Forgery +4, Knowledge (arcana) +11, Knowledge (geography) +4, Knowledge (history) +4, Knowledge (infernal) +4, Knowledge (religion) +5, Knowledge (the Planes) +8, Profession (bookkeeper) +3, Spellcraft +11; Combat Casting, Dodge, Extend Spell, Scribe Scroll, Spell Focus (enchantment).

Possessions: lt crossbow, 20 bolts, dagger; spell component pouch; *ring of protection +1*, *bracers of armor +1*, *amulet of natural armor +1*.

Spells Prepared (4/5/4/3; base DC = 13 + spell level, 15 + spell level for enchantment spells): 0—[*daze*, *detect magic*, *mage hand*, *read magic*]; 1st—[*charm person*, *mage armor*, *magic missile* (2), *sleep*]; 2nd—[*bull's strength*, *flaming sphere*, *extended shield*, *Tasha's hideous laughter*]; 3rd—[*fireball*, *haste*, *hold person*].

Grunkil: Male Half-Orc Bbn1/Ftr2; CR 3; Medium Humanoid (Orc); HD 1d12+2d10+6; hp 29; Init +3 (Dex); Spd 40 ft.; AC 18 (touch 13, flat-footed 15) [+3 Dex, +5 armor]; Atk +10 melee (2d6+7/19-20, mw greatsword); SA rage 1/day; SQ: half-orc racial traits; AL NE; SV Fort +7, Ref +3, Will -1; Str 20, Dex 16, Con 14, Int 6, Wis 8, Cha 6.

Skills and Feats: Climb +4, Intimidate +3, Jump +7; Cleave, Dodge, Power Attack, Weapon Focus (greatsword).

Possessions: mw greatsword, mw breastplate.

Salowen: Male Half-Elf Rog2/Rgr1; CR 3; Medium Humanoid (Elf); HD 2d6+1d10+64; hp 23; Init +3 (Dex); Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [+3 Dex, +4 armor]; Atk +4 melee (1d6+2/19-20, mw short sword) and +4 melee (1d6+1/19-20, mw short sword) or +6 ranged (1d8+2/x3, mw mty comp longbow); SA sneak attack +1d6, favored enemy (humans); SQ: half-elf racial traits, evasion; AL CN; SV Fort +4, Ref +6, Will +0; Str 15, Dex 16, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Balance +8, Escape Artist +8, Hide +8, Listen +4, Move Silently +8, Search +3, Spot +4, Tumble +8, Wilderness Lore +6; Dodge, Track, Weapon Finesse (short sword).

Possessions: 2 mw short swords, mw mighty (+2) comp longbow, mw chain shirt, 20 arrows.

Jorval: Male Elf (High) Rog2; CR 2; Medium Humanoid (Elf); HD 2d6+2; hp 11; Init +4 (Dex); Spd 30 ft.; AC 18 (touch 14, flat-footed 14) [+4 Dex, +4 armor]; Atk +4 melee (1d8+3/19-20, mw longsword) or +5 ranged (1d6/x3, comp

shortbow); SA sneak attack +1d6; SQ: elven racial traits, evasion; AL NE; SV Fort +1, Ref +7, Will +0; Str 14, Dex 18, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +5, Bluff +5, Climb +4, Disguise +2, Escape Artist +9, Hide +9, Listen +2, Move Silently +9, Open Lock +7, Pick Pocket +9, Search +2, Spot +2, Tumble +9; Dodge.

Possessions: mw longsword, comp shortbow, dagger, chain shirt, 20 arrows, thieves' tools.

Appendix III: APL 8 Encounters

Encounter One:

Jorval: Male Elf (High) Rog3; CR 3; Medium Humanoid (Elf); HD 3d6+3; hp 16; Init +4 (Dex); Spd 30 ft.; AC 18 (touch 14, flat-footed 18) [+4 Dex, +4 armor]; Atk +5 melee (1d8+3/19-20, mw longsword) or +6 ranged (1d6+1/x3, mighty comp shortbow); SA sneak attack +2d6; SQ: elven racial traits, evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +2, Ref +7, Will +1; Str 14, Dex 18, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +5, Bluff +6, Climb +6, Disguise +3, Escape Artist +10, Hide +10, Listen +2, Move Silently +10, Open Lock +7, Pick Pocket +9, Search +2, Spot +2, Tumble +10; Dodge, Mobility.

Possessions: mw longsword, mighty (+1) comp shortbow, dagger, chain shirt, 20 arrows, thieves' tools.

Encounter Six:

Lizardfolk: male lizardfolk Bbn2; CR 3; Medium Humanoid (Aquatic, Reptilian); HD 2d8+2d12+8; hp 35; Init +2 (Dex); Spd 40 ft.; AC 21 (touch 12, flat-footed 21) [+2 Dex, +4 armor, +5 natural]; Atk +8 melee (1d12+4/x3, mw greataxe) or +5 ranged (1d8+2/x3, mty comp longbow); SA rage 1/day; SQ uncanny dodge (Dex bonus to AC); AL NE; SV Fort +5, Ref +5, Will +1; Str 17, Dex 14, Con 15, Int 8, Wis 12, Cha 8.

Skills and Feats: Balance +3, Climb +7, Jump +10, Listen +7, Swim -5, Wilderness Lore +6; Multiattack, Weapon Focus (greataxe).

Possessions: mw greataxe, mighty (+2) composite longbow, dagger, mw scale mail, 20 arrows, *potion of cure light wounds*, *potion of bull's strength*.

Encounter Seven:

Fiendish Tyrannosaurus: CR 10; Huge Magical Beast; HD 18d10+72; hp 171; Init +1 (Dex); Spd 40 ft.; AC 14 (touch 9, flat-footed 13) [-2 size, +1 Dex, +5 natural]; Atk +20 melee (5d8+13, bite); Face/Reach 10 ft. by 10 ft./15 ft.; SA improved grab, swallow whole, smite good; SQ scent, darkvision 60', cold resistance 20, fire resistance 20, damage reduction 10/+3; SR 25; AL NE; SV Fort +15, Ref +12, Will +8; Str 28, Dex 12, Con 19, Int 3, Wis 15, Cha 10.

Skills and Feats: Listen +11, Spot +11.

Improved Grab (Ex): To use this ability, the tyrannosaurus must hit a Medium or smaller opponent with its bite attack. If it gets a hold, it can try to swallow the foe.

Swallow Whole (Ex): A tyrannosaurus can try to swallow a grabbed Medium or smaller opponent by making a successful grapple check. The swallowed creature takes 2d8+8 points of crushing damage and 8 points of acid damage per round from the tyrannosaurus' gizzard. A swallowed creature can also cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out. The tyrannosaurus' gizzard can hold two Medium, eight Small, or thirty-two Tiny or smaller opponents.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (normally +18, max of +20) against a good foe.

Encounter Nine:

Liana: Female Human Wiz7 (Enchanter); CR 7; Medium Humanoid (Human); HD 7d4+14; hp 35; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (touch 13, flat-footed 14) [+2 Dex, +1 ring, +2 bracers, +1 amulet]; Atk +2 melee (1d4-1/19-20, dagger) or +5 ranged (1d8/19-20, lt crossbow); SA spells; AL N; SV Fort +5, Ref +5, Will +6; Str 8, Dex 14, Con 14, Int 17, Wis 10, Cha 14.

Skills and Feats: Alchemy +4, Bluff +7, Concentration +12, Forgery +4, Knowledge (arcana) +13, Knowledge (geography) +4, Knowledge (history) +4, Knowledge (infernal) +4, Knowledge (religion) +7, Knowledge (the Planes) +10, Profession (bookkeeper) +3, Spellcraft +13; Combat Casting, Dodge, Extend Spell, Improved Initiative, Scribe Scroll, Spell Focus (enchantment).

Possessions: lt crossbow, 20 bolts, dagger; spell component pouch; *ring of protection* +1, *bracers of armor* +2, *amulet of natural armor* +1, *cloak of resistance* +1.

Spells Prepared (4/6/5/4/2; base DC = 13 + spell level, 15 + spell level for enchantment spells): 0—[*daze, detect magic, mage hand, read magic*]; 1st—[*charm person, endure elements, mage armor, magic missile (2), sleep*]; 2nd—[*bull's strength, flaming sphere, mirror image, extended shield, Tasha's hideous laughter*]; 3rd—[*displacement, fireball, haste, hold person*]; 4th—[*confusion, ice storm*].

Grunkil: Male Half-Orc Bbn1/Ftr4; CR 5; Medium Humanoid (Orc); HD 1d12+4d10+10; hp 44; Init +3 (Dex); Spd 40 ft.; AC 19 (touch 13, flat-footed 16) [+3 Dex, +6 armor]; Atk +12 melee (2d6+10/19-20, +1 *greatsword*); SA rage 1/day; SQ: half-orc racial traits; AL NE; SV Fort +8, Ref +4, Will +0; Str 20, Dex 16, Con 14, Int 6, Wis 9, Cha 6.

Skills and Feats: Climb +4, Intimidate +4, Jump +7; Cleave, Dodge, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: +1 *greatsword*, +1 *breastplate*.

Salowen: Male Half-Elf Rog3/Rgr1/Ftr1; CR 5; Medium Humanoid (Elf); HD 3d6+2d10+10; hp 36; Init +3 (Dex); Spd 30 ft.; AC 18 (touch 13, flat-footed 18) [+3 Dex, +5 armor]; Atk +7 melee (1d6+4/19-20, +1 *short sword*) and +7 melee (1d6+2/19-20, +1 *short sword*) or +8 ranged (1d8+2/x3, mw mty comp longbow); SA sneak attack +2d6, favored enemy (humans); SQ: half-elf racial traits, evasion, uncanny dodge (Dex bonus to AC); AL CN; SV Fort +7, Ref +6, Will +1; Str 16, Dex 16, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Balance +8, Escape Artist +8, Hide +11, Listen +4, Move Silently +11, Search +3, Spot +4, Tumble +11, Wilderness Lore +7; Dodge, Mobility, Track, Weapon Focus (short sword).

Possessions: 2 +1 *short swords*, mw mighty (+2) comp longbow, 20 arrows, +1 *mithral chain shirt*, *potion of cat's grace*.

Jorval: Male Elf (High) Rog3; CR 3; Medium Humanoid (Elf); HD 3d6+3; hp 16; Init +4 (Dex); Spd 30 ft.; AC 18 (touch 14, flat-footed 18) [+4 Dex, +4 armor]; Atk +5 melee (1d8+3/19-20, mw longsword) or +6 ranged (1d6+1/x3, mighty comp shortbow); SA sneak attack +2d6; SQ: elven racial traits, evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +2, Ref +7, Will +1; Str 14, Dex 18, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +5, Bluff +6, Climb +6, Disguise +3, Escape Artist +10, Hide +10, Listen +2, Move Silently +10, Open Lock +7, Pick Pocket +9, Search +2, Spot +2, Tumble +10; Dodge, Mobility.

Possessions: mw longsword, mighty (+1) comp shortbow, dagger, mithral chain shirt, 20 arrows, thieves' tools.

Appendix IV: APL 10 Encounters

Encounter One:

Jorval: Male Elf (High) Rog4; CR 4; Medium Humanoid (Elf); HD 4d6+4; hp 22; Init +8 (Dex, Improved Initiative); Spd 30 ft.; AC 18 (touch 14, flat-footed 18) [+4 Dex, +4 armor]; Atk +6 melee (1d8+3/19-20, mw longsword) or +7 ranged (1d6+1/x3, mighty comp shortbow); SA sneak attack +2d6; SQ: elven racial traits, evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +4, Ref +7, Will +1; Str 14, Dex 19, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +5, Bluff +6, Climb +6, Disguise +3, Escape Artist +10, Hide +10, Listen +2, Move Silently +10, Open Lock +7, Pick Pocket +9, Search +2, Spot +2, Tumble +11; Dodge, Improved Initiative, Mobility.

Possessions: mw longsword, mighty (+1) comp shortbow, dagger, chain shirt, 20 arrows, thieves' tools.

Encounter Six:

Lizardfolk: male lizardfolk Bbn2/Ftr1; CR 4; Medium Humanoid (Aquatic, Reptilian); HD 2d8+2d12+1d10+10; hp 43; Init +7 (Dex, Improved Initiative); Spd 40 ft.; AC 23 (touch 13, flat-footed 23) [+3 Dex, +5 armor, +5 natural]; Atk +10 melee (1d12+6/x3, +1 greataxe) or +7 ranged (1d8+2/x3, mty comp longbow); SA rage 1/day; SQ uncanny dodge (Dex bonus to AC); AL NE; SV Fort +7, Ref +6, Will +1; Str 18, Dex 16, Con 15, Int 8, Wis 12, Cha 8.

Skills and Feats: Balance +6, Climb +8, Jump +11, Listen +7, Swim -4, Wilderness Lore +6; Combat Reflexes, Improved Initiative, Multiattack, Weapon Focus (greataxe).

Possessions: +1 greataxe, mighty (+2) composite longbow, dagger, +1 scale mail, 20 arrows, *potion of cure light wounds*, *potion of bull's strength*.

Encounter Seven:

Fiendish Tyrannosaurus of Legend: CR 12; Huge Outsider; HD 18d10+162; hp 261; Init +8 (Dex, Improved Initiative); Spd 40 ft.; AC 22 (touch 12, flat-footed 18) [-2 size, +4 Dex, +10 natural]; Atk +25 melee (10d6+21, bite); Face/Reach 10 ft. by 10 ft./15 ft.; SA improved grab, swallow whole, smite good, frightful presence; SQ scent, darkvision 60', cold resistance 20, fire resistance 20, damage reduction 10/+3, greater damage, haste; SR 25; AL NE; SV Fort +23, Ref +18, Will +12; Str 38, Dex 18, Con 29, Int 5, Wis 17, Cha 14.

Skills and Feats: Listen +12, Spot +12; Improved Initiative, Multiattack.

Improved Grab (Ex): To use this ability, the tyrannosaurus must hit a Medium or smaller opponent with its bite attack. If it gets a hold, it can try to swallow the foe.

Swallow Whole (Ex): A tyrannosaurus can try to swallow a grabbed Medium or smaller opponent by making a successful grapple check. The swallowed creature takes 2d8+8 points of crushing damage and 8 points of acid damage per round from the tyrannosaurus' gizzard. A swallowed creature can also cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out. The tyrannosaurus' gizzard can hold two Medium, eight Small, or thirty-two Tiny or smaller opponents.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (normally +18, max of +20) against a good foe.

Frightful Presence (Ex): When a monster of legend makes a loud sound, it inspires terror in all creatures within 20 feet that have fewer Hit Dice or levels than it has. Each potentially affected opponent must succeed at a Will save (DC 21) or become shaken – a condition that lasts until the opponent is out of range. A successful save leaves that opponent immune to that monster of legend's frightful presence for 24 hours.

Greater Damage (Ex): Damage dice for the creature's natural attacks are increased by one die type (already reflected above).

Haste (Su): The creature is supernaturally quick. It can take an extra partial action each round, as if affected by a *haste* spell.

Encounter Nine:

Liana: Female Human Wiz9 (Enchanter); CR 9; Medium Humanoid (Human); HD 9d4+18; hp 44; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 17 (touch 14, flat-footed 15) [+2 Dex, +2 ring, +2 bracers, +1 amulet]; Atk +3 melee

(1d4-1/19-20, dagger) or +6 ranged (1d8/19-20, lt crossbow); SA spells; AL N; SV Fort +7, Ref +7, Will +8; Str 8, Dex 14, Con 14, Int 18, Wis 10, Cha 14.

Skills and Feats: Alchemy +8, Bluff +11, Concentration +14, Forgery +4, Knowledge (arcana) +15, Knowledge (geography) +4, Knowledge (history) +4, Knowledge (infernal) +4, Knowledge (religion) +7, Knowledge (the Planes) +14, Profession (bookkeeper) +3, Spellcraft +16; Combat Casting, Dodge, Empower Spell, Extend Spell, Improved Initiative, Scribe Scroll, Spell Focus (enchantment).

Possessions: lt crossbow, 20 bolts, dagger; spell component pouch; *ring of protection* +2, *bracers of armor* +2, *amulet of natural armor* +1, *cloak of resistance* +2.

Spells Prepared (4/6/6/5/4/2; base DC = 14 + spell level, 16 + spell level for enchantment spells): 0—[*daze*, *detect magic*, *mage hand*, *read magic*]; 1st—[*charm person*, *endure elements*, *mage armor*, *magic missile* (3)]; 2nd—[*bull's strength*, *endurance*, *flaming sphere*, *mirror image*, *extended shield*, *Tasha's hideous laughter*]; 3rd—[*displacement*, *fireball* (2), *haste*, *hold person*]; 4th—[*confusion*, *ice storm*, *improved invisibility*, *stoneskin*]; 5th—[*empowered fireball*, *feeblemind*].

Grunkil: Male Half-Orc Bbn2/Ftr6; CR 8; Medium Humanoid (Orc); HD 2d12+6d10+16; hp 65; Init +3 (Dex); Spd 40 ft.; AC 21 (touch 13, flat-footed 21) [+3 Dex, +8 armor]; Atk +15/+10 melee (2d6+10/15-20, +1 *keen greatsword*); SA rage 1/day; SQ: half-orc racial traits, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +9, Ref +5, Will +2; Str 20, Dex 16, Con 14, Int 6, Wis 10, Cha 6.

Skills and Feats: Climb +9, Intimidate +7, Jump +9; Cleave, Dodge, Great Cleave, Improved Critical (greatsword), Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: +1 *keen greatsword*, +3 *breastplate*, *potion of heroism*, *potion of haste*, *ring of freedom of movement*.

Salowen: Male Half-Elf Rog5/Rgr1/Ftr2; CR 3; Medium Humanoid (Elf); HD 5d6+3d10+14; hp 52; Init +3 (Dex); Spd 60 ft.; AC 19 (touch 13, flat-footed 19) [+3 Dex, +6 armor]; Atk +11/+6 melee (1d6+5/19-20, +2 *short sword*), or +9/+4 melee (1d6+5/19-20, +2 *short sword*) and +9 melee (1d6+3/19-20, +2 *short sword*), or +10 ranged (1d8+4/x3, +1 *mighty comp longbow*); SA sneak attack +3d6, favored enemy (humans); SQ: half-elf racial traits, evasion, uncanny dodge (Dex bonus to AC); AL CN; SV Fort +8, Ref +7, Will +1; Str 16, Dex 16, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Balance +14, Escape Artist +14, Hide +14, Jump +14, Listen +6, Move Silently +14, Search +3, Spot +11, Tumble +14, Wilderness Lore +6; Dodge, Mobility, Point Blank Shot, Spring Attack, Track, Weapon Focus (short sword).

Possessions: 2 +2 *short swords*, +1 *mighty* (+3) *comp longbow*, +2 *mithral chain shirt*, *potion of cat's grace*, *boots of striding and springing*, 20 arrows.

Jorval: Male Elf (High) Rog3/Ftr1; CR 4; Medium Humanoid (Elf); HD 3d6+1d10+4; hp 22; Init +8 (Dex, Imp. Init.); Spd 30 ft.; AC 19 (touch 14, flat-footed 19) [+4 Dex, +5 armor]; Atk +6 melee (1d8+4/19-20, +1 *longsword*) or +8 ranged (1d6+2/x3, *mighty comp shortbow*); SA sneak attack +2d6; SQ: elven racial traits, evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +4, Ref +7, Will +1; Str 14, Dex 19, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +5, Bluff +6, Climb +6, Disguise +3, Escape Artist +10, Hide +10, Listen +2, Move Silently +10, Open Lock +7, Pick Pocket +9, Search +2, Spot +2, Tumble +11; Dodge, Improved Initiative, Mobility.

Possessions: +1 *longsword*, *mighty* (+1) *comp shortbow*, dagger, +1 *mithral chain shirt*, 50 +1 *arrows*, thieves' tools, *bead of force*.

Appendix V: Hool Marsh Danger Chart

If the PCs get lost in the swamp, roll a d20 on the Danger Chart below. For every character that can make a Wilderness Lore check (DC 20) and has ranks in that skill, add one to the die roll, although a 1 is still a 1 no matter what. Treat duplicate rolls in a one-week time span as no encounter:

1	Quicksand (see below)
2-4	Swamp gas (see below)
5-7	Poisonous plant spores (see below)
8-10	Mosquito swarm (see below)
11-13	Fungal infection (see below)
14-16	Heat rash (see below)
17-19	Nothing happens.
20	PCs find fresh water and edible plants

Quicksand – The lead character walks into a pool of quicksand. Roll a d20. This number, cut in half, is the number of rounds that a character has before being totally submerged. A roll of 1 means instantly submerged. If the character that fell takes any action, cut the time in half again. Characters may throw a rope to the endangered character or use other means to secure her. A simple Strength check of DC 10 by the rope holder will get the character out. Once a character is submerged, use the rules of holding breath to see how long the character can survive. Only a secured character jumping into the quicksand can rescue a submerged character.

Swamp Gas – Character walk through an area of volatile swamp gas. The marsh bubbles up in this area, and the stench of the gas is overwhelming. Any open flames left exposed for 2 rounds will explode as per the *fireball* spell for 5d6 damage. Characters breathing the gas for more than 10 rounds must make a Fort save (DC 15) each round or fall unconscious. The gas dissipates after 3 minutes.

Poisonous Plant Spores – The spores of a plant have recently been released into the air. Roll randomly to see which character is affected. The spores get into the nose and throat of the character, causing itching, sneezing, and difficulty breathing (impossible to move silently). The PC also suffers 2 pts of temporary Con damage unless they succeed at a Fort save (DC 18).

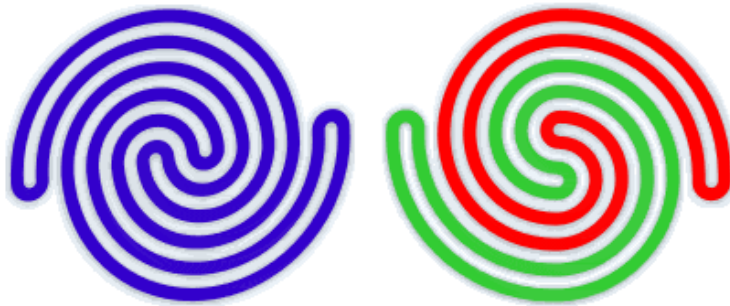
Mosquito Swarm – Mosquitoes attack The PCs. Each character must make a Fort save (DC 12) or be infected with malaria. While the onset of the disease is slow, the long-term effects can be deadly. A character who fails the save takes no immediate damage and suffers no immediate effects. Note the malaria on the Adventure Record.

Fungal Infection – The damp and fetid swamp has brought a fungal infection to the characters. Roll randomly to see which character is affected. That character must first make a Fort save (DC 15). A failed save means the character has succumbed to a rapid fungal infection. The character must, before taking any action requiring a roll, make a Will save at DC 13. Failure means the character is at –2 on all rolls for the next 10 minutes due to a distracting itch (although he or she does not need to make another Will save until the 10 minutes are up). A successful Heal check (DC 15) can relieve the infection in 24 hours.

Heat Rash – Roll randomly to choose a character. That character's skin becomes red and itchy from the heat. Any skills checks suffer a –1 circumstance penalty from the discomfort. A successful Heal check (DC 15) can relieve the irritation in 24 hours.

DM Aid: Answers to Player Handout #1

One of the two spirals in the illustration consists of a single piece of rope that has its ends joined. The other spiral consists of two separate pieces of rope, each with joined ends. Can you identify which is which?



The beginning of eternity,
The end of time and space,
The beginning of every end,
The end of every place.

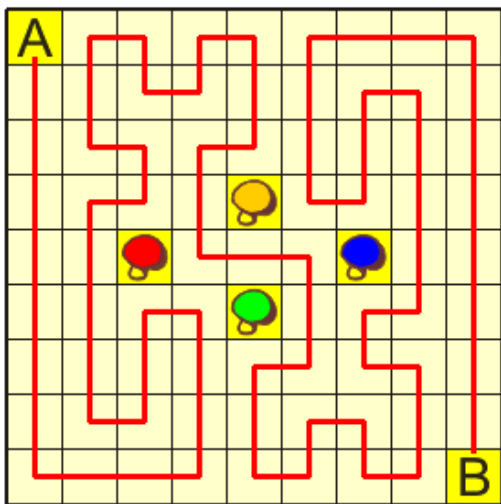
What am I? **The letter "E"**

What symbol has to come next in the sequence of the five symbols below? Draw the sixth figure.



You must keep it after giving it.

What is it? **Your Word**

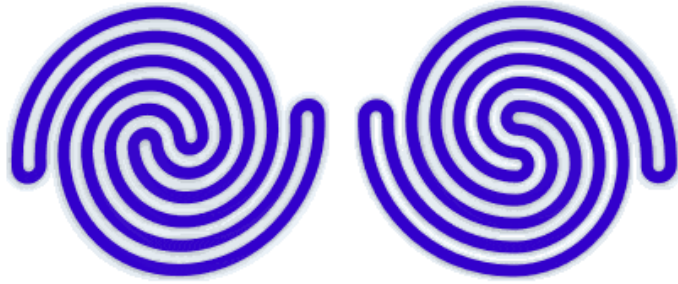


Draw a path from A to B so that it goes through each empty square of the board only once and has no self-crossings. Your path must go horizontally and vertically (never diagonally), and it has to avoid the four squares with the mushrooms in them.

You must start the path exactly under the A square as shown in the illustration.

Player Handout #1

One of the two spirals in the illustration consists of a single piece of rope that has its ends joined. The other spiral consists of two separate pieces of rope, each with joined ends. Can you identify which is which?



The beginning of eternity,
The end of time and space,
The beginning of every end,
The end of every place.

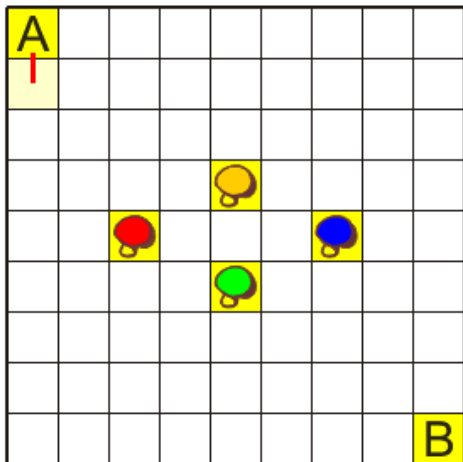
What am I?

What symbol has to come next in the sequence of the five symbols below? Draw the sixth figure.



You must keep it after giving it.

What is it?



Draw a path from A to B so that it goes through each empty square of the board only once and has no self-crossings. Your path must go horizontally and vertically (never diagonally), and it has to avoid the four squares with the mushrooms in them.

You must start the path exactly under the A square as shown in the illustration.