PAL1-11

THE TROUBLE WITH TROLLOPS

A One-Round D&D LIVING GREYHAWK®
Theocracy of the Pale Regional Adventure

Version 1

by Bart Scott

What do you do when you are needed at two different places at the same time? An adventure for characters level 3-8.

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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 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 four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven 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" among 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 will 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, a character sheet, and a LIVING GREYHAWK log 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*.

DETERMINING AVERAGE PARTY LEVEL (APL)

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 PC participating in the adventure.
2) If PCs bring animals that have been trained for combat (most likely 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 following 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.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
4) If you are running a table of six PCs, add one to that average.

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 an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at playing at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact 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 dog to attack they 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.
3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

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).

LIFESTYLE

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

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

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

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

Lifestyle Cost	Skill Modifier	
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

ADVENTURE SUMMARY AND BACKGROUND

The party begins the adventure in the Pious Pilgrim, a famous inn that has been franchised throughout the Pale. They are there for their own reasons, but are sought out by two individuals, who are looking for protection that night.

The druid Grumbtheen has been working on developing a hardier strain of wheat that will grow in the Pale's frigid weather. With the help of some other druids, sages, and lore masters, he has been successful and has a small stock of seed ready to be sent out to a remote area of the Pale and secretly tested. However, he is afraid that one of the more fanatical Pholtans will try to destroy his crop because pagans and heretics developed it.

The town trollop, Anya, claims to have seen something big moving out in the marshy land behind the farm where she's currently living. She wants the party to stand guard during the night.

Of course neither one of the prospective employers can pay…

They also meet Sizmar, a halfling spy/pyromaniac pretending to be an overly fanatic Pholtan looking for heretics to burn.

What happens next depends on whom the party protects…

A troll will attack that night and kill the trollop and Huston, the retired cleric she is living with, unless the party is protecting them. The tracks of the troll can be followed back into the Troll Fens to its lair, where information will be found indicating that it was conducting surveillance operations (or troll ops) for the new Troll King. A new Troll Winter may soon be at hand.

If the party is protecting the trollop, they will not be protecting the grain. Grumbtheen will be slain and the entire warehouse will be razed to the ground.

Remembering Sizmar's fanaticism, both religious and fire, the party may visit a tower where he had been staying. Depending on how much warning he receives, he may escape, or he may fight the party.

If the party splits into two groups, they may be able to stop both attacks, but will very likely die.

The party will possibly receive a valuable gift from either Grumbtheen or Huston, depending on whom they successfully protected.

DM'S INFORMATION

This adventure poses a difficult choice to the party. Unlike other adventures, there is no obvious right answer. There is no right answer at all. The players will have to decide whom to protect that night, and their choice (or at least the choice of the players at the adventure premiere) will dramatically affect the future of the Pale.

If they successfully protect Anya, they will not only save her, but a retired member of the Pholtan clergy, however, the druid Grumbtheen will be killed.

If they protect Grumbtheen's grain, it will begin to make significant improvements to the Pale's agricultural capabilities, but they will probably have made a powerful (and unidentified) enemy. In this case, the troll gets to kill Huston and Anya.

It is possible that a very ambitious party will choose to divide into two groups. There are some hints given in Encounter One that should persuade parties to stay together, but some players will no doubt ignore cries of "Don't split the party!" and separate into two groups. The adventure is structured in such a way to allow this, even though all it will probably allow is the deaths of the characters. Sizmar and the troll are tough adversaries, even at a six-to-one disadvantage.

One of the key characters is a trollop (prostitute), although she has recently "retired." Do not focus on her previous occupation, the main point is that she has a very bad reputation in Rakervale and cannot get anyone to help her. If her previous occupation is discussed, tone things down and keep the discussion generic. Be aware of the ages and maturity level of your players. Do not offend

anyone, and do not make any graphic sexual references. She can flirt with characters, but that is as far as it will go.

INTRODUCTION

The Pious Pilgrim in Rakervale is famous throughout the Pale as the first Inn to bear the name and successfully marry the concepts of a profitable inn to the precepts of Pholtus. Franchised throughout the Pale, you have come to the original to spend a peaceful night enjoying their food, drink and entertainment.

ENCOUNTER 1: THE PIOUS PILGRIM

The Pious Pilgrim in Rakervale is famous throughout the Pale for its devotion to Pholtus. The four walls in the common room are decorated to reflect each of the four domains of Pholtus. The eastern wall is covered with paintings of the sun that have been enchanted to give off magical light, providing a warm luminous light even on the darkest of nights. The south wall, which faces Ogburg, represents knowledge and is covered with shelves from wall to ceiling holding books. The bar is actually on the "good" wall, where the cheerful innkeeper provides hearty food and drinks that "are good for what ails you." The fourth wall, representing law, holds the main entrance and a crackling fire that keeps the whole room comfortably warm.

The party can do quite a bit of roleplaying here. Do not allow them to spend more than an hour on this encounter. Likewise, do not allow them to rush off to protect the first person they talk to. They need to hear about both problems, and decide on which one they will take on.

The Pious Pilgrim is a very reputable establishment. The food is hot and of high quality, and the inn is renowned for its unusual but ample wine cellar There are a variety of alcoholic drinks available. Water and tea is available for free. The house ale is 2 cp per mug. There are several varieties of wine available, and a price list is written on the wall above the bar. The house wine is 2 sp per carafe. Bottles of Elven wine from the Phostwood are 10 gp, chilled ice wine (popular with desserts). There is also a listing for Assassin Wine at 10 gp per shot, but a small sign adds that they are "temporarily out of stock." The sign looks to have been up for quite some time.

Assassin Wine is made from berries picked from deadly assassin vines by Grumbtheen, the local druid who usually stays away from Rakervale but lives in the forested foothills of the Rakers. A group of adventurers recently killed his patch of assassin vines, and he cannot make any new wine until his newly planted vines mature. The wine had proven so popular at this inn (the only Pious Pilgrim to stock it), that Willigent, the barkeeper, is actually losing business because he is out of stock. He is desperate to obtain more. It is possible that a character actually has a bottle obtained in *Absence of Law* (PAL1-02). He will pay up to 400 gp for an entire bottle, and a proportional amount for a partial bottle. He starts by offering 200 gp, and must be bargained with to reach the 400 gp price. Let any interested players roleplay the bargaining, or make a diplomacy check. If the check is over 10, he will pay 20 gp times the result (the max of 400 gp still applies).

If anyone is asked about the wine's name, they will hear that it's called Assassin Wine because the kick will kill you (and then the speaker will chuckle to let the inquirer know that it really is not poison). If anyone is bold enough to order it (assuming that Willigent is able to buy some). The barkeep will ring a bell and loudly announce "Time for the Assassin to make another shot!" Anyone drinking a shot needs to make a successful Fortitude save (DC 18) or fall asleep within a minute, causing the barkeep, and everyone else for that matter, to yell, "The Assassin takes another!" The sleeping character cannot be roused until the next morning but will awaken with no ill effects or hangover. If the imbiber does not fall asleep, everyone in the bar will cheer loudly. Subsequent shots will require additional saves with a DC of 21 and then 24 and so on. The "record" is three shots.

The barkeeper, Willigent, is also the owner, and is quite proud of his inn and its reputation. There have been no fights or trouble in his inn for years, and he does not even need to employ a bouncer. Anyone causing trouble will be politely asked to leave. Refusal to do so will result in the city guard being sent for, and the character's ultimate arrest. They will be released after paying a fine/donation of 50 gp if they make a successful diplomacy check (DC 15) or by paying 100 gp if they fail.

The books are all of the non-fiction variety and may be freely read by any patron who buys a drink or food. If a character is looking for something in particular, you may make something up. In any event, there will be no game benefit from doing any research in the Pious Pilgrim. However, reading a book is an acceptable way to pass the time.

The adventure begins with a bard performing. A young couple was recently married and they invited their friends to celebrate. They have been celebrating since early afternoon and are all quite inebriated. The bard is three sheets to the wind and is slurring his speech so badly while singing that it is next to impossible to understand the words. Characters attempting to listen carefully can make out phrases like: staying together whatever the weather, two staying warmer than one, never being alone again, etc. (It is not a very good song.) A successful bardic knowledge check (DC 10) allows a PC bard to figure out that it is an original composition, since they have never heard anything quite like it.

Since the intended audience is equally inebriated, the song ends with a rousing cheer, and the crowd makes their way out of the Pious Pilgrim. The young couple dashes up the stairs, falling several times, as they rush to their room.

Anyone attempting to talk to the bard will be immediately hit up for a donation, and he will not talk to anyone that does not pay. He has no useful information for the party. If asked for his name, he says that he aspires to be more than a name, and has changed his moniker to a symbol (which he points to on his cloak and lute). The

symbol is a full moon. If pestered about this, he drops his pants and moons the questioner on his way out.

After the bard departs, not that many other people are left in the Pious Pilgrim (the bard's atrocious singing has caused many regulars to leave). Sitting by the fire is grizzled old man talking to an overly made up, but still attractive female. He keeps shaking his head from side to side as she tries to talk him into something. A man dressed in tasteful robes is sitting at the bar chatting with Willigent. He has a small sack on the bar that he keeps gesturing to. There is a halfling sitting alone at a table close to the fire, and he appears to be watching it intently. There is an old, one-legged man sitting at the bar with his crutch leaning against his seat. An elf is sitting alone, reading a book borrowed from the shelf. Characters who played in Absence of Law recognize him to be the druid Grumbtheen.

If any characters recognize Grumbtheen, then he also recognizes them. He approaches them and makes small talk for a while. He slowly attempts to determine how the PCs might feel about the Pale. He asks a very difficult question: "What if there was something that could really help the Pale, but the Conservative Party was against it?" He can add that there is no evil or danger or foul play involved. Hopefully, the party will get involved in an ethical discussion, and press him for more information. When he is convinced that they will not turn on him, he relays the following:

The main physical shortcoming of the Pale is the cold weather. Low temperatures make it extremely difficult to grow crops. I have offered my assistance to the Theocracy on several occasions, but they have not been interested in my skills with plants. After one discussion that turned into an argument, I was lucky to escape without being burned alive as a pagan.

I sought assistance elsewhere and have completed the first stage of my work. With the help of a loremaster, and other druids, I have been able to cross common high-yield wheat with the hardy grasses that grow in the tundra far to the north. I have a small quantity of seed, that will go to a secret location in the Pale for a, pardon the expression, field trial.

I am afraid that someone in the Theocracy will try to destroy my seeds, since I have been aware of someone scrying me recently. It is being held in a small warehouse tonight before being sent out tomorrow to a farmer. Will you spend the night in the warehouse and guard it for me?

He will not be able to help the characters, since he is a pacifist and refuses to fight. He is also unable to pay them.

Grumbtheen: Male wood elf Drd5; Medium-size humanoid; HD 5d8; hp 26; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft; AC 17 (touch 13, flat-footed 14); Atks +4 melee (1d6+1/18-20, scimitar) or +6 ranged (1d4+1, sling); SQ Nature sense, animal companion, woodland stride, trackless step, resist nature's lure, wild shape spells; AL N; SV Fort +4, Ref +4, Will +7.

Str 12, Dex 16, Con 11, Int 10, Wis 16, Cha 6

Skills and Feats: Animal Empathy +6, Concentration +8, Knowledge (Nature) +8, Listen +5, Search +2, Spot +5, Wilderness Lore +11; Improved Initiative, Tracking

Spells Prepared (5/4/3/2; base DC = 13 + spell level): 0-create water, cure minor wounds, detect poison, flare, light; 1st-cure light wounds (x2), entangle, goodberry; 2nd-heat metal, speak with animals, summon swarm; 3rd-cure moderate wounds, speak with plants.

The halfling is a wizard named Sizmar. He is also a raging pyromaniac and a spy. He has been hired to destroy the hardy seeds, and will burn down the warehouse tonight (unless the party prevents him). He is quite amiable, and chats with party members after he sees the druid talking to them. He figures they may be guards and tries to figure out what classes they are, skills they have, etc. He is particularly interested in finding out the deity that any cleric follows. He is planning on summoning fire-type creatures to start the fire, and will want to know if a cleric has access to the fire or water domain, because he does not want the cleric turning his summoned creature.

He passes himself off as a scholarly expert on Pholtan writings, and with his Knowledge (Religion) skill, is quite adept at passing himself off as someone who knows even more about Pholtan doctrine than most clerics of Pholtus. He has found this to be particularly useful in his line of work, as people tend to be very trusting of religious scholars, especially if they claim to follow the same deity.

He is supposedly up from the Flinty Hills, visiting the Pious Pilgrim because he has heard so much about its sterling reputation. He tells the characters that he is looking forward to watching the burning of a heretic, since he wants to see what it's like firsthand. If questioned about this, his eyes get a faraway, glassy look, and he starts rubbing his hands together gleefully…

Fire is quite a powerful elemental force AND is the favorite of Pholtus. I have always wondered what it would be like to watch a heretic burn. Would their burning hair smell as badly as people say? How close would you have to be to hear the sizzle of their fat? Ah, this is the Pale, sooner or later, there will be a public burning and I can find out.

It should be quite obvious to the party that he is not all there. He also talks about a time when he visited the elemental plane of fire briefly. He stayed as long as his protective ward lasted, which was not very long.

Once he has found out what he needs to know about the characters, he asks if they know when any heretics are going to be burned. The characters should be trying to distance themselves from him at this point, so he returns to his spot in front of the roaring fire, cackling with glee whenever a knot bursts in a shower of sparks.

Sizmar's statistics appear later in Encounter 3 and 7 where he is a combatant.

The man at the bar is a merchant named Cyrano, who is getting ready to leave town, but is trying to sell a few marmots that he does not wish to take with him to Nyrond. He is trying to pass off the lot to Willigent, who

is not interested in the furry little animals "no matter how cute and cuddly they are."

Cyrano is leaving for Nyrond in the morning, and he is trying to unload his remaining marmots. (Marmots look like a cross between a chipmunk and a squirrel and thrive in cold, mountainous climates.) He knows that Nyrond is too warm for them, and is willing to sell them for 1 gp each. While no official stats for marmots exist, they are close enough to weasels to use their statistics (*Monster Manual* page 203). The marmots are quite friendly, and are content to be fed and held as much as their owner desires. They have quite a healthy appetite and are able to consume their body's weight in grain each day. They are very affectionate, and know that doing cute poses and rubbing against people usually gets them food. Left to these habits, they will grow quite fat over time.

Grumbtheen does not want to have anything to do with Cyrano or the marmots. He will chastise any PC with a marmot for taking a wild animal out of the wild or at least encouraging it by supporting Cyrano's "slave trade."

Cyrano is a very well spoken and polished salesman. He will compliment a character on their choice of clothing (it matches your eyes) and choice of animal (the marmot's personality is just as sweet as your own), etc.

Cyrano: Male human Exp4; Cha 16.

The old one-legged man at the bar is Trevino, a retired military man who lost his leg in the last Troll Winter. He normally keeps to himself and drinks quietly. However, since the characters are not regulars, he seizes the opportunity to tell his war stories to someone who has not heard them many times (and maybe get a free drink to boot). He attempts to catch a characters eye and motion them over.

You look like the adventuring type…you wouldn't be planning on going out into the Troll Fens, would you? There's a reason why it's called the Troll Fens. Trolls are bad news. You can cut them down and they keep getting back up. I can lose a leg for good, but if they lose a leg, they just grow another. Only fire seems to hurt them permanently, although I've heard acid works just as well.

He coughs politely and glances at his empty glass. If the characters buy him a drink (it is only 2 sp after all), he continues speaking.

I remember back in the last Troll Winter, there were two passages through the swamp that led to Rakervale. The troops had been divided into two divisions to protect each one. We knew we didn't have enough men to defeat the trolls that were massing, but the fires of Pholtus burned bright in us, and we were going to do whatever we could to save our beloved Rakervale. Scouts came back with reports of the massing trolls, and we knew they had enough to overwhelm our position.

But then a lucky thing happened: Pholtus must have blinded their leader because they split their force in half. Each smaller group of trolls attacked our two positions simultaneously. We won, but the cost was high. *He gestures to his missing leg.* ***If the trolls had stayed together and attacked each defensive position one at a time, things would have ended a little differently, and this place might be known as Trollvale.***

Trevino is quite an authority on trolls, and can relay some tactical and species information: Trolls have a naturally tough hide. Trolls attack with claws and a bite, but their most dangerous attack is the rending they can do when both claws hit. They have reach. They regenerate their wounds rapidly, except for fire or acid. They can track by scent. Trolls can see in the dark. They are hard to sneak up on.

He thanks them for listening to an old man, and wishes them luck on their adventuring careers. This is yet another hint that the party should not split up when faced with two choices…as will happen shortly.

Trevino: Male human Ftr2 (retired)

The attractive young woman is Anya, the town trollop. She will not deny her previous career as a prostitute (which strangely enough is legal in the Pale), but she always uses euphemisms to describe it, like providing companionship, or preventing loneliness. When Huston invited her to move in with him, she gave up her previous line of work. She will flirt with the characters, but will not form any sort of sexual relationship with them.

She recently saw something big moving around the fields by Huston's farm. She is very afraid, but everyone she has talked to has dismissed her out of hand, either thinking that she is just trying to get attention or that she is crazy.

She is trying to convince Lyford, a local outdoorsman, to come around to Huston's small farm to check things out. She's sure he can find some tracks or something to prove that she's not making any of this up. She does not know much about trolls, and did not get a good look at it. The best she can do is say "It was big and walked on two legs. I think. It was dark and I didn't get a good look at it."

Lyford does not want to have anything to do with her. With a sigh, she turns to the characters as her last hope. They literally are her last hope. If they do not follow her back to Huston's farm, she dies when the troll attacks.

She cannot pay the characters anything, but says that perhaps Huston, an old retired cleric of Pholtus, could "bless them or something." Huston retired after his vision started to fail, and he had originally hired Anya to read to him. Their relationship is entirely platonic, but Huston has never put to rest any of the rumors swirling around the town about them. When he realized how desperate she was, he offered her a spare bed in his farmhouse. She helps him tend his small flock of livestock and is actually beginning to enjoy working in the garden. She is not very smart, but realizes that she has a good thing going with Huston, and does not want to leave him simply because she is afraid of something in the dark. She has not told

Huston about what she saw because she does not want to upset him.

Anya: Female human Exp3; Int 8, Cha 16.

Anya and Grumbtheen will not confront each other or debate the merits of their respective cases. They will simply give the player characters the facts (as they see them), and allow them to make up their own mind. The choice is for the players to make. There is no right or wrong answer here. The characters will hopefully resolve one situation, and the other will end badly. The characters will have to pick up the pieces, and the clues, the next day.

If the party decides to split up, allow them to do so. If you are feeling sorry for them, you can always have Grumbtheen make a comment about how can three (or less) people watch a warehouse with four walls? Anya can also wonder aloud about how well three people can fight something that big. It is very risky, but the rewards could be great.

N*ote: There are two possible paths the party may take at this point.*

Even numbered encounters refer to the troll plot, and odd numbered encounters refer to the grain plot. Each encounter is divided into A and B parts. Part A is if the party chooses that track as their main choice and part B is what the party finds when they investigate the path they did not take. For example, the only way for the party to have encounter 2A is if they choose to follow the troll track, and thus the encounter is subtitled "troll first." The only way they can encounter all part A encounters is if they split the party.

It is entirely possible that the party will balk at performing any tasks without being paid. Do not pressure them to get hired. Simply advance the time to the next morning when the characters will quickly find out that something attacked Huston's farm and killed Huston and Anya, and also that the warehouse containing Grumbtheen's grain was burned to the ground with him inside. They can continue the adventure using the B encounters for both tracks.

ENCOUNTER 2A (TROLL FIRST): TROLL TROUBLE

Anya leads you a few miles north and west of Rakervale to Huston's farm. It is a small homestead, with a modest cabin, vegetable plot, and a few sheep.

The cabin is forty feet square and has four rooms. The entry room is a small chapel dedicated to Pholtus. There is a kitchen, bedroom and a small library that is also used as a dining area. There is only one entrance and no windows. The center of the cabin is a fireplace that provides heat to all four rooms (and can conveniently provide fire to be used against a troll.

Any character that makes a successful Knowledge (Architecture) or Profession (Engineering) check (DC 15) recognizes that the walls are not that sturdy, but since there are four interior walls and a central fireplace the overall structure is fairly solid.

There is a lock on the door, but since the troll will break down a wall, the lock will only serve to provide a false sense of security.

Huston is an elderly cleric of Pholtus, and he has gone almost totally blind. He has taken this as a sign that he is no longer favored by Pholtus and does not even pray for spells anymore. He does still worship Pholtus, but spends most of his free time praying and trying to figure out what he could have done to offend his deity.

Huston: Male human Clr5.

The party can attempt to search for tracks. The DC is 16. Success (which requires the Tracking feat) means that the party finds the tracks of a large, three toed creature leaving the fens and then reentering.

His farm sits on a flat parcel of land that borders the Troll Fens. He has a few sheep and a small plot of vegetables growing behind the cabin. The party can either barricade themselves in the cabin, set up guards outside, or a combination of the two.

If they lock themselves inside the cabin, the troll breaks through a wall as a partial action in a surprise round. The PCs need to succeed in a Listen versus Move Silently contest in order to hear the troll approaching the cabin. Position the troll in such a way that Anya and Huston can escape and run back to Rakervale.

If the party sets up guards around the cabin, they find that there are no trees and no natural cover. Since the troll has Darkvision 90', it can see the party before PCs with Darkvision can see it. Give a character with low light vision a chance to Spot the troll (DC 20 means they see it at 120 feet away, DC 15 at 90 feet, and DC 10 at 60 feet). They only get one roll.

The troll/scrag is a wily opponent. It realizes that most fighters and weapons cannot harm it, but wizards can. It will charge at an arcane-looking character (no armor) as its first target. It fights to the death. Remember that trolls (and scrags) have reach.

APL 4 (EL 5)

Troll-Scrag (1): hp 63; see *Monster Manual* page 180.

Note that scrags do not regenerate unless they are mostly immersed in water. This scrag will not get a chance to regenerate unless the entire party flees or is killed.

APL 6 (EL 6)

Troll Scout: Male troll Bbn1; CR 6; Large Giant; HD 6d8+1d12+42; hp 75; Init +2 (Dex); Spd 40 ft.; AC 18 (touch 11, flat-footed 16); Atk +10 melee (1d6+6, 2 claws) and +5 melee (1d6+3, bite); Face/Reach 5'x5'/10'; SA Rage, Rend 2d6+9; SQ Regeneration 5, scent, darkvision 90 ft.; AL CE; SV Fort +13, Ref +4, Will +3

Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6

Skills and Feats: Listen +7, Spot +4; Alertness, Combat Reflexes, Iron Will.

Rage (Ex): The troll can rage for 11 rounds: Str 27, Con 27 (+14 hp), Fort +15, Will +5, Atk +12 melee (1d6+8, 2 claws), +7 melee (1d6+4, bite).

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage (2d6+12 when raging).

Regeneration (Ex): Fire and acid deal normal damage to a troll. Weapons only deal subdual damage, which is recovered at the rate of 5 points per round.

APL 8 (EL 8)

Troll Scout: Male troll Bbn2/Ftr1; CR 8; Large Giant; HD 6d8+2d12+1d10+54; hp 99; Init +2; Spd 40 ft.; AC 18 (touch 11, flat-footed 16); Atk +12 melee (1d6+6, 2 claws), +7 melee (1d6+3, bite); Face/Reach 5'x5'/10'; SA Rage, Rend 2d6+9; SQ Regeneration 5, scent, darkvision 90 ft.; AL CE; SV Fort +16, Ref +4, Will +3

Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6

Skills and Feats: Listen +9, Spot +5; Alertness, Combat Reflexes, Iron Will, Large and in Charge, Reckless Offensive.

Large and in Charge (from Sword & Fist pg 61): After making a successful attack of opportunity against an opponent moving inside a threatened area, make an opposed strength check (+4 for each size difference and +1 for every 5 points of damage dealt with the attack of opportunity). If victorious on the opposed check, the opponent is pushed back 5 feet into the square he just left.

Rage (Ex): The troll can rage for 11 rounds: Str 27, Con 27 (+18 hp), Fort +18, Will +5, Atk +14 melee (1d6+8, 2 claws), +9 melee (1d6+4, bite).

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage (2d6+12 when raging).

Reckless Offensive (from *Enemies & Allies* pg 41): Before making attack rolls, the troll will always choose to take a –4 penalty to its AC to gain a +2 competence bonus to all melee attacks. (It knows that most weapons cannot deal real damage to it, so it will try to dish out as much damage as possible.)

Regeneration (Ex): Fire and acid deal normal damage to a troll. Weapons only deal subdual damage, which is recovered at the rate of 5 points per round.

After the troll (or scrag) has been dealt with, the party can search the area for tracks (Wilderness Lore DC 16 at night, DC 10 if they wait until morning). A wise party will probably wait until dawn before following the troll tracks back to its lair, since the tracks lead through the Troll Fens.

If the party is here to protect Anya and Huston, then they automatically escape from the troll. If the party is not here, they automatically die.

ENCOUNTER 2B (GRAIN FIRST): TROLL CARNAGE

When you arrive at Huston's farm, you find the cabin is a wreck. Something has ripped through several of the walls and torn everything inside, furniture, books, people, to pieces. There is blood splattered everywhere, but curiously, there are no bodies—or even pieces of bodies. There is a fairly obvious set of large, three-toed tracks coming from and returning to the Troll Fens.

The troll has eaten the bodies of Anya and Huston and returned back to its lair in the swamp. It is up to the party to track down the monster and deal with it. The authorities will not be interested, or able, to deal with it immediately, so it will escape back to the Troll King with its surveillance information.

ENCOUNTER 3A (GRAIN FIRST): BURNING DOWN THE HOUSE

The grain is currently stored in a single five-foot cubic crate located inside a warehouse. It is the only thing stored in this particular warehouse. The crate is packed full of grain and weighs over 2000 pounds. The party will not be able to move it out of the warehouse without a team of horses, incline plane and a wagon. Grumbtheen insists that the crate not be moved. If there is to be trouble, he would rather have it occur here than somewhere else where innocent people can get hurt. He also leaves shortly after taking the characters to the warehouse, since he is not one for fighting and insists that he would just get in the way.

The warehouse is a very simple building (no map is provided). It is a plain, forty foot by sixty foot building with two large ten-foot doors in the center of the short wall. There are no windows or other doors. There is a ladder on either side of the doors that allows access to the roof, approximately twenty feet above the ground. The roof is mostly flat, with a slight incline to allow the snow to slide off it in the winter (the incline has no game effect). The warehouse is made entirely of wood. It is quite dry, and there is absolutely no chance of rain.

Give the party time to make preparations, set a watch, etc. Do not spring the attack on them until they are ready. However, if they insist on trying to move the crate, then proceed with the attack.

Sizmar has cast quite a few spells on himself in advance and is using *alter self* to gain wings, which allow him to fly at a speed of 30 ft (poor). At APL 6 and 8 he casts fly instead allowing him to fly at a speed of 90 ft (good). He is currently about forty feet above the roof and has precast *invisibility, mage armor, shield, endurance, cat's grace*, and *protection from arrows. Actual spells vary by* APL, *so check the stat blocks carefully.* He will speak in a loud and booming voice before he attacks.

My contract is to destroy the grain, not to kill any of you. Leave now, and your lives will be spared.

What happens now depends on the characters. If they leave, he simply summons a small salamander (flamebrother) onto the roof, then he casts flaming sphere, rolling it around on the roof. The combination of the two quickly catches the roof on fire, and the warehouse collapses in on itself. The conflagration totally destroys the grain. While he is doing this, he cackles with glee and shouts "fire is the greatest power," "burn baby burn," etc. This should lead the party to conclude that this is the work of Sizmar. Otherwise, they have a very hard time figuring out the rest of this thread.

Note that even though he is casting spells, he will remain invisible (at APL 6 and 8) until he targets a spell on a foe. Rolling a flaming sphere on an inanimate object, like the roof, is not considered an attack, and neither is summoning a creature.

The warehouse roof can be considered to have 50 hps at APL 4 (75 at APL 6 and 100 at APL 8). Each round that a flaming sphere is on the roof, it suffers 2d6 points of fire damage (whether it is attacking a character or not). Each round a salamander is on the roof, the salamander inflicts 1d6 points of fire damage. Multiple salamanders and flaming spheres inflict additional damage as described above. A fireball spell will damage the structure, however, it won't catch it on fire, since it is an instantaneous spell.

Remember, his intent is not to kill the party members. If the roof is about to collapse, he even warns the party that they should escape before the conflagration kills them. When the hit points for the roof have been reduced below zero by fire damage, the warehouse collapses one round later. Give the characters a chance to get off the roof. If they are still on the roof when it collapses, they take 2d6 falling damage and 1d6 fire damage each round they are within the warehouse. Characters also take an additional 1d6 fire damage each round, once they have exited the building, until they take a full round to stop and put out the flames. Normally PCs would be allowed a Reflex saving throw (DC 15) in order or avoid catching on fire, however in this case, there is simply no way to avoid it.

Since the characters will most likely not be able to form a bucket brigade twenty feet off the ground and will not be able to summon enough water to put out all of the blazes, use the following abstraction: If a character spends a full round action trying to put out a fire, reduce the next fire damage to the building by 1d4 points (1d2 points if they just spend a partial action). Do not try to keep track of what squares on the map are on actually on fire. This makes the battle extremely complicated, and usually results in characters surrounded by fire with no way to escape.

The characters will probably not abandon their post, and the battle will have to be played out. Sizmar flies during the entire battle. He does not land on the roof and fight. If he runs out of spells and cannot do any more fire damage to the roof, he simply flies back to his base. The party will not be able to follow him, unless they can fly. It is easy enough for them to locate him the next morning, so allow him to get away.

APL 4 (EL 5)

Sizmar: Male halfling Wiz5; Small humanoid; HD 5d4+10; hp 22; Init +3 (Dex); Spd 20 ft; AC 14 (touch 14, flat-footed 11); Atks +3 melee (1d4/19-20, dagger) or +7 ranged (1d4/19-20, thrown dagger); AL N; SV Fort +4, Ref +5, Will +9.

Str 10, Dex 16, Con 14, Int 19, Wis 14, Cha 8.

Skills and Feats: Alchemy +6, Concentration +10, Knowledge (arcana) +12, Knowledge (religion) +12, Listen +4, Scry +12 Search +4, Spellcraft +12, Spot +5; Combat Casting, Iron Will, Spell Focus (evocation).

Spells Prepared (4/4/3/2; base DC = 14 + spell level): 0 – *daze* (x 4); 1st – *magic missile** (x 2), *sleep*, ~~*shield*~~; 2nd – ~~*alter self*~~, *flaming sphere**, ~~*protection from arrows*~~; 3rd – *fireball**, *summon monster* III.

*Evocation spells base DC = 16 + spell level.

Tactics: Sizmar would prefer to direct the *flaming sphere* around the roof catching the building on fire, but targets it against characters on the roof if needed. If given several targets, he chooses a priest with the water domain over a priest without it, and then chooses any character in heavy armor who are not likely to have a good Reflex save. He does not direct any attacks against other wizards (as a professional courtesy), but casts fireball at anyone that attacks him with a spell.

APL 6 (EL 7)

Sizmar: Male halfling Wiz7; Small humanoid; HD 7d4+14; hp 36; Init +3 (Dex); Spd 20 ft; AC 14 (touch 14, flat-footed 11); Atks +4 melee (1d4/19-20, dagger) or +8 ranged (1d4/19-20, thrown dagger); AL N; SV Fort +5, Ref +6, Will +9.

Str 10, Dex 16, Con 14, Int 19, Wis 14, Cha 8.

Skills and Feats: Alchemy +6, Concentration +12, Knowledge (arcana) +14, Knowledge (religion) +14, Listen +4, Scry +14 Search +5, Spellcraft +14, Spot +5; Feats: Augment Summoning^, Combat Casting, Iron Will, Spell Focus (evocation)

Spells Prepared (4/5/4/3/2; base DC = 14 + spell level): 0 – daze (4); 1st – mage armor, magic missile* (2), sleep, ~~shield~~; 2nd – flaming sphere* (2), ~~invisibility~~, ~~protection from arrows~~; 3rd – fireball*, flame arrow, ~~fly~~; 4th – confusion, summon monster IV.

*Evocation spells base DC = 16 + spell level.

^*Augment Summoning*: Creatures you conjure with any summon spell gain +1 hit point per Hit Die and have a +1 competence modifier on attack and damage rolls. *Tome & Blood* page 39.

Tactics: Similar to the previous section, except that Sizmar is invisible, flying and has an extra flaming sphere. He uses *summon monster* IV to attempt to summon multiple augmented small salamanders. If he ends up fighting the party, he follows the first *flaming sphere* with a

confusion spell to catch as many party members as possible.

APL 8 (EL 9)

Sizmar: Male halfling Wiz9; Small humanoid; HD 9d4+18; hp 46; Init +3 (Dex); Spd 20 ft; AC 14 (touch 14, flat-footed 11); Atks +5 melee (1d4/19-20, dagger) or +9 ranged (1d4/19-20, dagger); AL N; SV Fort +6, Ref +7, Will +10.

Str 10, Dex 16, Con 14, Int 20, Wis 14, Cha 8.

Skills and Feats: Alchemy +11, Concentration +14, Knowledge (arcana) +17, Knowledge (religion) +17, Listen +4, Scry +17 Search +6, Spellcraft +17, Spot +5; Feats: Augment Summoning^, Combat Casting, Extend Spell, Iron Will, Spell Focus (evocation)

Spells Prepared (4/6/5/4/3/2; base DC = 15 + spell level): 0 – daze (x 4); 1st – *mage armor, magic missile* (x 4), ~~*shield*~~; 2nd – *flaming sphere* (x 2), ~~*invisibility*~~, *Melf's acid arrow,* ~~*protection from arrows*~~; 3rd – *Extended Melf's acid arrow, fireball, flame arrow,* ~~*fly*~~; 4th – *confusion, fear, summon monster* IV; 5th – *cloudkill, summon monster* V.

*Evocation spells base DC = 17 + spell level.

^*Augment Summoning*: Creatures you conjure with any summon spell gain +1 hit point per Hit Die and have a +1 competence modifier on attack and damage rolls. *Tome & Blood* page 39.

Tactics: Similar to the previous section, except that Sizmar targets his extended *Melf's acid arrow* spell against his most troublesome opponent. He can also summon additional augmented small salamanders (flame brothers).

ENCOUNTER 3B (TROLL FIRST): ASHES

The warehouse has been burned to the ground. Characters can find out that there was only one fatality, Grumbtheen. There is not much wreckage left, just piles of ashes. Since the warehouse was almost entirely empty, there is a lot less debris and ash than expected.

Astute characters can determine that it is odd that only this particular warehouse burned down and the fire did not spread to any of the surrounding buildings. A constable on the scene will comment, "It's the best professional arson job I've ever seen—very fast, totally contained. Whoever did this is a real pro. Must be an outsider though, nobody has done anything like this in Rakervale."

There are no real clues to be found. The party may remember that Sizmar was very into fire. If they are having trouble making the connection, allow them to find some graffiti scrawled on the ground near the warehouse that says, "Another heretic reduced to ashes." Sizmar did not write this message. Someone else who picked up a piece of charcoal, wrote it early on.

ENCOUNTER 4A&B (EITHER TROLL OR GRAIN FIRST): TROLL TRACKS

Following the tracks backward to their source *(if* A*)* ***or following the tracks of the creature as it went back to the fens,*** *(if* B*)* ***you find that some areas of muddy ground make the tracks easy to follow, while other areas with standing water make it quite difficult.***

The party must make a successful Track/wilderness lore check (DC 10) if 'A' or DC (15) if 'B' (because the troll tried to cover its tracks on its return, but not when it came out of the fens) to follow the tracks directly to the troll's lair.

If the party fails to make this roll, then they must wander around the fens a bit, trying to find the tracks again. While they are doing this, they encounter some ooze mephits in the fens. If they are successful, then they avoid the mephits entirely.

The mephits are on either side of the trail, about twenty feet away. The mephits are hidden in the ooze, and party members must make a successful Spot check (DC 15) to notice them, since they are mostly submerged. During the surprise round, all mephits but one hurls their acid blobs at the party, aiming at spellcasters and/or heavily armored characters because it is a touch attack. The one mephit that does not hurl the acid blob puts a stinking cloud where it can affect the greatest number of characters.

APL 4 (EL 5)

Ooze Mephits (2): hp 16 each, see *Monster Manual* page 132.

APL 6 (EL 7)

Ooze Mephits (4): hp 16 each, see *Monster Manual* page 132.

APL 8 (EL9)

Ooze Mephits (8): hp 16 each, see *Monster Manual* page 132.

The ooze mephits have no treasure and fight to the death. They are from the elemental plane of water and will simply reform there later. Since they are standing in a wet and muddy environment, they can use their fast healing ability. When their fast healing is combined with their damage reduction, they can make for quite annoying foes. They smell horrible, and constantly badger and taunt the party as they fight them.

ENCOUNTER 5A&B (EITHER TROLL OR GRAIN FIRST): LOOKING FOR TROUBLE

At this point, the party hopefully has an idea of who the arsonist is, and they now need to figure out where to find him. Sizmar rented a small tower on the other side of town. Allow any reasonable efforts to locate his whereabouts to succeed.

There are numerous ways that finding the tower can be accomplished. For instance: They could return to the Pious Pilgrim and find that they used to deliver some food to the tower on occasion. They could go to just about any official Pholtan establishment (church, library, monastery, etc.) and inquire about a halfling who likes fire and wants to burn heretics. They could also conduct a simple Gather Information check (DC 15).

Sizmar has not been hiding; rather, he has been hiding in plain sight. Likewise, he is not going to rush off now that his mission is accomplished. He waits around for a few days, and then leaves, telling the patrons at the Pious Pilgrim that he is headed to Wintershiven, where he's heard they are much stricter about heretics.

ENCOUNTER 6A (TROLL FIRST): DEAD TROLL'S LAIR

The tracks lead to a small, roughly circular island about sixty feet across that contains more dry land than you have seen so far in the Troll Fens. A pile of branches and grasses has been hollowed out near the center of the island. It appears to be some sort of nest.

This is where the troll spent much of its time when it was not observing the goings on in Rakervale. Hidden in the nest are some rancid bones that the troll was saving for later and a small cloth-wrapped bundle. Inside the bundle are several sheets of paper with strange writings on it. Written in the Giant language are descriptions of troop movements, garrison strengths, and locations of outlying farms. Obviously, someone (referred to as the "TK" in the notes) is planning an attack on Rakervale. These plans/notes should be turned into the authorities.

ENCOUNTER 6B (GRAIN FIRST): TROLL'S LAIR

The tracks lead to a small, roughly circular island about sixty feet across that contains more dry land than you have seen so far in the Troll Fens. A pile of branches and grasses has been hollowed out near the center of the island. It appears to be some sort of nest.

If the party fought the ooze mephits, then the troll heard the battle and hid in the water near the edge of the island (DC 18 to Spot). If the party came directly here by following the tracks, then the troll is resting inside its nest. It gets to make a Listen check to hear anyone approaching it (so have the party members make move silently checks if they are attempting to be silent) otherwise the troll is alert to their presence. It could be surprised and caught flat-footed and prone in its nest. It fights to the death.

See Encounter 2A for the troll's (or scrag's) statistics. Note that the scrag cannot regenerate while on the island. The troll regenerates normally.

This is where the troll spent much of its time when it was not observing the goings on in Rakervale. Hidden in the nest are some rancid bones that the troll was saving for later and a small cloth-wrapped bundle. Inside the bundle are several sheets of paper with strange writings on it. Written in the Giant language are descriptions of troop movements, garrison strengths, and locations of outlying farms. Obviously, someone (referred to as the "TK" in the notes) is planning an attack on Rakervale. These plans/notes should be turned into the authorities.

ENCOUNTER 7A & B: SIZMAR'S TOWER

Sizmar has rented out a small, two-story stone tower. He has placed a few traps and spells on the outer door and the door leading into the main chamber (see the map in Appendix B). There are no windows on the tower, but there are a few arrow slits in the upper level.

The outer door has been *arcane locked*. The party either has to break down the door, dispel the *arcane lock*, or bypass it by other means. He has also cast a *magic mouth* on the door. If someone approaches within 5 feet of the door, a grinning mouth appears and says:

"I am not here right now. Come back later."

The magic mouth is loud enough to alert Sizmar to the presence of the party. He begins making preparations right after the mouth is triggered.

Outer Wooden Door: 1 in. thick; Hardness 5; hp 15; AC 5; Break DC 28.

The inner door is barred from the inside and must be broken down. Fortunately for the party it is not a very sturdy door. There is a piece of paper nailed to the door. It is a trap.

APL 4 (EL 3)

Sepia Snake Sigil: CR 3; Reflex save to avoid (DC 17); Search (DC 28); Disable Device (DC 28).

APL 6 (EL 5)

Fire Trap: CR 4; Reflex save for half damage to all within 5 feet else 1d4+7 points of damage (DC 18); Search (DC 29); Disable Device (DC 29).

APL 8 (EL 7)

Explosive Runes Trap: Reflex save for half damage to all within 10 feet else 6d6 points of damage (DC 18); Search (DC 29); Disable Device (DC 29).

Inner Wooden Door: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

Sizmar begins casting spells and prepares as soon as he hears the *magic mouth* go off. The first thing he casts is either (APL 4) *stinking cloud*, (APL 6) *Evard's black tentacles*, or (APL 8) *cloudkill* centered in the middle of the room on the first floor of the tower. He then casts the highest level offensive spell available to him (depending on the APL). This should buy him some time. In the second round, he destroys some incriminating documents by incinerating them completely, so they cannot be magicked back via a *mending* or *make whole* spell.

What he does next depends on what has happened previously in the adventure. If the party stopped him from burning down the warehouse and destroying the grain, then he stays and fights to the death. He thinks that killing the party, who foiled his original mission, is a matter of professional pride. If he accomplished his mission, then he really has nothing to gain by killing the party. He assumes that they have already told someone that he was responsible, so it is not a matter of silencing the witnesses. He can stay and fight if desired (most parties would rather have a chance at him). However, if he has already killed several members of the party, or if you feel that a battle between Sizmar and the party would result in a TPK, then the best thing to do is to just let him escape. In the encounter above the warehouse, his spells were selected to accomplish his mission, and were not geared toward killing party members. However, today is a different day, and he has different spells available.

Escaping is a very easy matter for Sizmar, he simply casts *invisibility* and then *gaseous form* and drifts out through an arrow slit. The party finds the ashes of the papers, but no other clues. His motives and employers remain a mystery. Even if the party captures him and turns him over to the authorities, he simply says he was doing the will of Pholtus by destroying the "bad seed of pagan magic."

In a battle, he proves to be a very difficult opponent. He has a lot of mass damage spells and probably takes a party member or two with him. Keep track of how many rounds it takes the party to reach the second floor, and allow him to cast that many spells in preparation. If he has finished with all of his prep spells, then he can peer down into the first floor and begin casting area effect spells like *fireball*.

APL 4 (EL 5)

Sizmar: Male halfling Wiz5; Small humanoid; HD 5d4+10; hp 22; Init +3 (Dex); Spd 20 ft; AC 14 (touch 14, flat-footed 11); Atks +3 melee (1d4/19-20, dagger) or +7 ranged (1d4/19-20, thrown dagger); AL N; SV Fort +4, Ref +5, Will +9.

Str 10, Dex 16, Con 14, Int 19, Wis 14, Cha 8.

Skills and Feats: Alchemy +6, Concentration +10, Knowledge (arcana) +12, Knowledge (religion) +12, Listen +4, Scry +12 Search +4, Spellcraft +12, Spot +5; Combat Casting, Iron Will, Spell Focus (evocation).

Spells Prepared (4/4/3/2; base DC = 14 + spell level): 0 – daze (4); 1st – magic missile* (2), sleep, shield; 2nd – flaming sphere*, invisibility, web; 3rd – fireball*, stinking cloud.

*Evocation spells base DC = 16 + spell level.

APL 6 (EL 7)

Sizmar: Male halfling Wiz7; Small humanoid; HD 7d4+14; hp 36; Init +3 (Dex); Spd 20 ft; AC 14 (touch 14, flat-footed 11); Atks +4 melee (1d4/19-20, dagger) or +8 ranged (1d4/19-20, thrown dagger); AL N; SV Fort +5, Ref +6, Will +9.

Str 10, Dex 16, Con 14, Int 19, Wis 14, Cha 8.

Skills and Feats: Alchemy +6, Concentration +12, Knowledge (arcana) +14, Knowledge (religion) +14, Listen +4, Scry +14 Search +5, Spellcraft +14, Spot +5; Feats: Augment Summoning^, Combat Casting, Iron Will, Spell Focus (evocation)

Spells Prepared (4/5/4/3/2; base DC = 14 + spell level): 0 – daze (4); 1st – magic missile* (3), sleep, shield; 2nd – flaming sphere*, invisibility, Melf's acid arrow, web; 3rd – fireball* (2), haste; 4th – confusion, Evard's black tentacles, summon monster IV.

*Evocation spells base DC = 16 + spell level.

^*Augment Summoning*: Creatures you conjure with any summon spell gain +1 hit point per Hit Die and have a +1 competence modifier on attack and damage rolls. *Tome & Blood* page 39.

APL 8 (EL 9)

Sizmar: Male halfling Wiz9; Small humanoid; HD 9d4+18; hp 46; Init +3 (Dex); Spd 20 ft; AC 14 (touch 14, flat-footed 11); Atks +5 melee (1d4/19-20, dagger) or +9 ranged (1d4/19-20, dagger); AL N; SV Fort +6, Ref +7, Will +10.

Str 10, Dex 16, Con 14, Int 20, Wis 14, Cha 8.

Skills and Feats: Alchemy +11, Concentration +14, Knowledge (arcana) +17, Knowledge (religion) +17, Listen +4, Scry +17 Search +6, Spellcraft +17, Spot +5; Feats: Augment Summoning^, Combat Casting, Extend Spell, Iron Will, Spell Focus (evocation)

Spells Prepared (4/6/5/4/3/2; base DC = 15 + spell level): 0 – daze (x4); 1st – magic missile (4), shield, sleep; 2nd – flaming sphere*, invisibility, Melf's acid arrow (2), web; 3rd – Extended Melf's acid arrow, fireball, gaseous form, haste; 4th – Evard's black tentacles, fire shield, summon monster IV; 5th – cloudkill, cone of cold.

*Evocation spells base DC = 17 + spell level.

^*Augment Summoning*: Creatures you conjure with any summon spell gain +1 hit point per Hit Die and have a +1 competence modifier on attack and damage rolls. *Tome & Blood* page 39.

CONCLUSION

The survivors (either Grumbtheen or Anya and Huston) get together with the party and thank them once again. They offer "a small token of appreciation." Grumbtheen offers a masterwork dagger and Huston offers a masterwork spiked shield. It is very unlikely that the party will be able to save both groups.

Huston thanks the party profusely and offers his old shield, since he can no longer see well enough to aim it.

Even if the grain and the warehouse is burned to the ground, Grumbtheen still thanks them for saving his life, since he would have died defending his grain. Since he considers himself to be a non-combatant, he feels that the party would make better use of the dagger than he would. If asked about the grain, he'll wink knowingly at the party and say he "certainly is wise enough not to put all of his eggs in one basket."

The End.

EXPERIENCE POINT SUMMARY

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

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

Anya and Huston survive.	50 xp
or	
Grumbtheen survives.	50 xp
Killed the troll	150 xp
Ooze mephits defeated	100 xp
Defeated the trap at Sizmar's tower.	50 xp
Defeated Sizmar.	200 xp
Maximum experience for objectives	550 xp
Discretionary roleplaying award	0-50 xp
Total possible experience	**600 xp**

TREASURE SUMMARY

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

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certed and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certed.
3. Theft is against the law, but may be practiced by some player characters. Items, which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

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

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

Conclusion

- Masterwork dagger (302 gp, 1 lb, steel, common): This ornately detailed steel dagger has a pommel shaped like a horse's head.

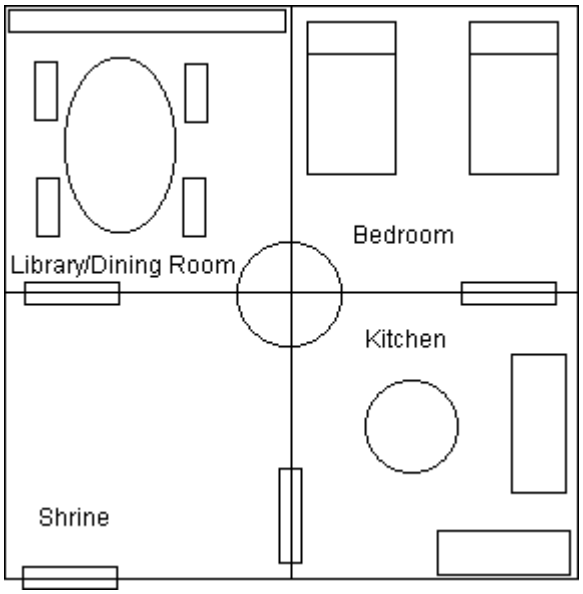
-or-

- Masterwork large spiked shield (180 gp, 25 lbs, steel, common): This ornately detailed steel shield is engraved with the holy symbol of Pholtus.

APPENDIX A

Huston's Farmhouse (note that there are no windows)

Each room is 10' x 10'.

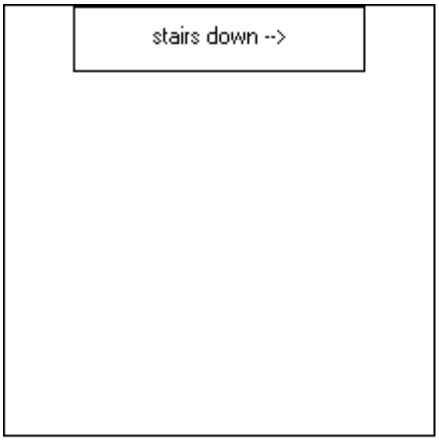


APPENDIX B

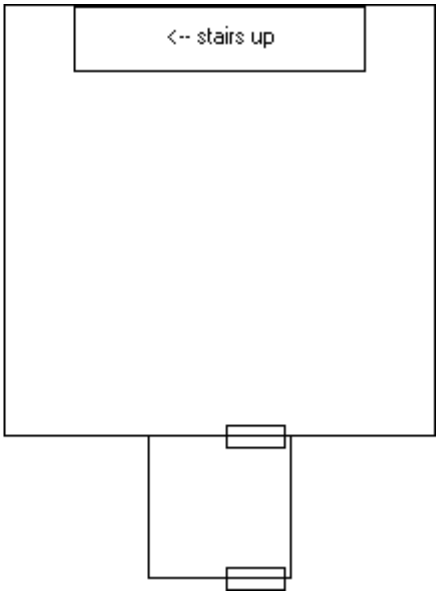
Sizmar's Farmhouse (note that there are no windows)

Each inch is 10' x 10'.

Second Floor



First Floor



Tordek, male dwarf Ftr1: CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

Mialee, female elf Wiz1: CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze*, *ray of frost*, *read magic*; 1st—*mage armor*, *sleep*.

Spellbook: 0—all of them; 1st—*charm person*, *mage armor*, *magic missile*, *sleep*, *summon monster* I.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

Lidda, female halfling Rog1: CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, theives' tools hooded lantern, 3 pints of lantern oil.

Jozan, male human Clr1: CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison*, *guidance*, *read magic*; 1st—*bless*, *protection from evil**, *shield of faith*.

* Domain spell; *Deity*: Pelor; *Domains*: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.