

VER 3-01

Armor Class

A One-Round D&D LIVING GREYHAWK®
Verbobonc Regional Adventure

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Protecting children from an unknown danger is a good and heroic thing to do. You agreed to help the Soldragon Academy of Martial Training get to the bottom of these strange and sinister events. Why, then, are you being asked for your...teaching credentials? An adventure for characters level 1-12.

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

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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 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 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 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

3. Sum the results of 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.

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 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 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 the Verbobonc. This event costs one Time Unit to play. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Summary and Background

Founding of the Academy

Thirty years ago, the warrior-scholar Piper Soldragon realized his dream to establish a warrior's school for the children of nobles in Verbobonc. But, at Piper's school the children learn art, grammar, science, and literature as well as combat and tactics. Retiring from a successful adventuring career, Piper Soldragon attracted two instructors and purchased an abandoned manor house in Verbobonc City. He turned it into an academy for training and education of the young. The Piper Soldragon Academy of Martial Training was born.

Throughout Piper's life, his Academy grew in reputation and size. It remains an exclusive school for the children of wealthy Verbobonc families. Although its focus is to educate one-day aristocrats in the fighting arts, graduates of the Soldragon Academy have a well-rounded learning of the sciences and arts as well.

Oggmun's Sad Tale

Instructors have come and gone throughout the thirty-year history of the school, yet only one has meet with a horrible end: twenty-three years ago, after seven years of successful teaching, the gnomish duelist Brynn Oggmun Quickblade was mauled to death by dogs. The father of one of the students stopped in to see his daughter before taking his retainers and his hounds out for a hunt. The ferocious dogs, left unattended momentarily in the courtyard of the Academy, broke their leashes and attacked poor lone Master Oggmun, who was crossing the courtyard for a late lunch at the time. Since then, there has been a strict ban at the Soldragon Academy forbidding the presence of animals of any kind within the grounds, although few people remember the origins of this ban. The incident of Oggmun's death was covered up as quickly as possible, to keep the reputation of the school untarnished. The only one to remember the sad, violent death of Master Oggmun is the second of Piper Soldragon's original instructors, Milo the Deft, who teaches at the Academy still.

However, Oggmun's ghost lives on at the Academy, and he has done his best to watch over the students he loved teaching in life. Oggmun hasn't made his appearance known often, perhaps once every few years. Now and again, a student will report seeing a strange, bloody gnome in the halls or in the courtyard of the Academy. The faculty generally dismisses such tales and, until recently, no one except the rare student

knew there was a ghost haunting the Soldragon Academy.

The Faculty Today

Piper Soldragon passed on a decade ago, and left the care of his Academy in his nephew, the bard Mertius Soldragon. Mertius shares the same dedication to a "well-rounded warrior's education" as his uncle. As such, he has hired instructors who not only teach fighting and tactics, but sciences and liberal arts as well. Only one instructor refuses to share this vision, and that is the one-armed warrior Grandel Carble.

Carble lost his arm fighting in the Greyhawk Wars against unnamed fiends. He wandered for a while, a bitter mercenary, until he met Mertius Soldragon in Greyhawk. Mertius was impressed with Carble's grasp of history, particularly military history, and invited him to teach at the Soldragon Academy. Having no other immediate prospects, Carble agreed. This was two years ago.

Since then, Carble has reached two decisions. First, he enjoys teaching young people to be warriors; he's a gifted combat instructor despite his handicap. Secondly, Carble hates a "well-rounded warrior's education." Carble feels that the arts and sciences are a waste of time; a true warrior has no need of such frippery and nonsense. Carble wants to start his own school, but he knows that he can't compete with the prestigious Soldragon Academy. Carble has been secretly looking for a way to discredit his employer and shut down the Soldragon Academy for months now. About three weeks ago, he discovered a way.

Carble's Scheme

Master Carble learned from Master Deft about the death of the gnome dueling instructor, Master Oggmun, years ago. Master Carble has also heard the occasional tale of the bloody gnome in the halls of the Soldragon Academy. Unlike past instructors, though, Carble listened to the rumors. Carble guessed that the ghost exists, and that it's the old instructor, Oggmun, of which Master Deft spoke. Carble did a little research in the library, and discovered that the gnome had no family or relatives, and was buried in the gardens of the courtyard. Fortunately, the gardens were replanted recently, and Carble had no trouble digging down one night to recover the gnome's old bones.

Carble knew, from his more adventuresome days, that ghosts are often tied to their bones. With Oggmun's bones, Carble hoped to force the ghost to do many things, but it costs Carble some of the bones each time. Carble has been commanding the gnome ghost to scare the students away from the Academy for the last three weeks. Oggmun hates this task, but he

cannot defy Carble as long as Carble has power over his bones.

Carble's plan is working well. Only about fifty students, out of an original class of almost a hundred, remain at the Academy. After Encounter 2, this number drops to only twenty-one. Mertius is frantically assuring the parents of the last few dozen students that he has everything under control. These twenty-one students are the sons and daughters of parents who believe that Mertius has the situation under control, or live too far from Verbobonc City to have heard the ghastly rumors. In fact, Mertius has no idea what's going on. Carble's plan has been successful so far, and he has one more move to make before finishing off the Soldragon Academy for good.

The Hike

The day after the adventure begins, Carble is supposed to take the students on a day hike in armor, as part of their field training. Carble knows that if this hike goes badly, it could spell the end of the Soldragon Academy. However, he doesn't want to implicate himself, and he doesn't want any of the children harmed. After all, Carble intends to start his own school with many of the same children as pupils. He will denounce poor, cursed Mertius and assure parents that the Grandel Carble's Warrior School is where their children belong. Carble may be a greedy, selfish man, but he likes children in his own, gruff way.

Carble has planned to put himself out of suspicion entirely. In fact, he plans to fake his death, so Mertius has to lead the day hike. Carble has asked a "sorceress" acquaintance to assault Mertius and scatter the children. Carble only wants Mertius beaten up, and the children scattered into the hills and wilds surrounding the city. This should put a good scare into the children, and convince Mertius to shut down for good. Then Carble will resurface, claiming that the ghost wounded but didn't kill him, placing yet another shadow on the doomed academy. He will then be free to open his own school.

Voranka's Covey

Carble made a serious error in his choice of "sorceress." He had met a beautiful woman who lived outside of the city, and gotten to know her somewhat well. Her name is Voranka. Carble confided his aspirations, and ultimately his plans, to her. Unfortunately, the wicked Voranka is not what she appears. She is in fact a green hag that used her *change self* ability to dupe Carble. Voranka is a member of a hag covey (including a sea hag named Katelna and an annis named Gutrina) and she has several evil giants under her command. Keeping the covey well-supplied

with food without raising the suspicions of the city is a big chore for the covey, and they're voracious.

Originally, Voranka was just luring Carble along to kill him and eat him. When she heard about his plan, however, the evil hag realized that she could feast upon Mertius and the children, if she was crafty. So Voranka offered to help Carble, by assaulting Mertius and scattering the children. When Carble insisted that the children come to no harm, Voranka eagerly agreed (although it was a bold-faced lie).

The hag covey has developed its own agenda. They intend to have one of their giants kill and eat Mertius, and then herd the children along to devour at their leisure. The characters are the only ones who can stop the covey's carnivorous plans.

Introduction

The market of Verbobonc City is a busy and festive place at any time, but perhaps more so on this fine day. While meandering past stalls of fresh-baked goods, you [point to a character, preferably one in heavy armor] are attacked from behind by a not so hard blunt object!

Ask for a quick reaction from the character; as soon as he looks at his "foe," continue.

Your attacker glares up at you, his eyes twinkling with excitement but not hostility. A lad of no more than twelve, bearing a long loaf of bread, slaps you with his doughy weapon again. "A challenge, good sir, if you please!"

Again, await a response from the character. The lad is interested in harmless sparring. After a moment, the lad's interaction is noticed.

"Gwygar Flessen!" roars a voice, and a huge man in fine clothes steps up to your group. He eyes the lad seriously. "Young Master Flessen, how dare you? What would your parents think, accosting strangers on the street?"

The large man eyes your group, as though seeing you for the first time. He takes in your appearances quickly and critically, then, turns to the boy.

"What is the Second Rule of Engagement?"

"Choose your enemies wisely," returns the boy, in the dull monotone of a schoolboy repeating lessons.

"And did this foe look like someone you could heedlessly bother? What is the Third Rule?"

The boy glares at the man with some dislike. "You aren't my headmaster anymore, Master Soldragon," he replies, sullenly.

"Perhaps it's good for your backside I'm not, Young Master Flessen. Now, the Third Rule, if you please." The large man folds his arms across his massive chest and awaits a response. The boy just glares further, and turns and darts back into the crowd. In a flash he is gone.

The large man lets out a long sigh and shakes his head. He turns to the group of you. "I am truly sorry, good folk, about this interruption of your day. My pupils now are few, and getting fewer by the day. I am so very sorry. Allow me to introduce myself. Headmaster Mertius Soldragon of the Soldragon Academy. Might I ask your names and trades?"

Once any of the characters mention being an adventurer, or having any sort of investigative or combat experience, he warms up to them greatly.

"If I might trouble you for a day or two of your time, I have some...troubles that bear looking into. I was just wondering if capable folk such as yourselves would be interested? I can pay you for your time."

Mertius will offer fifty gold, per person, if they agree to investigate the strange occurrences at his school, the Piper Soldragon School of Martial Training, and get to the bottom of them. He willingly provides a full background of the school and the troubles it is experiencing; refer to the Adventure Background for details. His price is firm.

Encounter One: The Soldragon Academy

As the characters approach the Academy with Mertius, he looks to see if any of them have animal companions. Unless a character has an animal stuffed in a pocket somewhere (like a familiar), he stops outside the Academy grounds and politely informs the character(s) that no animals are allowed on the Soldragon Academy grounds. If pressed, he isn't exactly sure why they aren't, but it was a firm rule of his uncle's, and Mertius intends to honor the tradition.

A map of the Academy can be found in Appendix 3. It forms a square surrounding a large training yard,

with a fountain and a garden in it. A high stone wall fronts the Academy on the east, with a large gate. Above the gate is carved the legend, "Soldragon Academy of Martial Training." The gate is closed and locked (Open Locks DC 35, Break DC 28) from dusk until dawn.

The south wing of the Academy is the one-story classroom wing, containing three classrooms and a forge (where Master Carble works as the smith for the Academy). None of these rooms are kept locked.

The north wing of the Academy houses the two-story student living quarters, or dormitories. These rooms can each hold up to four students, but many of the rooms have only one student at present, (relatives, however, stay in the same room; for example, the DeChutes brothers all stay in the same room). In general, boys stay on the ground floor, and girls stay on the second floor. There is also a kitchen and laundry here, and some storage rooms. Five cooks and maids work throughout here during the day, but they go home at night. Doors to the student living quarters are usually locked at night, and the individual rooms lock from the inside with a deadbolt. All doors are sturdy (Open Locks DC 25, Break DC 20).

The central area of the Academy is a large, four-story building. The ground floor contains a large dining hall, with instructors and guests dining at a raised table to the south. The northern stairs provide access to the second floor only, while the southern stairs provide access to all floors of the central building. The second floor houses an extensive library on a wide variety of subjects. There are two private reading rooms here. One of the reading rooms has a secret exit onto the sloped roof of the classroom wing; only a couple of students, Oggmun, and Master Carble know of this secret door (Search DC 20 plus the APL). The third floor holds the instructors' offices, which are described in more detail in Encounter 3. At the end of the long hall is a cleverly concealed secret door, which leads onto the steeply pitched roof of the student living quarters. Only a handful of students, Oggmun, and Master Carble know of this secret door (Search DC 25 plus the APL). The top floor was once Piper Soldragon's suite, but now Mertius Soldragon lives there. He is the only non-student to reside at the Academy. After Encounter 2, Mertius invites the characters to stay in the suite while they conduct their investigations. The suite consists of a storage closet (with extra bedding, furniture, and the like), a bedroom, a private study, along with Mertius' large office.

Only a few of the rooms in the Soldragon Academy have windows: the dining hall, instructor's offices, Soldragon's suite, and the student dormitories

all have windows filled with thick glass. These windows are about eight inches wide, and three feet tall; they look more like arrow slits than windows, but they let sunlight into the rooms.

Encounter Two: School Lunch

Mertius wants to introduce the characters to the rest of the faculty, and assumes that the best place to do so is at lunch. The students of the Soldragon School of Martial Training eat in a communal dining hall, along with the four instructors and Mertius himself.

The lofty-ceilinged room is noisy, and becomes noisier as students file in and sit at their tables. Mertius leads you to a raised platform at the front of the room and motions for you all to be seated around a long table with Mertius and four other adults. One is a stern, hawkish woman, another is a smiling half-elf, the third is a gruff one-armed man, and the fourth is a restless halfling. Mertius introduces them as Mistress Valria, Master Azlear, Master Carble, and Master Deft.

The students quiet down, and look up at the head table. You see that although most of the students have place settings in front of them, a few students do not. These dishless students look into their laps instead of up at the head table.

Mertius stands up and addresses the students. "Students, today we have guests with us for lunch, so I expect your manners will be impeccable. Now, if I might ask our guests to introduce their exploits of skill and bravery..."

The entire room looks at eagerly at your group.

Mertius is expecting a short, stirring tale or two from a few of the characters, and doesn't mind putting them on the spot like this. Allow as many or as few of them who wish to respond.

After the characters finish speaking, Mertius claps his hands, and kitchen servants bring out a salad to the instructor's table, and then to all the students with place settings in front of them.

The students sitting without place settings before them, are being punished by Mistress Valria. She cannot abide laziness, and the students that do not expend the utmost of energy in the morning do not eat lunch. This form of punishment was introduced when Mistress Valria came to the Academy a decade ago. Mertius finds the measure somewhat harsh, but effective. In any case, no student is denied dinner, and many can sneak an apple or chunk of cheese from the

kitchen later in the afternoon. The punishment is more of shame at lunchtime than actual starvation.

Over the salad course, the characters may talk to the other instructors, who introduce themselves and discuss the strange happenings.

Alayna Valria oversees melee weapon training. She also teaches classes on proper bearing and manners. Born of a noble family, Valria served for a few years as a military officer, but left under mysterious circumstances she chooses not discuss. She has been teaching at the Academy for almost ten years. Her thin frame belies extraordinary strength and combat ability, and her table manners are impeccable. She is a demanding instructor, but one of the best that the Academy has ever had. Mistress Valria is convinced that the strange happenings are student pranks, and she has stepped up discipline in her classes to try to keep the offenders too busy for such tomfoolery.

Hindar Azlear teaches archery, writing, and poetry. He has always wanted to be a performing bard, but is afraid of crowds, so he became a warrior and poet instead. He has only been teaching for the past three years, but he enjoys his job immensely. One might say, having such a young captive audience works wonders for Hindar's confidence. Since the strange sightings and occurrences haven't actually hurt anyone, he thinks they are harmless, whatever their source.

Grandel Carble is a surly, unhappy man. He lost his arm in the Greyhawk Wars, and was miserable in retirement. He came out of retirement to train soldiers, but couldn't find a job due to his handicap. Mertius Soldragon agreed to hire Carble and, since he didn't have anywhere else to go, Carble accepted. Carble feels that the "well-rounded" education Mertius promotes is a waste of time. He teaches specialized weapon classes and armor training, and Mertius has also asked him to teach history. Carble's history classes always focus on military history and hero legends; he dismisses political history and art history as "needless fluff," but not in front of Mertius. Mertius has no idea that Carble is disloyal. Master Carble is large and gruff, and sensitive about his handicap. He speaks sparingly to the characters. Carble is behind the strange activities at the Academy. He discovered the ghost of the gnome duelist Oggmun, and is forcing Oggmun to terrorize the school and drive the students away. Once the Soldragon Academy closes, Carble plans to open his own school and draw upon the students driven away from the Soldragon Academy.

Milo the Deft is a born teacher. He is an older halfling, but still nimble in body and mind. He teaches athletics, logic, and mathematics. He tends to be a little absent-minded, and can't ever remember names correctly, but is popular among the students and the staff. He taught alongside Piper Soldragon himself, thirty years ago. He is worried about the recent activities, and is correctly convinced that something supernatural is at work here.

After the characters have had a chance to interact with the instructors for a while, a hearty stew is brought out to them, and then to all the students. Before anyone can begin eating, Master Deft snaps his head up and looks around, concerned. He says, "Something isn't right here."

Allow characters to declare actions. Likely, they'll look around, but a Spot or Listen DC of 25 is required to notice a shimmering form appearing in the center of the dining hall, thirty feet from the main table. Master Deft noticed it as well, as his halfling ears are particularly keen.

A horrible, bloody figure appears near the center of the hall. Whether it is halfling, gnome, or young human is hard to tell under the blood and torn flesh of the creature. The figure's jaw distends in an unearthly wail, and you feel a terror that creeps down into your bones.

The ghost of Oggmun uses its Frightful Moan power, acting under Master Carble's command. All characters (and all the instructors and students) must make a Will save (DC18), or become panicked for 2d4 rounds.

Roll initiative for the characters and Oggmun. Oggmun attempts to flee ethereally on his action. If the characters beat his initiative roll, they may attempt to affect him. Otherwise, on his action, the ghost disappears into the Ethereal Plane and escapes.

All APLs

♣ **Brynn Oggmun Quickblade**, male ghost
Ftr7/Duelist 3; hp 65; see Appendix 1.

In the unlikely event that Oggmun is defeated here, he is not laid to rest, and Carble can force him to rejuvenate. Although most ghosts require 2d4 days to rejuvenate, Oggmun can rejuvenate in only 2d4 hours.

The students have all fled from the scene and, if you don't want to roll for them, assume that all the instructors except Mertius fled, as well (even Carble).

Once the ghost is gone, move on to the next encounter.

Encounter Three: Looking Around the Academy

Many of the students were shaken by the panicked flight from lunch, but Mertius isn't about to cancel afternoon classes. It's important that the school continue its usual curriculum for morale, he insists. However, a number of the students will not return to the Academy tomorrow, and Mertius now expects this. He asks the characters to investigate the ghost's appearance, and give them free reign of the Academy. Give them Player Handout 1: The Soldragon Academy of Martial Training, at this time. Mertius stresses the characters to work quickly, before another unfortunate event happens. He also arranges for them to stay in his suite at the Academy through the night. Mertius himself will stay with Master Azlear for the evening.

There are a few locations in the Academy that yield clues for investigative characters, although the characters need not discover all of these clues (or any of them) to proceed with the adventure.

The dining hall may yield one curious clue, but only if the PCs check there by dinner time, (which is six hours after lunch). If the characters look around the spot where the ghost appeared, on a successful Search check (DC 15) they find a small bit of scattered dust. The grayish dust still smells faintly of dirt. A successful Heal (DC 15), Alchemy (DC 12), or Knowledge (undead) roll (DC 10) identifies the substance as bone dust. If the characters don't check the dining hall until after dinner, the dust has been scattered by the students walking all over it.

The school library is the best place to go for information and research. The library is far larger than in most martial academies, a testament to Mertius' devotion to a complete education of young aristocrats. If the characters look for information about ghosts in particular, have them roll Search checks (DC 12). If successful, they find that the library has a small collection of books about ghosts, but the library's entire collection is gone from the shelves. If they research any accidents or deaths at the school, have them roll another Search check. If they succeed at a Search check (DC 15), the characters find that there have been four student deaths in the thirty or so years of the Academy's existence, and all were due to accidents or carelessness with weapons during practices. If the Search check beats a DC of 20, the PCs find mention of one of the first professors of the school, a gnome, who

was attacked and killed by hunting dogs brought into the Academy by a student's father. This is the reason there are no animals allowed on the school grounds today (although everyone has since forgotten the reason for this tradition, even Master Deft). If the Search check beats a DC of 25, the PCs also discover the gnomish teacher's name was Brynn Oggmun, and that he was buried on the Academy grounds somewhere. If the Search check beats a DC of 30, the PCs find that Oggmun was buried in the garden. Each Search check takes an hour, or about four hours if the PCs want to "take twenty." (any Search total of 20 or higher here counts as a true clue).

A search of the **instructors' offices** may also prove productive. However, if anything is stolen from the faculty offices, there will be trouble. The instructor will be aware of the theft and report the characters to Mertius, who will report the characters to the proper authorities unless they return the stolen items. Each office takes about an hour to search effectively, or about four hours if the characters want to "take twenty" on their Search check. Any character that does not return stolen goods prior to the Gentleman's Watch arriving spends 2 Time Units at the end of the adventure in jail for theft.

- Mistress Valria's office is perfectly orderly, but yields no clues. She does possess several medals for valor from her time in the Verbobonc military, which can be discovered with a Search check (DC 10). There are no clues about her mysterious discharge to be found here.
- Master Azlear's office is a messy pile of books and papers, mostly epic poetry. It is clear from a thorough searching of several letters (Search check, DC 12) that Master Azlear wanted to be a bard, but couldn't work up the nerve to perform in front of crowds. If the Search check beats a DC of 25, the characters find this cryptic reference in an undated journal: "One day, I'll show them all that Hindar Azlear is a name to be respected, even if I drive all of them away!" Although incriminating, this journal is quite old. It is nothing more than some overwrought poetic musings of Azlear from his time as a failed bard years ago.
- Master Carble's office is also a mess, but holds nothing really incriminating. An enormous finely wrought bastard sword hangs on the wall here. The only unusual fact is that Carble's office doesn't have many history books in it, which is somewhat strange for a history teacher. Characters only notice this on a Search check (DC 20). He does

keep a number of weapons lying around, though, in addition to his bastard sword.

- Master Deft's office is crammed with bookshelves, and all the shelves are crammed with books. A small rolling stepstool lets Master Deft reach the books on the higher shelves. The books cover an extraordinary range of topics, from philosophy to astrology. With a Search check (DC 10), characters discover that piled on Master Deft's desk are the library's collection of books on ghosts. These books include the titles *How to See Ghosts*, *Combating the Spectral Undead*, *Ghosts and Their Powers*, plus an elven treatise about the Ethereal Plane and its denizens. The characters may consider this incriminating evidence, but in reality Master Deft is reading up on his own theories about the hauntings.
- Mertius Soldragon's suite is the same that his uncle occupied when he opened the school. It consists of an elegant bedroom, a study, a storage room, and an academic office. It is on the highest floor of the academy. Searching the office (Search DC 15) reveals records that the Soldragon Academy is losing students at an alarming rate, and if the trend continues, the Academy will have to close by the end of the month.

If the characters search the student living quarters before dinner, while the children are in class, there are no clues to be found (although, on a successful Search check [DC 14], they find a holy symbol of Rao under Artie's bed and a couple of brownies stashed under Hardis' bed). The students range from orderly to messy, with items to suit their personalities; see Appendix 4: The Students for a few suggestions. Each Search check takes an hour, or about four hours if the characters want to "take twenty." If the characters come in after dinner, however, most of the students are here. Robar is in the first-floor hallway, telling a creepy story about the ghost of a student who kills other students. Most of the other students are trying not to look scared; Salomar is crying. The characters may interview the students if they wish to, although none of them know anything useful about the real ghost. Depending upon their personalities, the students might make up some "facts" for the characters. The students are more likely to talk about instructors that they do and don't like.

The **garden** yields the last true clue. If the characters succeed at a Search check (DC 15), they notice a portion of the garden has been dug up recently, and replanted with bulbs. If the characters dig into the new bed, they find the dirt has been

turned to a depth of six feet or so, far deeper than a flowerbed requires. Such digging takes about two hours unless the characters have magical assistance. Although this bed is entirely vacant now (except for the bulbs), it once held Brynn Oggmun's old bones.

Although the character probably spent much of their time investigating in the afternoon and evening (perhaps even into the night), they will likely be left with more questions than answers. The characters receive an invitation to dinner, with Mertius and the students (the other instructors leave to go home for the evening at dinner time, but Mertius stays through dinner to make sure things go smoothly). Dinner is entirely uneventful, but the students whisper to each other and make wild speculations throughout the meal. After dinner, or anytime in the evening, the characters may retire to Mertius' suite to rest.

Magical investigations may reveal information about Oggmun, since the ghost is directly responsible for the hauntings and driving the students away. In any way you can, point character divinations towards the gnome ghost. Divinations should not successfully locate Oggmun's bones (Carble keeps them hidden away in a sack), nor should they identify Carble as the culprit at this time. A heavy-handed, last-ditch approach is to have the ghost appear to attack the divining character one round before the casting time elapses, ruining the spell.

In the early morning, move on to Encounter 4.

Encounter Four: Carble's Bloody Disappearance

In the morning, Master Deft darts up the staircase to the top floor and pounds at the door of Mertius' bedroom until he is let in. The breathless halfling cries, "Master Soldragon needs you in Carble's office!" and goes rushing out again. Once the characters gather themselves and arrive at Master Carble's office, they find Mertius and Master Deft, standing at the door to the office looking in. They step aside so the characters may enter, if they wish.

The office is awash in blood, as though someone was brutally killed. There is no sign of a corpse, and no tracks in the blood. Across from the door, on the blood-spattered wall, is the hook for hanging Carble's bastard sword, although no sword hangs there now.

Mertius Soldragon and Master Deft look at your group grimly. No one could survive the loss of this much blood.

The characters may make what investigations they wish, but after a few moments Master Azlear arrives. He states that Mistress Valria has all of the students accounted for out on the training yard, and she's making them repeat drills. There is no sign of Master Carble anywhere in the Academy, although Master Azlear says he came in earlier with Carble, and that Carble was going to his office the last Master Azlear saw him.

A successful Search check (DC 18) discovers bits of grayish powder floating in the blood and resting on the surfaces of this room. A successful Heal (DC 15), Alchemy (DC 12), or Knowledge (undead) roll (DC 10) will identify the substance as bone dust. Divination reveals the blood is part Carble's and part of some other creature. Skill checks do not identify the blood type but a Heal check (DC 20) is able to estimate the quantity of blood to be less than the amount in one human, but certainly enough to have killed a human from blood loss.

What really happened: Carble is putting his final plan into motion. He came in very early through the secret door on the third floor, with three live piglets he'd purchased yesterday after leaving the Academy. He butchered them and left them to bleed all over the floor; then, lightly bled himself mixing it with the pig blood. He then left the Academy again out the secret door, with the drained carcasses and his bastard sword. Later, Carble returned at his usual time of the morning with Azlear, pretending to be just arriving for the day. Carble then left the Academy, unnoticed. What he left behind was a bloody office and a missing (assumed murdered) Master Carble. He knows that today is the armor hike intended for the students, and he knows that Mertius will want to see that the hike goes on as planned, if only to get the students away from the Academy for the day in case Carble's "murderer" should strike again. Carble assumes that Mertius will lead the hike, and intends to have Voranka ambush the hike in the afternoon. However, Mertius doesn't intend to lead the hike.

Mertius Soldragon shakes his head sadly and addresses you. "Carble, gods rest him, was to lead the children on a day hike today, in full armor. It is intended to be a test of their resolve, discipline, and endurance. Clearly, whatever haunts us here has killed, and may kill again. The hike must go on as planned; I won't be intimidated into disrupting the students' schedule, and the less they know about Master Carble's fate the better.

"I'd take the children on the hike myself, but if our ghost has a taste for killing, I'd like the

children to be better protected than I could do. Plus, I've got to stay here and arrange a cleanup, in more ways than one.

"Would you all be so kind as to take the children away from here on their armor hike for the day. I'll get you a map, and supplies. And please, don't let my children come to any harm."

Mertius believes he has no real choice but to ask the characters to lead the hike. If the characters think of asking for a change in route, Mertius will make the change a little bit (which won't fool the hags; two dozen children are easy to find). He will load a wagon with twenty suits of scale mail sized for 7 to 10 year olds, and rations for the children and the characters (totaling about 340 pounds). Many streams cut across the path of the hike, so water shouldn't be a problem.

Mistress Valria makes the announcement that these heroes (the characters) will be leading the armored day hike instead of Master Carble, who is ill. The children seem excited to be going with "real heroes" instead some old instructor. Move on to Encounter 5.

Encounter Five: Monsters on the Hike

The children climb eagerly into the wagon, and the characters may drive it outside of town to the point on the map where the hike is to begin. Mertius does not allow any character to bring horses; it's important to set an example for the children by going on foot.

The hike is about twelve miles. Once in scale mail, the children will have a movement rate of 15 ft. per round (children have a base move of 20 ft., unlike adults); they should accomplish the twelve-mile hike in about 8 hours. The hike will take them in a big circle, into little-traveled areas outside the city and then back again to the wagon.

The hike puts the characters alone with twenty children for eight hours. This should be a nightmare unlike any they've ever faced before. The stalwart characters have become, essentially, substitute teachers for a class of grade-school kids.

As the children pile out of the wagon, they put on their armor and chatter happily. Only two or three put their armor on right, all the others need to be helped.

This is a roleplaying encounter, which welcomes you to torment the characters. The children will misbehave throughout the hike, of course, and their misbehavior depends on whether they feel playful and excited (near the beginning of the hike) or tired and irritable (as the day wears on). Misbehavior also

depends on the personalities of the children. Refer to Appendix 4: The Students for ideas.

Kids that are excited try running off, hiding, getting ahead of the group. They chatter with each other, and the bullies will pick on the other children. They'll pester the characters with questions, and make fun of them in playful ways. If the characters present interesting magic items, the children may demand to see them demonstrated over and over. If an animal companion or familiar seems non-threatening, the kids will want to play with it, regardless of whether the character permits it.

Kids that are tired whine a lot, and fall behind the group. They constantly ask for water, or to be carried. They'll try to take their armor off and hide it somewhere. Some get sick, or pretend to get sick, or even start crying. They may sit right down in the trail and refuse to go on. Of course, the kids have to go to the bathroom, too, and none of them have to go at the same time.

You can just have the characters make Diplomacy or Bluff or Intimidate checks to get the kids back in line (DCs range from 10 to 20), or you can have them role play their interactions with the children. The characters can, and should be encouraged, to use their lower-level spells to keep the children together and focused on the hike. For example, if a child keeps demanding water, *create water* or even *create food and water* will impress them into silence. Skinned knees can be healed with *cure minor wounds*, and ripped clothes with *mending*. Most children find *prestidigitation* effects very amusing. Non-harmful illusions and enchantments can be judiciously applied as well, to keep the children in line. Your goal during this encounter is to drain some of the characters' resources in an amusing way.

Feel free to come back to this encounter again, or several times, as the children get into trouble throughout the rest of this scenario. When you and the players get tired roleplaying misbehaving children, move on to Encounter Six.

Encounter Six: A Giant Problem

You can insert this encounter either after or during Encounter 5. You may want to pester the characters with excited, playful behavior, then run this encounter, and then return to Encounter 5 and play out the whiny, tired behavior as the hike goes on.

Just as the characters and their charges round a shoulder of a hill, they run almost right into a giant

named Gurge. Any characters scouting ahead notice him (opposed Hide/Move Silently and Spot/Listen checks to avoid being noticed in turn). Gurge is moving along the trail in the opposite direction of the characters, trying to find them.

Although the children scream and shriek at the giant, the giant doesn't immediately attack. It looks around confused, and asks the PCs, "which one of you is Mershus?"

Gurge has been sent out by the hag covey to go get Mertius, and leave the rest of the children alone. The giant fears the hags enough to obey. However, it isn't very smart, so it wants to be careful to eat only Mertius if possible.

The characters may be able to trick this stupid, hungry creature, but he won't stay fooled for long. For example, they won't convince him that Mertius is "coming right behind them." Gurge won't let this prospective food out of his sight. The characters may offer to feed him, if they find out he's hungry, but the evil creature likes killing as much as eating. Gurge is hungry enough to simply attack if it looks like he's about to lose out on a meal. Even if he launches an attack, the giant won't attack any children, or any gnomes or halflings in the party unless attacked by the gnome or halfling first. Gurge is afraid of hurting the children and making the hags angry.

Gurge will only talk to the characters as long as he continues to think that they'll tell him which one of them is Mertius, and succeed with Diplomacy or Bluff checks (DC is 13 plus the APL). All characters attempting to role played with Gurge can choose to cooperate on this roll, if they'd like. Gurge will keep interrupting questions to ask where "Mershus" is. The information clever characters may get out of the giant is this:

- It works for a "lady" named Voranka, and two other ladies. Gutrina is the toughest and meanest. Katelna is the ugliest of them all by far!
- All the ladies know magic.
- The giants are really hungry. So are the ladies.
- The ladies don't let anyone get too close to the city to look for food (that is, people), because the city guard would run them all away.
- Gurge is really afraid of the ladies. All the giants are.
- If the characters ask about a one-armed man specifically, the giant may admit that it's seen Voranka "dressed up all pretty" with a one-armed human. Gurge is pretty sure the one armed man doesn't know about the other ladies or the giants.

Gurge absolutely won't tell about the gem he wears, although the characters may notice it if they look at Gurge carefully (if they say they're examining the giant, and only if they bring it up, a successful Spot check [DC 22] will notice a simple ruby hanging from an earring). Voranka gave it to him, and convinced the giant that if he ever told anyone about it, they would strike him stone dead on the spot. The characters will probably discover the gem earring once they defeat the giant, but they probably won't suspect that it's a powerful *Hag Eye*. Through the *Hag Eye*, the covey has witnessed the entire conversation with the characters, and will be prepared for them.

Even if the characters don't make the first aggressive move against Gurge, he'll become hungry enough or angry enough to attack them on his own.

APL 2 (EL 3)

🔥Gurge: male ogre Bbn1; hp 40; see Appendix 1.

APL 4 (EL 5)

🔥Gurge: male ogre Bbn3; hp 65; see Appendix 1.

APL 6 (EL 8)

🔥Gurge: male hill giant Bbn1; hp 118; see Appendix 1.

APL 8 (EL 10)

🔥Gurge: male hill giant Bbn3; hp 144; see Appendix 1.

APL 10 (EL 11)

🔥Gurge: male hill giant Bbn4; hp 175; see Appendix 1.

APL 12 (EL 12)

🔥Gurge: male hill giant Bbn5; hp 187; see Appendix 1.

Tactics: Gurge is not a tactical genius, and just pounds on whomever he believes is the biggest threat. Hunger, and fear of the hag covey, compels him to fight to the death.

Development: The children become extremely excited with the combat and become awe stricken by the battle skill of the adventurers.

Treasure:

APL 2: L: 0; C: 2 gp; M: 0 gp

APL 4: L: 0; C: 2 gp; M: 0 gp

APL 6: L: 0; C: 2 gp; M: 0 gp

APL 8: L: 0; C: 2 gp; M: 0 gp

APL 10: L: 0; C: 2 gp; M: 0 gp

APL 12: L: 0; C: 2 gp; M: 0 gp

Encounter Seven: The Covey

When the PCs arrive at the end of the trail, there's a surprise waiting for them. Read the following:

At last this long, long day is done. As you arrive at the end point of the hike, you expect to see Mertius waiting with a wagon, ready to take these kids off your hands.

As you round a bend, you see a wide, open grassy area below you. In fact, Mertius is there, perched up on one of two large wagons. And he isn't alone.

The characters are looking at a *mirage arcana* and *veil* that has been erected by the hag covey. The number of creatures that remain here, however, depend on the APL. Voranka became very worried when the characters defeated Gurge, and the hags set to bickering and squabbling about whether or not they should assault the characters directly. They decided that a few preparatory illusions would be a good idea (hence, the *mirage arcana* and the *veil*), but then started arguing again about how to combat the characters. They argued about how best to attack the characters, whether to attack the characters, what to do with Mertius and the children if they defeat the characters, and whether to even remain this close to the city much longer.

At lower APLs, the hags bickered so much that Voranka left, and took most of the giants with her. At APL 2, only Katelna remains, and at APL 4, only Gutrina remains. At APL 6, both Katelna and Gutrina are left. At APL 8, both Katelna and Gutrina are here, and they managed to convince a couple of giants to stay, too. At APLs 10 and 12, the entire covey is still present when the characters arrive, (but they're still mad at each other).

In any case, the hag(s) are depending on their illusion to fool the characters. The area isn't really open and grassy, but muddy and marshy with several tree stumps. Mertius isn't really on a wagon, he's tied up and perched on the edge of a large iron cauldron with steaming (but not boiling) water in it. The second wagon that the characters see, set off to one side, is the real wagon that Mertius came in on. The hag(s) want to get the children up and into the false "wagon," and

dump them into the cooking cauldron. Then they'll attack the characters, hopefully with surprise.

Here are the illusions and tactics of the NPCs. Only the ones that are present apply (for example, at APL 4, only Gutrina is here, so only "Mistress Valria" is present).

- Mertius is disguised to look just like himself, but without the ropes that keep him tied up. He's also gagged, so he won't be able to talk as the characters come up. This will probably alert them to something suspicious. The huge cauldron he's sitting on is disguised to look just like the wagon he drove in.
- The horses that Mertius used to pull his wagon are still hitched to the real wagon. The hags tied two little marsh lizards to a rope in Mertius' hand, and disguised them to look like horses tied to the illusionary wagon.
- Katelna is disguised to look like Master Azlear. If present, "he" ushers the children up into the back of the "wagon," but they're too worn out to be very cooperative. "Master Azlear" gets very angry with the children when they won't obey, and starts shrieking for the characters to help.
- The steaming water won't hurt the children any (until the hags stoke it up to be nice and hot), and they can't feel it's there, because of the *mirage arcana*. Any of the children going up into the back of the wagon can make a Will save due to interacting strongly with the illusion, but will only succeed on a natural 20. A character that gets into the back of the "wagon" may make a Will save (DC 18) to disbelieve the *mirage arcane* and realize he's in some real hot water!
- Gutrina is disguised to look like Mistress Valria, and tries to halt the characters before they get too close. She licks her lips hungrily while looking at the children, which can be noticed on a Spot Check (DC 16). She sounds crude and coarse, not at all like the real Mistress Valria.
- Voranka is disguised to look like Master Deft. She tries to do most of the talking, convincing the characters they've done a good job, and that the Academy is thankful for the service they've performed. Voranka is the best at keeping up a disguise.
- Any giants are disguised to look like little children, but they're children that the characters haven't seen before. They crowd around the characters in a careful way, ready to attack if the hags command. Giants aren't very good at pretending to be little kids, and seem really quiet, like they're concentrating really hard on trying to

be “playful.” The characters may find this very strange.

If the hags are able to keep up the illusion long enough to rustle all the children into the “wagon,” then Master Deft (or whichever hag is present) invites the characters to leave in the “other” wagon (which is really the only wagon here). They promise to be along shortly, but they’re really only anxious to get the characters away.

There are a few ways the characters might break this illusion, but they **MUST** interact with it. The characters don’t get a save just for viewing either of these illusions. If they interact with something suspicious (like they try to pat one of the “children” on the head or touch the illusionary wagon), they are entitled to a Will save (DC 18 for the *mirage arcana*, DC 19 for the *veil*). Both spells are phantasms, meaning characters that succeed at the save can still see the outline of the illusion as well as reality. Note that if Katelna is present, a character who has disbelieved the *veil* is immediately subject to her horrific appearance.

Any character that looks closely at the hags might see through their disguise. Roll a Disguise check for the hags, with a +10 bonus, opposed by the characters’ Spot check. Success doesn’t mean the character necessarily sees through the illusion, but the character knows that the “instructor” isn’t who he or she appears to be.

APL 2 (EL 4)

🔥**Katelna, Sea Hag**; hp 16; see Monster Manual, page 115.

APL 4 (EL 6)

🔥**Gutrina, Annis**; hp 45; see Monster Manual, page 115.

APL 6 (EL 7)

🔥**Gutrina, Annis**; hp 45; see Monster Manual, page 115.

🔥**Katelna, Sea Hag**; hp 16; see Monster Manual, page 115.

APL 8 (EL 10)

🔥**Gutrina, Annis**; hp 45; see Monster Manual, page 115.

🔥**Katelna, Sea Hag**; hp 16; see Monster Manual, page 115.

🔥**Ogres** (2); hp 26 each; see Monster Manual, page 144.

🔥**Hill Giants** (2); hp 102 each; see Monster Manual, page 98.

APL 10 (EL 13)

A Hag Covey, including:

🔥**Katelna, Sea Hag**; hp 16; see Monster Manual, page 115.

🔥**Gutrina, Annis**; hp 45; see Monster Manual, page 115.

🔥**Voranka, Green Hag**; hp 49; see Monster Manual, page 115.

🔥**Ogres** (4); hp 26 each; see Monster Manual, page 144.

🔥**Hill Giants** (4); hp 102 each; see Monster Manual, page 98.

APL 12 (EL 15)

A Hag Covey, including:

🔥**Katelna, Sea Hag**; hp 16; see Monster Manual, page 115.

🔥**Gutrina, Annis**; hp 45; see Monster Manual, page 115.

🔥**Voranka, Green Hag**; hp 49; see Monster Manual, page 115.

🔥**Ogres** (6); hp 26 each; see Monster Manual, page 144.

🔥**Fire Giants** (4); hp 142 each; see Monster Manual, page 98.

Treasure:

APL 2: L: 0 gp; C: 65 gp; M: 0 gp

APL 4: L: 0 gp; C: 65 gp; M: 0 gp

APL 6: L: 0 gp; C: 65 gp; M: 0 gp

APL 8: L: 0 gp; C: 75 gp; M: 0 gp

APL 10: L: 0 gp; C: 145 gp; M: 0 gp

APL 12: L: 267 gp; C: 160 gp; M: 0 gp

Tactics: Once the hag(s) are aware that the characters have penetrated their illusion, they fight using their special abilities. Katelna uses a standard action to dispel the *veil*, so that she can use her horrific appearance on all the PCs. None of the creatures want to hurt any child while the characters are still a threat (they’re saving the children for later).

Throughout the fight, the real children run around and shriek and generally get in the way.

Encounter Eight: The New Academy

After the fight with the hags, the characters are free to untie (and question) Mertius. He explains that about midday, Carble arrived at the school with dozens of parents. Mostly, the parents were those who had withdrawn their children in the previous weeks. Some were parents of the children under the characters' care. Carble demanded that Mertius step down as administrator of the school, and that Mertius give the school over to Carble.

Of course, Mertius didn't agree, so Carble had to resort to more drastic measures. He took Mertius aside, and told him that if Mertius didn't agree, none of the children out today would ever be found again. (This was a lie, as far as Carble knew, but in his desperation and greed Carble was willing to terrify Mertius. At this point, Carble's already-teetering alignment shifted from Lawful Neutral to Lawful Evil.)

Mertius knew then that Carble had wanted control of the Academy all along, and that Carble was behind the strange activities plaguing the Academy. Mertius had no choice but to agree to Carble's demands, to the cheering of the parents. Carble's first actions were to dismiss all of the old instructors and shut down the school for renovation.

Mertius packed some things in a wagon and hurried off to see if he could find the characters and the children. He was instead captured by a couple of ogres and taunted by the hags, who tied him up and left him sitting on the edge of a big cauldron, getting ready to eat him. The hags got into a fight about what to do with the children (at lower APLs, Voranka and possibly one other hag left, and took some, if not all, of the giants with them). Then the characters and the children showed up.

After hearing Mertius' tale, the characters may want to hurry back and take care of Carble. If they don't immediately suggest it, Mertius will be happy to take the children back in his wagon. The wagon probably moves slower than the characters do (it moves at a rate of 20 ft.), and they may want to go on ahead.

The characters might go looking for any of the old instructors. If they do, a Gather Information (DC 12) will be able to turn up any of the instructors they wish to find. They can only corroborate Mertius' story, and aren't interested in going to fight Carble. They've all become a little afraid of him, and insist that he's Mertius' problem to solve. They would gladly go back to teaching if something were done about Carble.

At the time the characters return to the Academy, with whatever preparations they choose, read:

The Soldragon Academy of Martial Training seems deserted. The entryway now sports a large

banner, obscuring the name of the old Academy. It reads, "Grandel Carble's Warrior School." The gates to the school are shut. From just inside the entry, you can hear the sounds of a lone man grunting and gasping, as though in weapons practice.

The solid wooden gates are closed and barred from the other side, but not locked. They can be opened with an open lock, DC 15, to lift the heavy bar through the narrow gap between the gate and the frame. The gates may also be burst open with a Strength check, DC 28. Either method alerts Carble to the characters' immediate arrival. Characters may also try to climb the ten-foot wall (Climb check, DC 20), and the bar can be easily removed from the other side of the gate. Unless the character is very stealthy, however, Carble is alerted.

Carble already suspects some sort of retaliation, either from Mertius or the characters, and he's prepared for their arrival. He is aware that the characters have reentered Verbobonc City, as he placed some fleet-footed friends near the city entrances to warn him of the characters' return. He then drank several potions in preparation (depending on the APL). The characters may rush right into combat with this villain, or they might try to talk, and demand information about the hags and the giants.

Remember, Carble doesn't know anything about hags or giants, only a beautiful sorceress named Voranka. If the characters try to tell some other story, he'll insist they're lying. The more they insist, the angrier he'll become. Especially if they mention that the children are all right (or, worse yet, show him Mertius and the children if the characters came along with them), Carble will fly into a rage and attack the characters. If Mertius is present, he'll occupy himself with keeping the children out of harm's way.

Carble is angry, but an experienced and intelligent fighter, and should be played as such throughout this combat. At the beginning of the combat, he is standing inside the fountain. Although the characters may find this curious, Carble is being very clever; the water from the fountain allows him to easily locate any invisible PCs that approach him, and pinpoint their location. Carble will use his feats (particularly Power Attack and Power Lunge) and equipment to his best advantage. Since he only has one arm, Carble fights with his bastard sword one-handed.

This encounter shouldn't take too long, particularly if you're running short on time. Carble isn't the "main" combat of the adventure (that was the hags, in the previous encounter), but the characters should be pretty low on resources by this point, making this fight tougher for them.

APL 2 (EL 4)

♣Grandel Carble, male human Ftr4; hp 34; see Appendix 1.

APL 4 (EL 7)

♣Grandel Carble, male human Ftr7; hp 73; see Appendix 1.

APL 6 (EL 9)

♣Grandel Carble, male human Ftr9; hp 94; see Appendix 1.

APL 8 (EL 10)

♣Grandel Carble, male human Ftr10; hp 105; see Appendix 1.

APL 10 (EL 13)

♣Grandel Carble, male human Ftr13; hp 136; see Appendix 1.

APL 12 (EL 15)

♣Grandel Carble, male human Ftr15; hp 157; see Appendix 1.

Treasure:

APL 2: L: 58 gp; C: 7 gp; M: *potion of cure serious wounds* (value 63 gp per character), *potion of lesser restoration* (value 25 gp per character), *cloak of resistance* +1 (value 84 gp per character).

APL 4: L: 30 gp; C: 7 gp; M: +1 *bastard sword* (value 195 gp per character), *potion of cure serious wounds* (value 63 gp per character), *potion of lesser restoration* (value 25 gp per character), *cloak of resistance* +1 (value 84 gp per character).

APL 6: L: 1 gp; C: 7 gp; M: +1 *breastplate* (value 113 gp per character), +1 *bastard sword* (value 195 gp per character), *potion of cure serious wounds* (value 63 gp per character), *potion of cure serious wounds* (value 63 gp per character), *potion of delay poison* (value 25 gp per character), *potion of lesser restoration* (value 25 gp per character), *cloak of resistance* +1 (value 84 gp per character).

APL 8: L: 1 gp; C: 7 gp; M: +2 *breastplate* (value 363 gp per character), +1 *bastard sword* (value 195 gp per character), *potion of cure serious wounds* (value 63 gp per character), *potion of cure serious wounds* (value 63 gp per character), *potion of delay poison* (value 25 gp per character), *potion of lesser restoration* (value 25 gp per character), *cloak of resistance* +1 (value 84 gp per character).

APL 10: L: 1 gp; C: 7 gp; M: +2 *breastplate* (value 363 gp per character), +1 *bastard sword* (value 195 gp per character), *potion of cure serious wounds* (value 63 gp per character), *potion of cure serious wounds* (value 63 gp per character), *potion of delay poison* (value 25 gp per character), *potion of lesser restoration* (value 25 gp per character), *potion of heroism* (value 75 gp per character), *cloak of resistance* +2 (value 333 gp per character), *brooch of shielding* (value 63 gp per character), *amulet of natural armor* +1 (value 167 gp per character).

APL 12: L: 1 gp; C: 7 gp; M: +2 *breastplate* (value 363 gp per character), +1 *keen bastard sword* (value 695 gp per character), *potion of cure serious wounds* (value 63 gp per character), *potion of cure serious wounds* (value 63 gp per character), *potion of delay poison* (value 25 gp per character), *potion of lesser restoration* (value 25 gp per character), *potion of heroism* (value 75 gp per character), *potion of heroism* (value 75 gp per character), *cloak of glibness* (value 42 gp per character), *brooch of shielding* (value 63 gp per character), *amulet of natural armor* +1 (value 167 gp per character).

Conclusion

As soon as Carble is defeated, the characters see the ghost of Oggmun Quickblade appear over by the garden. The ghost raises his short sword in a salute, and tells the characters:

"If you will but return my remaining bones to this plot, I will continue to protect the students of this school as I have done since my death. No one will have anything to fear from Oggmun Quickblade."

If the characters search Carble's belongings, they come upon a satchel of old bones. These are Oggmun's bones, and Carble was using them to control the ghost. If they rebury them, the ghost fades away.

Mertius returns to the Academy very soon after the characters are finished reburying the bones, if they didn't bring him back already. His first act is to take a long rake and pull down the "Grandel Carble's Warrior School" banner. He then gives the characters double their promised reward (100 gold pieces each), offers to part with one of his valuable magic items (see the Treasure Summary), and prepares to re-open his school and begin business as usual.

For a more heartwarming ending, once the children have arrived, you could also add:

After all the events of this day, you don't think you ever want to see another child—or teacher—again. As you examine your wounds and clean your blades from the day's last battle, the remaining children of the Soldragon Academy file into the courtyard. All of them look at the group of you with open wonder and hero-worship. Then, as though one, they rush toward you with arms outstretched, and smother you all with hugs.

The End

Experience Point Summary

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

Encounter Three: Looking Around the Academy

Successful investigation (gathered at two of three true clues about the haunting):

APL 2	15 XP
APL 4	15 XP
APL 6	15 XP
APL 8	15 XP
APL 10	15 XP
APL 12	15 XP

Encounter Five: Monsters on the Hike

Good roleplaying with the children:

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

Encounter Six: A Giant Problem

Defeat Gurge

APL 2	90 XP
APL 4	150 XP
APL 6	240 XP
APL 8	300 XP
APL 10	330 XP
APL 12	360 XP

Encounter Seven: The Covey

Defeat the hag(s)

APL 2	120 XP
APL 4	180 XP
APL 6	210 XP
APL 8	300 XP
APL 10	390 XP
APL 12	450 XP

Encounter Eight: The New Academy

Defeat Carble

APL 2	120 XP
APL 4	210 XP
APL 6	270 XP
APL 8	300 XP
APL 10	390 XP
APL 12	450 XP

Bonus Combat Heroic Experience

The following should be given singularly to characters who perform daring combat heroics or those spellcasters who go to extraordinarily measures to ensure the party has spell support. Examples range from the fighter that charges to the strongest foe that over matches his skill; the cleric that moves to heal a companion giving the opponent attack opportunities while saving the life or keeping the fighter alive; or the arcane caster that buffs the party then flies cover support with spells at the ready.

Those that should not get this reward range from the character that engages a character that mounts not serious threat to them or the character that hangs in the background buffing themselves with spells at the cost of their companions being exposed to combat without their support. An example of this is the cleric of Heironeous that casts buff spells on himself while the dwarven fighter immediately engages a foe with greater skill of combat or the loud mouthed character that doesn't engage until he has a flanking position and it is thus safer for him to enter the melee.

APL 2	15 XP
APL 4	30 XP
APL 6	45 XP
APL 8	60 XP
APL 10	75 XP
APL 12	90 XP

Bonus Role-Playing Experience

The following should be given singularly to characters who portray their character in a meaningful and heroic manner. This is a game of heroic deeds and those that are heroic vanquish evil and protect the weak and innocent. Those that are not

heroic stand in the background and heckle their companions for being champions of good, should not receive this reward. Characters who portray their character with a shady or greed stricken personality are not heroic but may by your judgment role-play that persona well.

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

Total Possible Experience

APL 2	420 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 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 character's 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 (calculated at 50% of book price); C = Coin, Gems, Jewelry, and other valuables (calculated at 100% of value); M = Magic Items (calculated at 50% of book price). Divide the calculated percentage by 5 to determine the reward per PC.

Encounter Six: A Giant Problem

Defeat Gurge and take the Hag Eye.

APL 2:	L: 0 gp; C: 2 gp; M: 0 gp
APL 4:	L: 0 gp; C: 2 gp; M: 0 gp
APL 6:	L: 0 gp; C: 2 gp; M: 0 gp
APL 8:	L: 0 gp; C: 2 gp; M: 0 gp
APL 10:	L: 0 gp; C: 2 gp; M: 0 gp
APL 12:	L: 0 gp; C: 2 gp; M: 0 gp

Encounter Seven: The Covey

Defeat the Covey and Loot the area.

APL 2:	L: 0 gp; C: 65 gp; M: 0 gp
APL 4:	L: 0 gp; C: 65 gp; M: 0 gp
APL 6:	L: 0 gp; C: 65 gp; M: 0 gp
APL 8:	L: 0 gp; C: 75 gp; M: 0 gp
APL 10:	L: 0 gp; C: 145 gp; M: 0 gp
APL 12:	L: 267 gp; C: 160 gp; M: 0 gp

Encounter Eight: The New Academy

Defeat Carble and take his gear.

APL 2: L: 58 gp; C: 7 gp; M: *potion of cure serious wounds* (value 63 gp per character), *potion of lesser restoration* (value 25 gp per character), *cloak of resistance +1* (value 84 gp per character).

APL 4: L: 30 gp; C: 7 gp; M: *+1 bastard sword* (value 195 gp per character), *potion of cure serious wounds* (value 63 gp per character), *potion of lesser restoration* (value 25 gp per character), *cloak of resistance +1* (value 84 gp per character).

APL 6: L: 1 gp; C: 7 gp; M: *+1 breastplate* (value 113 gp per character), *+1 bastard sword* (value 195 gp per character), *potion of cure serious wounds* (value 63 gp per character), *potion of cure serious wounds* (value 63 gp per character), *potion of delay poison* (value 25 gp

per character), *potion of lesser restoration* (value 25 gp per character), *cloak of resistance +1* (value 84 gp per character).

APL 8: L: 1 gp; C: 7 gp; M: +2 *breastplate* (value 363 gp per character), +1 *bastard sword* (value 195 gp per character), *potion of cure serious wounds* (value 63 gp per character), *potion of cure serious wounds* (value 63 gp per character), *potion of delay poison* (value 25 gp per character), *potion of lesser restoration* (value 25 gp per character), *cloak of resistance +1* (value 84 gp per character).

APL 10: L: 1 gp; C: 7 gp; M: +2 *breastplate* (value 363 gp per character), +1 *bastard sword* (value 195 gp per character), *potion of cure serious wounds* (value 63 gp per character), *potion of cure serious wounds* (value 63 gp per character), *potion of delay poison* (value 25 gp per character), *potion of lesser restoration* (value 25 gp per character), *potion of heroism* (value 75 gp per character), *cloak of resistance +2* (value 333 gp per character), *brooch of shielding* (value 63 gp per character), *amulet of natural armor +1* (value 167 gp per character).

APL 12: L: 1 gp; C: 7 gp; M: +2 *breastplate* (value 363 gp per character), +1 *keen bastard sword* (value 695 gp per character), *potion of cure serious wounds* (value 63 gp per character), *potion of cure serious wounds* (value 63 gp per character), *potion of delay poison* (value 25 gp per character), *potion of lesser restoration* (value 25 gp per character), *potion of heroism* (value 75 gp per character), *potion of heroism* (value 75 gp per character), *cloak of glibness* (value 42 gp per character), *brooch of shielding* (value 63 gp per character), *amulet of natural armor +1* (value 167 gp per character).

Conclusion

Reward from Mertius Soldragon.

APL 2: L: 0; C: 100 gp; M: 0
APL 4: L: 0; C: 100 gp; M: 0
APL 6: L: 0; C: 100 gp; M: 0
APL 8: L: 0; C: 100 gp; M: 0
APL 10: L: 0; C: 100 gp; M: 0
APL 12: L: 0; C: 100 gp; M: 0

Total Possible Treasure

APL 2: 400 gp
APL 4: 571 gp
APL 6: 743 gp
APL 8: 1,003 gp
APL 10: 1,627 gp
APL 12: 2,093 gp

Items on Adventure Certificate

Cross out any items not gained

The bard Mertius Soldragon is particularly pleased at having his Academy freed from the haunting and returned to him. In gratitude, he offers to allow the adventures purchase one of the following musical instruments from his personal collection (each item is only available to a single character at the table with frequency of adventure):

Harp of the Maestro

This pinnacle of instruments design functions best in the hands of a musician with at least 10 ranks in Perform. Such a performer can simply by strumming the harp, generate the following effects once per day each: *joyful noise* and *crescendo*. In addition, the *Harp of the Maestro* grants its owner a +4 enchantment bonus on Perform checks made while using it.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *crescendo*, *joyful noise*; *Market Price:* 4,450 gp, *Weight:* 3 lbs.

Lyre of Restful Sleep

This finely crafted lyre functions best in the hands of a musician with at least 10 ranks in Perform. Such a performer can simply by strumming the lyre, generate the following effects once per day each: *healthful slumber* and *lullaby*. In addition, the *Lyre of Restful Sleep* grants its owner a +4 enchantment bonus on Perform checks made while using it.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *healthful slumber*, *joyful noise*; *Market Price:* 8,000 gp, *Weight:* 3 lbs.

Horn of Courage

This finely crafted horn functions best in the hands of a musician with at least 10 ranks in Perform. Such a performer can simply by blowing the horn, generate the following effects once per day each: *emotion* and *fortissimo*. In addition, the *horn of courage* grants its owner a +4 enchantment bonus on Perform checks made while using it.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *emotion*, *fortissimo*; *Market Price:* 8,900 gp, *Weight:* 3 lbs.

Appendix 1: Non-Player Characters

Encounter 2: School Lunch

☛ **Brynn Oggmun Quickblade:** male gnome ghost Ftr7/Duelist 3; CR 12; Small undead (incorporeal); HD 10d12; hp 65; Init +3; Spd fly 30 ft. (perfect); AC 15 (touch 15, flat-footed 12) or 17 (touch 17, flat-footed 12) with canny defense; Atk +13/+8 melee (1d4 incorporeal touch) or +14/+9 melee (1d6+5/19-20, short sword) against ethereal opponents; SA Manifestation, corrupting touch, frightful moan, telekinesis; SQ undead, incorporeal, +4 turn resistance, rejuvenation, canny defense, precise strike +1d6, enhanced mobility; AL NG; SV Fort +6, Ref +8, Will +3; Str 16, Dex 16, Con –, Int 15, Wis 11, Cha 16.

Skills and Feats: Jump +6, Knowledge (nobility) +5, Perform (dance, epic, chant) +6, Profession (instructor) +5, Sense Motive +9, Spot +9, Tumble +8; Dodge, Expertise, Mobility, Weapon Focus (short sword), Weapon Specialization (short sword), Whirlwind Attack.

Possessions: none.

Manifestation (SU): All ghosts have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, ghost become visible but remain incorporeal. However, a manifested ghost can strike with its touch attack or a ghost touch weapon. A manifested ghost remains on the Ethereal Plane but can be attacked by opponents on both the material and Ethereal planes. When a spellcasting ghost is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but the work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on material targets.

Corrupting Touch (SU): A ghost that hits a living target with its incorporeal attack deals 1d4 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against material opponents, it adds its Dexterity modifier to attack rolls only.

Frightful Moan (SU): The ghost can moan as a standard action. All living creatures within a 30-foot spread must succeed at a Will (DC 18) save or become panicked for 2d4 rounds. This is a sonic, necromantic, mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for one day. A panicked creature suffers a -2 morale penalty on saving throws and must flee. A panicked creature has a 50% chance to drop what he's holding, chooses his path randomly (as long as he is getting away from immediate danger), and flees any other dangers that confront him. If cornered, a panicked creature cowers. A creature may

use a special ability or spell to escape, being panicked, for example doesn't prevent a wizard from teleporting away.

Telekinesis (SU): The ghost can use telekinesis once per round as a free action, as cast by a sorcerer whose level equals the ghost's HD or 12 whichever is higher. Creatures are allowed a Will (DC18) save to resist being moved.

Rejuvenation (SU): It's difficult to destroy the ghost of Brynn Oggmun through simple combat: The 'destroyed' spirit will often restore itself in 2d4 hours. Even the most powerful spells are often only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts within a successful level check (1d20 + ghost's level or HD) against DC16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (EX): A ghost has +4 turn resistance (see *Monster Manual* page 10).

Incorporeal Subtype: An incorporeal creature has no physical body. Only other incorporeal creatures, +1 or better magic weapons, spells, spell-like abilities, or supernatural abilities, can harm it. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it has a 50% chance to ignore any damage from a corporeal source (except for force effects such as magic missiles or attack made with ghost touch weapons). An incorporeal creature has no natural armor but has a deflection bonus equal to its Charisma modifier (always at least +1, even if the creature's Charisma score does not normally provide a bonus). Incorporeal attacks pass through (ignores) natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it. An incorporeal creature moves silently and cannot be heard with Listen checks if it doesn't wish to be. It has no Strength score so its Dexterity modifier applies to both its melee and ranged attacks.

Encounter 6: A Giant Problem

APL 2 (EL 3)

☛ **Gurge:** male ogre Bbn1; large giant (ogre); CR 3; HD 4d8+1d12+10; hp 40; Init -1; Spd 40; AC16 (touch 8, flatfooted 14); +9 melee (2d6+5, huge greatclub [19-20]); SQ Fast Movement, Rage (1/day); AL CE; SV Fort +8, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Intimidate +0, Listen +1, Spot +1; Power Attack, Weapon Focus: Greatclub.

Possessions: huge greatclub, hag eye (value 20 gp), hide armor.

Rage (Ex) 1/day–hp 50; AC 14 (touch 6, flat-footed 14); Atks +13 melee (2d6+7 [19-20/x2], huge greatclub); SV Fort +10, Ref +5, Will +10; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7; lasts 7 rounds.

APL 4 (EL 5)

Gurge: male ogre Bbn3; large giant (ogre); CR 5; HD 4d8+3d12+14; hp 65; Init -1; Spd 40; AC 16 (touch 8, flatfooted 14); +11 melee (2d6+5, greatclub [19-20]); SQ Fast Movement, Rage (1/day), Uncanny Dodge (Dex to AC); AL CE; SV Fort +9, Ref +1, Will +2; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Intimidate +8, Listen +3, Spot +2; Blind-Fight, Power Attack, Weapon Focus: Greatclub.

Possessions: huge greatclub, hag eye (value 20 gp), hide armor.

Rage (Ex) 1/day–hp 64; AC 14 (touch 6, flat-footed 14); Atks +15 melee (2d6+7 [19-20/x2], huge greatclub); SV Fort +10, Ref +5, Will +10; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7; lasts 7 rounds.

APL 6 (EL 8)

Gurge: male giant Bbn1; large giant (hill); CR 8; HD 12d8+1d12+52; hp 118; Init -1; Spd 50; AC 20 (touch 8, flatfooted 20); +17/+12 (1d10+10, huge greatclub [17-20]); +8/+3 (2d6+7, rock); SA: Rock throwing (Ex); SQ: Rock catching (Ex), Fast Movement, Rage (1/day); AL CE; SV Fort +14, Ref +3, Will +6; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 17.

Skills and Feats: Climb +5, Intimidate +15, Spot +5; Improved Critical: Greatclub, Iron Will, Power Attack, Weapon Focus: Greatclub.

Possessions: huge greatclub, hag eye (value 20 gp), hide armor.

Rage (Ex) 1/day–hp 144; AC 18 (touch 6, flat-footed 18); Atks +19/+14 melee (2d6+12 [17-20/x2], huge greatclub) or +10/+5 ranged (2d6+11, rock); SV Fort +16, Ref +5, Will +8; Str 29, Dex 8, Con 23, Int 6, Wis 10, Cha 7; lasts 9 rounds.

APL 8 (EL 10)

Gurge: male giant Bbn3; large giant (hill); CR 10; HD 12d8+3d12+60; hp 144; Init -1; Spd 50; AC 20 (touch 8, flatfooted 20); Atks +19/+14/+9 melee (1d10+10, huge greatclub [17-20]), +10/+5 ranged (2d6+7, rock); SA Rock throwing (Ex); SQ Rock catching (Ex), Fast Movement, Rage (1/day), Uncanny Dodge (Dex to AC); AL CE; SV Fort +15, Ref +6, Will +7; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 17.

Skills and Feats: Climb +5, Intimidate +19, Spot +5; Improved Critical: Greatclub, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus: Greatclub.

Possessions: huge greatclub, hag eye (value 20 gp), hide armor.

Rage (Ex) 1/day–hp 174; AC 18 (touch 6, flat-footed 18); Atks +21/+16/+11 melee (2d6+12 [17-20/x2], huge greatclub) or +12/+7 ranged (2d6+11, rock); SV Fort +17, Ref +6, Will +9; Str 29, Dex 8, Con 23, Int 6, Wis 10, Cha 7; lasts 9 rounds.

APL 10 (11)

Gurge: male giant Bbn4; large giant (hill); CR 11; HD 12d8+4d12+92; hp 187; Init -1; Spd 50; AC 20 (touch 8, flatfooted 20); Atks +20/+19/+10 melee (1d10+10, huge greatclub [19-20]), +11/+6 ranged (2d6+7, rock); SA Rock throwing (Ex); SQ Rock catching (Ex), Fast Movement, Rage (2/day), Uncanny Dodge (Dex to AC); AL CE; SV Fort +16, Ref +6, Will +7; Str 25, Dex 8, Con 20, Int 6, Wis 10, Cha 17.

Skills and Feats: Climb +5, Intimidate +21, Spot +5; Dragon's Toughness*, Improved Critical: Greatclub, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus: Greatclub.

Possessions: huge greatclub, hag eye (value 20 gp), hide armor.

Rage (Ex) 2/day–hp 219; AC 18 (touch 6, flat-footed 18); Atks +22/+17/+12 melee (2d6+12 [17-20/x2], huge greatclub) or +13/+8 ranged (2d6+11, rock); SV Fort +18, Ref +6, Will +9; Str 29, Dex 8, Con 24, Int 6, Wis 10, Cha 7; lasts 11 rounds.

* This is a new feat, see Appendix II.

APL 12 (EL 12)

Gurge: male giant Bbn5; large giant (hill); CR 12; HD 12d8+5d12+97; hp 199; Init -1; Spd 50; AC 20 (touch 8, flatfooted 20); Atks +21/+20/+11 melee (1d10+10, huge greatclub [19-20]), +12/+7 ranged (2d6+7, Rock); SA Rock throwing (Ex); SQ: Rock catching (Ex), Fast Movement, Rage (2/day), Uncanny Dodge (Dex to AC); AL CE; SV Fort +16, Ref +6, Will +7; Str 25, Dex 8, Con 20, Int 6, Wis 10, Cha 17.

Skills and Feats: Climb +5, Intimidate +23, Spot +5; Dragon's Toughness*, Improved Critical: Greatclub, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus: Greatclub.

Possessions: huge greatclub, hag eye (value 20 gp), hide armor.

Rage (Ex) 2/day–hp 233; AC 18 (touch 6, flat-footed 18); Atks +23/+18/+13 melee (2d6+12 [17-20/x2], huge greatclub) or +14/+9 ranged (2d6+11, rock); SV Fort +18, Ref +6, Will +9; Str 29, Dex 8, Con 24, Int 6, Wis 10, Cha 7; lasts 11 rounds.

* This is a new feat, see Appendix II.

Encounter 8: The New Academy

APL 2 (EL 4)

☛ **Grandel Carble:** male human Ftr4; Medium-sized humanoid (human); CR 4; HD 4d10+12; hp 34; Init +2; Spd 20 ft; AC 17 (touch 12, flat-footed 15); Atks +9 melee (1d10+5/19-20, bastard sword); AL LN, but LE by Encounter Eight; SV Fort +8, Ref +4, Will +5; Str 16, Dex 14, Con 16, Int 12, Wis 13, Cha 10.

Skills and Feats: Appraise +2, Bluff +2, Craft (metalworking) +5, Diplomacy +2, Knowledge (history) +4, Knowledge (nobility) +3, Profession (instructor) +2, Wilderness Lore +2; Exotic Weapon Proficiency (bastard sword), Iron Will, Power Attack, Track, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: masterwork breastplate, masterwork bastard sword, locked gauntlet, dagger, *cloak of resistance* +1, *potion of cure serious wounds*, *potion of lesser restoration*, 40 gp, bag of old bones.

APL 4 (EL 7)

☛ **Grandel Carble (APL4 version),** male human Ftr7; Medium-sized humanoid (human); CR 7; HD 7d10+21; hp 59; Init +2; Spd 20 ft; AC 17 (touch 12, flat-footed 15); Atks +12/+7 melee (1d10+6/19-20, +1 bastard sword); AL LN, but LE by Encounter Eight; SV Fort +9, Ref +5, Will +6; Str 16, Dex 14, Con 16, Int 12, Wis 13, Cha 10.

Skills and Feats: Appraise +2, Bluff +4, Craft (metalworking) +5, Diplomacy +2, Knowledge (history) +6, Knowledge (nobility) +3, Profession (instructor) +2, Search +3, Wilderness Lore +2. Cleave, Exotic Weapon Proficiency (bastard sword), Iron Will, Power Attack, Power Lunge*, Track, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: masterwork breastplate, +1 bastard sword, locked gauntlet, dagger, *cloak of resistance* +1, *potion of cure serious wounds*, *potion of lesser restoration*, ~~*potion of bull's strength*~~, ~~*potion of endurance*~~, 40 gp, bag of old bones.

* This is a new feat, see Appendix II.

Grandel has had some time to prepare and has drank a few potions before the fight.

Potion of Bull's Strength (+4 Str; adds +2 to hit and damage)

Potion of Endurance (+4 Con; adds +2 to Fort save and 14 hps)

APL 6 (EL 9)

☛ **Grandel Carble:** male human Ftr9; Medium-sized humanoid (human); CR 9; HD 9d10+27; hp 76; Init +6; Spd 20 ft; AC 18 (touch 12, flat-footed 16); Atks +14/+9 melee (1d10+6/17-20, +1 bastard sword); AL LN, but LE

by Encounter Eight; SV Fort +10, Ref +6, Will +8; Str 16, Dex 14, Con 16, Int 12, Wis 14, Cha 10.

Skills and Feats: Appraise +2, Bluff +4, Craft (metalworking) +7, Diplomacy +3, Knowledge (history) +6, Knowledge (nobility) +3, Profession (instructor) +5, Search +3, Wilderness Lore +3. Cleave, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Improved Initiative, Iron Will, Power Attack, Power Lunge*, Track, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: +1 breastplate, +1 bastard sword, locked gauntlet, dagger, *cloak of resistance* +1, *potion of cure serious wounds*, *potion of cure serious wounds*, *potion of delay poison*, *potion of lesser restoration*, ~~*potion of bull's strength*~~, ~~*potion of endurance*~~, 40 gp, bag of old bones.

* This is a new feat, see Appendix II.

Grandel has had some time to prepare and has drank a few potions before the fight.

Potion of Bull's Strength (+4 Str; adds +2 to hit and damage)

Potion of Endurance (+4 Con; adds +2 to Fort save and 18 hps)

APL 8 (EL 10)

☛ **Grandel Carble:** male human Ftr10; Medium-sized humanoid (human); CR 10; HD 10d10+30; hp 95; Init +6; Spd 20 ft; AC 20 (touch 12, flat-footed 18); Atks +15/+10 melee (1d10+6/17-20, +1 bastard sword); AL LN, but LE by Encounter Eight; SV Fort +11, Ref +6, Will +8; Str 16, Dex 14, Con 16, Int 12, Wis 14, Cha 10.

Skills and Feats: Appraise +2, Bluff +6, Craft (metalworking) +7, Diplomacy +3, Knowledge (history) +6, Knowledge (nobility) +4, Profession (instructor) +5, Search +3, Wilderness Lore +3. Blind-Fight, Cleave, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Improved Initiative, Iron Will, Power Attack, Power Lunge*, Track, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: +2 breastplate, +1 bastard sword, locked gauntlet, dagger, *cloak of resistance* +1, *potion of cure serious wounds*, *potion of cure serious wounds*, *potion of delay poison*, *potion of lesser restoration*, *potion of haste*, ~~*potion of fly*~~, ~~*potion of bull's strength*~~, ~~*potion of endurance*~~, 40 gp, bag of old bones.

* This is a new feat, see Appendix II.

Grandel has had some time to prepare and has drank a few potions before the fight.

Potion of Bull's Strength (+4 Str; adds +2 to hit and damage)

Potion of Endurance (+4 Con; adds +2 to Fort save and 20 hps)

Potion of Fly

APL 10 (EL 13)

♣ **Grandel Carble:** male human Ftr13; Medium-sized humanoid (human); CR 13; HD 13d10+39; hp 110; Init +6; Spd 20 ft.; AC 20 (touch 12, flat-footed 18); Atk +18/+13/+8 melee (1d10+6/17-20, +1 *bastard sword*); AL LN, but LE by Encounter Eight; SV Fort +13, Ref +8, Will +10; Str 16, Dex 14, Con 16, Int 13, Wis 14, Cha 10.

Skills and Feats: Appraise +2, Bluff +6, Craft (metalworking) +9, Diplomacy +4, Knowledge (history) +7, Knowledge (nobility) +5, Profession (instructor) +5, Search +3, Wilderness Lore +5. Blind-Fight, Cleave, Exotic Weapon Proficiency (bastard sword), Expertise, Improved Critical (bastard sword), Improved Initiative, Improved Trip, Iron Will, Power Attack, Power Lunge*, Track, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: +2 *breastplate*, +1 *bastard sword*, *cloak of resistance* +2, *amulet of natural armor* +1, locked gauntlet, dagger, *potion of heroism*, *brooch of shielding* (50 charges remaining), *potion of cure serious wounds*, *potion of cure serious wounds*, *potion of lesser restoration*, *potion of haste*, ~~*potion of fly*~~, ~~*potion of bull's strength*~~, ~~*potion of endurance*~~, 40 gp, bag of old bones.

* This is a new feat, see Appendix II.

Grandel has had some time to prepare and has drank a few potions before the fight.

Potion of Bull's Strength (+4 Str; adds +2 to hit and damage)

Potion of Endurance (+4 Con; adds +2 to Fort save and 26 hps)

Potion of Fly

APL 12 (EL 15)

♣ **Grandel Carble:** male human Ftr15; Medium-sized humanoid (human); CR 15; HD 15d10+45; hp 127; Init +6; Spd 20 ft.; AC 20 (touch 12, flat-footed 18); Atk +20/+17/+10 melee (1d10+7/15-20, +1 *keen bastard sword*); AL LN, but LE by Encounter Eight; SV Fort +14, Ref +9, Will +11; Str 16, Dex 14, Con 16, Int 13, Wis 14, Cha 10.

Skills and Feats: Appraise +2, Bluff +6, Craft (metalworking) +9, Diplomacy +4, Knowledge (history) +7, Knowledge (nobility) +5, Profession (instructor) +6, Search +3, Spot +5, Wilderness Lore +5. Blind-Fight, Cleave, Dodge, Exotic Weapon Proficiency (bastard sword), Expertise, Improved Critical (bastard sword), Improved Initiative, Improved Trip, Iron Will, Mobility, Power Attack, Power Lunge*, Track, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: +2 *breastplate*, +1 *keen bastard sword*, *cloak of resistance* +2, *amulet of natural armor* +1, locked gauntlet, dagger, *potion of heroism*, *brooch of shielding*

(50 charges remaining), *potion of cure serious wounds*, *potion of cure serious wounds*, *potion of glibness*, *potion of lesser restoration*, *potion of haste*, ~~*potion of fly*~~, ~~*potion of bull's strength*~~, ~~*potion of endurance*~~, 40 gp, bag of old bones.

* This is a new feat, see Appendix II.

Grandel has had some time to prepare and has drank a few potions before the fight.

Potion of Bull's Strength (+4 Str; adds +2 to hit and damage)

Potion of Endurance (+4 Con; adds +2 to Fort save and 30 hps)

Potion of Fly

Appendix 2: New Rules Items

DRAGON'S TOUGHNESS [GENERAL] AS PRESENTED IN THE *MASTERS OF THE WILD*

You are incredibly tough.

Prerequisite: Base Fort save bonus +11.

Benefit: You gain +12 hit points.

Special: You can gain this feat multiple times.

POWER LUNGE [GENERAL] AS PRESENTED IN THE *SWORD AND FIST*

Your ferocious attack may catch opponents unprepared.

Prerequisites: Base attack bonus +3, Power Attack.

Benefit: A successful attack roll during a charge allows you to inflict double your normal Strength modifier in addition to the attack's damage regardless of whether you're using a one- or two-handed weapon. You provoke an attack of opportunity from the opponent you charged.

The Duelist

Hit Die: d10

Requirements

To qualify to become a duelist, a character must fulfill all the following criteria.

Base Attack Bonus: +6

Perform: 3 ranks

Tumble: 5 ranks

Feats: Dodge, Weapon Proficiency (rapier), Ambidexterity, Mobility

Class Skills: The duelist's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Escape Artist (Dex), Innuendo (Wis), Jump (Str), Listen (Wis), Perform (Cha), Sense Motive (Wis), Spot (Wis), and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+2	+0	Canny Defense
2 nd	+2	+0	+3	+0	Precise Strike +1d6
3 rd	+3	+1	+3	+1	Enhanced Mobility
4 th	+4	+1	+4	+1	Grace
5 th	+5	+1	+4	+1	Acrobatic Attack
6 th	+6	+2	+5	+2	Precise Strike +2d6
7 th	+7	+2	+5	+2	Elaborate Parry
8 th	+8	+2	+6	+2	Improved Reflexes
9 th	+9	+3	+6	+3	Deflect Arrows
10 th	+10	+3	+7	+3	Precise Strike +3d6

Class Features

Weapon and Armor Proficiency: The duelist is proficient with all simple and martial weapons, but no type of armor. The only shield they are proficient with is the buckler.

Canny Defense: When not wearing armor, duelists add their Intelligence bonus (if any) to their Dexterity bonus to modify Armor Class while wielding a melee weapon. If the duelist is caught flat-footed or otherwise denied his Dexterity bonus, he also loses this bonus.

Precise Strike: At 2nd level, the duelist gains the extraordinary ability to strike precisely with a one-handed piercing weapon, gaining a bonus 1d6 damage added to her normal damage roll. When making a precise strike, the duelist cannot attack with a weapon in her other hand, although she can defend with it (or, if she has the proficiency, a buckler). A duelist's precise strike only works against living creatures with discernable anatomies. Any creature that is immune to critical hits (including undead, constructs, oozes, plants, and incorporeal creatures) is not vulnerable to a precise strike, and any item or ability that protects a creature from critical hits (such as armor with *fortification*) also protects a creature from a precise strike. Every four duelist levels gained thereafter, she increases the extra damage by +1d6.

Enhanced Mobility: When unarmored, the duelist gains an additional +4 bonus to AC against attacks of opportunity caused when he moves out of or within a threatened area.

Grace: At 4th level, a duelist gains an additional +2 competence bonus to all Reflex saving throws. This ability functions for the duelist only when wearing no armor.

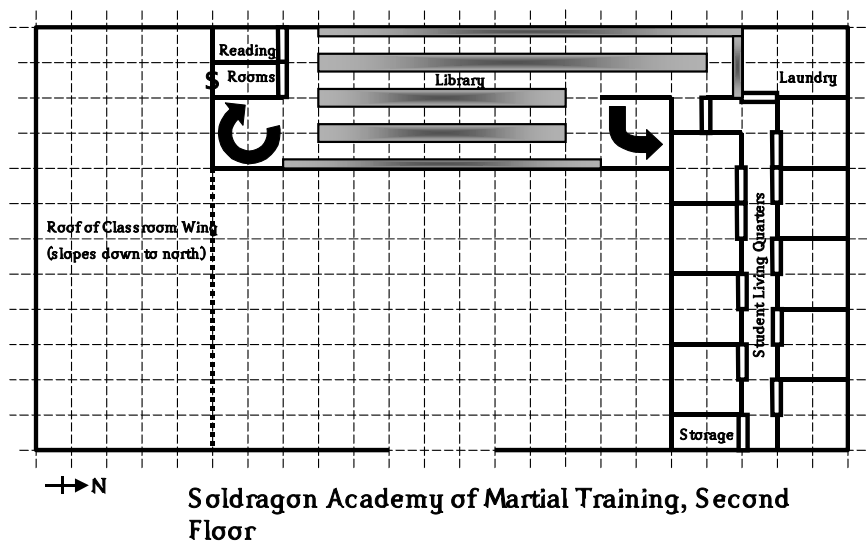
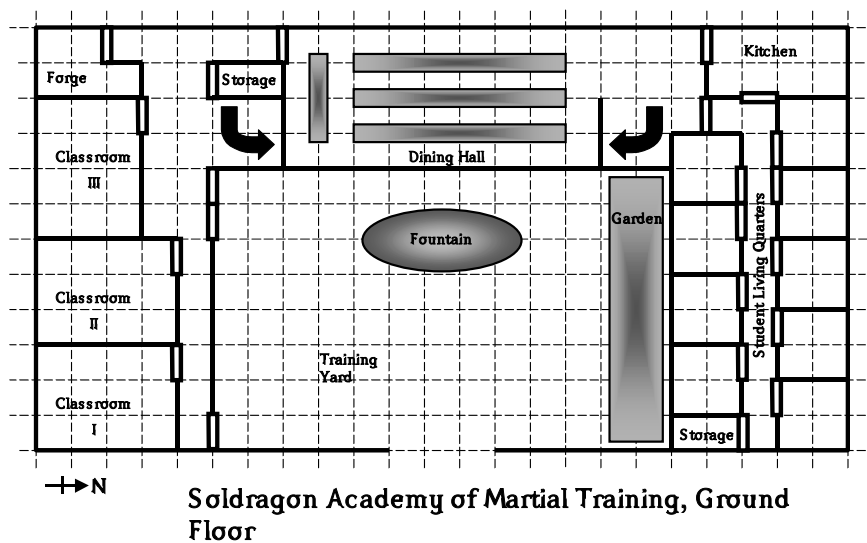
Acrobatic Attack (Ex): At 5th level, if the duelist attacks by jumping at least 5 feet toward his opponent, jumping down at least 5 feet onto his opponent or swinging on a rope or similar object into his opponent, he gains a +2 to attack and damage rolls. Make a Jump check; if the result is less than 5 feet, you cannot use this ability on this attack. If the distance is greater than that between the duelist and the opponent, the duelist can limit the distance to that of the opponent as a free action.

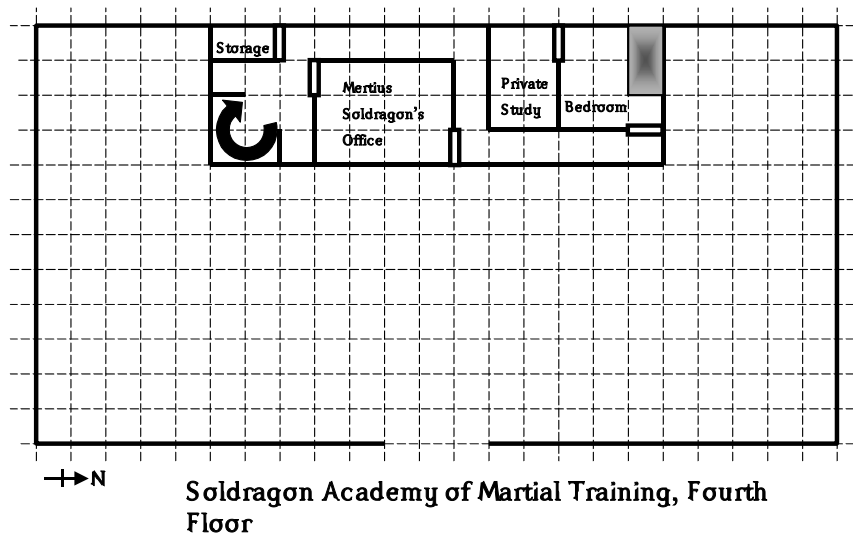
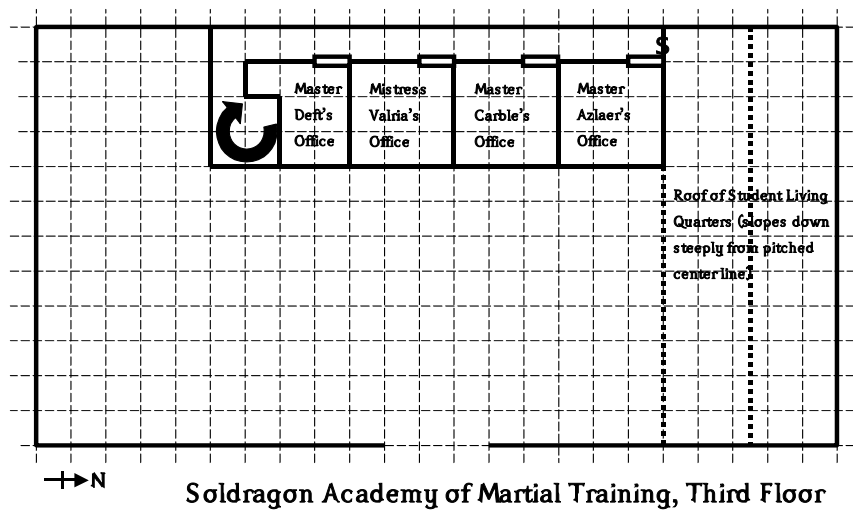
Elaborate Parry (Ex): At 7th level, if the duelist chooses to fight defensively or use all-out defense in melee combat, she gains an additional +1 dodge bonus to her AC for each class level of duelist she has advanced.

Improved Reaction: At 8th level, the duelist gains a +2 to initiative rolls. This ability stacks with Improved Initiative.

Deflect Arrows: The duelist gains the Deflect Arrows feat (see the *Player's Handbook*) only when he uses his one-handed piercing weapon.

Appendix 3: DM Map of the Soldragon Academy





Appendix 4: The Students

After Encounter 2, only twenty-one students remain at the Soldragon Academy. These students are listed here, along with their gender, age, notable family relations, and a quirk or two to help you roleplay them appropriately (that is, to bedevil the characters with them throughout the adventure). Unless otherwise noted, all the children are humans. A character may recognize notable students with a successful Knowledge (nobility) or Knowledge (Verbobonc) roll (DC 18).

Noble Relations

Pennibar Alexandra Milinous (female, age 11) – “Penny” is one of Lord Alinard Milinous’ twin nieces. Although the characters may despise her uncle, Penny is exceptionally polite and well-mannered little girl, without a mean bone in her body.

Gwendolyn Rilanda Milinous (female, age 11) – “Gwen” is Milinous’ other twin niece. She is also very kind and polite. It’s hard to tell Penny and Gwen apart.

Jacobis DeChutes (male, age 12) – “Jake” is a nephew of Lord DeChutes. He is here with his two younger brothers. The three of them are rambunctious rascals, and get into trouble when they think they can get away with it. They aren’t mean-spirited, but like noise and activity. They’re always underfoot.

Cornelius DeChutes (male, age 10) – one of DeChutes’ nephews. Cornelius is a deadeye shot with a sling, which he uses to cause as much trouble as he can.

Braden DeChutes (male, age 7) – Braden is also a troublesome DeChutes nephew, who has learned that the best way out of trouble is to whine and cry about how his older brothers made him do it. He is also deathly afraid of bugs, which the other children use to torment him from time to time (especially Robar and Kaines).

Kendall Galans (male, age 8) – This is the youngest son of Lord Roland Galans. He’s a very clumsy kid, always dropping things, knocking stuff over, and getting in the way without meaning to. He really wants to be a great warrior, and will look up to paladin types in the party, following them around if possible.

Robar Asbury Granley (male, age 12) – Robar is a distant cousin of Lady Eleanor Asbury. Unlike his kind-hearted cousin, Robar is a mean-spirited bully who torments the other children as much as he can get away with. He tries to be ingratiatingly polite to the instructors and characters, but it isn’t hard to see through his false front. Robar is one of the oldest children at the Academy. He is a good friend with Kaines Stonos, and the other students do what they can to stay out of the way of these two bullies.

Other Children

Artemis Pendergast (male, age 9) – “Artie” is the son of a Veluna noble, who is learning martial training before being sent to join the priesthood of Rao. He is a shy, pious boy, interested in characters who seem to be religious scholars.

Bannia Belnem (female, age 10) – Bannia is a gossip girl who can’t stop giggling with the other girls whenever the opportunity presents itself. Despite her constant whisperings in class, she is very good at her lessons, and is one of master Azlear’s favorites.

Celona Dimarlon (female half-elf, age 11) – Celona is a quiet half-elf girl who is also a future sorceress. Her magical powers are just beginning to appear, and strange things occur around her, mostly random applications of the *open/close* cantrip. The other children are somewhat afraid of her, and Celona is something of a loner.

Ginawa Winter (female, age 8) – Ginawa is the daughter of a wealthy Verbobonc merchant who thought the Soldragon Academy would be the best place for her education. Ginawa really wants to be a witch or wizardess, like in the fairy-stories she loves to read. She is very jealous of Celona, who seems to have “real” magic.

Goridon Lebetas (male, age 8) – “Gorry” is a shameless tattletale, always trying to pull the instructors and characters aside to tell them what the other children are doing that he thinks is wrong. Gorry often makes up stories to tell, if he has no authentic wrongdoing to relate. Gorry will bother the characters with his stories at any time, even in the middle of combat.

Hardis Thella (male, age 10) –Hardis is the only orphan at the Soldragon Academy; he has distant relations in Nyronnd who pay to keep him enrolled and out of the way. He is a good student, though, in both his academics and his martial exercises. He is also quite overweight for his age.

Kaines Stonos (male, age 12) – Kaines is a bully and a braggart who enjoys tormenting other children. He is also a good friend with Robar Asbury, and the two of them gang up on the other students as often as they can get away with.

Milvin Gregor (male, age 10) – Milvin is the son of an elderly officer in the Verbobonc militia. He was often taken away from the Academy when his father went out on campaign. However, Milvin’s father has retired, so Milvin is a more permanent student now. His time traveling with the military gave Milvin a keen eye for martial skills, and a wide vocabulary of swear words, which he uses whenever he thinks it will get him laughs.

Natala Corenne (female, age 9) – Natala is distantly related to Bishop Prosser, head of the church of Pholtus in Verbobonc. She follows the dictates of Pholtus as well as she understands them (after all, she’s only nine), and is prone to fits of righteous indignation when she doesn’t get her way. Other people usually call this “righteous indignation” temper tantrums.

Rodoteus Dalear Hetlan (male gnome, age 11) – young for a gnome, Dalear is already proving to be skilled with bows and slings. He’s a lot more serious than most gnome boys his age, and fits in well with the human children despite his size. Dalear really likes military history, and is a favorite of Carble’s.

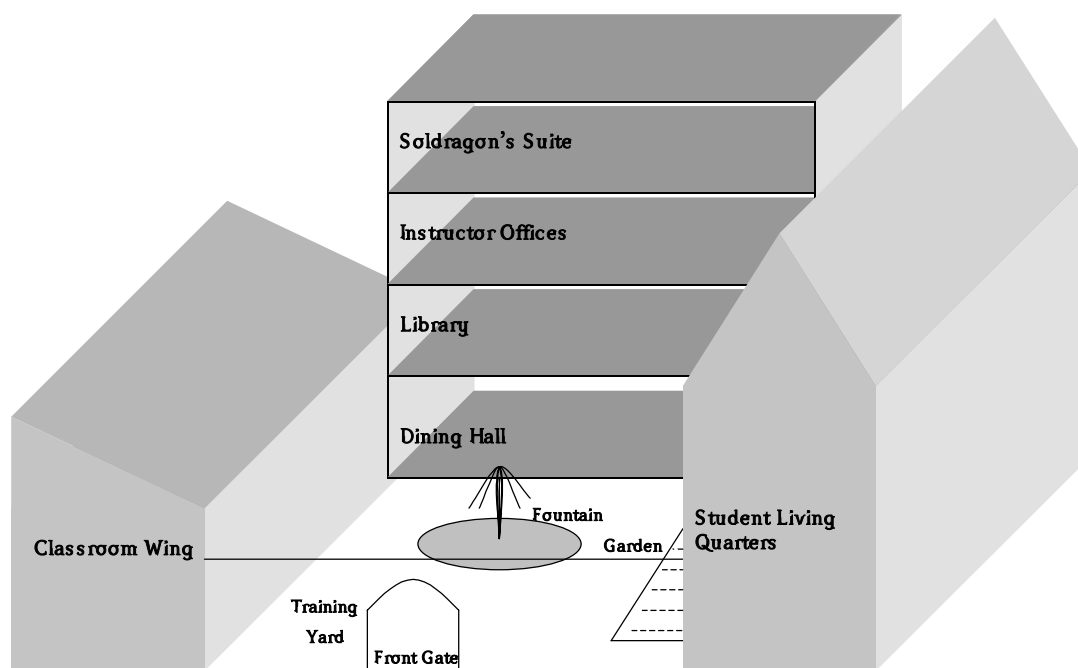
Salomar Dorion (male, age 8) – Salomar hardly ever says a word. He is shy, jumpy, and prone to break out into tears at the slightest provocation. His piercing wails when crying set teeth on edge. He is afraid of just about everything, and a favorite target for Robar and Kaines.

Stairn Javik Kurl (male, age 10) – Stairn is a Suel boy, and one of the largest children in the Academy despite his age. He is already well-muscled and a skilled wrestler. Even Robar and Kaines leave Stairn alone. He is also a nice, cautious boy who tends to follow the DeChutes boys around and inadvertently gets into trouble with them.

Tance Kile (male, age 11) – Tance is the son of a wealthy spice merchant. He already understands that some of his father’s “business” contacts are not honest or legal, and is interested in learning more about accounting, business, and daring nighttime roguish escapades.

Zarah Limin (male half-elf, age 9) – Zarah is a very clear and eloquent speaker for his age, and is always trying to break up fights between the other children and talking bullies into backing down. Zarah is a born diplomat, and a secret favorite of Mistress Valria’s.

Player Handout 1: The Piper Soldragon Academy of Martial Training



→N Soldragon Academy of Martial Training, Front Perspective

Player Handout 2: Soldragon Academy Floor Plan

