

YEO8-05

Finders, Keepers

A One-Round D&D[®] LIVING GREYHAWK[™]

Yeomanry Regional Adventure

Version 1.0

by the Yeomanry Triad, past and present

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It's been several years since the disappearance of Freeholder Marius Lindon and the rise of Acting Freeholder Melinda Windomere. Other than a statue found in the waters of the Javan near Longspear, there has been no trace of the missing Freeholder. But help comes from mysterious places and only by trusting the unknown can the Freeholder be rescued. A Yeomanry regional adventure for APLs 4-12, and Part One of the *End of the World As We Know It* series.

Note: This adventure will be of particular interest to characters with the same moral outlook.

Resources: *Magic Item Compendium* [Andy Collins, et al], *Monster Manual II* [Ed Bonny, et al], *title* [authors].

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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For questions specific to this document and your region please e-mail your triad point of contact (POC) at POC@yeomanry.net. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

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Most likely you ordered this adventure as part of an RPGA event from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You must be at least a HERALD-LEVEL GM to run this adventure.

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This adventure retires from RPGA-sanctioned play on December 31, 2008.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a

harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the Yeomanry. Characters native to the Yeomanry pay one Time Unit per round, all others pay two Time Units per round.

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

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's

kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

PREPARATION FOR PLAY

Is This a Military Adventure?

As Yeoman officials do NOT consider the events of this adventure important to the defense of the Yeomanry at the time the adventure takes place, members of any branch of the Yeoman military may NOT count the TUs spent on this adventure toward any annual TU commitment required by their enlistment.

Is This a Dustdigger Adventure?

As this adventure does significantly involve archaeological matters, students in the Academy of Lore may count this adventure toward any TUs they must spend per year in study. See individual certificates for more details.

Is This a Promotion-worthy Adventure?

Heroic deeds in the name of the Yeoman military are NOT possible in this adventure.

ADVENTURE BACKGROUND

ABOUT THE YEOMANRY

The Yeomanry is situated in a valley between the Jotens and the Tors in the southwest corner of the Sheldomar Valley. The moderately sized realm is nearly surrounded by the Crystallists and its spurs, though its eastern border with Keoland is generally regarded as the eastern bank of the Javan across from the county of Cryllor. Its border continues south to where the great river enters the Hool Marshes and the lands of the Sea Princes. The climate is hot nearly year-round in the central valley, though the temperature moderates as one approaches the foothills, particularly in late fall and winter. The Yeomanry is a land populated primarily by freemen farmers, who are mostly a Suel-Flan mix.

The Yeomanry is one of the few representative democracies in the Flanaess. Any citizen of majority, who has carried the spear for the nation, either now or in the past, is eligible to elect a spokesman on his behalf from his

community who serves in the Council of Common Grosspokesmen in Loftwick.

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers. Many Yeomen have served in the Militia and are stout defenders of their homes.

You can learn more about the Yeomanry at its official website: <http://www.yeomanry.net>.

LOFTWICK

The capital of the Yeomanry League, Loftwick stands high above the Yeoman Valley, at the southernmost end of the High Crag, a spur of the Jotens. Surrounded by high walls, and by higher peaks, Loftwick is a commanding presence in the western dales of the Yeoman Valley. Loftwick serves as a trading center for the western League, and extensive dockworks line the edge of the Wick River, some few miles south of Loftwick. Loftwick is divided into numerous wards and neighborhoods, including the Leatherworkers, Goldsmiths, and Masons wards, identified by the major guild in the ward, and other residential neighborhoods including High Cross and Low Cross, Five Points, and Death's Privy. Among Loftwick's well-known landmarks are the Gnome Clockworks, Blacksun Tower, the High Church of Heironeous, and the Fellcrack.

BACKGROUND

Della, the Rogue-Queen of Monmurg (*YEO1-04 Rogue Rescue*), has it in for Acting Freeholder Melinda Windomere after the way things ended. She does not see leaving the Yeomanry as very "profitable" either. Keoland is no more inviting and returning to the Hold is out. Moving further north is possible, but the further she goes, the fewer contacts she's likely to have. With the Rascals established and answering to her, she already has a network in place.

So, how is she to put a knife in Melinda's back? Well, the first step will be to take her down a few notches. Setting up as the future Rogue-Queen of Longspear, Della seeks to discover the fate of Marius herself. Her awareness that his lackey was found in the river near here makes it a worthy starting point for this quest.

Expanding her organization into other, perhaps more lucrative, venues than she was able to practice under Melinda's watchful eye, Della

has taken control of some of the darker information brokers in Longspear, employing a new team of assassins and intimidators as she expands her black-market goods business. Through various means, she has discerned a number of things that she finds useful.

First, Della knows that Asberdies is not dead. She has discovered a handful of his agents and noticed too many signs for her to not make this deduction, quite correctly in fact.

Second, Della knows that Asberdies has boltholes hidden throughout the Yeomanry. The discovery of the bolthole in *YEO4-06 By Brick and Mortar* and its extensive viewing apparati has made national news for those who listen for such things.

Third, Della has tracked the other medusa (the one used to frame her) back to a money trail she believes originates with either Asberdies himself in one of his many alternate personas, or some high-up member of his organization. This has given Della a personal reason to get involved—not only did Melinda doubt her and betray her in the end, but Asberdies, who orchestrated her fall, is equally guilty and deserving of her wrath.

She has not yet tied Marius' disappearance to Asberdies directly, but she has begun to suspect that the connection is there, and she has sought out whatever means are available of finding both Asberdies and what has become of Marius Lindon.

Recently, she has had a break. A mage that Della knows to have been infected with the construct-contagion plague has been observed buying unusually large amounts of food each month, enough for perhaps two or three people. The reclusive mage in question lives alone and, having succumbed to the contagion, is now fully a construct, having no need for food. This unusual situation may have been going on for quite some time before coming to Della's attention.

Making a few hasty conclusions, Della has, rightly again, deduced that the mage in question is likely transporting the food somewhere in order to sustain some person or persons. She has deduced that, considering the mage's condition, he may be acting, either knowingly or unwittingly, at the behest of Asberdies, and that there is either a bolthole or some other location to which this wizard is magically transporting the food.

And that is where the party comes in. Della has no idea where the bolthole is. She considers, through some other investigation, that the wizard

under observation in not capable of casting a *teleport* spell, though he does seem adept enough to use *dimension doors* to cover his tracks. She considered taking him and making him talk, but she fears, if she has so far avoided Asberdies' notice, that such an act would tip her hand too early. A well-placed operative (a shadowdancer) was able to observe and note the motions of the construct wizard on three occasions. Della's best information indicates the mage is likely using *dimension door* spells to move some distance away, perhaps to a nearby bolthole or teleportation device. Perhaps he drops the food off at some other location and it is then transported by some other means from there. However, they have been able to enter that mage's house while he is gone, and have found and copied some encoded documents. Up until now, however, the code has been unbreakable, the messages unreadable.

Other information has recently surfaced as well. References to the bolthole that has been discovered have been found in a variety of texts, now that some of the riddles and clues have been deciphered, and some other such locations, now that such information is known to be hidden therein, have been found in similar volumes. These volumes are all housed deep inside the University at Loftwick and are considered treasures of the state.

As this final piece came to her, Della formulated her plan. She would not endanger herself or her new networks. She would use her old one to put old friends (and enemies) and foolish adventurers up to the task. Should they succeed, they would return Marius to Loftwick and antagonize Melinda no end. Likewise, their success should be a thorn in Asberdies' side, and one that he cannot discern the source of so easily. Should they fail, Della has lost no operatives and their knowledge of her involvement can be kept to a minimum. A sage was "acquired" from the University, and given the proper incentives, has agreed to decipher the coded messages and find the location of the most likely bolthole, should he have the proper documents. The adventurers can do that, as well. At least if they want their precious Freeholder back...

ADVENTURE SUMMARY

Introduction—The PCs are invited to Longspear to hear a job offer. They can Gather Information and may learn that a sage is missing.

Encounter 1: Old Friends, New Neighbors—The PCs meet with Weldon, the contact from the Rascals, and get the job.

Encounter 2: So What Do You Know?—The basics of the University are spelled out here at the beginning.

Encounter 3: Several Ways To Skin a Cat—The party attempts to get the books. PCs have a number of ways to go about this:

Encounter 3A: Smiles Are Universal—The Face Way - Talk the College of High Magic into giving the books to you.

Encounter 3B: Taking What You Need—The Sneaky Way - Break in and steal the books.

Encounter 3C: Turning Up the Heat—The Tricky Way- Trick someone into giving you the books.

Encounter 3D: The Debts We're Owed—The PCs cash in favors and influence to get the books. A university administrative hearing may be held.

Encounter 4: A Locked Scent—Getting the books back to Longspear. The party is attacked along the way

Encounter 5: The New Face—Once the party is secure in Longspear, they meet with Weldon who passes them on to Bradley Copperton. They can turn over the books to find their answer.

Encounter 6: Reading the Signs—After a wait of some days, the PCs get the answer.

Encounter 7: To Seek and Not To Find—The PCs return to Loftwick with the books and are attacked.

Conclusion—The PCs return the books and have either the likely location of the missing Freeholder or nothing to show for their efforts.

INTRODUCTION

PCs are humbly invited to Weldon's Hook, a bait & tackle shop in Longspear that has just opened. Each PC should receive either Player Handout #1 (if they have played any of the following Yeomanry adventures: *YEO1-04 Rogue Rescue*, *YEO3-03 Sticks & Stones*, or *YEO5-03 Break My Bones* and have **not** received the **Enmity of the Rascals** on any of those ARs) or Player Handout #2 (if they have not played any of the preceding adventures, but have played other Yeomanry regional adventures). PCs who have never played a Yeomanry regional before or who have received

the **Enmity of the Rascals** are assumed to know some other PC at the table, and, as the letters provide, can be brought along to assist.

Some PCs may be suspicious and wish to Gather Information about the shop or its proprietor. Likewise, they may simply wish to see the goings on about town. If so, allow them to spend the evening before their meeting Gathering Information. Each result includes the information from the highest result.

<u>Die Roll</u>	<u>Result</u>
<10	"Sure been hot lately, ain't it?"
10	"They still looking for ole' Marius Lindon. I doubt they'll ever find the boy, myself."
15	"Weldon? Don't know anything about him, but the Militia and University seem a bit worked about that missing sage, Eugen Cartlyn. He disappeared a week or so ago after coming here to Longspear and they've found no sign of him. I hear the University is hootin' mad about that. They think the Keeweese got him to work for them."
20	"Danged thieves got my haul! Might as well have. Took me three day's o' catchin' to get enough fish to buy up that fabric for my wife! And danged thieves stole it right out o' our house! How 'bout that? Now what's the Missus supposed to make my daughter's dress out of?"
25	"Weldon's Hook? Yeah, I heard of the place. He does a mighty mean business—got special ways of gathering worms I think."
30	"Yeah, I know that place, but I don't know if I trusts Weldon—he seems to be making too much money off bait, and some of his friends ain't the fisherman type, if ya catch my drift?"
35	"Weldon? Yeah, he's a good guy though. What fella don't like to romp around now and then and get a little rowdy? He's just a good ole' boy, you know? Just a regular <i>Rascal</i> ." (The informant winks and moves away quickly afterwards.)

Reconnaissance on the shop will reveal little from the outside—it appears to be a regular tackle shop stuck in between two larger structures, warehouses that are right along the river. Two stories tall like most merchant shops, it appears

that the back of the building may even reach out over the river as well, providing a private dock. Magical means of scrying the building itself will reveal nothing out of the ordinary. Magical scrying of the two warehouses will reveal that both are stacked with boxes, and that (if the scrier has a way to detect such things) there are secret doors attached to each side of the back room of the bait shop into the warehouses on either side. Scrying below the bait shop will reveal a collection of various small chambers, all equally filled with boxes and crates and other forms of cargo. Weldon, the owner, can be observed casually going about his day. He pulls up catfish traps, checks a couple of lines, takes a stroll to dig up earth for his worm box, spending great amounts of time and patience assisting his apprentice, Podrick, whom he, and apparently everyone else, calls Pod. Weldon spends the evenings with his wife, Gwen, and their young daughters, Sasha (now 3) and Libby (now 7). Nothing indicates any unusual activity. (Weldon is well aware that, having sent the notes, he may fall under scrutiny, and so is going out of his way to act normally, cancelling all meetings of the Rascals in the area for a few days while he deals with this business).

ENCOUNTER 1: OLD FRIENDS, NEW NEIGHBORS

PCs meet with Weldon, the contact from the Rascals, and get the job.

PCs may show up individually or as a group. Either way, Weldon waits for all to be present before he tells them anything about the notes he sent. Weldon is a middle-aged man with thinning brown hair. While not of the largest build, he seems to move with a warrior's mind—always watching everyone and the entrances and exits, even when apparently correcting Pod is his stitching of a net. He welcomes each adventurer by name, even if he has never met him before, claiming to know of his feats of renown throughout the land. He introduces them to 'Pod,' his dim-witted apprentice in the fishing and bait & tackle profession. Once all are gathered together, Weldon proceeds.

"So, we're all here, now, eh? Well then," Weldon steps from where he has waited behind the counter covered with various lures and wooden crates of worms and heads to the door. Turning the sign from OPEN to CLOSED, he turns back to your assembled group. "I think it's time for lunch now a bit early today."

Winking, he wanders back behind the bar and to a cricket cage, filled with the bugs' incessant sound. "Give me a hand with this, would ya?" He stands to one side of the cage and looks to heft it aside.

It is assumed that some character will help him. It actually is simple enough for Weldon to move on his own, but he enjoys getting the help and pretending to be weaker than he is. (A simple Sense Motive of DC 18 will recognize this fact—Weldon is effectively taking 10 on a Bluff check here).

Once the cage is shifted to the side, Weldon triggers a loose board on the floor and reaches in, sticking out his tongue as he reaches into the hidden cubby. Pulling on something, there is a slight click as a section of the wall swings back. "Ah, now we can have a little privacy." He motions for you to precede him into the room. Inside, while there is no ambush waiting, there is clearly quite a bit. Boxes, barrels, crates, bundles, and every manner of storage bin are piled throughout this warehouse as far as the eye can see.

"Being a Rascal has its upside," he winks, and moves towards a table in the corner, complete with a picnic basket, bottle of red wine, and carafe of water. "I had my wife, Gwen, make some extra servings, seeing as I was expecting guests. Hope y'all are hungry." Weldon sets out to unloading sandwiches, a variety of fruits, and a large ceramic bowl with a napkin covering, which he removes to reveal some chopped potato dish. Finally he pulls out a small doll. "Hunh. Sasha's sent along another guest." He sets the doll down beside the spread of food. "Feel free to help yourself," he says, biting into an apple.

Over the course of dinner, your host explains his situation to you. Weldon had a rough time of it after the stuff with Della went down and leadership of the Rascals got all mixed up (He's lying about something in this-Sense Motive versus Weldon's Bluff +8 if someone is trying to Sense Motive on him), but things have settled down now that Bradley is in charge. Bradley is a character, a looker who seems to have a way with everyone. He's not a bad fellow, and has kept the Rascals lucrative this past year or so. Bradley is the one who asked him to contact you—though indirectly. He directed Weldon to gather some adventurers.

"To find a certain missing person," he says. "That's what he told me, at least, and a certain missing person that lots of people been huntin' for without having much success. He says that there was some adventurers a few years back what stumbled upon some kind of wizard's bolthole, and he thinks that the missing fella is in the same kind of place. (Again, he seems to know more than he's saying at this point- the same opposed roll) Well, he tells me that there are three books, books like the one that them adventurers used to find that other bolthole, and Bradley says that if y'all can get us those three books, we can proly figure out where this here missing person is at."

Pause to allow for the inevitable question: Where are the books you need?

"Well, there's the hitch. They're located in the Inner Sanctum or some such of the University at Loftwick, in some warded and locked up room that they won't let anyone into unless'n you're on their College of High Magic and got some pull." Weldon looks up hopefully. "Any of y'all got that? Well, whether you do or whether you don't, how you get them books is up to y'all. I won't be criticizing your techniques, but it ain't something the Rascals are up to—we do little things to help the economy. B&E on a magic school is more y'all's hook, then, ain't it?"

Weldon can be a little more specific, and he will share with the characters the following information:

- The titles of the books are: *Libram of Lost Tales*, *Codex Amoris Doloris*, and *The Record of Isoada-Del*.
- They are kept in the Inner Sanctum of the University.
- The walls of the Inner Sanctum are lined with lead and are paneled wood inside and stone outside. They have apparently also been shielded from scrying magics placed on the area by high members of the College.
- Access is restricted to actual members of the College of High Magic, and it requires permission to gain access, and it is never visited alone. Several devious and malignant tomes are housed within, and College members are required to

supervise each other when perusing the texts.

- To Weldon's knowledge, there is no way to "borrow" the tomes, though adventurers are known to be resourceful and persistent—maybe something can be arranged. He doesn't know.
- If pressed for whom the missing person is, Weldon will try to be vague. If asked about the missing sage, he seems confused—he doesn't know about any missing sage. If the party seems unsure, Weldon will try to hint, but to not say outright, who the person is they can get information on the location of, but will hint around it as much as he can. "He's the kind of fellow who can MARRY-US, you understand? He the sort that can LEND-ON demand from out of the country's coffers, if you catch my drift?" If asked directly if this involves the missing Freeholder, Weldon will wink and say "Well, wouldn't that be something if someone found him, now?" (Weldon has been told that there may be magical ways of identifying those who speak certain words or names and has been told to avoid them.)
- If pressed about his employer/sponsor, he will try to avoid the topic. If asked outright if he is working for Della, the medusa, he will look them dead in the eye when he answers. "You know what happened to her as well as I do. No, I'm not working for Della." (This is not an outright lie- he also knows that she was resurrected, but he doesn't answer to her directly, instead dealing with her intermediary, Bradley.)
- If pressed for payment for this, Weldon smiles. "Look, this isn't about the gold—this is about the good of the Yeomanry. My employer gets back at Melinda, and you get to be heroes of the country. Isn't that payment enough? If not, well, then maybe I have the wrong type of adventurers here..."
- There is nothing special about the doll. It's his daughter's doll that she's had for years and put into daddy's lunchbox. He'll let the party examine it but become perturbed if they attempt to tear it up.
- (ONLY IF THEY ASK—If the party doesn't ask about this, then their guess is the best they have if they try to acquire the books

through legal means.) As to getting the books back, I'm not sure. They didn't say anything about that. I'm guessing the books themselves are part of some trade to get the information in them. Don't know for sure. (They are not going to get the books back—Weldon doesn't know this for a fact, but could guess as much.)

Weldon the Rascal: Male Human Rog4 (Bluff +8).

Development: Weldon is not pressed for adventurers here. There are several others he's met over the years. If the party is uninterested, then the adventure ends here for them.

ENCOUNTER 2: SO WHAT DO YOU KNOW?

Finding out about the books and the situation.

PCs will need to travel from Longspear to Loftwick, an uneventful journey whatever route they take. They may wish to gather information on the texts and the situation at the University as well. Each text requires a separate roll, revealing various aspects of its subject matter.

LIBRAM OF LOST TALES

PCs may attempt any of the following skill checks: Knowledge (Local-Sheldomar), Knowledge (History), Bardic Knowledge. Members of the following meta-orgs gain a +2 circumstance bonus on any rolls they make: Academy of Lore, College of High Magic, Conservatory of the Arts.

ROLL REVEALS....

- | | |
|----|--|
| 10 | This is a book of fairy tales and myths from before the fall of the Suloise empire. Its stories are commonly part of Sheldomar children's tales, though some aspects have changed slightly. |
| 15 | The book was around during the reign of Asberdies and has survived the millennia remarkably well. |
| 20 | The book was part of the general display at the University library, but was sequestered a few years ago. Copies of the text are available in various abridged forms throughout the Yeomanry. |
| 25 | The book was pulled from common circulation, as it is now believed to have been written by Asberdies himself. |

CODEX AMORIS DOLORIS

PCs may attempt any of the following skill checks: Knowledge (Local-Sheldomar), Knowledge (Arcane), Knowledge (Religion), Bardic Knowledge. Members of the following meta-orgs gain a +2 circumstance bonus on any rolls they make: Academy of Lore, Church of Seven Faiths, College of High Magic.

ROLL REVEALS....

- 15 The book was taken out of public view shortly after its discovery by the Academy of Lore some decades ago. Knowledge of the ghastly images and words it contains seem to have been spread by those disturbed individuals who found it, rumored to have never slept soundly again.
- 20 The book details diabolical and horrific acts to be performed upon victims, and is written as a first-hand testimonial of the practices. Its pages are written in the blood of the victims. The author is believed to have been one of Asberdies' many executioners or assassins.
- 25 The book was locked away at the request of the Church of Seven Faiths, which, at the time, believed it to contain vile necromantic magic with the potential of infecting any who merely peruse it. To appease the Church, the book was placed in the Inner Sanctum.
- 30 The College of High Magic has investigated it since then, but has found no magical spells within. They find it disturbing, but not evil in itself.

THE RECORD OF ISOADA-DEL

PCs may attempt any of the following skill checks: Knowledge (History), Knowledge (Arcane), Bardic Knowledge. Members of the following meta-orgs gain a +2 circumstance bonus on any rolls they make: Academy of Lore, College of High Magic, Conservatory of the Arts.

ROLL REVEALS....

- 10 The book is a text that deals with the adventures and misadventures of a rogue by the name of Isoada-Del, who lived and died centuries ago.
- 15 The book is considered to be primarily a work of fiction and, until about two years

ago, was a common text for the pleasure readings at the University. Apparently, around that time, it was removed from the public readings list and placed in the Inner Sanctum.

- 20 The book was locked away due to the work's author. Though originally thought to be an actual person, the author's name is now known to have been a penname used by Asberdies himself.
- 25 The College of High Magic believes the novel to be some sort of advanced code, but have unable to find any key to break the cipher.

All of the above information is what PCs already know. If they seek to investigate the books further, such as through using Gather Information checks at the pubs near the University, they can use that skill separately on the same tables, but with a -4 penalty (since they are seeking specific information about specific texts from a very small group of people who know about them).

If the PCs wish to investigate the layout of the University, they will be able to. Though there is a light campus security (active militiamen serving one of the easiest posts), they are used to adventurers meeting with professors, and Dustdiggers dressed the same way. Proceeding into the Library itself, however, is a different matter.

The University itself is a number of smaller structures (dorms, classrooms, labs, business offices) at different points around a central block of buildings. The central block's four buildings each face a different direction and have several exits facing outwards and only one or two facing inwards. Each building is at least 240 feet long, 60 feet deep, with three or four floors. Towers and spires rise above these three or four floors up to a height of almost 100 feet. The west-facing building is the Academy of Lore, looking across the Crystalmists to the lost Suel Empire. The building facing south is the Administrative and classroom facilities of the University, which is open to all of the Yeomanry who qualify. The building facing east, towards the rest of the Sheldomar and the countries of Oerth, is the College of High Magic. (To the east of the University is the Blacksun Tower, formerly Asberdies' seat of power and now the administrative offices of the Yeomanry Government.) To the north is the University at Loftwick Library. (The Conservatory of the Arts, another part of the University, is situated two

blocks away in a building that also houses the main auditorium and theatre.)

Inside these four buildings is a courtyard that houses the Inner Sanctum, where relics and texts removed from the public eye are stored. This is where the books have been moved.

The Inner Sanctum itself is not a large building. It is designed like a mausoleum, with a single entrance descending beneath a mostly solid stone building with ivy and mold growing green up its sides. It is well known that the building is painted in lead on the inside and that the interior rooms are paneled in thick wood. The entire building was placed under a *dimensional lock* that has been made *permanent*—a task accomplished by the Circle of Eight at the request, with the assistance, and under the funding of its local member, Theodain Eraison. The interior is only a few small antechambers before the large central vault.

There are no tales on the streets of people breaking into the Inner Sanctum, either because none who have tried have ever lived to tell about it or because its never been tried before. Books have been stolen before, but never by anyone who broke into the Inner Sanctum without permission—at least that anyone knows. The local rogues consider the University off-limits and tend to avoid it—magical traps are much harder to detect than the mundane ones.

Members of the University at any level can appeal to see the texts of the inner sanctum. In this case, use the procedure outlined below to schedule one administrative appointment to get permission to see the books of the Inner Sanctum. If the characters are planning to take the books without permission, this is an important opportunity for reconnaissance.

ENCOUNTER 3: SEVERAL WAYS TO SKIN A CAT

There are a number of paths the party might take in its attempt to get into the Inner Sanctum and retrieve the books. Allow the party to discuss its ideas without comment or interference. Let them decide the course of action they will take.

Four possible paths are considered:

- A) Trying to use Diplomacy to talk the University into giving the party the books.

- B) Trying to steal the books by breaking into the Inner Sanctum and taking them.

- C) Trying to blackmail, pressure, or intimidate someone else into going in and get the books for the party.

- D) Trying to pull in all the influence and favors the PCs have acquired to have the University hand over the texts.

It is quite possible (and even likely) that players may decide on a mix of these strategies or on another, unmentioned, course of action. In these cases, use the following paths as examples and guidelines. It is not intended that the books be impossible to get at this point, just that the manner in which they are acquired will matter (for instance, never touch the book that says “Where To Find It”—ask a mephit instead).

3A: SMILES ARE UNIVERSAL

A: The Face Way - Talk the College of High Magic into giving the books to you.

If the PCs choose to try to talk their way into acquiring the books, this is the path they will most likely follow. They will have to make appointments, meet with subordinates, plead their case endlessly, and finally make their case before the University Administrative Hearing. PCs who have never been to the Yeomanry and lack connections, but who feel compelled to do the right thing are likely to be forced down this track. While not impossible, it is highly improbable that the University will hand over the books to someone off the street whom they do not know. As such, almost everyone the PCs meet should be gruff and somewhat hostile, even if they've met him before, as what they are asking is extremely odd and perhaps detrimental to the University.

No matter the rolls, this path takes time to convince the right people. As such, it adds a 2 TU cost to the adventure for all who attempt to get the books by this means, as the party spends time in Loftwick trying to get through the bureaucratic red tape. There is no time limit for the adventure, and Weldon did not specify that the books had to be recovered by any set time, so other than taking longer this way, there is no penalty in the adventure itself for choosing this path.

The actual role-playing here is left up to the DM. As much Administrative hassle as possible should be forced in front of the PCs. Their ability to persevere is their mostly likely key to success. Force them to role-play the sessions as much as

possible, paying careful attention to their demeanor and reactions. The basic pattern should go: Appointment, Administrative wait, Administrator, repeat. After three successful loops through this procedure, the party will receive their University Administrative Hearing.

MAKING APPOINTMENTS

This is the first step (and the most likely repeated). Below are names and quick descriptions for at least five administrative assistants that can be used to detain and otherwise harass the PCs. PCs will need to make at least three appointments to get an administrator to actually request the University Administrative Hearing. To get past any of these roadblocks, PCs will need to get past a Diplomacy check of DC 30 (moving from Indifferent to Helpful—the characters have an implausible request to pass on that the boss will likely not like needs to be changed to a belief that the party needs to get the books). Intimidate will not work on these individuals—they will simply call for security and flee. PCs may only attempt each appointment once (each PC cannot try separately—they now know what you're asking for and will respond the same way). If an attempt to make an appointment fails, another try can be made with a different administrative assistant (going above or around the obstructing individual). If two attempts to schedule meetings are failed, the PCs will be unable to proceed further by this path and must choose some other way to acquire the books.

Administrative Assistants

Pamela: Female Human Commoner2. Heavy-set blonde assistant. +2 for flirting with her if opposite sex human, -2 for commenting on her weight.

Cyrus: Male Human Expert3. Scrawny, balding assistant. +2 for being direct and to the point, -2 for beating around the bush.

Wobstoy: Male Halfling Commoner2. Hamhock-bearded barefoot assistant. +2 for bringing him a snack, -2 for commenting on his size.

Gwendellian: Female Elf Expert2. Waifish elf assistant. +2 for speaking in elven, -2 for flirting with her.

Astron: Male Dwarf Wizard1. Dour-faced, red-haired assistant. +2 for breaking out liquor, -2 for speaking dwarven.

ADMINISTRATIVE WAIT

Assuming the PCs are able to make an appointment, they will then need to wait until an appointment is available. Each time an appointment is made, roll 1d10. On a roll of 1 to 8, that is how many hours the characters will have to wait to make their appeal. On a 9 or 10, the characters will have to wait at least a day. Reroll the d10 and determine how far into tomorrow the appointment is. Repeat the roll, adding a day each time a 9 or a 10 is rolled until an open appointment is found. Pester the PCs with the delays, asking them how they are spending their days, what they are doing with the time while they wait, and, without drawing out play at the table, make them feel the endless bureaucracy.

ADMINISTRATORS

Dealing with the Administrators is similar to dealing with the Assistants to get the appointments. These individuals must be convinced that releasing the books to the PCs will be for the good of the Yeomanry. Unlike the assistants, they have to actually call for the Hearing, and, as such, require a different level of conversion. The Administrators begin Hostile to the idea of releasing the books to these unknown PCs. Two of the three Administrators must be shifted to Friendly or better (DC 35). The third must be at least Indifferent (DC 25) after the meeting. The Administrators, like their assistants, have different reasons for bonuses and penalties—what convinces one Administrator may anger another. If necessary, the PCs can move through all five Administrators (should they be unable to convince two of them), but after that, there will be no further Administrators willing to talk to them about it—the faculty staff rooms are already aware of what the PCs want. If the PCs are able to get at least three of the Administrators to the levels indicated, they are able to get scheduled a University Administrative Hearing.

Administrators

Yavos, the Deputy Director of Library Acquisitions: Male Dwarf Expert3. Black-bearded dwarf with eyes barely visible. +2 for promising to return the books, -2 if unsure of their return.

Carendeilla, the Dustdigger Library Attache: Female Human Rogue8. Dusty-leathered explorer assigned to desk duty for a while. +2 if the characters have played *YEO1-01 Masking the Truth* or *YEO3-IN1 Masking the Truth*, -2 if the party is flirtatious.

Dasid Ventner, Dean of Historical Studies: Male Half-elven Expert6. Bookish, frazzle-haired scholar. +2 if the party indicates that the books involve Asberdies' boltholes, -2 if the party is not somewhat patronizing of his position.

Kriry Dantolene, Assistant to the Director of University Dispensations: Female Gnome Wizard4. Dainty, but tomboyish gnome. +2 if the party indicates that the knowledge gained could outweigh the value of the books, -2 if the party is overly serious and shows no sense of humor.

Yeloci of the Hillmen, Professor of Ancient Suel Culture and the Post-migration Period: Male Human Wizard3/Cleric2. Large, white-haired bear of a man. +2 if the PCs speak Flan, -2 if the PCs focus on the rescue over the discovery of ancient knowledge.

UNIVERSITY ADMINISTRATIVE HEARING

For this section, see the same part under "3D: The Debts We're Owed." PCs who proceed to that section from here and not through section 3D do **not** receive the Influence bonus to their roll.

3B: TAKING WHAT YOU NEED

B: The Sneaky Way - Break in and steal the book.

PCs with inherently sneaky streaks or no other recourse, whether they have tried them all or not, may decide they will simply attempt to steal the books from the Inner Sanctum of the University. This will actually prove to be much easier than it would seem, as University security is rather lax. A description of the basic layout of the inner courtyard is followed by information of specific security measures that are in place.

THE INNER COURTYARD

While supposedly secure, the Inner Courtyard, up until now, has been the de facto short cut from building to building for both students and faculty, despite the fact that this is against University policy. The courtyard measures 150 feet to a side, and the Inner Sanctum is a mausoleum-like structure at its center. The courtyard is entirely enclosed by the buildings that surround it.

Security:

The walls of the University are brick and easily climbable by those with skill (Climb DC 23 due to

ample hand-holds providing a +2 modifier). The University itself is supposedly closed from dusk until dawn, but the Library functions as a late night study hall and meeting place for groups like the Astrology Association, and the Academy of Lore often has evening presentations and discussions. Getting into the inner courtyard will not be difficult, even through the interior doors, as long as the PCs look appropriate (large weapons, any armor, big bags, ninja-type dress, etc., will likely raise alarms).

THE INNER SANCTUM

The Inner Sanctum itself is 45-feet to a side, with only a single entrance facing south. The walls are at least 20 feet thick, lined interiorly with lead an inch thick, over which a wood-panel wall a foot thick insulates the room and protects the items and visiting scholars from lead poisoning. The entire area is shielded under a *permanent dimension lock*, as explained earlier.

Security:

The doors are locked with a good quality lock (Open Lock DC 30). They are made of marble as well, and work on counter-levers in the sidewalls.

THE INTERIOR ROOMS

A shaft leads down into a 25-ft. by 25-ft. antechamber with several reading desks and chairs spread around. *Continual flames* dance in a number of sconces along the wall and a single passage descends yet further.

The second room is smaller, only 15-ft. to a side, and books, scrolls, papers, tomes, and all manner of written texts line the walls. At the center of the room is a podium with a large book, its covering apparently made of some porous rock, its pages encased in amber. On its cover, written in Common, is "Where To Find It."

Security:

There are a few security measures here. While there are some restricted texts (and several spellbooks) in this room, none of the texts wanted are apparently present. The "Where To Find It" book is a trap with a *fire trap* spell. Also within the room hidden behind one of the shelves is a secret door (Search DC 30) with an amazing lock (Open Lock DC 40). The real treasures are hidden further in. (NOTE: The ELs for the traps are included in the ELs for the monsters in the Inner Library. The two encounters together act as a single Encounter.)

APL 4 (EL 1)

Fire Trapped Book: Search DC 27; magic; opening book trigger; see *Appendix 1*.

APL 6 (EL 1)

Fire Trapped Book: Search DC 27; magic; opening book trigger; see *Appendix 2*.

APL 8 (EL 4)

Fire Trapped Book: Search DC 29; magic; opening book trigger; see *Appendix 3*.

APL 10 (EL 4)

Fire Trapped Book: Search DC 29; magic; opening book trigger; see *Appendix 4*.

APL 12 (EL 7)

Heightened Fire Trapped Book: Search DC 32; magic; opening book trigger; see *Appendix 5*.

THE HIDDEN LIBRARY

Past the storage library lies the hidden library, along with its guardians. Activating the trap in the previous room or not using the proper key to open the lock to this room alerts the elementals, and they prepare to defend the Inner Library. The hidden library is 25-ft. by 25-ft. and 50 feet high, with numerous tomes about it on shelves and tables.

APL 4 (EL 3)

Air Mephit: hp 18; see *Monster Manual*, page 180.

APL 6 (EL 5)

Air Mephit (3): hp 18 each; see *Monster Manual*, page 180.

APL 8 (EL 8)

Air Elemental, Huge: hp 144; see *Monster Manual*, page 95.

APL 10 (EL 10)

Air Mephit (3): hp 18 each; see *Monster Manual*, page 180.

Air Elemental, Greater: hp 189; see *Monster Manual*, page 95.

APL 12 (EL 12)

Air Mephit (5): hp 18 each; see *Monster Manual*, page 180.

Air Elemental, Elder: hp 216; see *Monster Manual*, page 95.

Tactics: The elementals are effectively bound to this site and fight tenaciously to preserve the texts at all costs. They are not permitted to leave the Inner Sanctum (they can proceed into other rooms) and as such cannot sound an alarm until someone else comes the next day.

Treasure: There is no stated treasure here, but there are several spellbooks. Characters with a less than reputable nature may be tempted to take some of the books other than those they are looking to take for the quest. If so, any character who takes such a book receives both **Wanted By the Yeomanry** and **Take Something Extra** on his Adventure Record.

Development: If the PCs opt to get the books in this manner, it is not as difficult as might be expected, but the DM should play up the danger—students stopping to talk in the Inner Courtyard, a suspicious militiaman called away at the last moment, etc.

3C: TURNING UP THE HEAT

C: The Tricky Way- Trick someone into giving you the books.

It is possible the PCs will consider persuading someone else to get the book for them. There are no rogues willing to break the unspoken pact with the University, and PCs who pursue such a course will likely encounter militia questioning. Roleplay this out as needed.

There are, however, a few individuals who owe the PCs favors, perhaps, or who can be persuaded to retrieve the books for the PCs.

CHIEF LIBRARIAN HALADRAS

Chief Librarian Haladras may know, remember, and feel indebted to the characters (*YEO4-06 By Brick and Mortar*). He is perhaps the hardest to convince, as he is ultimately responsible for the books. Meeting with Chief Librarian Haladras is not difficult if a PC at the table has the favor. However, he is unwilling to give the PCs the book and must be persuaded, either by Diplomacy or Intimidate. The DC for Diplomacy is 40 (Unfriendly to Helpful). The Intimidate check is an opposed roll, with Chief Librarian Haladras receiving +14 (+7 from level, +3 from Wisdom, +4 because he's more afraid of losing his job over the books than of the PCs). If the PCs succeed at either roll, he will grudgingly retrieve the books for the party.

IMALAS GERANTAN

PCs who have played *YEO7-01 A Curious Diversion* worked for Imalas, and he is well aware that he is in their debt. However, he is unwilling to give the party the book and must be persuaded, either by Diplomacy or Intimidate. The DC for Diplomacy is 30 (Indifferent to Helpful). The Intimidate check is an opposed roll, with Imalas Gerantan receiving +8 (+4 from level, +2 from Wisdom, +2 because he's more afraid of getting in trouble than of the PCs really hurting him in any way). If the PCs succeed at either roll, he will grudgingly retrieve the books for the party.

KRUNOS THE CONJURER

Krunos is familiar to PCs who played *YEO7-06 A Betrayal Most Foul*. He feels some debt to the PCs and less obligation to the University, making him the easiest to persuade, if the hardest to Intimidate. He is unwilling to give the party the books and must be persuaded, either by Diplomacy or Intimidate. The DC for Diplomacy is 20 (Friendly to Helpful). The Intimidate check is an opposed roll, with Krunos receiving +15 (+11 from level, +2 from Wisdom, +2 because he sees no reason to fear the party). If the PCs succeed at either roll, he will grudgingly retrieve the books for the party.

THORANDER

PCs may have worked for Thorander, a University administrator, in *YEO7-04 Dusty Tomes* retrieving books taken from the Library. He owes the PCs for this, but is also aware of the possible consequences of giving the party the books. However, he is wishy-washy enough to be concerned with repaying the PCs as well. He is unwilling to give the party the books and must be persuaded, either by Diplomacy or Intimidate. If the PCs have no **Favor of Thorander**, the DC for Diplomacy is 40 (Unfriendly to Helpful). If the characters have and spend the **Favor of Thorander**, the DC for Diplomacy is 30 (Indifferent to Helpful). If the characters have and spend the **Greater Favor of Thorander**, the DC for Diplomacy is 20 (Friendly to Helpful). The Intimidate check is an opposed roll, with Thorander receiving +11 (+6 from level, +1 from Wisdom, +4 because he is more afraid of losing face and his position than he is of the PCs). If the PCs succeed at either roll, he will grudgingly retrieve the books for the party.

There may be others the PCs may attempt to persuade, but few will be willing to do such an act. Adjudicate any other attempts at persuasion using the guidelines given above.

If the PCs attempt to persuade or intimidate more than three individuals and fail, all following individuals receive a +2 bonus, as word spreads of what they are asking for.

If PCs cannot find anyone else to force to do the task, they are then forced to find another path to getting the books.

3D: THE DEBTS WE'RE OWED

Resourceful PCs may recall that there are several people in Loftwick with lots of influence that owe them favors. Based on previously played adventures, these PCs have favors and debts that can be used to sway the local powers-that-be to release the books to the party. Each favor or point of influence can be expended for a certain amount of 'pull'. If the PCs can generate 25 or more points of 'pull', they are able to at least force the issue to a University Administrative Hearing. If they are able to generate 50 or more points of 'pull', they can get the books without further delay, having knocked on enough doors and having enough of a reputation to earn the trust of the University.

First, members of the following organizations are granted 'PULL' due to their membership:

The University at Loftwick	+1
The Academy of Lore	+2
The College of High Magic	+3

These membership bonuses do not stack for the individual PC—you only get the best bonus available to you. These bonuses do stack for the group—if more than one PC in the party is in meta-organizations, then all of their relevant best bonuses apply (i.e., a PC does not get both the bonus for the University and the College of High Magic, but the party does gain from having 2 members, one University and the other College, or even both College.)

Next, PCs can increase their 'pull' by calling in favors and influence. PCs can apply any given favor only once (i.e., if multiple PCs have the same favor, it does not stack). PCs can use only favors they haven't expended in some other way (some favors granted access and are considered spent once used in this way). If a favor had the potential to be used more than once, it must still be completely unused to count for the 'pull' bonus. ALL favors and influence used to generate this 'pull' are considered spent.

<u>PULL</u>	<u>FAVOR/INFLUENCE (SOURCE)</u>	+3	Influence point with the Academy of Lore (YEO6-02 <i>Seeking Scarlet Glory</i>)
+3	Favor of the Mayor of Loftwick (YEO2-07 <i>Giants in the Earth</i>)	+2	Favor of the Freeknights (YEO6-03 <i>Of My Enemy</i>)
+1	Influence Point with the Yeomanry Army (YEO2-07 <i>Giants in the Earth</i>)	+1	Favor of Professor Edmund Guillory (YEO6-05 <i>The Menagerie</i>)
+3	Influence Point with Grosspokesman Grummett (YEO2-08 <i>The Hole Truth</i>)	+3	Influence with the Academy of Lore (YEO6-05 <i>The Menagerie</i>)
+1	Influence with the Church of Seven Faiths (YEO3-01 <i>Guard Dogs</i>)	+3	Influence with the Academy of Lore (YEO7-01 <i>A Curious Diversion</i>)
+3	Influence Point with Grosspokesman Elkington (YEO3-02 <i>In Darkness, Despair</i>)	+4	Favor of Stephon Kelven (YEO7-03 <i>Another Bride, Another Groom?</i>)
+5	Influence Point with the Council of Common Grosspokesmen (YEO3-03 <i>Sticks & Stones</i>)	+1	Favor of Thorander (YEO7-04 <i>Dusty Tomes</i> ; cannot receive next as well)
+1	Influence Point with the Yeoman Border Guard (YEO3-06 <i>The Rhythm of Drums</i>)	+2	Greater Favor of Thorander (YEO7-04 <i>Dusty Tomes</i> ; cannot receive previous as well)
+3	Influence Point with the Academy of Lore (YEO1-01 <i>Masking the Truth</i> or YEO3-IS1 <i>Masking the Truth</i>)	+1	Favor of Krunos and Friends (YEO7-06 <i>A Betrayal Most Foul</i>)
+3	Influence Point with Grosspokesman Cale Tadwhistle (YEO4-01 <i>Flesh and Spirit</i>)		
+3	Favor of the Grosspokesman Jalandri Silbrendas (YEO4-06 <i>By Brick and Mortar</i>)		
+5	Favor of Chief Librarian Haladras (YEO4-06 <i>By Brick and Mortar</i>)		
+3	Influence with the Dustdigger College (YEO4-07 <i>Heart of Betrayal</i>)		
+1	Influence Point with Cpt. Tomar Weilm (YEO5-05 <i>Into the Scarlet Flames</i>)		
+5	Favor of the Yeomanry Government (YEO5-07 <i>Blighted Souls</i>)		
+2	Influence with the Order of Free Knights (YEO6-01 <i>Night, Knight</i>)		

It is possible there are other points of influence that might be used. The DM is to determine how appropriate they are to the matter and assign them a relative value (+1 to +3).

UNIVERSITY ADMINISTRATIVE HEARING

Assuming the party has been unable to directly receive the books in confidence (3D) or that they've managed to withstand and penetrate the bureaucracy (3A), they have managed to have an administrative hearing scheduled. Seven Administrators sit on a panel, the number indicating some seriousness to the matter. Usually, only three sit in council, five in extreme cases. Among the number are Chief Librarian Haladras, an older and studious looking human peering from behind a pair of spectacles, and Dean of Student Affairs Professor-Father Ayrnold Winthorpe, a smiling gnome with a large white book in hand. Beyond that, the administrators are unknown to the party, though it is clear they represent more than just University staff. A woman sits in a long cloak with what appear to be riding leathers—a Dustdigger, most likely, while two others, a woman and an elf male, are clearly members of the College of High Magic. The other two, human males of older age, are

indeterminately either from the College or the University staff.

You are ushered into a smaller auditorium in the Conservatory of the Arts. The room is comfortably large, with several tiers of steps for seating. On the dais at the center of the room sits a table with the seven administrators waiting. This is your chance to plead your case—success or failure hangs before you in the next few moments.

Allow the PCs to plead their case before the panel. All of the members begin with an initial Attitude towards the idea of loaning the books of Unfriendly. Each administrator must be won over to Helpful (DC 40) or better. Players should roleplay as much as possible and the DM should question them as such a panel might—highly suspicious and untrusting of such a procedure. The PCs should make one Diplomacy roll against each administrator separately. Five administrators need to be convinced for the party to receive the books. Several factors, including roleplaying, will affect the PCs' chances of success.

Calling in Favors

PCs who progressed here through the method of calling in favors (3D) gain an immediate bonus to all Diplomacy rolls of (total 'pull' generated/5). Thus, if a party generated 45 points of 'pull', but could not reach the 50 to get the books directly, they make these rolls at +9 (45/5=9). Those who proceeded here through path 3A do NOT receive these bonuses, as their method of convening the Hearing was completely different.

Two of the administrators can be persuaded directly. If the PCs have the **Favor of Chief Librarian Haladras** (YEO4-06 *By Brick and Mortar*), one not used previously (i.e., another PC at the table has the favor or the party arrived here through 3A), and the favor is unused (it has three uses possible), then the party may consider Chief Librarian Haladras Helpful already, and consider this one of their five successes. The favor, in this case, is completely used.

Also, if someone in the party has the **Reward of the University at Loftwick** (YEO7-02 *Skin Deep*), which is an item favor, it can be used to sway Professor-Father Ayrnold Winthorpe, the gnome Dean of Student Affairs. If the University need not fund the research the PC's item requires, or allow access to the knowledge, then it benefits the University. Knowing full well the party's activities in the YEO7-02 *Skin Deep*, he will gladly trust them with the texts if they will waive an un-

received reward. This favor is then considered used, and Professor-Father Winthorpe is considered Helpful.

The other five administrators must be swayed individually as must the two above if the party is unable to use favors.

THE PANEL DISCUSSION

Once the PCs have determined any bonuses and have swayed any of the panel they can already, the following issues will convey bonuses and penalties as indicated. If the PCs do not volunteer the information, the panel will ask these things in the form of questions. Apply the penalty or bonus to each of the remaining panel members, using the strongest answer the party puts forth when they put forth more than one answer.

- What are the books to be used for?

To find Marius Lindon	+2
To find Asberdies	-2
To find hidden boltholes	+1
- When will we receive the information you promise they contain?

As soon as we can get it to you	+2
Within the week	-2
Maybe never	-4
- Will the books be returned? (They do not believe that releasing any books will result in return, and are looking for honesty here...)

We cannot say if they will be	+2
As soon as we are done	-1
Within a few weeks	-4

Development: It is possible the party will fail to convince the University Administrative Hearing. If so, they will be forced to seek another route to obtain the books.

ENCOUNTER 4: A LOCKED SCENT

Getting the books back to Longspear.

If the party obtained the books by any means other than the University Administrative Hearing (including by using enough 'pull' and avoiding the hearing), the University, in examining the situation, has decided it wants the books back. Elements

with the University, without the approval of the administration, have released trackers to retrieve the books. Shortly after the PCs leave Loftwick, the invisible stalkers find them. If necessary and the party uses extreme magical means of transportation, the invisible stalkers will follow the PCs back into Longspear and attack them there.

The boxed text is written to assume the party is camping out on the road to Longspear. If they are somewhere else or travel in some other way, adjust the boxed text accordingly.

Bedding down for the night two days' ride out of Longspear, you find the night clear and pleasant, with several stars apparent.

Determine if the PCs have posted a watch. If so, randomly determine during which watch period (if 3 watch periods, roll a d3, if 4, roll a d4) the attack comes. Anyone on watch during that period receives a Listen Check (DC 25 at APLs 4, 6, and 8; DC 33 at APL 10; DC 41 at APL 12) to see if they hear the invisible stalkers before they attack. (The stalkers are invisible, hence no Spot checks. They are taking 10 on their Move Silently checks, hence the above listed DCs.) If a PC succeeds at a Listen check, read him the following.

Your shift on watch seems uneventful, until you begin to hear what can only be described as the whooshing of the wind. However, there is no wind, and none of the leaves on any of the nearby trees move even a hair.

This PC (and any others who successfully hear the stalkers) can act during the surprise round. The stalkers will use the surprise round to move next to any target they can. On the following and subsequent rounds, they will attack and then move away, moving within reach of another target.

Creatures: The party is under attack by invisible stalkers (only 1 at APL 4).

APL 4 (EL 7)

Invisible Stalker: hp 60; see *Monster Manual*, page 160.

APL 6 (EL 9)

Invisible Stalker (2): hp 60 each; see *Monster Manual*, page 160.

APL 8 (EL 11)

Invisible Stalker (4): hp 60 each; see *Monster Manual*, page 160.

APL 10 (EL 13)

Invisible Stalker, Advanced (4): hp 144 each; see *Appendix 4*.

APL 12 (EL 15)

Invisible Stalker, Advanced (4): hp 216 each; see *Appendix 5*.

Tactics: At all APLs the invisible stalkers will attack until destroyed or until they destroy the party, at which point they will retrieve the books and leave. Should the party toss the books aside before they or the stalkers are defeated, the stalkers will break off combat, take the books, and leave. While not mindless, the only way for the stalkers to return home is to either retrieve the books or be defeated and forced back to the elemental plane of air. Either way, they have no reason to break off contact as only by defeating the party or being defeated can they return home.

Treasure: The invisible stalkers have no treasure.

ENCOUNTER 5: THE NEW FACE

Once the party is secure in Longspear, they meet with Weldon who passes them on to Bradley Copperton.

Your arrival in Longspear does not go unnoticed, and Weldon sends his regards, agreeing to meet you at your inn for dinner and he will bring a friend. At the appointed time, Weldon's middle-aged frame and good-natured grin leads the way for Weldon's friend—a younger man, in his mid-twenties perhaps, with long, black hair and a handlebar mustache, keen dark eyes, and a swarthiness to his skin. This younger man is also grinning, smiling like the cat that ate the canary.

"Hey folks! Good to see you again," Weldon shakes hands powerfully. "Let's get one of the private rooms for dinner and see what's what, eh?"

After arrangements have been made, and all are settled around the large table, Weldon introduces his companion. "Folks, this here's Bradley Copperton, one of the new Yeomanry immigrants that's so loyal to the spear."

"Hey there," the Rhennee man smiles broadly. "I'm the one what put Weldon on to hiring adventurers and what not." Bradley's

accent is strange, but his rhythm and feel are natural. Clearly wearing a red shirt beneath his loose leathers, Bradley is one of the new zealous types, apparently. "I'm one of the ones what came out of the Hold through the Hool with the help of them Trithereonites." Bradley looks around as if the others understand what he is saying.

After exchanging pleasantries with the party and demonstrating his extensive love for the Yeomanry (true—this is a great land of opportunity for all sorts) and pride in becoming a 'Citizen Through Service,' having resided in the Yeomanry long enough. (Also true—he is happy to be here and considers the requirements for citizenship almost ridiculously easy. He doesn't understand why the Keeweese don't simply export a few hundred thousand peasants to the Yeomanry and have them vote themselves back into the Kingdom.) Bradley, though Lawful Evil, is not such a bad person. He has played political games since long before he left the Hold of the Sea Princes, and he knew Della there. If the party asks about her now, he will say that he has heard she was slain by Melinda Windomere for crimes against the state (true—this is what he heard). If confronted as to whether he has seen Della or is working for her, he will plead innocence to any further knowledge of her (Bluff, take 10 as he prepared for this question, so DC 30 for Sense Motive).

Bradley has come to collect the books. He has a sage stashed away who has promised to decipher the code used within them, and he has simply waited for the right party to 'liberate' the books. He expects the party to hand the books over to him on the spot. He will be genuinely surprised if the party does not.

He cannot allow the party to accompany the books since he does not trust them. Once the sage has deciphered the texts, he is willing to let them meet the sage in question and, hopefully, retrieve the books. Until then, he does not trust them to either surrender the books to the sage or not to interfere with the sage for some as yet unclear reason. As such, and as per Della's orders, he is willing to discuss the intent to return the books once the sage is finished. (Again, Bluff with preparation for a Sense Motive DC of 30.)

Bradley is not desperate, but will pay the PCs 50gp x APL if they moan on about 'expenses' and such, yet show a willingness to surrender the texts (he understands the concept of greasing the wheels and is not opposed to bribing the party to give him the books—this isn't payment as they

were never hired). If not pushed for money, he may even offer this amount up front as "collateral" for the books until the party can get them back (true- he has no idea when that will be or how, but they can keep the money until then).

Bradley Copperton: Male Human (Rhennee) Bard13 (Bluff +20, Sense Motive +20, Diplomacy +20).

Development: In this encounter, the party meets the new face man and is expected to hand over the books. If they are insistent, regardless of Bradley's appeal, to keep the books in their sight at all times, Bradley will apologize for wasting their time and ask them to quickly return the books to the library, that he might have other, more patriotic, individuals acquire the tomes. If the party still sticks to their guns, then proceed to Encounter 7, and then the Conclusion: Nothing to Show, as the party can still take the books back to Loftwick and suffer the inevitable ambush on the way.

ENCOUNTER 6: READING THE SIGNS

After a wait of some days, the PCs get the answer.

Several days pass without incident or word. Weldon, either visited at his shop or on one of his many visits to reassure, is ever available, though Bradley is not. Four days into the waiting, Bradley appears at the inn door. "Hey, folks—y'all got a few minutes to run an errand with me?"

Assuming the PCs come along, proceed. If they are hesitant, or untrusting, Bradley will assure them it is 'worth their time.'

Bradley leads the way back towards the edge of town, away from the docks and the majority of Longspear's activity. In a dusty, abandoned area of warehouses and unused migrant worker sheds, he turns up towards a small, boarded-up building. It is two stories tall, and might have been a dwelling once long ago, but seems to have been converted into some kind of storage facility. Bradley leads the way around to the back, unlocking the back entrance, entering, and bidding the PCs to follow. Once inside, Bradley looks out to see if there are any obvious signs of being followed, and closes and locks the door from the inside. "Security purposes. Can't be too careful. This place is shielded as best we can afford, but eyes can still betray even the best warded

abode.” Leading the way through a workroom kitchen with a large table covered in unwashed plates and half-eaten meals, Bradley proceeds further into the front of the building. “Eugen? Eugen, where are you, good sir?”

PCs have a moment to look around as they enter. The lock on the door is of excellent quality. The house is in fact shielded with a *dimension lock* (at least most of the front of the house is). A Spot check (DC 15) notes that the arrangement of the plates and chairs indicates only one person has been eating here.

The front of the house is as strange as the rest of it. Books, papers, and scrolls are piled haphazardly about every piece of furniture and in several bookshelves apparently recently built for the purpose. Chalkboards are placed in the window frames that are boarded from the other side. Mugs sit as paperweights in a dozen places over three rooms and a grey cat peeks from behind a pile before deciding the party is not interesting enough to watch, turning its back on them and swishing its tail as it moves behind another pile completely. A coughing sound draws your attention as well as Bradley’s to an elderly Suel man, long white hair tied back in a ponytail, a frail, thin form shaking as he coughs, with strong dark blue eyes that burn with insight. Reaching for a walking cane, the older man stands from the chair he was using, placing the papers from his lap into the momentarily vacant seat.

“Bradley! Good man, it gets better and better! You’d never believe what I’ve found now. But forgive my rudeness. I’m Eugen Cartlyn, a sage of ancient history and languages, as well as a few other diverse interests.” Sage Cartlyn bows a half-bow, using the walking stick for support.

Allow the characters to interact with Sage Cartlyn as they wish. The following information is provided for direction with this conversation.

- Are you the sage missing from the University?

“Missing? I’m not missing—I’m right here!” Eugen chuckles. “Forgive an old man his jokes. I am that sage, though, as you see, I am truly not missing to any but the University.”

- Are you being held against your will?

“Oh no, no. I was taken by surprise when I was first spirited away, but Bradley was there and explained the need and the offer and the

opportunity. I have little access to the Inner Sanctum with my position. The opportunity to study these books, as well as this library already prepared for me,” Eugen indicates the walls and the vast array of works, “made this completely voluntary before I ever got here. I wanted to continue my research and Bradley is willing to sponsor me. I have discussed it with him, and, considering I finished the one task with which I was charged, I can now leave at any time I wish. But I see no reason to do so. I’m an old man with old interests—the University is full of youngsters always in a rush. Here, I can take my time and drift from room to room as I please, studying as I please and what I please. What more could a sage ask?”

- Have you found out where Marius Lindon is located?

Eugen looks first at Bradley, who nods, before he breaks into a large grin. “Well, not exactly, but most likely. You see, once the coding was known to be present in a variety of ancient texts, it was simply a matter of identifying first the relevant texts and then the appropriate passages. There is a great deal of difficulty, of course, because linguistic syntactical shifts over the millennia have created a further encoding beyond the relatively simple syllabic coding originally used. At the time, this code would’ve been nearly impossible to decipher, but Keoland used several similar ciphers during the Giant Wars, and as an ally, we were privy to them. Those codes were much more complex, including complete lingual conversions and duplexing, but yes, I believe I’ve been able to decipher several of the texts’ notes regarding locations. The mostly likely, so it seems from the texts and other information, is the Ebon Spike.”

- Where is Marius Lindon/the Ebon Spike?

“Well, I believe the Freeholder is at a place called the Ebon Spike. It is a copy of the Black Tower of Loftwick, only in reverse, it appears, and was one of the old ruler’s hidden treasure vaults. Considering that his idea of treasure would differ from yours or mine, it takes little to surmise that the most valuable current treasure, if it is still alive, is the missing individual we were discussing—and I don’t mean me. The Ebon Spike is listed as ‘having walls of mountains and a moat of swamps.’ I’m pretty sure that’s an area Bradley may remember? The Hool has existed as it does for several millennia, and the Crystallmists reach in along a spire of mesas—walls of mountains. Of course, it wasn’t this clear in the texts, but with syllabic substitution and tonal variations, there is

little else that could have been meant. There are perhaps four other sites that are mentioned in the coding in these texts, but none seem to be as important, and none as clearly referenced as the Spike.”

- What ‘other information’ did you mean that you have?

Eugen looks to Bradley, who will answer this question. “We have identified what we believe to be one of the old ruler’s construct servants—one of those contaminated with the contagion. We have observed him on several occasions buying large purchases of food for travel and then using *dimension doors* to travel southward out of the city. In examining his papers while he is gone, our ‘investigators’ found several letters from Newick and Burn. While that by itself is not indicative of much, it indicates a southerly involvement. Eugen is working on copies of the letters now, but it is a much more modern code, he says.”

Eugen adds, “I’ll get it with time, but modern codes are always the hardest to crack. There may have been something to the paper as well—or hidden in another color or way.” Eugen seems to puzzle this and then wanders about, searching the shelves for a book on cryptography. “I’ll get it, don’t you worry.”

Bradley smiles at the old man and continues, “We’re not in a rush, Eugen. That’s why we didn’t take the letters. Anyways, that can be dealt with later. Passing on this information seemed to come first. This was our deal wasn’t it, the location for the books?”

- Can we have the books back?

Eugen looks at Bradley. “I don’t see why not.” The old man hobbles from room to room. After about five minutes, he finds the *Libram of Lost Tales*. Any PC who begins touching his piles or messing with his books gets chased with his walking cane. If they insist, he will hit them with the cane for 1 point of subdual damage and attempt to stare them down—this old man is not afraid of death, and is thus not afraid of them. He is more afraid of losing something he is working on.

After about thirty minutes, Eugen finds *The Record of Isoada-Del*. Eugen will search for another hour if forced to, but cannot find the copy of *Codex Amoris Doloris*. “It’s here somewhere. I’ll get it back to the University when it shows up, promise.” (Eugen is sincere in this- he would return the book if he could find it. Bradley,

however, had it removed by one of the assistants a day or two ago at Della’s request. He can honestly claim that he didn’t take it, he doesn’t have it, and he doesn’t know where it is.)

- Do you want to leave this place?

Eugen laughs. “Absolutely not. And yet, Bradley tells me we may be picking up the whole shop soon...”

“That enough about that, Eugen,” Bradley interrupts. “Yes, we may have to move you soon to keep you safe. If these fellas were followed at all, then they could’ve been followed here as well, scrying and all. They may not know what’s inside, but they might’ve seen us come in. Safety is the number one issue here.”

Development: At this point, PCs are likely suspicious Bradley is more than he says he is. He is, as he says, leader of the Rascals. If asked for whom he is working, he will invariably reply, “For the good of the Yeomanry.” He will happily concede to any accusation of being a government agent for the Yeomanry, or just about any other organization that works for the good of the Yeomanry. He will demonstrate sincere consternation at any character who implies that he is somehow not working for the good of the Yeomanry. He will laugh off any questions about Della (Bluff +20, well rehearsed, so taking 10 = Sense Motive DC 30). Either way, the PCs likely have two of the three books back and an idea of where is the bolthole that holds the missing Freeholder.

ENCOUNTER 7: TO SEEK AND NOT TO FIND

PCs pass to this encounter, either after refusing to give the books to Bradley or after receiving the information from the sage in Longspear. This encounter happens in the streets of Loftwick in broad daylight, just after the PCs enter the city.

The party has either acquired the information at the cost of a text or is returning with all three texts. Asberdies has learned of the library’s loss of the books and is not pleased, as he realizes someone is trying to decipher his own codes to himself, written in the eons past. The fact that he doesn’t know who bothers him even more. He cannot yet identify who is messing with his toys, but he can find where the books went, and try to make sure the trail ends there.

The entrance gate to Loftwick about a quarter of a mile behind you, and the thought of a good meal and bed before appealing to Council of Grosspokesmen just beginning to form in your mind, a solitary figure steps forward. Wrapped in clothes that are too big for him and carrying what appear to be two rapiers that extend from the ends of his overlong sleeves, the man speaks without moving, his face shrouded in the cloak's hood. "You go no further." The people on the streets sense the danger and flee to the sideways and alleys.

"Is this some registered duel?" says one bystander as he ducks for cover. "Someone call out the militia!" says another onlooker peeking from around a corner.

(The/Another) cloaked man steps forward, "They will not arrive soon enough." With that he attacks.

This encounter takes place along one of the wide central thoroughfares that cross the city. The road is twenty feet wide going in both directions, with random alleys and side streets off of either side.

APL 4 (EL 7)

Nimblewright: hp 75; see *Appendix 1*.

APL 6 (EL 9)

Nimblewright, Advanced: hp 112; see *Appendix 2*.

APL 8 (EL 11)

Nimblewright, Advanced (2): hp 112 each; see *Appendix 3*.

APL 10 (EL 13)

Nimblewright, Advanced (4): hp 112 each; see *Appendix 4*.

APL 12 (EL 15)

Nimblewright, Advanced (8): hp 112 each; see *Appendix 5*.

Tactics: The nimblewrights take the time to pre-cast *haste* and *cat's grace* on themselves before they attack. At APLs 6 - 12, the advanced nimblewrights also cast *bull's strength* on themselves. (They are +3 to hit, +6 to AC, +1 to all saves, +2 more to Reflex saves, +30 ft. move, plus an extra attack when using the full-attack option above the listed statistics. The advanced nimblewrights are also +2 to damage.)

Remember that the combat-oriented feats with which the nimblewrights are programmed include Combat Expertise, Combat Reflexes, Spring Attack, and Improved Disarm. They will attempt to disarm opponents before killing them with Augmented Critical.

Treasure:

APL 4: L: 1 gp, C: 200 gp, M: *boots of skating* (583 gp).

APL 6: L: 1 gp, C: 666 gp, M: *boots of skating* (583 gp), *bracers of repulsion* (333 gp).

APL 8: L: 2 gp, C: 1,332 gp, M: 2 *boots of skating* (583 gp each), 2 *bracers of repulsion* (333 gp each), 2 *goggles of lifesight* (166 gp).

APL 10: L: 4 gp, C: 2,664 gp, M: 4 *boots of skating* (583 gp each), 4 *bracers of repulsion* (333 gp each), 4 *goggles of lifesight* (166 gp each), 4 *helms of battle* (166 gp each).

APL 12: L: 8 gp, C: 5,328 gp, M: 8 *boots of skating* (583 gp each), 8 *bracers of repulsion* (333 gp each), 8 *goggles of lifesight* (166 gp each), 8 *helms of battle* (166 gp each), 8 *necklaces of warning* (333 gp each).

Development: The nimblewrights are out to slay the party, but are not willing to surrender themselves to the militia. If the PCs can continue the combat for more than a minute and a half (15 rounds), the nimblewrights will begin to break off combat, one or two leaving each round, to avoid the militia.

CONCLUSION

There are two possible conclusions. If the party has returned with the likely location of Marius Lindon and, possibly, two of the three books they took, then proceed to THE CAT AND THE BAG. If the party refused to turn the books over to Bradley and returned with the books instead, proceed to NOTHING TO SHOW.

CONCLUSION: THE CAT AND THE BAG

The characters have discovered the likely location of the missing Freeholder, Marius Lindon.

You start with the Militia and then the Freeknight "debriefings," but they feel more like interrogations. You've told your story so many times, your not sure you even remember it straight yourself any more, and your tired of it. It is about this time that Freeknight Aelfric

Aelfsted comes to see you. "It seems, my friends, that you've done the Yeomanry a great service if this information is true. Border Guards have been dispatched to search some of what we consider the more likely mesas in the area. If they find anything, we may need your help again."

If the PCs received the books illegally, either through coercion or theft, and took any other texts, the crime will be forgiven as long as the other texts are returned. If no other texts were taken, but the information of Marius was discovered AND two of the three books were returned, the crime will also be forgiven. If the books were stolen and something else was taken and not returned, inventory will eventually reveal the missing book and the guardians will be able to say which PC took it. That PC receives WANTED BY THE YEOMANRY and TAKING SOMETHING EXTRA on his AR.

If the PCs acquired the tomes through legal means, either through meeting with enough administrators or using enough 'pull', AND two of the three texts were returned, the party receives TAKING SOMETHING EXTRA as a reward, a gift from the University at Loftwick for both returning books they thereafter assumed forever lost and for the task they have accomplished. The AR reads the same way, whether they took something extra illegally or were given the right as a reward.

CONCLUSION: NOTHING TO SHOW

The characters have NOT discovered the likely location of Marius Lindon.

You start with the Militia and then the Freeknight "debriefings," but they feel more like interrogations. You've told your story so many times, your not sure you even remember it straight yourself any more, and your tired of it. It is about this time that Freeknight Aelfric Aelfsted comes to see you. "It seems, my friends, that we cannot corroborate your stories. While there is a Weldon and a Bradley who do know each other, and whom we do know to be involved with the Rascals, there is no indication that the house you mentioned has ever been lived in—there are no locks on the doors, no books or old sage running around its various rooms. If it was Cartlyn, he's gone now. I'm sorry you have wasted your time, but there are many wild goose chases these days after the missing Freeholder, it seems."

If the PCs received the books illegally, either through coercion or theft, and took any other texts, the crime will be forgiven as long as the other texts are returned. If no other texts were taken AND the three books were returned, the crime will also be forgiven, for the court will recognize the intent and the lack of actual harm. If the books were stolen and something else was taken and not returned, inventory will eventually reveal the missing book and the guardians will be able to say which PC took it. That PC receives WANTED BY THE YEOMANRY and TAKING SOMETHING EXTRA on his AR.

EPILOGUE

This Epilogue assumes the party has discovered the location of Marius Lindon. If not, do NOT read the epilogue.

Placards and posters appear everywhere almost overnight. Riders carry the word as fast as horse can carry man and criers spread the word from street to street.

"The call is issued—all Yeoman militia, active and reserve, able to heed the call—marshal at the nearest site and await further orders. Full mobilization within the Yeomanry. Raise the Spear!"

There is much clamor as to what has lead to the call. Some accuse Melinda Windomere of trying to stage some sort of military coup, while others insist that the Giants are acting up again. Some say it's the damnable drow, causing trouble after that treaty we signed, and a few, as with everything that happens these days, say it has something to do with the missing Freeholder.

As you stand in the gates of Loftwick and look southward towards the rolling heartlands of this country, you see the red and white pennants of a thousand spears already answering the call here, repeated so many times across the country, in every town, in every homlet. Whatever this force moves against need be wary.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 3

Obtaining the books.

APL 4: 120 xp.

APL 6: 180 xp.

APL 8: 240 xp.

APL 10: 300 xp.

APL 12: 360 xp.

Encounter 4

Defeating the invisible stalkers.

APL 4: 210 xp.

APL 6: 270 xp

APL 8: 330 xp

APL 10: 390 xp

APL 12: 450 xp

Encounter 7

Defeating the nimblewrights.

APL 4: 210 xp.

APL 6: 270 xp

APL 8: 330 xp

APL 10: 390 xp

APL 12: 450 xp

Story Award

Discovering the location of the Ebon Spike.

APL 4: 100 xp.

APL 6: 140 xp

APL 8: 175 xp

APL 10: 210 xp

APL 12: 250 xp

Discretionary Roleplaying Award

APL 4: 35 xp.

APL 6: 40 xp

APL 8: 50 xp

APL 10: 60 xp

APL 12: 65 xp

Total possible experience

APL 4: 675 xp.

APL 6: 900 xp.

APL 8: 1,125 xp.

APL 10: 1,350 xp.

APL 12: 1,575 xp.

TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional adventure, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter 7:

APL 4: L: 1 gp, C: 200 gp, M: *boots of skating* (583 gp).

APL 6: L: 1 gp, C: 666 gp, M: *boots of skating* (583 gp), *bracers of repulsion* (333 gp).

APL 8: L: 2 gp, C: 1,332 gp, M: 2 *boots of skating* (583 gp each), 2 *bracers of repulsion* (333 gp each), 2 *goggles of lifesight* (166 gp).

APL 10: L: 4 gp, C: 2,664 gp, M: 4 *boots of skating* (583 gp each), 4 *bracers of repulsion* (333 gp each), 4 *goggles of lifesight* (166 gp each), 4 *helms of battle* (166 gp each).

APL 12: L: 8 gp, C: 5,328 gp, M: 8 *boots of skating* (583 gp each), 8 *bracers of repulsion* (333 gp each), 8 *goggles of lifesight* (166 gp each), 8 *helms of battle* (166 gp each), 8 *necklaces of warning* (333 gp each).

Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 1 gp, C: 200 gp, M: 583 gp – Total: 784 gp (650 gp).

APL 6: L: 1 gp, C: 666 gp, M: 916 gp – Total: 1,583 gp (900 gp).

APL 8: L: 2 gp, C: 1,332 gp, M: 2,164 gp – Total: 3,498 gp (1,300 gp).

APL 10: L: 4 gp, C: 2,664 gp, M: 4,992 gp – Total: 7,660 gp (2,300 gp).

APL 12: L: 8 gp, C: 5,328 gp, M: 12,648 gp – Total: 17,984 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

Taking Something Extra This PC took something extra from the Inner Sanctum of the University at Loftwick library. This something extra is presumed to be some archaic spell book. This PC can choose to either sell the book for 1,000 gp or peruse it for personal use, in which case the character receives access to one non-Closed spell that they are already high enough level to cast from the *Player's Handbook* or the *Spell Compendium*. The selected spell is to be listed here: _____.

Wanted by the Yeomanry For stealing books from the Inner Sanctum of the University at Loftwick, this PC is wanted by the Yeomanry for prosecution. All upkeep costs in the Yeomanry are increased by one step for this PC, and no further influence in the Yeomanry can be gained by this PC. Any land owned by this PC is confiscated by the government. Likewise, all Gather Information rolls made in the Yeomanry suffer a -4 circumstance penalty, as the PC must be more surreptitious in gaining information.

Curse--Construct Contagion This PC suffered a serious blow (one that was a critical hit, one for massive damage, or one that put the PC's hit point total below zero) from an "infected" construct, and has been cursed with construct contagion (it is not a disease, despite the name and use of the word infected). The constructs in this adventure cause the iron version of this infection. The initial infection causes random parts of the PC's body to transform into bits of iron metal.

The first stage grants a +2 natural armor bonus and a -2 penalty to Cha. Each time this PC is struck with a critical hit, a blow for massive damage, or has his hp total reduced below zero, they must make a Fort save (DC 12 + the APL this adventure was played at). If they fail the save, check one of the boxes below; this indicates the contagion has advanced in intensity, transforming more of your body into a construct (although you do not assume the construct type yet). Each advance further affects the abilities of the curse victim.

☐ Second Stage: -2 penalty to Dex.

☐ Third Stage: -10 ft. penalty to Speed (-5 ft. for Small PCs).

□ Fourth Stage: Healing spells cast on this PC are only half as effective with regards to curing hp damage.

□ Final Stage: PC becomes a construct and is removed from play – contact the Yeomanry Triad (see below).

If the curse progresses through all four check boxes, this PC is completely transformed by the curse. At that point your PC is removed from play until you receive documentation for the completed transformation from the Yeomanry Triad.

This curse can currently only be removed by a *remove curse*, *break enchantment*, *miracle*, or *wish* spell from a caster of 17th level or higher. However, there may be other means to remove this curse that this PC may discover in future Yeomanry adventures.

Item Access

APL 4 (all of the following):

Boots of Skating (Adventure; Magic Item Compendium; Limit 1)

APL 6 (all of APL 4 plus the following):

Bracers of Repulsion (Adventure; Magic Item Compendium; Limit 1)

APL 8 (all of APLs 4, 6 plus the following):

Goggles of Lifesight (Adventure; Magic Item Compendium; Limit 1)

APL 10 (all of APLs 4, 6, 8 plus the following):

Helm of Battle (Adventure; Magic Item Compendium; Limit 1)

APL 12 (all of APLs 4, 6, 8, 10 plus the following):

Necklace of Warning (Adventure; Magic Item Compendium; Limit 1)

APPENDIX 1 – APL 4

ENCOUNTER 3B

FIRE TRAPPED BOOK

CR 2

Description The book is trapped with a *fire trap* spell cast by a druid—anyone who opens the book detonates the trap.

Search DC 27; **Type** magic

Trigger opening the book

Effect 1d4+3 fire damage in a 5-ft. radius, Reflex save DC 14 for half

Duration instantaneous

Disarm 27

Dispel 14

ENCOUNTER 7

NIMBLEWRIGHT

CR 7

CN Medium Construct

Init +7; **Senses** Listen +3, Spot +3; 60- ft Darkvision

Languages Common, Elven, Dwarven

AC 24, touch 17, flat-footed 17

(+7 Dex, +7 natural)

hp 75 (10d10 HD); regeneration/fast healing; DR

Immune mind-affects, poison, stunning, disease, death effects, critical hits, subdual damage, ability damage, ability drain, energy drain, death from massive damage

SR 27

Fort +3, **Ref** +10, **Will** +6

Weakness see **Vulnerabilities**

Speed 40 ft. in natural armor (8 squares), base movement 40 ft.;

Melee 2 rapier-hands +11 (2d6+4/12-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +11

Atk Options Combat Expertise, Combat Reflexes, Improved Disarm, Spring Attack

Special Actions Spell-like abilities, Tripping Thrust, Augmented Critical

Combat Gear *boots of skating*

Spell-Like Abilities (CL 10th):

3rd—*haste*

2nd—*alter self*, *cat's grace*

1st—*entropic shield*, *feather fall*

‡ Already cast

Abilities Str 19, Dex 24, Con --, Int 10, Wis 17, Cha 19

SQ Augmented Critical, Construct Traits, SR 27, Vulnerabilities

Feats Combat Reflexes (B), Dodge (B), Combat Expertise (B), Improved Disarm (B), Mobility (B), Spring Attack (B)

Possessions combat gear plus traveling clothes, backpack, 1200 gp

Tripping Thrust (Ex) A nimblewright's rapier-hand attacks are powerful enough to push over creatures

its own size or smaller. An opponent who is the target of a successful critical hit from a nimblewright must make a Reflex save (DC 19) or be knocked prone as if tripped.

Augmented Critical (Ex) A nimblewright threatens a critical hit on a natural attack roll of 12-20. On a successful critical hit, its foe is subject to a tripping thrust attack (see above).

Vulnerabilities A cold effect slows a nimblewright for 3 rounds, and a fire effect stuns it for 1 round.

Description Nimblewrights are rapier-wielding constructs that disguise themselves as living humanoids. An undisguised nimblewright appears as a nondescript, steel-colored, mechanical human. When disguised, it wears clothes and uses spells to hide its true nature. In this way, it can appear as almost any Medium-size humanoid it wishes to become.

Sources Nimblewright (Monster Manual II); *boots of skating* (Magic Item Compendium)

APPENDIX 2 – APL 6

ENCOUNTER 3B

FIRE TRAPPED BOOK

CR 2

Description The book is trapped with a *fire trap* spell cast by a druid—anyone who opens the book detonates the trap.

Search DC 27; **Type** magic

Trigger opening the book

Effect 1d4+3 fire damage in a 5-ft. radius, Reflex save DC 14 for half

Duration instantaneous

Disarm 27

Dispel 14

ENCOUNTER 7

NIMBLEWRIGHT, ADVANCED

CR 9

CN Medium Construct

Init +7; **Senses** Listen +3, Spot +3; 60- ft Darkvision

Languages Common, Elven, Dwarven

AC 24, touch 17, flat-footed 17

(+7 Dex, +7 natural)

hp 112 (15d10 HD)

Immune mind-affects, poison, stunning, disease, death effects, critical hits, subdual damage, ability damage, ability drain, energy drain, death from massive damage

SR 29

Fort +5, **Ref** +11, **Will** +7

Weakness see **Vulnerabilities**

Speed 40 ft. in natural armor (8 squares), base movement 40 ft.;

Melee 2 rapier-hands +15 (2d6+5/12-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +11; **Grp** +16

Atk Options Combat Expertise, Combat Reflexes, Improved Disarm, Spring Attack

Special Actions Spell-like abilities, Tripping Thrust, Augmented Critical

Combat Gear *boots of skating*, *bracers of repulsion*

Spell-Like Abilities (CL 15th, at will):

3rd—*haste*

2nd—*alter self*, *cat's grace*, *bull's strength*

1st—*entropic shield*, *feather fall*

‡ Already cast

Abilities Str 20, Dex 24, Con --, Int 10, Wis 17, Cha 19

SQ Augmented Critical, Construct Traits, SR 29, Vulnerabilities

Feats Combat Reflexes (B), Dodge (B), Combat Expertise (B), Improved Disarm (B), Mobility (B), Spring Attack (B)

Possessions combat gear plus traveling clothes, backpack, 4000 gp

Tripping Thrust (Ex) A nimblewright's rapier-hand attacks are powerful enough to push over creatures

its own size or smaller. An opponent who is the target of a successful critical hit from a nimblewright must make a Reflex save (DC 20) or be knocked prone as if tripped.

Augmented Critical (Ex) A nimblewright threatens a critical hit on a natural attack roll of 12-20. On a successful critical hit, its foe is subject to a tripping thrust attack (see above).

Vulnerabilities A cold effect slows a nimblewright for 3 rounds, and a fire effect stuns it for 1 round.

Description Nimblewrights are rapier-wielding constructs that disguise themselves as living humanoids. An undisguised nimblewright appears as a nondescript, steel-colored, mechanical human. When disguised, it wears clothes and uses spells to hide its true nature. In this way, it can appear as almost any Medium-size humanoid it wishes to become.

Sources Nimblewright (Monster Manual II); *boots of skating*, *bracers of repulsion* (Magic Item Compendium)

APPENDIX 3 – APL 8

ENCOUNTER 3B

FIRE TRAPPED BOOK

CR 4

Description The book is trapped with a *fire trap* spell cast by a wizard—anyone who opens the book detonates the trap.

Search DC 29; **Type** magic

Trigger opening the book

Effect 1d4+7 fire damage in a 5-ft. radius, Reflex save DC 18 for half

Duration instantaneous

Disarm 29

Dispel 19

ENCOUNTER 7

NIMBLEWRIGHT, ADVANCED

CR 9

CN Medium Construct

Init +7; **Senses** Listen +3, Spot +3; 60- ft Darkvision

Languages Common, Elven, Dwarven

AC 24, touch 17, flat-footed 17

(+7 Dex, +7 natural)

hp 112 (15d10 HD)

Immune mind-affects, poison, stunning, disease, death effects, critical hits, subdual damage, ability damage, ability drain, energy drain, death from massive damage

SR 29

Fort +5, **Ref** +11, **Will** +7

Weakness see **Vulnerabilities**

Speed 40 ft. in natural armor (8 squares), base movement 40 ft.;

Melee 2 rapier-hands +15 (2d6+5/12-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +11; **Grp** +16

Atk Options Combat Expertise, Combat Reflexes, Improved Disarm, Spring Attack

Special Actions Spell-like abilities, Tripping Thrust, Augmented Critical

Combat Gear *boots of skating*, *bracers of repulsion*, *goggles of lifesight*

Spell-Like Abilities (CL 15th, at will):

3rd—*haste*

2nd—*alter self*, *cat's grace*, *bull's strength*

1st—*entropic shield*, *feather fall*

† Already cast

Abilities Str 20, Dex 24, Con --, Int 10, Wis 17, Cha 19

SQ Augmented Critical, Construct Traits, SR 29, Vulnerabilities

Feats Combat Reflexes (B), Dodge (B), Combat Expertise (B), Improved Disarm (B), Mobility (B), Spring Attack (B)

Possessions combat gear plus traveling clothes, backpack, 4000 gp

Tripping Thrust (Ex) A nimblewright's rapier-hand attacks are powerful enough to push over creatures its own size or smaller. An opponent who is the target of a successful critical hit from a nimblewright must make a Reflex save (DC 20) or be knocked prone as if tripped.

Augmented Critical (Ex) A nimblewright threatens a critical hit on a natural attack roll of 12-20. On a successful critical hit, its foe is subject to a tripping thrust attack (see above).

Vulnerabilities A cold effect slows a nimblewright for 3 rounds, and a fire effect stuns it for 1 round.

Description Nimblewrights are rapier-wielding constructs that disguise themselves as living humanoids. An undisguised nimblewright appears as a nondescript, steel-colored, mechanical human. When disguised, it wears clothes and uses spells to hide its true nature. In this way, it can appear as almost any Medium-size humanoid it wishes to become.

Sources Nimblewright (Monster Manual II); *boots of skating*, *bracers of repulsion*, *goggles of lifesight* (Magic Item Compendium)

APPENDIX 4 – APL 10

ENCOUNTER 3B

FIRE TRAPPED BOOK

CR 4

Description The book is trapped with a *fire trap* spell cast by a wizard—anyone who opens the book detonates the trap.

Search DC 29; **Type** magic

Trigger opening the book

Effect 1d4+7 fire damage in a 5-ft. radius, Reflex save DC 18 for half

Duration instantaneous

Disarm 29

Dispel 19

ENCOUNTER 4

INVISIBLE STALKER, ADVANCED

CR 9

N Huge Elemental (Air, Extraplanar)

Init +8; **Senses** Listen +21, Spot +23, Darkvision 60ft

Languages Auran (understand Common)

AC 19, touch 14, flat-footed 15

(-2 size, +4 Dex, +7 natural)

hp 144 (16d8+64 HD)

Fort +7, **Ref** +15, **Will** +8

Speed 30 ft. in no armor (6 squares), base movement 30 ft., fly 30 ft. (perfect);

Melee 2 slams +19 (3d6+8)

Space 15 ft.; **Reach** 15 ft.

Base Atk +16; **Grp** +18

Abilities Str 26, Dex 18, Con 18, Int 14, Wis 16, Cha 11

SQ Elemental traits, natural invisibility, improved tracking

Feats Combat Reflexes, Improved Initiative, Weapon Focus (slam), Skill Focus (Spot), Power Attack

Skills Listen +21, Move Silently +23, Search +21, Spot +23, Survival +2 (+4 following tracks)

Natural Invisibility (Su) This ability is constant, allowing a stalker to remain invisible even when attacking. This ability is inherent and not subject to the *invisibility purge* spell.

Improved Tracking (Ex) An invisible stalker is a consummate tracker and makes Spot checks instead of the usual Survival checks to trace a creature's passage.

Description Invisible stalkers have an amorphous form. A *see invisibility* spell shows only a dim outline of a cloud, while a *true seeing* spell reveals a roiling cloud of vapor.

ENCOUNTER 7

NIMBLEWRIGHT, ADVANCED

CR 9

CN Medium Construct

Init +7; **Senses** Listen +3, Spot +3; 60- ft Darkvision

Languages Common, Elven, Dwarven

AC 24, touch 17, flat-footed 17

(+7 Dex, +7 natural)

hp 112 (15d10 HD)

Immune mind-affects, poison, stunning, disease, death effects, critical hits, subdual damage, ability damage, ability drain, energy drain, death from massive damage

SR 29

Fort +5, **Ref** +11, **Will** +7

Weakness see **Vulnerabilities**

Speed 40 ft. in natural armor (8 squares), base movement 40 ft.;

Melee 2 rapier-hands +15 (2d6+5/12-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +11; **Grp** +16

Atk Options Combat Expertise, Combat Reflexes, Improved Disarm, Spring Attack

Special Actions Spell-like abilities, Tripping Thrust, Augmented Critical

Combat Gear *boots of skating*, *bracers of repulsion*, *goggles of lifesight*, *helm of battle*

Spell-Like Abilities (CL 15th, at will):

3rd—*haste*

2nd—*alter self*, *cat's grace*, *bull's strength*

1st—*entropic shield*, *feather fall*

‡ Already cast

Abilities Str 20, Dex 24, Con --, Int 10, Wis 17, Cha 19

SQ Augmented Critical, Construct Traits, SR 29, Vulnerabilities

Feats Combat Reflexes (B), Dodge (B), Combat Expertise (B), Improved Disarm (B), Mobility (B), Spring Attack (B)

Possessions combat gear plus traveling clothes, backpack, 4000 gp

Tripping Thrust (Ex) A nimblewright's rapier-hand attacks are powerful enough to push over creatures its own size or smaller. An opponent who is the target of a successful critical hit from a nimblewright must make a Reflex save (DC 20) or be knocked prone as if tripped.

Augmented Critical (Ex) A nimblewright threatens a critical hit on a natural attack roll of 12-20. On a successful critical hit, its foe is subject to a tripping thrust attack (see above).

Vulnerabilities A cold effect slows a nimblewright for 3 rounds, and a fire effect stuns it for 1 round.

Description Nimblewrights are rapier-wielding constructs that disguise themselves as living humanoids. An undisguised nimblewright appears as a nondescript, steel-colored, mechanical human. When disguised, it wears clothes and uses spells to hide its true nature. In this way, it can appear as almost any Medium-size humanoid it wishes to become.

Sources Nimblewright (Monster Manual II); boots of skating, bracers of repulsion, goggles of lifesight, helm of battle (Magic Item Compendium)

APPENDIX 5 – APL 12

ENCOUNTER 3B

HEIGHTENED FIRE TRAPPED BOOK CR 7

Description The book is trapped with a *fire trap* spell cast by a wizard using the Heighten Spell feat to raise it to 7th level—anyone who opens the book detonates the trap.

Search DC 32; **Type** magic

Trigger opening the book

Effect 1d4+13 fire damage in a 5-ft radius, Reflex DC 20 for half

Duration instantaneous

Disarm 32

Dispel 24

ENCOUNTER 4

INVISIBLE STALKER, ADVANCED CR 11

N Huge Elemental (Air, Extraplanar)

Init +8; **Senses** Listen +31, Spot +33, Darkvision 60ft.

Languages Auran (understand Common)

AC 19, touch 14, flat-footed 15

(-2 size, +4 Dex, +7 natural)

hp 216 (24d8+96 HD)

Fort +8, **Ref** +17, **Will** +9

Speed 30 ft. in no armor (6 squares), base movement 30 ft., fly 30 ft. (perfect);

Melee 2 slams +22 (3d6+8)

Space 15 ft.; **Reach** 15 ft.

Base Atk +19; **Grp** +21

Abilities Str 26, Dex 18, Con 18, Int 14, Wis 16, Cha 12
SQ Elemental traits, natural invisibility, improved tracking

Feats Combat Reflexes, Improved Initiative, Weapon Focus (slam), Skill Focus (Spot), Power Attack, Alertness

Skills Listen +31, Move Silently +31, Search +29, Spot +33, Survival +2 (+4 following tracks)

Natural Invisibility (Su) This ability is constant, allowing a stalker to remain invisible even when attacking. This ability is inherent and not subject to the *invisibility purge* spell.

Improved Tracking (Ex) An invisible stalker is a consummate tracker and makes Spot checks instead of the usual Survival checks to trace a creature's passage.

Description Invisible stalkers have an amorphous form. A *see invisibility* spell shows only a dim outline of a cloud, while a *true seeing* spell reveals a roiling cloud of vapor.

ENCOUNTER 7

NIMBLEWRIGHT, ADVANCED CR 9

CN Medium Construct

Init +7; **Senses** Listen +3, Spot +3; 60- ft Darkvision

Languages Common, Elven, Dwarven

AC 24, touch 17, flat-footed 17

(+7 Dex, +7 natural)

hp 112 (15d10 HD)

Immune mind-affects, poison, stunning, disease, death effects, critical hits, subdual damage, ability damage, ability drain, energy drain, death from massive damage

SR 29

Fort +5, **Ref** +11, **Will** +7

Weakness see **Vulnerabilities**

Speed 40 ft. in natural armor (8 squares), base movement 40 ft.;

Melee 2 rapier-hands +15 (2d6+5/12-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +11; **Grp** +16

Atk Options Combat Expertise, Combat Reflexes, Improved Disarm, Spring Attack

Special Actions Spell-like abilities, Tripping Thrust, Augmented Critical

Combat Gear *boots of skating, bracers of repulsion, goggles of lifesight, helm of battle, necklace of warning*

Spell-Like Abilities (CL 15th, at will):

3rd—*haste*

2nd—*alter self, cat's grace, bull's strength*

1st—*entropic shield, feather fall*

† Already cast

Abilities Str 20, Dex 24, Con --, Int 10, Wis 17, Cha 19

SQ Augmented Critical, Construct Traits, SR 29, Vulnerabilities

Feats Combat Reflexes (B), Dodge (B), Combat Expertise (B), Improved Disarm (B), Mobility (B), Spring Attack (B)

Possessions combat gear plus traveling clothes, backpack, 4000 gp

Tripping Thrust (Ex) A nimblewright's rapier-hand attacks are powerful enough to push over creatures its own size or smaller. An opponent who is the target of a successful critical hit from a nimblewright must make a Reflex save (DC 20) or be knocked prone as if tripped.

Augmented Critical (Ex) A nimblewright threatens a critical hit on a natural attack roll of 12-20. On a successful critical hit, its foe is subject to a tripping thrust attack (see above).

Vulnerabilities A cold effect slows a nimblewright for 3 rounds, and a fire effect stuns it for 1 round.

Description Nimblewrights are rapier-wielding constructs that disguise themselves as living humanoids. An undisguised nimblewright appears as a nondescript, steel-colored, mechanical human. When disguised, it wears clothes and uses spells to hide its true nature. In this way, it can appear as almost any Medium-size humanoid it wishes to become.

Sources Nimblewright (Monster Manual II); *boots of skating, bracers of repulsion, goggles of lifesight, helm of battle, necklace of warning* (Magic Item Compendium)

DM AID: NEW RULES

NEW ITEMS

Boots of Skating (Magic Item Compendium)

These white leather boots extend to mid-calf and lace up from toe to top. They sport two dull metal edges that slant downward from the bottom of each side.

These boots allow you to slide along the ground as if on smooth ice. You can gracefully skate along the ground, turn, or stop suddenly as desired. You gain a +10-foot enhancement bonus to your land speed while wearing the boots. This is a continuous effect and requires no activation.

Skating up an incline removes the bonus to speed, while skating down a decline increases the boots' enhancement bonus to land speed by an additional 10 feet.

Faint (DC 15) transmutation; CL 3rd; Craft Wondrous Item, *expeditious retreat* or *skate* (EPH 132); Price 7,000 gp; Weight 2 lb.

Bracers of Repulsion (Magic Item Compendium)

Each of these steel bracers bears an oval of smoky quartz carved with the image of an upraised hand.

Bracers of repulsion produce an instantaneous wave of force that pushes back enemies. When you activate the bracers, all enemies within 10 feet must succeed on a DC 19 Fortitude save or be pushed 5 feet away from you. Huge and larger creatures are unaffected by *bracers of repulsion*, though incorporeal creatures can be affected.

This ability functions three times per day. They are activated by command as a swift action.

Moderate (DC 20) evocation; CL 11th; Craft Wondrous Item, *Bigby's forceful hand*; Price 4,000 gp; Weight —lb.

Goggles of Lifesight (Magic Item Compendium)

The lenses of these goggles are hewn from smoky quartz. A tiny hourglass decorates the upper corner of each side of the frame.

When you activate these goggles, you automatically know whether any visible creature within 30 feet is alive, dead, undead, or neither alive nor dead (such as a construct). This power can be blocked by any effect that would prevent the effect of a *detect undead* spell.

This ability functions three times per day. They are activated by command as a standard action.

Moderate (DC 19) divination; CL 9th; Craft Wondrous Item, *deathwatch*; Price 2,000 gp; Weight 1 lb.

Helm of Battle (Magic Item Compendium)

This elegant mithral helm is light, yet sturdy.

A *helm of battle* is a useful tool if you favor tactical maneuvers over brute force. When you activate the helm, you gain a +2 bonus on the next attack roll or ability check you make to attempt a bull rush, disarm, overrun, sunder, or trip attempt during your turn.

This ability functions three times per day. They are activated by command as a swift action.

Moderate (DC 17) transmutation; CL 5th; Craft Wondrous Item, *fox's cunning*; Price 2,000 gp; Weight —lb.

Necklace of Warning (Magic Item Compendium)

This short necklace is composed of white jade and tiny sapphires.

A *necklace of warning* warns you of impending danger, granting you a +2 bonus to your flat-footed AC (up to a maximum value equal to your normal AC).

Faint (DC 16) divination; CL 3rd; Craft Wondrous Item, *augury*; Price 4,000 gp; Weight 1 lb.

PLAYER HANDOUT #1 – A LETTER FROM WELDON

Dearest friends!

I am pleased to hear you are in Longspear, and am proud to humbly invite you to my new shop, Weldon's Hook, located along the docks. It's not much different from the old place in Newick, but I do a lot more business here. Gwen says hello and the kids are so much bigger, I doubt they'll remember you.

When you come, bring along some friends—you know the type. I might have something of interest for y'all to tackle, if I'm right about it being your line of work more than mine.

Your true friend,

Weldon of Longspear, formerly of Newick

PLAYER HANDOUT #2 – A LETTER FOR ADVENTURERS

Adventurers!

Hail and be well met. We have not met directly, but I have heard much of your wondrous deeds. I am pleased to hear you are in Longspear, and am proud to humbly invite you to my new shop, Weldon's Hook, located along the docks. It's not much of a shop, but I do a lot more business here.

When you come, bring along some friends—you know the type. I might have something of interest for y'all to tackle, if I'm right about it being your line of work more than mine.

Humbly Yours,

Weldon of Longspear