

BDK2-02



TROUBLE AT ANKHEG SPRINGS

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

Version 2

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An adventure set in the Bandit Kingdoms for characters level 1-6.

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 Willams, Richard Baker, and Peter Adkison.

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before running the event Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh you memory of the creatures' abilities.

SCORING

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

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" among the group, or when the adventure is run in tournament format with winners and prizes.

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

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

This is a LIVING GREYHAWK adventure. As a LIVING™ adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site (www.wizards.com/rpga), and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each characters animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

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

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

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in the Bandit Kingdoms. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

Trouble at Ankheg Springs is, at its heart, an adventure fitting of old tales of the Wild West. Evil ranchers, brutish lackeys and wise nomads all make appearances against the brutal backdrop of the Bandit Kingdoms.

The action of this scenario occurs in the vicinity of Ankheg Springs, a thorp on the eastern fringe of the Rift Canyon Barrens. The land is unusually fertile due to the presence of the year round water source, the Ankheg Springs. The lord with title to the source of the springs has died, leaving two children: Arvad and Ilyena.

Arvad left home at an early age and wandered, joining the Rookroost Thieves Guild before having a falling out with some of its leaders. He then traveled to Stoink, where he became affiliated with one of the more notorious temples to Iuz, the Temple Grimacing. He rose

through the fighting ranks as a gladiator in the games and later as a trainer for the temple.

Upon hearing news that his father was on his deathbed, Arvad approached one of his superiors in the temple hierarchy, Ishgar Bloodhand, for help in claiming his father's land. Bloodhand, seeing an opportunity to extend the reach of the temple, supplied the funding to hire a bunch of ruffians to help Arvad force his claim.

With the nomads of the region dependent upon the spring for their herds, Ishgar sent a minor sorcerer to mark the nomads. This would allow him or others at the temple to track the movements of the nomads.

Back in Ankheg Springs, Ilyena has become engaged to marry a nomadic bard: Roche (pronounced Rosh) Brighteagle. The nomads saw this as an opportunity to ensure access to the water supply. Ilyena, a druid, shares the nomads' fundamental view of nature and the land.

When Arvad returned to the manor on the eve of her father's death after a ten-year absence, Ilyena was replaced as the heir presumptive of the ranch. With Arvad the rightful heir, the nomads began scrambling to negotiate with Arvad while sending Roche to incite local support for Ilyena's inheritance.

Arvad used the resources of the Temple Grimacing to gain effective control of the entire settled portion of the valley. From the temple he has been able to secure several hell hounds, who patrol the spring and make sure that the nomads do not sneak in to water their herds.

Roche moved in with his uncle, who owns the livery stable in town, and continues to speak out against Arvad, but his efforts have been largely unsuccessful. Only two villagers have stood up to the incursion, and both are hanging from a tree just outside town.

The week prior to the events of this scenario, Ilyena has gotten wind of a secret in Arvad's past, one he is desperate to conceal from Raif and the Temple Grimacing. She sought answers in an enchanted chest once owned by their father, which Arvad now uses to guard his most prized possessions. Unfortunately, she was discovered. Arvad has locked her in a cave at the spring and has her guarded by his hell hounds. He doesn't trust Raif to be around her at the manor. He plans on killing her when he returns from his conference with the nomads. Arvad is seeing the real possibility of becoming a power in the region.

Arvad's secret is that he has been selling the secrets of his rivals in the temple. He has sold several to the priests of Hextor and Pholtus. Several powerful spies have been exposed because he believes that these documents and ledgers might benefit him in case he ever has to flee the Empire of Iuz. He retains the papers in his locked chest. He is unaware of the fact that this chest, which used to belong to his father, has two keys. He has one, but Ilyena has the other one secreted in her room.

BEFORE YOU BEGIN

Before the round begins, identify a couple of distinctive features or items that the party members have (scars, equipment, etc.). You want to use these to fill in the

descriptive elements of Conclusion C at the end of the scenario.

ADVENTURE OUTLINE

Please see the flowchart in the appendix for reference on how players move through the module

Introduction

In the Introduction, the characters find themselves eating at the Rusty Nail, an inn and tavern in Ankheg Springs.

Encounter 1

A bard in the common room is making trouble, trying to stir up the locals against the current landowner. Characters have the opportunity to save him from himself, or watch him get beaten and thrown out of the tavern.

Encounter 2

The characters learn some history on Arvad, Ankheg Springs, and current situation. They can then head back to the Rusty Nail, or stay with Roche and Osole (his uncle) for the night.

Encounter 3

Tosh, Arvad's second in command, and his bullies kill Osole, and threaten other townsfolk unless the parties square off with them.

Encounter 4

Tosh sets a trap, comprised of multiple snipers, to wear down the characters, making this encounter less than fair.

Encounter 5

Roche leads the heroes to the source of the spring, where Ilyena is being held captive in a nearby cave. This fell place also serves as a lair to the hell hounds wandering the manor grounds.

Encounter 6

The heroes move in on Arvad's manor, where Raif and the others are awaiting his return.

Conclusion

Where the heroes may drive Arvad from these lands or find themselves prisoners of the evil lord.

INTRODUCTION

For two days you have been traveling northwest through the dry, sagebrush plains of the Rift Barrens. The hot, dry high summer weather is subdued by a nasty looking thunderhead blowing in from the west. Just when you were resigning yourself to stopping and finding some sort of shelter, you crested a ridge and looked down upon a paradise of green; it was a small valley with a stream, some farms, and a small thorp.

To the right of the trail sits an old rustic shrine, its sacred emblems long since torn away. From the look of it, it

might once have been dedicated to Fharlaghn or, more likely, Berei. Your approach disturbs a large murder of crows from a tree in the church yard, where they have been feeding on the stripped bodies of two men, hung by their necks from the branches.

An hour later, you have negotiated a room for the night and are sitting comfortably in the common room of the Rusty Nail tavern. Your mounts are next door at a modest livery stable. Outside, the roar of the wind reaches a ferocious pitch as the storm blows into the thorp.

The Rusty Nail is a pleasant surprise. The food is good, plentiful and cheap, and the ale strong. At the unlit hearth, a half-elf minstrel dressed in furs and skins plays his lute for the small, subdued crowd. You help yourself to another tankard while the innkeeper assures you that these storms are quick to blow over.

The locals seem to be a quiet, almost sullen lot. They seem suspicious of the strangers in their midst.

Allow the players to introduce themselves and do some initial roleplaying to get in character.

Should the heroes ask about the bodies hanging from the trees, the villagers mumble a couple of names, but are reluctant to talk about them. A successful Diplomacy or Gather Information check (DC 15), along with some quality roleplaying nets the names of the two, Verun and Lothar.

A result of 20 or greater on the Diplomacy or Gather Information check gets the characters the information that they were hung five days ago for speaking out against the local lord, Arvad and his men. The villagers do not want to be seen to be as insurrectionists and avoid any further conversation.

Several of Arvad's men are in the bar and it is not healthy to be seen talking to strangers, especially about the troublemakers.

ENCOUNTER 1: ROCHE'S SONG

As you roll up bean paste on another of the thin flat pieces of corn flour bread that they serve here, the bard sings a song unfamiliar to you...

The bard is singing the following song to the tune of greensleeves:

*A man there was who did us wrong
Who treats us so discourteously.
No one could stand his mighty arm
No champion would stand before him.*

Refrain:

*Rise, Rise and throw off these chains
The chains that make us in fear to cower
Rise, Rise and be free of fear
For tis fear that allows them their power*

For why are we to be abused

*Who never have done thee a wrong?
Does justice sleep with her gaze withdrawn
Or is justice only for the strong?*

Refrain:

*Rise, Rise and throw off these chains
The chains that make us in fear to cower
Rise, Rise and be free of fear
For tis fear that allows them their power*

The song seems to resonate through your bodies, as you feel the courage to face all comers. A ripple of conversation starts to flow through the tavern when the song is over and the townsfolk seem to look less beaten down than earlier. From the back of the tavern, near the bar, three men advance on the bard, looking angry.

The bard has been singing to inspire courage in the townsfolk to help give them the backbone to resist Arvad and his men. For the first five rounds after the end of the song, the heroes have the benefit of the *Inspire Courage* as describe under the Bard character class in the *Player's Handbook*.

Roche Brighteagle, a nomadic bard who works with his uncle, Osol is in town to try to find people to overthrow Arvad and his men. As the bard is singing, three armed men in leather armor playing cards at a table near the bar are taking great offense at the song. These three ruffians, Garsk, Argus, and Filk, have been sent to keep the town cowed and to rough up anyone who gets out of line.

A successful Spot check (DC 10) allows the characters to notice these men before they advance on the bard. As they advance across the room, several locals suddenly decide to leave.

If the three men are not stopped, they beat the bard senseless and then throw him out of the inn into the livery stable. They have orders not to kill him while Arvad is negotiating with the nomads.

They are surprised if any of the heroes try to stop them, as they are used to having their way in this town. While they stop and talk with the characters momentarily, they are arrogant and looking forward to beating up the bard. They do not escalate past subdual damage unless the characters do.

Should the characters lose the fight, they are tossed outside into the stable yard next to Roche. Osol drags their unconscious bodies into the livery stable. Adjust the location of encounter two accordingly.

Remember that if Garsk, Argus and/or Filk survive the encounter, they need to be added to the bunkhouse encounter at the end of the module.

☞ **Roche Brighteagle:** Male Half-elf Brd1; hp 7; see Appendix I.

Roche is an unmitigated hot head, always throwing verbal bombs and trying to incite immediate revolution. He is brash and impulsive, and he is here in town trying to incite a bunch of untrained farmers to take on Arvad. Have him hang around the heroes, always egging them

on and being just a general pain. This pays off later for the characters, as he does have some valuable information about the nomads that they need later on.

☛ **Bar Patrons:** Male human Com1; hp 5; see Appendix I.

APL 2 (EL 3)

☛ **Garsk and Argus:** Male human Rog1; hp 7 each; see Appendix I.

☛ **Filk:** Male human Ftr1; hp 12; see Appendix I.

APL 4 (EL 5)

☛ **Garsk and Argus:** Male human Rog2; hp 12 each; see Appendix I.

☛ **Filk:** Male human Ftr2; hp 20; see Appendix I.

APL 6 (EL 7)

☛ **Garsk and Argus:** Male human Rog4; hp 22 each; see Appendix I.

☛ **Filk:** Male human Ftr4; hp 36; see Appendix I.

ENCOUNTER 2: HISTORY LESSON

If the characters let the ruffians beat up Roche, or if the characters were defeated:

They find Roche, and possibly themselves, unconscious in the yard of the livery stable. The stable boy can tell them where Roche lives and recommends that they take him to his uncle's house.

If the characters have defeated the ruffians:

A middle-aged man approaches them, suggesting that they go with him to a side room off the common room. He makes sure that the innkeeper does not hear what he says to the party members. Roche accompanies the party into the room.

When he has the part alone, Osol says the following to the party. His common is broken, and he stumbles often to find the appropriate word.

"Friends, I thank you for my saving my sister-son's. He is not much in a fight and too headstrong for his own good. We are looking for some people to help save his..." He pauses here to think of a word, then turns to Roche and says, "Westu brochna illyena hai?" Any characters that speak Flan recognize it for "fiance" in the tongue of the Rovers. Roche then says "fiancé". Osol nods and continues. Fiancé, yes, she needs saving. She will probably die without help.

This man is Osol, the uncle of Roche. He is a middle-aged human with a strong family resemblance to Roche. He also has the graceful motions of a dancer and his voice is melodious, but his hands are worn and toughened from

manual labor. He speaks only broken common: his native language is Fruz.

He was in the tavern to give his nephew moral support and keep him from directly attacking any of Arvad's men and getting himself killed. He looks upon the characters as a chance to transfer the danger from Roche to the party. Osol is determined to eliminate Arvad somehow, and the characters look like just the people to do it.

Osol is desperately worried about his nephew's fiancé, Ilyena (Arvad's sister), who has disappeared recently. He doesn't know whether she has been murdered by her brother or is simply imprisoned somehow.

If the heroes bring up the matter of payment, Roche looks quite disappointed in them (he is a zealot, and should be played as such), and makes some comment under his breathe such as "mercenaries", but Osol offers the characters up to 50 gp, although he warns them that, "I do not have that much money." Assuming that the characters agree to take on this task, Osol continues. If the characters aren't interested, the adventure is essentially over.

Her name is Ilyena. Lord Arvad is her brother. Always been a bad seed, he has. Stole from his father and run off to Stoink. We hear plenty about him, all bad. Heard he was a pit fighter in Stoink. But he's there. We're here. So all's right.

Then the lord dies and Arvad shows up again to claim the land. He has papers from the Temple Grimacing in Stoink saying he's the rightful heir, not Ilyena. She disappears for a week then writes Roche to tell that the marriage is off and she doesn't want land anymore. Some folks stand up to him, but now they're hanging from the churchyard tree. Lots of bad men in town, and at the manor, beat up people and kill anyone who opposes them. They won't let anyone water their herds at springs unless they submit to wizard mark. It keeps the nomads out of the springs and the herds thirsty. Ilyena tells Roche that she finds out something she can use against her brother, and then she disappears. Old Martin sees her being taken down the spring by Arvad's men. We tried to search, but Arvad's hounds guard the land.

Arvad's gone to talk to nomads about the spring. He'll be gone at least two days. This is our chance to get Ilyena and get her out of town. Will you help us?

Allow any character with Knowledge (Bandit Kingdoms) or with the Bardic Knowledge ability to make a skill check. Information known depends upon their success as follows.

(DC 20). Arvad was a fighter of some renown in Stoink.

(DC 25) His team won the last Games of Pain, a gladiatorial arena battle.

Any member of the Rookroost Thieves Guild that succeeds at the above mentioned check (DC 25) heard that he was once a member of the guild.

Both men are willing to answer any questions that the heroes might have, though their information is not perfect:

- The monsters are some kind of demon dog. It has eaten several nomads who tried to sneak in and get water. (True)
- The demon dogs apparently can sense the wizard mark on the nomads, as those nomads who have a wizard mark are able to pass the dog. (False)
- There has been a drought this year and most of the local springs are dry. This in particular has troubled the nomads. (True)
- Arvad is demanding money to keep the water flowing. The sum will break most of the local farmers. (True)
- Several nomads have already submitted to the wizard mark. (True)
- The wizard mark has caused some of the nomads to sicken. (False)
- There is a wizard of sorts among the ruffians. He dresses like all the rest of them in leather armor and wears weapons. (True, though Raif is a sorcerer)
- Arvad is an extremely good fighter. If asked about Arvad, Roche says:

“I was in Stoink at the Games of Pain two years ago. I saw Arvad defeat a hill giant while unarmored. I thought to myself, what an amazing thing, but the odds-makers at the games were actually giving odds on Arvad.”

- The farmers are terrified of Arvad and do not act against him since the incident with Verun and Lothar. (True)
- Roche and Osol have both been beaten up because they have tried to rally the townsfolk against the worst of Arvad's excesses. (True)
- Arvad has some connection with the Temple Grimacing in Stoink. (True)
- Nomads who have defied Arvad have seen their herds sicken. (False)

As it is impossible to do anything tonight because of the weather (heavy dust storm), Roche and Osol go back to the livery stable to spend the night. They make arrangements to meet the party at first light. Should the party insist on spending the night at the livery stable, they inform the party that they can sleep in the barn, but the living quarters are small and can't accommodate them.

ENCOUNTER 3: THE CALLING OUT

If, for whatever reason, the characters are not in town the next morning, then this encounter is skipped. In that case, Osol is killed, Roche is captured and taken back to

the bunkhouse, and Tosh and his men added to the number of people at the ranch in Encounter 6.

That night, word gets back to Arvad's lieutenant, Tosh, about the fight in the Tavern. He is determined to solve this problem without involving Arvad. Tosh feels that it is necessary to make an example of the heroes. His plan is to call them out to fight his men in public, humiliate them, and put any survivors to work as slaves.

Tosh knows that Arvad does not tolerate failure and goes to great lengths to keep him from finding out about the brawl at the Rusty Nail. The sandstorm makes travel difficult, so at the first sign of let up in the storm (about 4 am), they head out for town. Having heard that Osol was seen talking to them, Tosh opts to go to the livery stable first.

If the heroes spend the night at the livery stable:

Tosh and his men encounter Osol while the man is about feeding his livestock. There is a door out to the pasture that doesn't go through the stable, so unless they succeed at a Listen check (DC 20), the heroes won't even know he has gone. The encounter could happen while the heroes go to the Rusty Nail for breakfast. If they insist on staying at the livery stable and sticking with Osol, Tosh encounters them in the corral when he rides up.

If the heroes did not spend the night in the livery stable:

Tosh confronts Osol and Roche alone. After he has finished with them, he sends a ruffian to call out the heroes.

While waiting for breakfast the following morning, the door to the Rusty Nail bursts open. In walks a man dressed in leather armor and covered by a thin layer of dust. He shouts, “Where are the curs who took arms against Lord Arvad's men?”

The man moves about the small morning crowd intimidating the patrons until it becomes clear the heroes are not going to step forward. At this point, one of the patrons points them out.

With the heroes identified, the dirty ruffian approaches them, careful to keep a safe distance, of course, and says:

“Smart men would have left long ago. That doesn't say much for you. His lordship's Constable is waiting for you in the stables next door. We'll be watching to make sure you don't try and flee. If you choose to hide here in this inn, the thorp will know you for the cowards you are. You have five minutes to turn yourselves in.”

The ruffian is one of Tosh's men. Tosh himself is waiting for the heroes at the barn door to the livery stable.

Allow the characters to make whatever arrangements they want for the encounter, but if anything takes more than 5 minutes, they start to hear screams of pain from the area of the livery stables. Tosh has set up sentries around the inn to watch the heroes and see that they don't escape him.

After delivering his message, the ruffian goes back to the stables. If they leave the inn with the intention of leaving town, Tosh confronts them immediately in the street (Encounter 4). You may have to adjust slightly if the encounter doesn't happen in the stables.

ENCOUNTER 4: FIGHT AT THE STABLES

Tosh and his cronies are waiting for the heroes at the door of the barn at the livery stable. They already have Roche tied up by his feet. He is hanging upside down just inside the barn door from a hook in the hayloft. Osol is dead and his decapitated body hidden in the hayloft.

Tosh is looking for an audience to this encounter and so has roused out some of the locals to watch him defeat the characters. The sandstorm has subsided and the ruffians have most of the locals along the walls of the stable yard. Visibility is about 200 ft. If the heroes linger in the tavern, have some of the townsfolk come in and report tearfully about Roche anguished screams coming from the barn. As they leave the inn, read the following:

From the fence of the stable yard, you can see the open door of the barn and livery stable. In the doorway are four men and a half-orc in dusty leather armor. Many of the villagers have gathered along the fence posts, looking worriedly in your direction. In the shadows of the barn, you see the vague shape of a man swinging upside down from a hook in the hayloft.

The half-orc laughs grimly as you arrive and says, "Won't show, eh? You owe me, Garsk. Give em the goods, I'll get the constable." Garsk nods and pulls out a sack, which he throws in your direction. Out of the sack rolls Osol's severed head.

Tactics: In the livery stable, Tosh has placed two archers (with poisoned arrows at higher APLs). At higher APLs, Tosh precasts shield before appearing in front of the characters. If Tosh and his men are going INTO the livery stable, then the snipers are hiding on the rooftops across the street next to one of the houses in the thorp. They have a readied action and fire at anyone who appears to be casting a spell. Otherwise, the archers continue to wait until they perceive that Tosh is losing the combat (either two of his men or Tosh himself goes down), or there is some concerted effort to bring them into hand-to-hand combat.

APL 2 (EL 5)

➤**Tosh:** Male half-orc Ftr2; hp 20; see Appendix I.

➤**Fergus, Ansel, Garsk, Frank:** Male human Rog1; hp 7 each; see Appendix I.

➤**Snipers (2):** Male human War1; hp 9 each; see Appendix I.

APL 4 (EL 7)

➤**Tosh:** Male half-orc Ftr3/Sor1; hp 33; see Appendix I.

➤**Fergus, Ansel, Garsk, Frank:** Male human Rog1/Ftr1; hp 14 each; see Appendix I.

➤**Snipers (2):** Male human Rog1; hp 7 each; see Appendix I.

APL 6 (EL 9)

➤**Tosh:** Male half-orc Ftr5/Sor1; hp 49; see Appendix I.

➤**Fergus, Ansel, Garsk, Frank:** Male human Rog2/Ftr1; hp 19 each; see Appendix I.

➤**Snipers (2):** Male human Rog2; hp 12 each; see Appendix I.

If the characters survive the encounter, the innkeeper summons Tigon, an elderly human priest of Fharlanghn, who can cast 3 cure light wounds and 2 cure minor wounds for the party. He accepts donations of 10 gp per spell level cast.

Should the characters lose the encounter, immediately skip ahead to Alternative Ending B and score the scenario.

ENCOUNTER 5: THE SPRING OF THE ANKHEG

This encounter assumes that the characters attempt to rescue Ilyena at the springs. Should this not be the case, you may have to adjust this encounter to modify the situation.

Ilyena is being held in a cave above the springs. Some brush hides this cave and a Search check (DC 15) is required to find it. Roche knows the location of the cave, and if he accompanies the party a check is not necessary.

Roche is eager to lead the characters to the springs. He is enraged at the attempt on his life and the death of his father, and prompts the heroes into immediate action. He makes sporadic comments: "I will kill them all, the dogs" or "they will pay for this for all time." Roche is not willing to wait for the party's cooperation. If they refuse his request, he charges down the hill toward the cave and gets eaten by Arvad's hell hound(s).

As the heroes reach the top of the bowl that contains the springs, give them *Player's Handout 4*, displaying the valley and the spring. The map of the cave is *Judges Map 1*. As the characters enter bowl, allow them to make Spot checks (DC 15) to notice large dog/wolf prints going from the springs up the side of the bowl. There is also sign of a recent grass fire along the trail, which reduces the cover available. Following those tracks is easy and they lead to a path that disappears into some brush at the base of a 12-foot high escarpment.

The hell hound is hidden in the cave. Make opposed Spot versus Hide check to detect the hell hounds before they spring on the party. They have been tasked with

making sure that no one approaches the source of the springs. They have been trained to take commands from people that bare the symbol of Iuz. If any character that approaches the dogs displays such an item it confuses the dog(s) for 1 round while it waits for the command. The hell hound(s) whine a little in this case, revealing their presence. If the character does not give the command, it attacks.

Remember the hell hounds' abilities make sneaking up on them difficult. Spells that do not mask scent are ineffectual at concealing heroes.

APL 2 (EL 3)

👉 **Hell hound:** hp 27; see *Monster Manual*.

APL 4 (EL 5)

👉 **Hell hounds (2):** hp 27 each; see *Monster Manual*.

APL 6 (EL 7)

👉 **Hell hounds, Advanced (2):** hp 67; see Appendix I.

Ilyena is held in a cell at the bottom of the pit trap shown on the map (see DM maps 3 and 4).

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

She is held in a locked cell at the bottom of the pit. The lock requires a successful Open Locks check (DC 15) to open. It may be broken as well (hardness 7, hp 20).

👉 **Ilyena:** Human female Drd1; hp 9; see Appendix I.

When she is released she first looks to see if Roche is with the party. If he is, she says:

“Oh Roche, I was so worried for you! I was so afraid that they would kill you as they did Verun and Lothar. Who are these people with you?”

When she is freed, Ilyena and Roche embrace and kiss passionately. If Roche is not with them, then she asks who the characters are. If any male in the party has a charisma over 15, she flirts with him a little. She thanks the heroes profusely and makes them this offer.

“I want to thank you for saving me, but I warn you that you are now in deadly danger. If my brother discovers your part in this treachery, he will have you killed. You cannot escape him and his minions. As we speak, my brother is negotiating with the nomads on behalf of the priests of the Temple Grimacing. He will use the water rights here to extend the temple's control over this region. If the temple gains control here, life will become unbearable. If you will help me, there may yet be a way to save Anhkeg Springs.”

Assuming the characters agree to it, she continues.

“Among my father's possessions is an enchanted chest. Within it, Arvad has sealed his dearest possessions and darkest secrets. It is because I know this that I was chained here. He made me sign a paper that gave up my inheritance. If you could discover his secrets, you would have much power over him.

Whatever you do, you mustn't engage my brother in battle. I have seen him kill many men and beasts with his bare hands. I fear for your safety if you get within reach of his blade.”

If the characters agree to help, she sketches out a map of the manor house, Players Handout 5. She has nothing to offer the heroes unless Arvad is forced to renounce his claim to the family lands. She mostly tries to either play on their sense of justice or their sense of fear of Arvad before she ponies up any money.

She is able to supply the heroes with key information. She can tell them that Leda, the cook, is her old nursemaid and is loyal to her and hates Arvad.

She can warn them that Raif, the Hayward of the manor (if Tosh is dead), is a sorcerer as well as an accomplished warrior. Raif doesn't appear to be working for Arvad, but reports to someone else via correspondence.

She hid her key to her father's chest in her room behind her mirror. Her father's chest is located in the study. She can indicate the location on the map of the manor house. She warns the characters that the chest has a deadly trap on it if they don't use the key.

ENCOUNTER 6: THE MANOR

The trail to the manor house is pronounced and well traveled. If Ilyena and Roche accompany the party, they stay close together. Ilyena's presence calms Roche's ardor for creating mayhem quite a bit, which may be a boon to the group. Though she goes with the heroes to the manor, under no circumstances does she agree to accompany them on an assault of the place.

If the heroes attack the ranch immediately after the fight at the livery stable, then Raif has not heard of the battle and has not relayed events through correspondence (Player Handout 6). As soon as the battle at the stable is over, several villagers head for the ranch with the news. Immediately upon receiving news of Tosh's defeat/death, Raif sends a messenger to Arvad at the nomad camp.

When the heroes are near to the manor house, hand out the map of the ranch complex. If they have already saved Ilyena (Encounter 5), then they have an idea of the interior layout and rooms. Otherwise they are going in blind. According to Ilyena's information, the items they wish to obtain are in a locked and trapped chest in her father's old study. This is the room in the southeast corner of the ranch house itself.

Following is a description of the various rooms and people at the ranch complex.

THE BUNKHOUSE

If the characters did not kill Garsk, Argus, and Filk in Encounter 1, all three are here. They are lying on their bunks grousing about the heroes. The heroes are able to hear how they thought that they could actually have beaten them if it hadn't been for the surprise.

If the characters barge in, the ruffians try to avoid a fight, as they have already been beaten up once. If it comes to a fight, use the stats from Encounter 1, but give each ruffian 3 points of subdual damage to start. They come to the aid of the rogues in the living room if the bell is rung. Once they discover the heroes' involvement however, their morale breaks and they flee into the countryside.

GARDEN

In the garden is an older woman, picking vegetables. This is Leda, the family's cook. There appear to be cucumbers, cantaloupes and watermelon growing in this garden, most of the other plants seem to have been trampled down or destroyed by the sandstorm. Leda is not very alert and can be passed, by making an opposed Move Silently check (her spot is at -3 for myopia and inattentiveness). She is only the cook and has no love for Arvad. She can be negotiated with easily with a convincing story from the characters. A successful Diplomacy check (DC 12), or a successful Charisma check (DC 15) convinces her that they do know Ilyena and are on her side. If they get her on their side, she leads them into the kitchen and gives them the key to the study. If attacked, Leda screams, drawing the attention of the ruffians in the Living Room. She has 1 hp and does not defend herself, only scream. Killing her is considered an evil act.

PORCH

Sitting on this open deck are three chairs. A door leading into the living room stands open.

KITCHEN

There is an outside door that is open and a door on the other side leading into the ranch house that is closed.

The smell of some sort of savory stew fills the room. A large stew pot is hung within the fireplace, its contents simmering gently. Cooking utensils line the walls, as well as shelves with preserved foods and spices.

Leda, the cook, is out in the garden. The door on the inside leads to the dining room.

DINING ROOM

This room appears to be a dining room. There is a massive oaken table with 10 chairs around it. There are several recent dagger cuts on top of the table with some crude graffiti carved in the polished wood surface. Against one wall is an old buffet under a steel mirror. Mounted on the walls are the heads of lions, panthers, bears and an ankheg. There are three doors leading out and two windows look out on the front porch.

This room is the dining room, which is unoccupied. The dining room has a buffet that contains a silver set (Ilyena's mother's wedding silver with a value of 100 gp). Should a player decide to steal items from the ranch house that are obviously part of the ranch estate (rather than bandit loot), then Ilyena is unable to reward the heroes as much as she would like and the gold reward is lowered at the end.

LIVING ROOM

There is a large fireplace at the far end of the room, with several chairs and couches scattered throughout the room. The room looks unkempt. The light in the room comes from two windows that face the ground and a wagon wheel candelabrum that hangs over a table in the center of the room.

Four ruffians are playing cards at a small table. Between them is a pile of copper coins, several flasks of some beverage and a large bell.

APL 2 (EL 4)

🗡️ **Bandits (4):** Male human Rog1; hp 7 each; see Appendix I.

APL 4 (EL 6)

🗡️ **Bandits (4):** Male human Rog2; hp 12 each; see Appendix I.

APL 6 (EL 8)

🗡️ **Bandits (4):** Male human Rog2/Ftr2; hp 26 each; see Appendix I.

If the heroes are seen or heard, the bandits shout out an alarm and attack. One of them reaches for a large bell on the table and begins ringing it. With the alarm sounded, Raif precasts the *shield* spell and shows up in three rounds. Five rounds after the bell sounds, the ruffians from the bunkhouse arrive at the front door and burst in unless prevented.

These ruffians are not heroic. Every round that they seem to be losing they may flee. While it is up to you as the DM to determine when this is, one way to adjudicate this decision is to have them make a Will save (DC 10) each round after half of them have fallen. Bandits that make the save, flee combat, never to return.

Regardless, they break and run one round after Raif goes down, unless it is obvious that they are otherwise winning the combat. Ruffians that can escape do so, those that cannot surrender. Raif surrenders only if abandoned by the rest of the men.

THE STUDY

The door to this room is locked, and Raif gets a Listen check opposed by the characters' Move Silently check to hear someone picking of the lock.

The room is approximately fifteen feet long. Along one wall is a large roll top desk. Next to that is a small trunk. Strange symbols are carved in the lid along with the Mickelson family crest.

Raif, the manor hayward, is at the desk writing accounts to send to his master in Stoink. He is working not only for Arvad, but also for Ishgar Bloodhand of the Temple Grimacing in Stoink. He does not answer the door, but tells the characters to go away if they should knock.

APL 2 (EL 3)

➤ **Raif:** Male human Sor1/Rog2; CR 3; Medium-size humanoid (human); HD 2d6+1d4+6; hp 19; Init +7; AC 13 (touch 13, flat-footed 10); Atk +5 melee (1d6+1/19-20, short sword) or +4 ranged (1d4+1/19-20, thrown dagger); SA Spells; sneak attack; SQ Evasion; AL CE; SV Fort +2, Ref +6, Will +1; Str 12, Dex 17, Con 14, Int 10, Wis 8, Cha 14.

Skills and Feats: Climb +6, Concentration +8, Disable Device +5, Hide +8, Listen +4, Move Silently +8, Open Locks +8, Rope Use +8, Search +5, Spot +4; Dodge, Improved Initiative, Weapon Finesse (short sword).

Possessions: masterwork short sword, dagger, *potion of cure light wounds*, *scroll of shillelagh* (druidic, stolen from Ilyena's room), amulet of Iuz, 15 gp, 50 sp.

Spells Known (5/4; base DC = 12 + spell level): 0 – *arcane mark*, *light*, *open/close*, *resistance*; 1st – *shield*, *true strike*.

APL 4 (EL 5)

➤ **Raif:** Male human Sor2/Rog3; CR 5; Medium-size humanoid (human); HD 3d6+2d4+10; hp 30; Init +7; AC 13 (touch 13, flat-footed 10); Atk +8 melee (1d6+1/19-20, short sword) or +7 ranged (1d4+1/19-20, thrown dagger); SA Spells; sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +3, Ref +7, Will +3; Str 12, Dex 18, Con 14, Int 10, Wis 8, Cha 14.

Skills and Feats: Climb +7, Concentration +10, Disable Device +6, Hide +10, Listen +5, Move Silently +10, Open Locks +10, Rope Use +10, Search +6, Spot +5; Dodge, Improved Initiative, Weapon Finesse (short sword).

Possessions: masterwork short sword, dagger, *potion of cure light wounds*, *scroll of shillelagh* (druidic, stolen from Ilyena's room), amulet of Iuz, 15 gp, 50 sp.

Spells Known (6/5; base DC = 12 + spell level): 0 – *arcane mark*, *light*, *open/close*, *ray of frost*, *resistance*; 1st – *shield*, *true strike*.

APL 6 (EL 7)

➤ **Raif:** Male human Sor4/Rog3; CR 5; Medium-size humanoid (human); HD 3d6+2d4+10; hp 30; Init +7; AC 13 (touch 13, flat-footed 10); Atk +9 melee (1d6+1/19-20, short sword) or +8 ranged (1d4+1/19-20, thrown dagger); SA Spells; sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +4, Ref +8, Will +4; Str 12, Dex 18, Con 14, Int 10, Wis 8, Cha 14.

Skills and Feats: Climb +8, Concentration +12, Disable Device +6, Hide +10, Listen +5, Move Silently +10, Open Locks +10, Rope Use +10, Search +6, Spot +5; Combat

Casting, Dodge, Improved Initiative, Weapon Finesse (short sword).

Possessions: masterwork short sword, dagger, *potion of cure light wounds*, *scroll of shillelagh* (druidic, stolen from Ilyena's room), amulet of Iuz, 15 gp, 50 sp.

Spells Known (6/7/4; base DC = 12 + spell level): 0 – *arcane mark*, *light*, *open/close*, *ray of frost*, *read magic*, *resistance*; 1st – *expeditious retreat*, *shield*, *true strike*; 2nd – *melf's acid arrow*.

Tactics: Raif attempts to fight his way out of the study if given a chance. If the ruffians in the living room are able to sound the alarm, he goes to help them. If threatened, or warned of the heroes' approach, Raif does not hesitate to cast *Shield* upon himself. This is his first action if the alarm is sounded. He fights conservatively, preferring to remain in the background while the ruffians fight.

If Raif feels that he is outnumbered or going to lose the fight he bargains for his life. He has no interest in dying and doesn't trust Arvad anyway. He agrees to work with Ilyena if she recognizes the authority of the temple in Stoink. Once he understands the import of the letters in the chest, he enthusiastically volunteers to return to Stoink with this evidence against Arvad. He writes letters to that effect if the party wishes. Raif stands much to gain by exposing Arvad's treachery. He is nothing if opportunistic.

At the table where Raif was working are several sheets of parchment. Give the players *Player Handout 6*.

The chest bearing the Mickelson family crest is trapped and has an *arcane lock* spell on it. Spellcasters that cast *detect magic* on the chest notice the glyph on the chest lid, and can make a Knowledge (arcane) check (DC 15) to understand that opening the chest, even with a *knock* spell, sets off the trap. The glyph can only be bypassed with a successful *dispel magic* cast against a 9th level caster. If the characters use Ilyena's key, they bypass all the traps and locks.

➤ **Trapped Chest:** Hardness 10; hp 50; Break (DC 30); *Good Lock:* Hardness 15; hp 30; Open Locks (DC 30). *Note:* Weighs 250 lbs.; Inside dimensions: 3 ft. by 4 ft. by 2 ft.

➤ **Magic Poison Gas Trap:** CR 3; 20 ft. radius spread (3d6 plus 1d3 Con); Fortitude save (DC 14) for half damage; Search (DC 26); Disable Device (DC 25).

Inside the chest is:

- A bag with 300 gp.
- A ruby necklace, engraved with a capital 'M' (Value 150 gp).
- A ledger
- A small packet of papers

The papers contain a series of letters and correspondence that indicate that Arvad has been double crossing the Temple Grimacing, selling the identity of several of their agents to the highest bidder. Hopefully, the heroes use this information to blackmail Arvad into leaving rather

than confronting him (which would get them killed). A summary of the information available in the papers is contained in *Player Handout 7*. The ledgers contain series of numbers that make no sense to the players.

CALLING YOUR HAND

The climax of the adventure offers the heroes four options:

1. Get the incriminating information to Temple Grimacing, discrediting Arvad and forcing him to flee.
2. Travel to the nomad camp and confronting Arvad with the information and convincing him to flee.
3. Confront Arvad directly.
4. Leave Ilyena and Roche behind and flee the area.

Option 1: If Raif is still alive at the end of Encounter 6, the characters can give him the information and send him off to Temple Grimacing. Raif gladly pens a note to Arvad telling him that he has been discovered. Arvad quickly leaves the area, only days before agents from the Temple Grimacing arrive. Arvad escapes toward Redhand without going back to the ranch for even his clothes or possessions. There he can charter a ship south across the Nyr Dyv and to safety.

Ilyena happily rewards the characters, giving them the treasure in the chest, placed there by her brother. Go to *Conclusion A*.

Option 2: Arvad is currently at the nomad camp outside of town, negotiating with the chiefs for access to the springs. Roche can tell the heroes that nomadic custom does not allow fights between those who have been accepted as guests. If the heroes choose this track, read the following:

Roche leads you north beyond the valley to the sprawling nomad camp. Even from a distance, the sight is amazing, with nearly one hundred head of cattle grazing on the dry scrub grass. You are greeted at the camp by the hetman and offered bread and salt. A custom of hospitality, Roche tells you. After taking of this ceremony, you are brought before the chiefs.

They are sitting in a wide circle, around a blazing fire. At the center of the circle, his massive form silhouetted against the flames, stands Lord Arvad, his features alight with victory. As you are introduced, his expression falters. With a nod, his henchmen stand and move to surround you.

This option allows the heroes a non violent way of confronting Arvad. Should they play it intelligently and confront him with the information, but not give him any reasonable way of getting the letters back from the characters, he will leave immediately, not even going back to the ranch as he flees toward Redhand. If Raif has penned the letter informing Arvad of his exposure, he flees.

If the characters let slip that they have the letters with them and that there is no copy headed toward Stoinik, Arvad pretends to flee and then ambushes the party on the way home. In this circumstance, use Option 3.

Option 3: This probably leads to the death of many, if not all of the heroes. There have been multiple warnings in the scenario that they are no match for Arvad in a fight. Unless the party consists of virtually all 6th-level characters with some major luck, they won't defeat Arvad and his men. They are not able to attack Arvad and his men until they leave the nomad camp, as to attack them in the camp would draw the wrath of the nomads (and certain death!). If they insist on attacking at the nomad camp, then they are overwhelmed by the nomads and given to Arvad. If they insist on fighting the nomads in a futile battle, consider Tosh to be representative of nomadic heroes. Have the nomads attack in waves of 6 to 10 until the characters are overwhelmed. *Proceed to Conclusion B.*

Arvad and his men travel home from the nomads by horseback across the plains. There are the occasional low hillock and continual 2-foot high sagebrush, but no real cover to speak of except for the infrequent creek bed. Let the players set up an ambush in one of the creek beds. The Rangers among Arvad's henchmen get an opposed Spot versus the character's Hide check to notice the ambush. If the characters lose, *read Conclusion B.*

If by some trick of fate the characters kill Arvad, but have also killed Raif, then assassins from the Temple Grimacing are sent for them. *Read Conclusion C.*

Option 4: If the heroes abandon Ilyena and Roche, they hear some time later that both were killed, hunted down in the nomad lands. Arvad is still in power at Ankhveg Springs and the characters earn the "Enmity of Arvad Michelson".

CONCLUSION

Conclusion A

1. Arvad dead, Raif alive and off to Temple Grimacing with incriminating evidence.
2. Arvad alive but fled, Raif alive and off to Temple Grimacing with incriminating evidence.
3. Arvad captured and turned over to Temple Grimacing (very unlikely, as Arvad would rather die) along with evidence.

Conclusion B

Heroes defeated at any point in module.

Conclusion C

Arvad and Raif are both dead.

Conclusion D

Arvad alive but fled, Raif dead, incriminating evidence sent to Temple Grimacing.

CONCLUSION A: SUCCESS?!

You stand at the top of the little valley that holds the springs and watch as the nomads and the townsfolk together destroy the dam across Ankheg Springs. The destruction has an atmosphere of victory. Beside you, Ilyena, Roche and the Hetman discuss things to trade between their peoples. The only thing that doesn't make any sense is why the Temple Grimacing would even care about a little thorp like Ankheg Springs. Is there something that you are missing? Ah well, the road is calling you, and that is a problem for another day....

CONCLUSION B: VIEW FROM THE DAM

As you work in the dusty dam site shifting the large rocks and helping to doom the nomads of the plains to the continued harassment by Arvad and his men, you hear the screams of a woman that you can only assume is Ilyena. The ruffians around you gloat for days over the "sport" they had with her.

One day, about a month later, you are unceremoniously loaded into a caged wagon and driven off into the plains toward Stoink. Suddenly, the wagon stops and the doors to the cage opens. You see the driver standing there who throws you a package containing most of your gear. "I'm supposed to drive you to Stoink to be tortured in the temple, but I'll tell them that I was ambushed by nomads. This is your stuff that was to go back to the temple also. Get out of here. If they see you alive again, I'm probably a dead man, but I can't see you tortured." With that he leaves you by the side of the road. As he drives off, you hear him call out: "You must have powerful friends."

CONCLUSION C: WANTED...

You leave Ilyena and Roche at the manor house, confident that they are happy together. Your journey from Ankheg Springs is uneventful until a few days later. While stopped at a wayside hostel, you overhear a couple of locals whispering among themselves. "I hope that I can get hold of one of those guys before the assassins do." Says one man to the other. "I hear the bounty is 200 gold to the man that turns them in to the temple in Stoink." "Should be a piece of cake," says the other one, "After all, how many people have a _____ (fill in the items or identifying marks from the intro)?" It appears that your exploits have not gone unnoticed after all.

CONCLUSION D

You stand at the top of the little valley and watch as the nomads and the townsfolk together destroy the dam across the Ankheg springs. The destruction has an atmosphere of victory. Beside you, Ilyena, Roche and the Hetman discuss things to trade between their peoples. Your attention is diverted as a nomad horseman gallops your way. As he arrives, he leaps from his horse and bows before the hetman before giving him a scroll case. The hetman hands it to Ilyena, who reads it and looks worriedly in your direction. "This is grave news. You are sought by the Temple Grimacing for questioning concerning the death of one of Arvad's henchmen. I am so sorry, but you must leave quickly."

Roche makes good on the 50 gp bounty if it was promised in Encounter 2, offering them a selection of his father's musical instruments, each worth 50 gp. He has a rosewood harp, a ebony lute, an gold inlaid wood flute, two walnut mandolins and a hammer dulcimer.

Ilyena offers them instead, a share in this year's pecan crop. Don't show them the cert until they decide. This cert pays them 100 gp 8 time units from this adventure.

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 to each character.

Encounter 1: Roche's Song

Defeat Garsk, Argus, and Filk.

APL 2	30 XP
APL 4	90 XP
APL 6	150 XP

Encounter 4: Fight at the Stables

Defeat Tosh and his men.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP

Encounter 5: The Spring of the Ankheg

Defeat the hell hound.

APL 2	30 XP
APL 4	90 XP
APL 6	150 XP

Encounter 6: The Manor (Living Room)

Defeat the bandits.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP

Encounter 6: The Manor (The Study)

Defeat Raif.

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP

Total Possible Experience

APL 2	300 XP
APL 4	600 XP
APL 6	900 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 treasurer.

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 (that is., 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 piece 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 treasures from each encounter add it up and that is 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.

TREASURE KEY:

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

Encounter 1: Roche’s Song

Defeat Garsk, Argus, and Filk and strip them of their gear.

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

APL 4: L: 10 gp; C: 2 gp; M: 0

APL 6: L: 10 gp; C: 2 gp; M: 0

Encounter 4: Fight at the Stables

Defeat Tosh and his men, and strip them of their gear.

APL 2: L: 46 gp; C: 9 gp; M: 0

APL 4: L: 46 gp; C: 9 gp; M: 0

APL 6: L: 46 gp; C: 9 gp; M: 0

Encounter 6: The Manor (Living Room)

Defeat the bandits and strip them of their gear.

APL 2: L: 13 gp; C: 20 gp; M: 0

APL 4: L: 13 gp; C: 20 gp; M: 0

APL 6: L: 13 gp; C: 20 gp; M: 0

Encounter 6: The Manor (The Study)

Defeat Raif and strip him of his gear.

APL 2: L: 31 gp; C: 4 gp; M: *potion of cure light wounds* (Value 8 gp per character); *scroll of shillelagh* (Value 4 gp per character)

APL 4: L: 31 gp; C: 4 gp; M: *potion of cure light wounds* (Value 8 gp per character); *scroll of shillelagh* (Value 4 gp per character)

APL 6: L: 31 gp; C: 4 gp; M: *potion of cure light wounds* (Value 8 gp per character); *scroll of shillelagh* (Value 4 gp per character)

Calling Your Hand (Option 1)

APL 2: L: 0 gp; C: 90 gp; M: 0

APL 4: L: 0 gp; C: 90 gp; M: 0

APL 6: L: 0 gp; C: 90 gp; M: 0

Calling Your Hand (Option 1)

This treasure is only available if the characters defeat Arvad Michelson.

APL 6: L: 0 gp; C: 90 gp; M: +1 *double bladed sword* (600 gp); *Iuz amulet of absorption* (363 gp—modified due to APL cap)

Total Possible Treasure

APL 2: 237 gp

APL 4: 237 gp

APL 6: 1,200 gp

Conclusion A:

Favor of Ilyena Michelson

Ilyena promises to reward the heroes for their part in saving her and returning to her the land she rightfully owns. In eight time units, the crops go to market and she gets the characters share of the crop to them. (Value 100 gp).

Conclusion C:

Hunted

Assassins hired by the Temple Grimacing of Stoink are hunting this character. Because of this, this character must take a –2 modifier on any Gather Information check in the Bandit Kingdoms, because of the increased care they must take to not draw attention to them. Any clerics of Iuz or government officials encountered can make a Knowledge (Bandit Kingdoms) check (DC 20) to recognize the character and call for his or her arrest. Each subsequent certificate of this type lowers the DC by 5. Characters may add their Disguise check to the DC if they are in disguise. The DC reduction stacks with “Wanted for Questioning.”

Conclusion D:

Wanted for questioning by Temple Grimacing

Heroes are wanted for “questioning” by the inquisitors of Temple Grimacing over the mysterious death of their servant, Raif. Any clerics of Iuz or government officials encountered can make a Knowledge (Bandit Kingdoms) check (DC 20) to recognize the character and call for his or her arrest. Each subsequent certificate of this type lowers the DC by 5. Characters may add their Disguise check to the DC if they are in disguise. The DC reduction stacks with “Hunted”.

Favor of Ilyena Michelson

Ilyena promises to reward the heroes for their part in saving her and returning to her the land she rightfully owns. In eight time units, the crops go to market and she gets to the characters their share of the crop, which comes to 100 gp.

APPENDIX I: NPCS

ENCOUNTER 1: ROCHE'S SONG

➤ **Roche Brighteagle:** Male Half-elf Brd1; CR 1; Medium-size humanoid (elf); HD 1d6+1; hp 7; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +0 melee (1d4/19-20, dagger) or +2 ranged (1d4/19-20, thrown dagger); SQ Immune to sleep spells and similar magical effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, bardic music, bardic knowledge; AL CG; SV Fort +1, Ref +4, Will +1; Str 11, Dex 14, Con 12, Int 12, Wis 8, Cha 15

Skills and Feats: Bluff +6, Diplomacy +6, Intuit Direction +1, Ride +4, Perform (lute, sing) +6, Knowledge (local – Bandit Kingdoms) +5; Dodge.

Possessions: masterwork ebony lute, dagger, 12 sp, 34 cp

Spells Known (2; base DC = 12 + spell level): 0 – detect magic, light, mending, prestidigitation.

➤ **Bar Patrons:** Male human Com1; CR 1/2; Medium-size humanoid (human); HD 1d4+1; hp 5; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +1 melee (1d3+1 subdual, unarmed strike); AL N; SV Fort +1, Ref +0, Will –1; Str 12, Dex 10, Con 12, Int 9, Wis 8, Cha 9.

Skills and Feats: Profession (herdsman) +3, Ride +4; Improved Unarmed Combat.

Possessions: 5 sp.

APL 2 (EL 3)

➤ **Garsk and Argus:** Male human Rog1; CR 1; Medium-size humanoid (human); HD 1d6+1; hp 7 each; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +1 melee (1d6+1, light mace) or +1 melee (1d3+1 subdual, unarmed strike); SA Sneak attack; AL NE; SV Fort +1, Ref +3, Will –1; Str 13, Dex 12, Con 12, Int 9, Wis 8, Cha 9.

Skills and Feats: Hide +4, Intimidate +3, Listen +3, Move Silently +4, Ride +5, Spot +3, Tumble +4, Use Rope +5; Combat Reflexes, Improved Initiative.

Possessions: studded leather armor, light mace, dagger, 25 sp.

➤ **Filk:** Male human Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+2; hp 12; Init +0; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +4 melee (1d6+2/19-20, short sword) or +3 melee (1d3+2 subdual, unarmed strike); AL NE; SV Fort +4, Ref +0, Will –1; Str 15, Dex 11, Con 14, Int 9, Wis 7, Cha 8.

Skills and Feats: Handle Animal +3, Ride +4; Improved Unarmed Strike, Power Attack, Weapon Focus (short sword).

Possessions: short sword, studded leather armor, dagger, 50 sp.

APL 4 (EL 5)

➤ **Garsk and Argus:** Male human Rog2; CR 2; Medium-size humanoid (human); HD 2d6+2; hp 12 each; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +2

melee (1d6+1, light mace) or +2 melee (1d3+1 subdual, unarmed strike); SA Sneak attack; SQ Evasion; AL NE; SV Fort +1, Ref +4, Will –1; Str 13, Dex 12, Con 12, Int 9, Wis 8, Cha 9.

Skills and Feats: Hide +5, Intimidate +4, Listen +4, Move Silently +5, Ride +6, Spot +4, Tumble +5, Use Rope +6; Combat Reflexes, Improved Initiative.

Possessions: studded leather armor, light mace, dagger, 25 sp.

➤ **Filk:** Male human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+4; hp 20; Init +4; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +5 melee (1d6+2/19-20, short sword) or +4 melee (1d3+2 subdual, unarmed strike); AL NE; SV Fort +5, Ref +0, Will –1; Str 15, Dex 11, Con 14, Int 9, Wis 7, Cha 8.

Skills and Feats: Handle Animal +4, Ride +5; Improved Initiative, Improved Unarmed Strike, Power Attack, Weapon Focus (short sword).

Possessions: short sword, studded leather armor, dagger, 50 sp.

APL 6 (EL 7)

➤ **Garsk and Argus:** Male human Rog4; CR 4; Medium-size humanoid (human); HD 4d6+4; hp 22 each; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +6 melee (1d6+1, light mace) or +5 melee (1d3+1 subdual, unarmed strike); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +2, Ref +5, Will +0; Str 14, Dex 12, Con 12, Int 9, Wis 8, Cha 9.

Skills and Feats: Hide +7, Intimidate +6, Listen +6, Move Silently +7, Ride +8, Spot +6, Tumble +7, Use Rope +8; Combat Reflexes, Improved Initiative, Weapon Focus (light mace).

Possessions: studded leather armor, light mace, dagger, 25 sp.

➤ **Filk:** Male human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+8; hp 36; Init +4; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +8 melee (1d6+5/19-20, short sword) or +7 melee (1d3+3 subdual, unarmed strike); AL NE; SV Fort +6, Ref +1, Will +0; Str 16, Dex 11, Con 14, Int 9, Wis 7, Cha 8.

Skills and Feats: Handle Animal +6, Ride +7; Cleave, Improved Initiative, Improved Unarmed Strike, Power Attack, Weapon Focus (short sword), Weapon Specialization (short sword).

Possessions: short sword, studded leather armor, dagger, 50 sp.

ENCOUNTER 4: FIGHT AT THE STABLES

APL 2 (EL 5)

➤ **Tosh:** Male half-orc Ftr2; CR 2; Medium-size humanoid (orc); HD 2d10+4; hp 20; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atk +5 melee (1d6+2,

short sword) or +4 ranged (1d4+2/19-20, thrown dagger); AL CE, SV Fort +5, Ref +2, Will -1; Str 14, Dex 15, Con 14, Int 10, Wis 9, Cha 11.

Skills and Feats: Climb +5, Handle Animal +4, Jump +4, Ride +4; Combat Reflexes, Dodge, Weapon Focus (short sword).

Possessions: masterwork studded leather armor, short sword, dagger, flask of fine wine (Value 10 gp), holy symbol of Iuz, pouch with 25 gp.

➤ **Fergus, Ansel, Garsk, Frank:** Male human Rog1; CR 1; Medium-size humanoid (human); HD 1d6+1; hp 7; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +1 melee (1d6+1/19-20, short sword) or +3 ranged (1d4+1/19-20, thrown dagger); SA Sneak attack; AL NE; SV Fort +1, Ref +5, Will -1; Str 13, Dex 16, Con 12, Int 9, Wis 8, Cha 9.

Skills and Feats: Hide +6, Intimidate +3, Listen +3, Move Silently +6, Ride +6, Search +3, Spot +3, Use Rope +7; Combat Reflexes, Improved Initiative.

Possessions: studded leather armor, short sword, dagger, 40 sp

➤ **Snipers (2):** Male human War1; CR 1/2; Medium-size humanoid (human); HD 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +0 melee (1d6, club) or +3 ranged (1d6/x3, short bow); AL NE; SV Fort +3, Ref +1, Will -1; Str 10, Dex 12, Con 12, Int 9, Wis 8, Cha 9.

Skills and Feats: Climb +4, Jump +4; Point Blank Shot, Weapon Focus (short bow).

Possessions: studded leather armor, short bow, 20 arrows, club, 20 sp.

APL 4 (EL 7)

➤ **Tosh:** Male half-orc Ftr3/Sor1; CR 4; Medium-size humanoid (orc); HD 3d10+1d4+8; hp 33; Init: +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atk +6 melee (1d6+2, short sword) or +5 ranged (1d4+2/19-20, thrown dagger); AL CE, SV Fort +5, Ref +3, Will +2; Str 14, Dex 15, Con 14, Int 10, Wis 9, Cha 12.

Skills and Feats: Climb +5, Concentration +4, Handle Animal +4, Jump +5, Ride +5; Combat Reflexes, Dodge, Power Attack, Weapon Focus (short sword).

Possessions: masterwork studded leather armor, short sword, dagger, flask of fine wine (Value 10 gp), holy symbol of Iuz, 50 ft. silk rope, pouch with 25 gp.

Spells Known (5/4; base DC = 11 + spell level): 0 – *daze, detect magic, prestidigitation, resistance*; 1st – *animate rope, shield*.

➤ **Fergus, Ansel, Garsk, Frank:** Male human Rog1/Ftr1; CR 2; Medium-size humanoid (human); HD 1d6+1d10+2; hp 14; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +4 melee (1d6+1/19-20, short sword) or +4 ranged (1d4+1/19-20, thrown dagger); SA Sneak attack; AL NE; SV Fort +3, Ref +5, Will -1; Str 13, Dex 16, Con 12, Int 9, Wis 8, Cha 9.

Skills and Feats: Climb +3, Hide +6, Intimidate +3, Listen +3, Move Silently +6, Ride +6, Search +3, Spot

+3, Use Rope +7; Combat Reflexes, Improved Initiative, Weapon Finesse (short sword).

Possessions: studded leather armor, short sword, dagger, 40 sp

➤ **Snipers (2):** Male human Rog1; CR 1; Medium-size humanoid (human); HD 1d6+1; hp 7; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +1 melee (1d6+1, club) or +1 ranged (1d6/x3, short bow); SA Sneak attack; AL NE; SV Fort +1, Ref +3, Will -1; Str 13, Dex 12, Con 12, Int 9, Wis 8, Cha 9.

Skills and Feats: Hide +4, Intimidate +3, Listen +3, Move Silently +4, Ride +5, Search +3, Spot +3, Use Rope +5; Point Blank Shot, Precise Shot.

Possessions: studded leather armor, short bow, 20 arrows (5 are poisoned), club, 20 sp.

Poison (Medium-size spider venom): Type Injury (DC 14); Initial (1d4 Str), Secondary (1d6 Str).

APL 6 (EL 9)

➤ **Tosh:** Male half-orc Ftr5/Sor1; CR 4; Medium-size humanoid (orc); HD 5d10+1d4+12; hp 49; Init: +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atk +8 melee (1d6+4, short sword) or +7 ranged (1d4+2/19-20, thrown dagger); AL CE, SV Fort +6, Ref +3, Will +2; Str 14, Dex 15, Con 14, Int 10, Wis 9, Cha 12.

Skills and Feats: Climb +6, Concentration +4, Handle Animal +5, Jump +6, Ride +6; Combat Reflexes, Dodge, Expertise, Power Attack, Weapon Focus (short sword), Weapon Specialization (short sword).

Possessions: masterwork studded leather armor, short sword, dagger, flask of fine wine (Value 10 gp), holy symbol of Iuz, 50 ft. silk rope, pouch with 25 gp.

Spells Known (5/4; base DC = 11 + spell level): 0 – *daze, detect magic, prestidigitation, resistance*; 1st – *animate rope, shield*.

➤ **Fergus, Ansel, Garsk, Frank:** Male human Rog2/Ftr1; CR 2; Medium-size humanoid (human); HD 2d6+1d10+3; hp 19; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +6 melee (1d6+1/19-20, short sword) or +5 ranged (1d4+1/19-20, thrown dagger); SA Sneak attack; SQ Evasion; AL NE; SV Fort +3, Ref +6, Will -1; Str 13, Dex 16, Con 12, Int 9, Wis 8, Cha 9.

Skills and Feats: Climb +3, Hide +7, Intimidate +4, Listen +4, Move Silently +7, Ride +7, Search +4, Spot +4, Use Rope +8; Combat Reflexes, Improved Initiative, Weapon Finesse (short sword), Weapon Focus (short sword).

Possessions: studded leather armor, short sword, dagger, 40 sp

➤ **Snipers (2):** Male human Rog2; CR 2; Medium-size humanoid (human); HD 2d6+2; hp 12; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +2 melee (1d6+1, club) or +3 ranged (1d6/x3, short bow); SA Sneak attack; SQ Evasion; AL NE; SV Fort +1, Ref +4, Will -1; Str 13, Dex 12, Con 12, Int 9, Wis 8, Cha 9.

Skills and Feats: Hide +5, Intimidate +4, Listen +4, Move Silently +5, Ride +6, Search +4, Spot +4, Use

Rope +6; Point Blank Shot, Precise Shot, Weapon Focus (shortbow).

Possessions: studded leather armor, short bow, 20 arrows (5 are poisoned), club, 20 sp.

Poison (Medium-size spider venom): Type Injury (DC 14); Initial (1d4 Str), Secondary (1d6 Str).

ENCOUNTER 5: THE SPRING OF THE ANKHEG

APL 6 (EL 7)

👉 **Hell hounds, Advanced (2):** CR 5; Large outsider (evil, fire, lawful); HD 8d8+24; hp 67; Init +4; Spd 40 ft.; AC 16 (touch 9, flat-footed 16); Atk +13/+8 (2d6+5, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA Breath weapon; SQ Scent, fire subtype; SV Fort +9, Ref +6, Will +6; Str 21, Dex 11, Con 17, Int 6, Wis 10, Cha 6.

Skills and Feats: Hide +15, Listen +10, Move Silently +16, Spot +12*, Wilderness Lore +5*; Improved Initiative, Track.

*Hell hounds receive a +8 racial bonus to Spot checks and Wilderness Lore checks when tracking by scent, due to their keen sense of smell.

👉 **Ilyena:** Human female Drd1; CR 1; Medium-size humanoid (human); HD 1d8+1; hp 9; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +0 melee (1d3 subdual, unarmed strike); SQ Nature sense, animal companion; AL NG; SV Fort +3, Ref +2, Will +6; Str 10, Dex 14, Con 12, Int 12, Wis 15, Cha 15.

Skills and Feats: Animal Empathy +6, Craft (woodcarving) +5, Handle Animal +6, Heal +6, Ride +6, Wilderness Lore +6; Dodge, Iron Will.

Spells Prepared (3/2; base DC + 12 + spell level): 0 – create water, light, purify food and drink; 1st – animal friendship, goodberry.

ENCOUNTER 6: THE MANOR (LIVING ROOM)

APL 2 (EL 4)

👉 **Bandits (4):** Male human Rog1; CR 1; Medium-size humanoid (human); HD 1d6+1; hp 7 each; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +1 melee (1d6+1, light mace); SA Sneak attack; AL NE; SV Fort +1, Ref +3, Will –1; Str 13, Dex 12, Con 12, Int 9, Wis 8, Cha 9.

Skills and Feats: Hide +4, Intimidate +3, Listen +3, Move Silently +4, Ride +5, Spot +3, Tumble +4, Use Rope +5; Combat Reflexes, Improved Initiative.

Possessions: studded leather armor, light mace, dagger, 50 sp.

APL 4 (EL 6)

👉 **Bandits (4):** Male human Rog2; CR 2; Medium-size humanoid (human); HD 2d6+2; hp 12 each; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +2 melee (1d6+1, light mace); SA Sneak attack; SQ Evasion; AL

NE; SV Fort +1, Ref +4, Will –1; Str 13, Dex 12, Con 12, Int 9, Wis 8, Cha 9.

Skills and Feats: Hide +5, Intimidate +4, Listen +4, Move Silently +5, Ride +6, Spot +4, Tumble +5, Use Rope +6; Combat Reflexes, Improved Initiative.

Possessions: studded leather armor, light mace, dagger, 50 sp.

APL 6 (EL 8)

👉 **Bandits (4):** Male human Rog2/Ftr2; CR 2; Medium-size humanoid (human); HD 2d6+2d10+4; hp 26 each; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +5 melee (1d6+1, light mace); SA Sneak attack; SQ Evasion; AL NE; SV Fort +1, Ref +4, Will –1; Str 13, Dex 13, Con 12, Int 9, Wis 8, Cha 9.

Skills and Feats: Hide +5, Intimidate +4, Jump +4, Listen +4, Move Silently +5, Ride +6, Spot +4, Tumble +5, Use Rope +6; Combat Reflexes, Dodge, Improved Initiative, Mobility, Weapon Focus (light mace).

Possessions: studded leather armor, light mace, dagger, 50 sp.

ENCOUNTER 6: THE MANOR (THE STUDY)

APL 2 (EL 3)

👉 **Raif:** Male human Sor1/Rog2; CR 3; Medium-size humanoid (human); HD 2d6+1d4+6; hp 19; Init +7; AC 13 (touch 13, flat-footed 10); Atk +5 melee (1d6+1/19-20, short sword) or +4 ranged (1d4+1/19-20, thrown dagger); SA Spells; sneak attack; SQ Evasion; AL CE; SV Fort +2, Ref +6, Will +1; Str 12, Dex 17, Con 14, Int 10, Wis 8, Cha 14.

Skills and Feats: Climb +6, Concentration +8, Disable Device +5, Hide +8, Listen +4, Move Silently +8, Open Locks +8, Rope Use +8, Search +5, Spot +4; Dodge, Improved Initiative, Weapon Finesse (short sword).

Possessions: masterwork short sword, dagger, *potion of cure light wounds*, scroll of *shillelagh* (druidic, stolen from Ilyena's room), amulet of Iuz, 15 gp, 50 sp.

Spells Known (5/4; base DC = 12 + spell level): 0 – arcane mark, light, open/close, resistance; 1st – shield, true strike.

APL 4 (EL 5)

👉 **Raif:** Male human Sor2/Rog3; CR 5; Medium-size humanoid (human); HD 3d6+2d4+10; hp 30; Init +7; AC 13 (touch 13, flat-footed 10); Atk +8 melee (1d6+1/19-20, short sword) or +7 ranged (1d4+1/19-20, thrown dagger); SA Spells; sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +3, Ref +7, Will +3; Str 12, Dex 18, Con 14, Int 10, Wis 8, Cha 14.

Skills and Feats: Climb +7, Concentration +10, Disable Device +6, Hide +10, Listen +5, Move Silently +10, Open Locks +10, Rope Use +10, Search +6, Spot +5; Dodge, Improved Initiative, Weapon Finesse (short sword).

Possessions: masterwork short sword, dagger, *potion of cure light wounds*, *scroll of shillelagh* (druidic, stolen from Ilyena's room), amulet of Iuz, 15 gp, 50 sp.

Spells Known (6/5; base DC = 12 + spell level): 0 – arcane mark, light, open/close, ray of frost, resistance; 1st – shield, true strike.

APL 6 (EL 7)

➤ **Raif:** Male human Sor4/Rog3; CR 5; Medium-size humanoid (human); HD 3d6+2d4+10; hp 30; Init +7; AC 13 (touch 13, flat-footed 10); Atk +9 melee (1d6+1/19-20, short sword) or +8 ranged (1d4+1/19-20, thrown dagger); SA Spells; sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +4, Ref +8, Will +4; Str 12, Dex 18, Con 14, Int 10, Wis 8, Cha 14.

Skills and Feats: Climb +8, Concentration +12, Disable Device +6, Hide +10, Listen +5, Move Silently +10, Open Locks +10, Rope Use +10, Search +6, Spot +5; Combat Casting, Dodge, Improved Initiative, Weapon Finesse (short sword).

Possessions: masterwork short sword, dagger, *potion of cure light wounds*, *scroll of shillelagh* (druidic, stolen from Ilyena's room), amulet of Iuz, 15 gp, 50 sp.

Spells Known (6/7/4; base DC = 12 + spell level): 0 – arcane mark, light, open/close, ray of frost, read magic, resistance; 1st – expeditious retreat, shield, true strike; 2nd – melf's acid arrow.

CALLING YOUR HAND

➤ **Arvad Michelson:** Male human Ftr4/Rog6/Blk5; CR 15; Medium-size humanoid (human); HD 9d10+6d6+15; hp 97; Init +3; Spd 20 ft.; AC 18 (touch 13, flat-footed 15); Atk +16/+16/+11/+6 melee (1d8+6/1d8+3/13-20, +1 keen two-bladed sword) or +16/+11/+6 melee (1d8+4/x3, longspear) or +16/+11/+6 ranged (1d4+3/19-20, thrown dagger); SA Sneak attack, spells, smite good, aura of despair, command undead, fiendish servant; SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked), detect good, poison, use, dark blessing; AL CE; SV Fort +14, Ref +13, Will +9; Str 16, Dex 16, Con 12, Int 10, Wis 14, Cha 16.

Skills and Feats: Climb +4, Diplomacy +8, Handle Animal +8, Hide +12, Innuendo +12, Intimidate +11, Jump +4, Knowledge (religion) +5, Ride +13, Sense Motive +9, Spot +10, Swim +7, Tumble +8, Use Magic Device +8, Use Rope +12; Ambidexterity, Cleave, Combat Reflexes, Exotic Weapon Proficiency (two-bladed sword), Improved Critical (two-bladed sword), Power Attack, Sunder, Two-Weapon Fighting, Weapon Focus (two-bladed sword), Weapon Specialization (two-bladed sword).

Possessions: +1 two-bladed sword, masterwork breastplate, 3 daggers, long spear, horse, saddle, 55 gp, Michelson family signet ring, Iuz amulet of absorption (7 charges) (see Appendix 2 for details).

Spells Prepared (2/2; base DC = 12 + spell level): 1st – cause fear, doom; 2nd – bull's strength, cure moderate wounds.

Arvad is quite confident of his abilities, and so toy with his victims if not pressed by many additional foes. Should he fight the heroes and win, he forces any survivors to work on the dam at the spring. Go to conclusion B. characters are released after 4 additional Time Units.

➤ **Brackstrigger:** Heavy Warhorse Fiendish Servant; Large magical beast; HD 8d8+24; hp 67; Init +1; Spd 50 ft.; AC 21 (touch 10, flat-footed 20); Atk +10 melee (1d6+5, 2 hooves) and +5 melee (1d4+2, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SQ Scent, improved evasion, share spells, empathic link, share saving throws, speak with blackguard; AL CE; SV Fort +13, Ref +8, Will +5; Str 20, Dex 13, Con 17, Int 7, Wis 13, Cha 6.

Skills: Listen +7, Spot +7.

Possessions: chain barding

➤ **Arvad's Henchmen (4):** Male human Rgr4/Ftr1; CR 5; Medium-size humanoid (human); HD 5d10+5; hp 39; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +6 melee (1d8+1/19-20, long sword) or +8 ranged (1d6/x3, shortbow); SA Favored enemy (elf); AL NE; SV Fort +7, Ref +4, Will +2; Str 12, Dex 16, Con 12, Int 9, Wis 12, Cha 9.

Skills and Feats: Animal Empathy +5, Handle Animal +3, Jump +5, Ride +9, Spot +5, Swim +4, Use Rope +6; Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Track.

Possessions: chain shirt, long sword, shortbow, 20 arrows, riding horse, riding saddle, bit and bridle.

Spells Prepared (1; base DC = 11 + spell level): 1st – entangle or pass without trace.

APPENDIX 2: NEW MAGIC ITEM

IUZ AMULET OF ABSORPTION

This amulet acts in all ways like a rod of absorption, except that it starts with only 10 charges to begin with. Additionally, if 10 spell levels are absorbed without being expended, the amulet explodes causing 10d4 damage to the wearer and all those within a 20 ft. radius burst; those within the area of effect, are allowed a Reflex save (DC 20) for half damage. The wearer gets no saving throw. The item detects as evil and members of Iuz' clergy are immediately aware of the presence of this item should they come within 100 ft. of it. Only divine spellcasters devoted to Iuz may cast spells using the stored energy of this item.

Caster Level: 15th; Prerequisites: Craft Rod, spell turning; Market Price: 10,000 gp.

PLAYER HANDOUT 1: PARCHMENT FOUND ON THE DESK

My lord Bloodhand,

I regret to inform you that I have begun to agree with you about our mutual friend's commitment to the cause. He has even now gone to the herder scum to negotiate for mere money. He has questioned your reasons for placing the marks on the nomads, seeking to understand if there is personal gain in it. I have just heard that our friend's most trusted partner is out of the way, courtesy of some adventurers in town. I do not know whether to thank them or kill them, oh yes I do. I'll send you their ears for your collection with the next courier.

He is extremely secretive about a chest that resides in his office. It has resisted all my efforts to unlock it. I do not dare the glyph that wards it. I might be able to get into the chest if you were to send a scroll of...

(the message breaks off in mid sentence)

PLAYER HANDOUT 2: INSIDE THE CHEST

To: Arvad Michelwaithe

It gives me great pleasure to inform you that your information proved correct and we were able to apprehend the foul servant of Iuz in our midst. As per our agreement, this courier also brings a letter of credit drawn on the gnomish merchant Uzvam Rockbiter in the amount agreed upon.

May Pholtus light your way on the narrow path.

Sir Torvald Rothschild

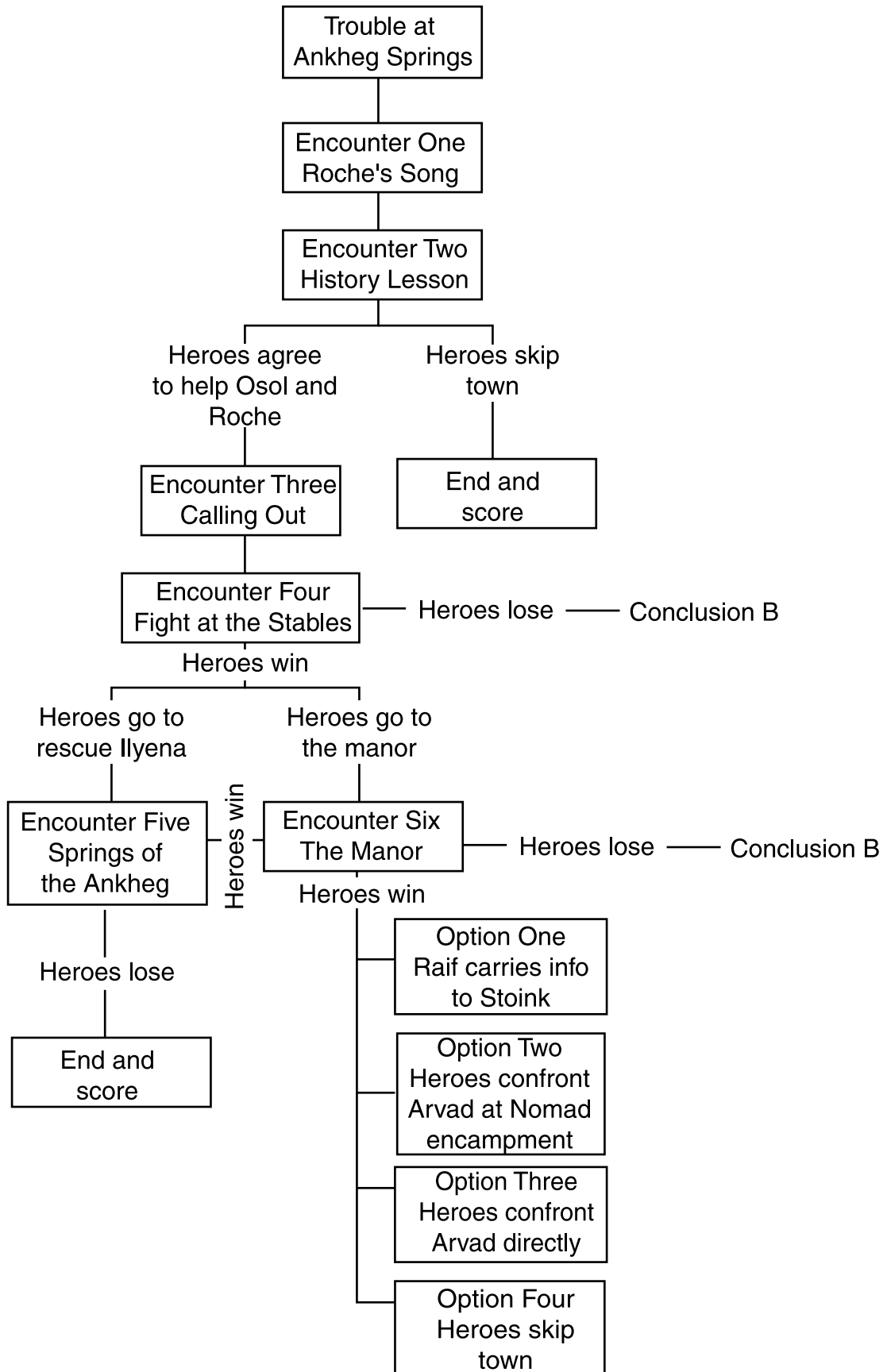
Also in the chest is this letter:

The filthy whore of Iuz was caught, she dies tonight. Your payment is under the headstone of Gramph Allgomsher in the pauper's cemetery. Do not attempt to follow this messenger or we may change our minds.

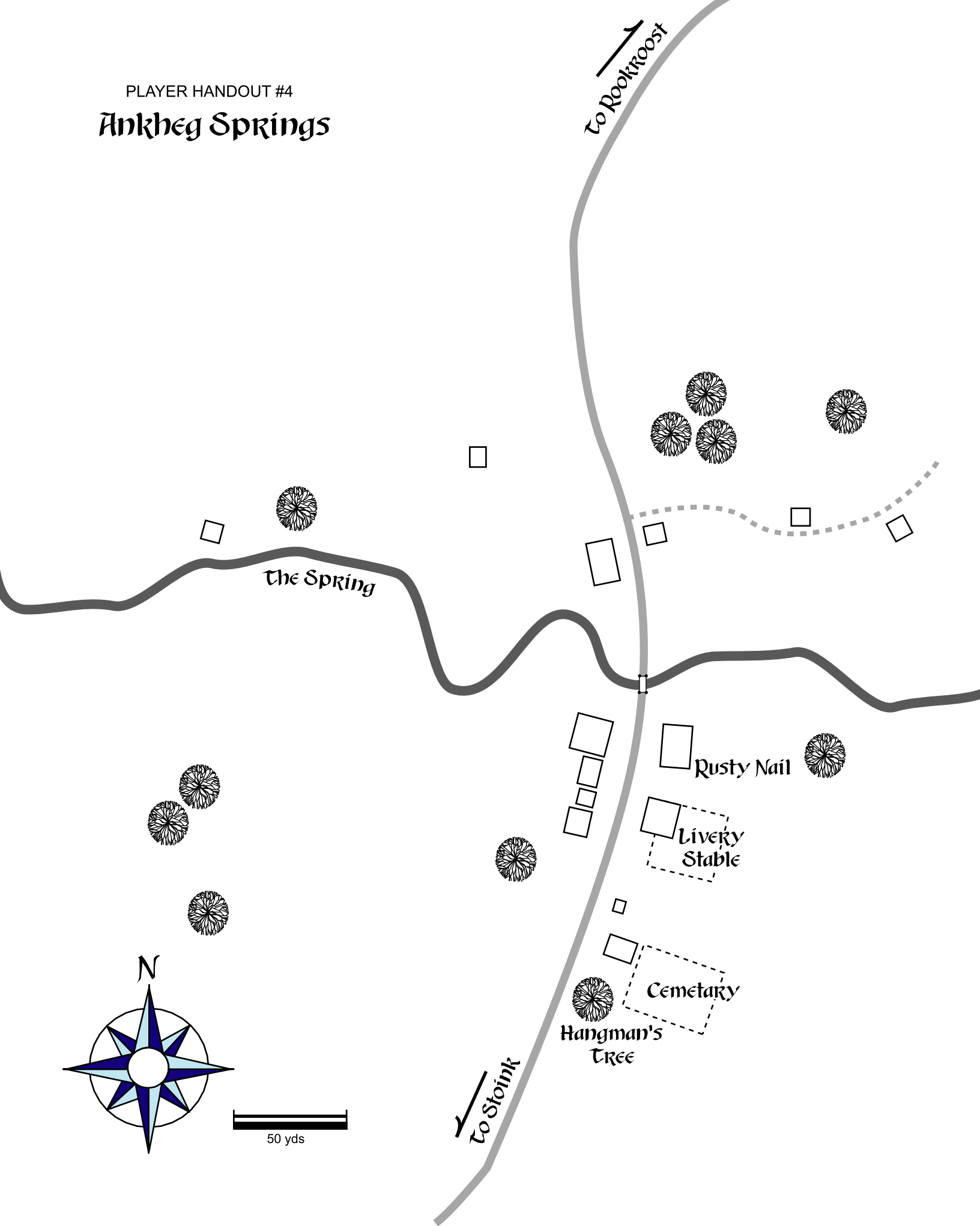
Hextor blind our enemies,

Gorvag

Adventure Flowchart



Ankheg Springs



The Manor

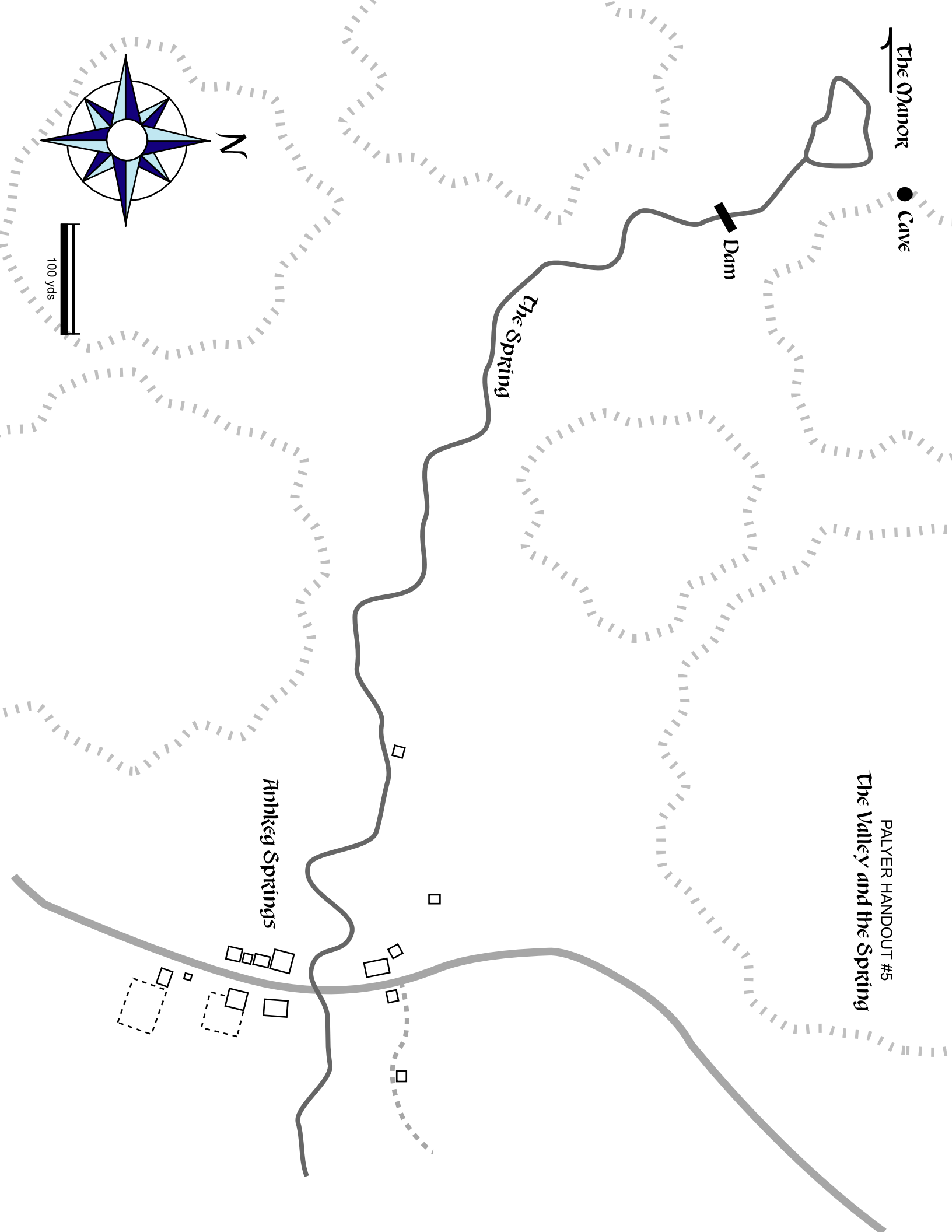
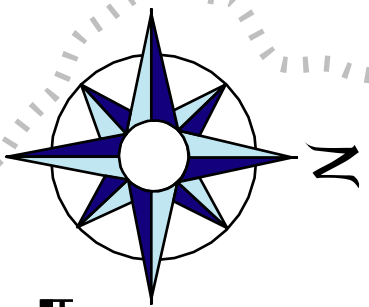
● Cave

Dam

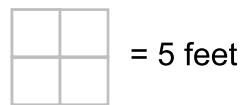
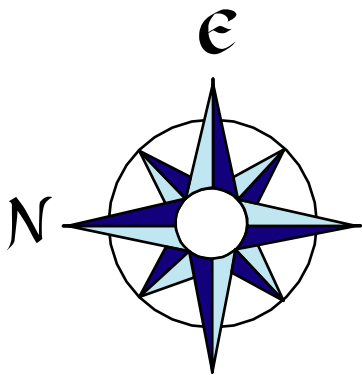
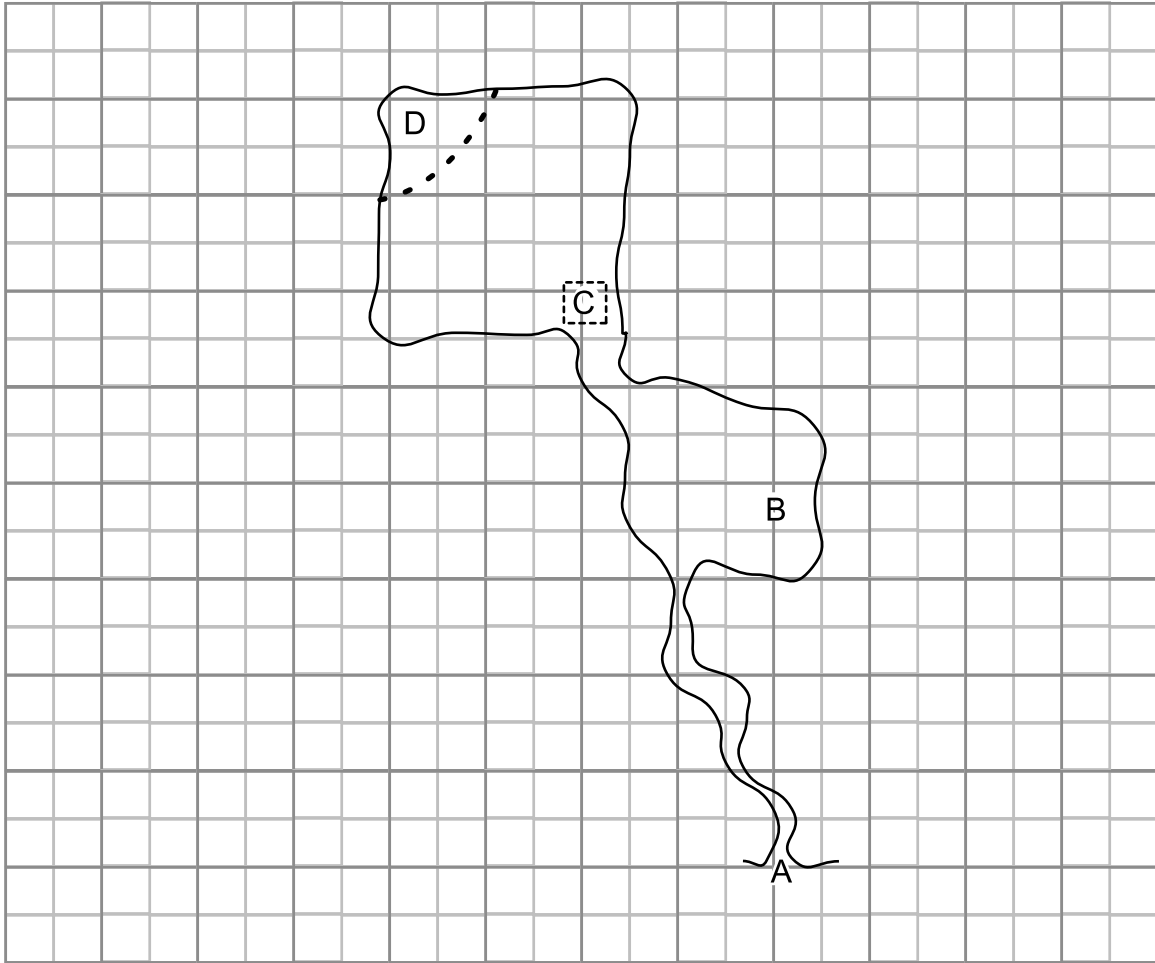
The Spring

Abbeys Springs

PALYER HANDOUT #5
The Valley and the Spring

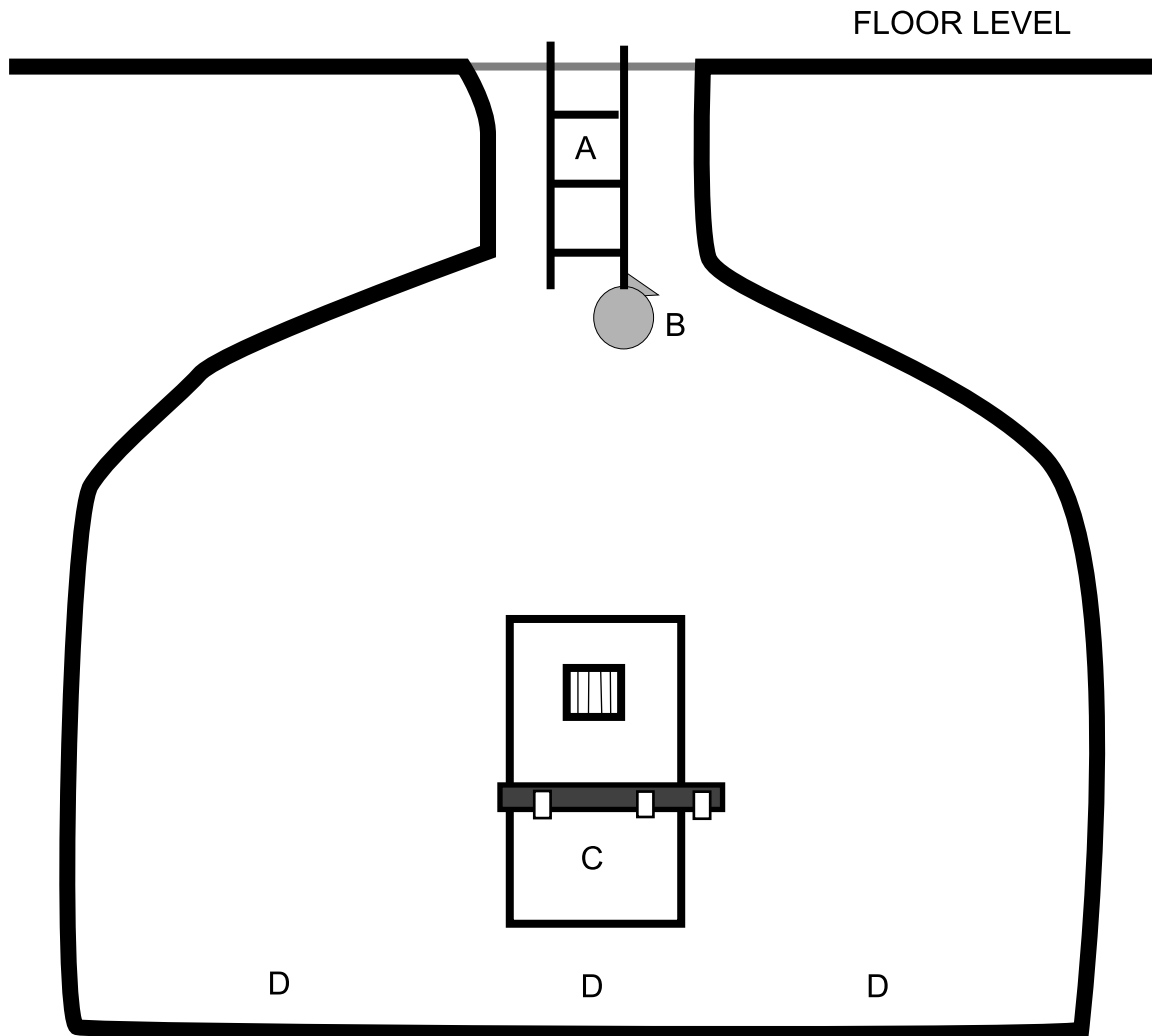


JUDGES MAP #1
The Cave and Hellhound Lair



- A: Entrance
- B: Kennel
- C: Pit Holding Area
- D: Steel Cage (empty)

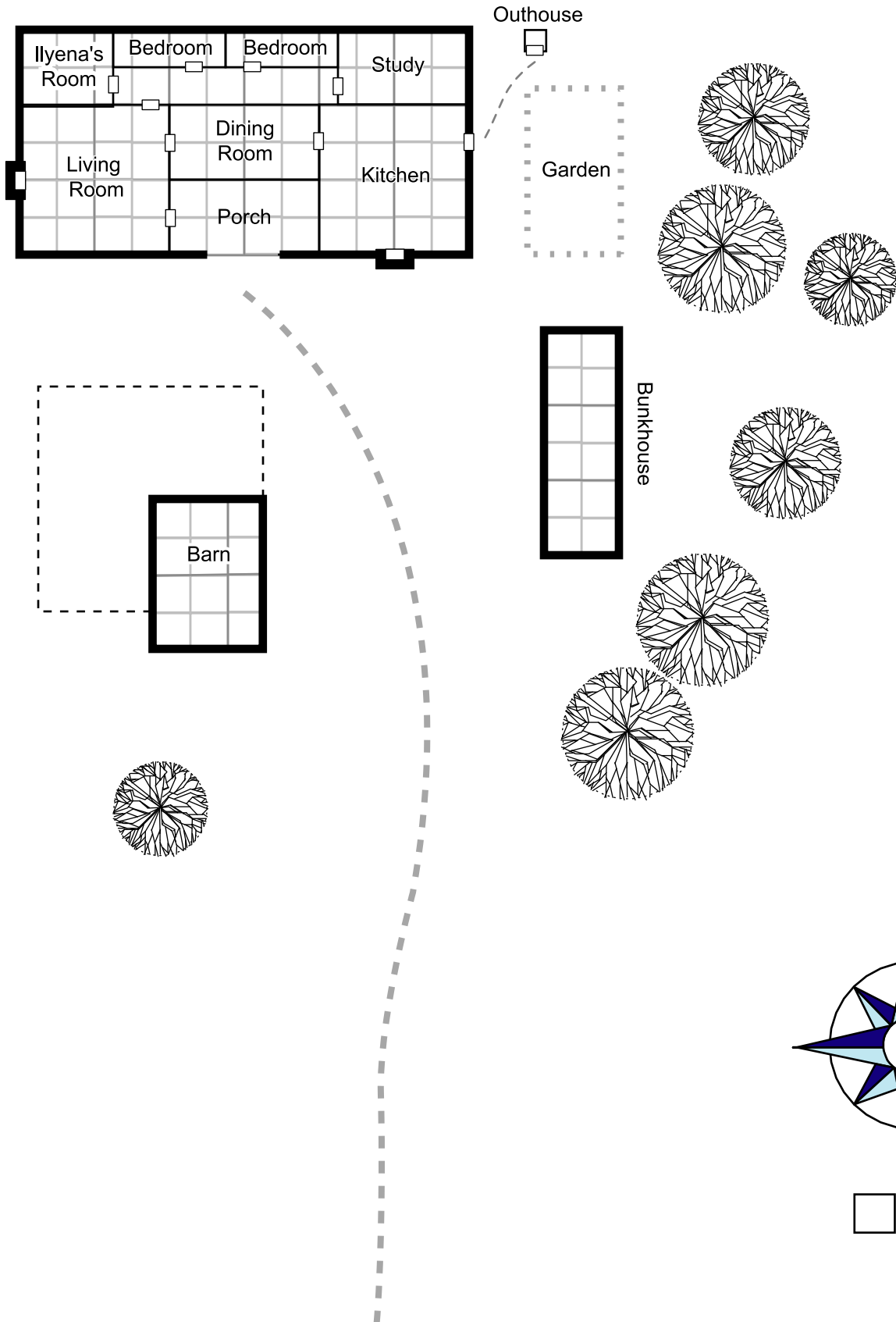
JUDGES MAP #2
Layout of the Pit Cell



- A: Steel Ladder (4' Long)
- B: Bag containing rope ladder
- C: Dungeon Cell
- D: Snakes

JUDGES MAP #3
The Manorhouse and Grounds

F I E L D S



ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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