

HIG3-01

As Luck Would Have It

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

Version 1.0

Round 1

by Greg Marks

Reviewed by Jason Bulmahn

"Pssstttt, Buddy. Did you hear? The Smiling Halls of Good Fortune have been robbed! I might have some information on where they stashed the loot, but it will cost you." The PCs are on the trail of the greatest robbery in Highfolk history, and everyone seems to know it. Role-playing intensive, recommended for light-hearted gnomes and morally flexible, investigative PCs APLs 2 to 10.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is

for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

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

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin. Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

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

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in

even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Highfolk. Characters native to Highfolk pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per round. Rich Upkeep costs 50gp per round. Luxury Upkeep costs 100gp per round.

Adventure Summary and Background

Gnomes love a good prank. In fact, they will go to extreme lengths to challenge each other to greater and greater heights in search of the perfect prank. And those challenges sometimes cause young gnomes to take foolish risks.

No one has ever successfully robbed the Smiling Halls of Good Fortune in Verbeeg Hill. Instead of a fact, it sounded more like a challenge to a group of young pranksters. The gnomes were goaded into it by Duzar Silverstream, a disreputable member of the Gnomish Consortium of Merchants, Moneylenders, Miners, and Gemcutters, who claimed he had long since given up on the idea that it could ever be done. However, he claimed he would happily fund the lads, should they wish to give it a try. Of course they didn't really want the money, so how better to pull a prank than to steal the money without really stealing it! And so the gnomes hatched their plan.

The gnomes organized, purchased their equipment using their connections with the Gnomish Consortium, and choose the Needfest revelry for their date. Amidst a number of distractions, the gnomish pranksters managed to sneak two of their number invisibly into the counting room where, using various illusion spells, they moved the gold into a neighboring room using a portable breach. Not until the next day when the illusionary coins wore off, was the theft noticed.

The gold was hidden inside the gambling hall, and the gnomes slipped away in the Needfest commotion. Unfortunately for the pranksters, Duzar Silverstream counted on the success of the pranksters. They are the perfect patsies in his avarice filled plan. Deals in the Consortium have not gone well for Duzar. He is not as friendly or personable as many gnomes, and as such he is not a frequent partner for business deals. Duzar also chafes under the leadership of others, desiring to master them. By setting up the pranksters, many of them children of prominent Consortium members, and stealing the fortune from the unprotected storeroom, Duzar can get his revenge on those he despises and earn enough coin to set up his own independent business in Furryondy.

Introduction: The PCs are in the office of the High Roller of Norebo in Verbeeg Hill to meet about a job. Those Adventuring Companies who have the temple as their patron have previous information. The Temple of Norebo has been robbed, and the Needfest proceeds have been taken. The PCs are employed to find the only

successful thieves to have attempted a robbery against the temple. The robbery is a secret and no one is to know! It would be bad for business.

Encounter One: The PCs investigate the scene: the gambling hall, the counting room, and the safe. While in the company of Goin, an acolyte of Norebo, they are given the opportunity to talk to the staff; they suggest that more information might be available in town, but they are too well known to gather it.

Encounter Two: While gathering information about town the PCs turn up a number of clues that point toward gnomes, Gildenhand, or the Gnomish Consortium.

Encounter Three: The clues point to the gnomish community of Gildenhand. The PCs arrive here and are set on the trail of the gnomish thieves/pranksters. While no one is supposed to know about the robbery, it seems everyone does, and everyone wants a piece of the action.

Encounter Four: The PCs catch up with the gnomes and there is a non-lethal fight between the PCs, Logan Wood's Halfling militia, and the gnome pranksters. The PCs catch the gnomes who explain it was supposed to be the greatest prank ever! Imagine, to successfully rob the gambling hall no one has ever robbed, what could be better? To make them think they were robbed! Now caught, the gnomes offer to take the PCs to the gold.

Encounter Five: The gnomes lead the PCs back to the casino to show them the money, only it isn't there! They now explain that this was a plan only discussed with one another gnome, Duzar Silverstream. He must have taken the money and framed the other gnomes! Luckily (with a little help from Magliana of the Wyvren's Sting) they know a house in Verbeeg Hill where he was staying.

Encounter Six: Now on the trail of the other gnome, the PCs go to his hideout only to find it booby-trapped. Clues there point to a boat trip down the river.

Encounter Seven: Rushing to the docks, the PCs catch up to the gnome and his lackeys, who refuse to give it up without a fight. Duzar has the gold he removed from the storeroom after the PCs left for Gildenhand.

Conclusion: The PCs return the money to the gambling hall/temple and are rewarded.

Note to DM: Prior to the start of the scenario it is important to ask what meta-organizations the PCs belong to. In particular, if any of the PCs are members of an Adventuring Company the DM should determine who the company patron is. If it is the Smiling Halls of Good Fortune (temple of Norebo) it alters what the PCs know at the beginning of the scenario.

Introduction

If a PC belongs to an Adventuring Company that has the Patron's Guild of Norebo (aka the Smiling Halls of Good Fortune and the Temple of Norebo) as their company sponsor, they receive **Player Handout #1** before the start of the adventure.

You sit in one of the comfortable high-backed chairs in the office of High Roller Malson Minfrid, the High Priest of Norebo in Verbeeg Hill. The room is pleasant, if a bit ostentatious, with fine hard wood furniture covered in gold leaf resting upon a thick Ketite rug with rare plants imported from Hepmonaland in the corners of the room. You have arrived here after meeting a cleric of Norebo named Mercermillan who was soliciting adventurers in Highfolk with a job opportunity. He was noticeably vague, only saying the job would pay well, and was very easy for one of your talents. You are just now beginning to think the trip may not have been worth the 5 solars you were given to see if the job was for you, when the door opens and a man in expensive robes and dripping with gold jewelry enters.

Some PCs may recall Mercermillan from the event HIG1-03 *Grave Disturbance* when he attempted to hire them to be guards at the temple, but the PCs failed to show up for work as adventure caught up with them. Well, he still thinks they are right for the temple, and found them again if they have played that scenario. If they have not, they met him in the square of Highfolk nearly a week ago.

The man entering the room is Malson Minfrid, the High Roller (high priest) and owner of the gambling hall. He appears to be wearing fine robes laced with golden thread and a pair of golden eight sided dice hangs about his neck nestled among dozens of other golden chains and medallions. He is a medium sized man of mixed, but largely Suloise, descent with uncharacteristically dusky skin.

"Ahhh, I'm so glad you granted me the honor of listening to my proposition. I hope that we will be able to keep this discussion between us. I would hate for anything bad to happen to my business or yourselves because of our discourse." The High Roller smiles broadly, gesturing widely as he sits behind the desk. "You see, the impossible has happened. Someone has cheated the House. More specifically, and no one else knows this outside the staff of the blessed gaming floor, the Smiling Halls of Good Fortune have been robbed. I foresee a string of bad

luck for local law enforcement. You however, have been kissed by Norebo's mistress. What do you say, care to gamble and try your luck at finding the thieves?"

What the High Roller knows:

- He is willing to offer the PCs "The Favor of the House" to undertake this job for him (that equates to three influences points with the Patron's Guild of Norebo). However, due to the recent robbery, the temple cannot offer monetary compensation. However, the blessings of Norebo should be more than adequate.
- The morning after Needfest (eight days ago) the proceeds from that festival night were discovered missing from the casino vault. The vault was inspected, but no evidence was found.
- Some attempts at divination have been made, but no useful answers have been received.
- The PCs are welcome to interview any of the employees or see the vault if they like. He assigns one of the acolytes (a human lad named Goin) to accompany them.
- No one is to know about this robbery. It would only encourage more attempts, and might cause others to lose faith in the Temple.
- No thieves have ever successfully robbed the Smiling Halls, although a group of guards did once steal from the payroll (HIG1-03 *Grave Disturbance*) and were promptly fired. The High Roller believes they then left for Perrenland to become mercenaries. The PCs are unable to discover any more about these men, as they have been gone for more than a year.
- Due to the Needfest festivities, the vault contained nearly 250,000 gp, much of it in gems.
- Should the PCs ask, the High Roller is comfortable allowing the PCs to see the security, as it will soon drastically change for the better. He does not elaborate.

🔱 **High Roller Malson Minfrid:** Male human Clr9.

🔱 **Goin:** Male human Clr1.

Treasure: The PCs receive their money for showing up with the High Roller.

All APLs- coin (5 gp).

Encounter One – The Scene of the Crime

Leaving the plush office of the High Roller, you enter into the cacophony of the Blessed Gaming Floor. Even at this early hour, there are many worshippers celebrating the glory that is Norebo by gambling away their hard-earned wheats on the roll of a pair of eight-sided dice. The young acolyte, Goin, gestures down the half stairs toward a door that has two large men in front of it. "This way leads to the counting room and the vault. You have passed through the Blessed Gaming Floor. To the right is the lounge where patrons can purchase refreshment and sometimes see a bard. What would you like to inspect first?"

The PCs may now investigate anywhere in the gambling hall they like. The places of interest are outlined below. Goin can relate any of the basic information already presented if the PCs question him. He does not know any details that are not common knowledge to the staff. The night of Needfest he was out in Verbeeg Hill, handing out bills, encouraging people to come to the Smiling Halls. He has worked at the gambling hall for two years since hearing the call of Norebo, and can explain the faith or workings of the hall to the PCs.

The Counting Room

Two large men holding clubs guard the counting room - they glare menacingly at you as you enter the room with Goin. Inside, it is not nearly as impressive as you expected. Stark white plaster walls surround several tables covered in coins that clerics of Norebo are busily counting and placing into baskets. The baskets, when filled, are taken through an open door into the vault near the rear of the room. Another large guard, looking more simian than human, watches the counting men from inside the room.

There are five clerics of Norebo counting coins here. The clerics do recall a few things if interrogated, otherwise, they concentrate on the count.

- The counting room clerics are named: Armus (human, Clr1), Brine (human, Clr2), Gelt (human, Clr1), Inus (human, Clr1), and Urius (human, Clr3). The guard is named Jorelis (human, War2).
- One odd thing did occur during Needfest. The High Roller had sent them food because things were so busy they couldn't take a break. He does not normally send free food (the High Roller did not, in fact, send the food). About an hour after eating, they were all fine except Armus who became very

nauseous. It was unseasonably warm in the room, so the guard (Jorelis) took Armus outside to get some air. None of the clerics noticed any of the gold missing before or immediately after this time.

- The counting room and the vault are protected by a permanent *dimensional anchor* effect, so the gold was not taken that way. The enchantment was checked and still holds. Anyone using *detect magic* will note a moderate strength aura of the abjuration school (Spellcraft check, DC 19).
- The watch questioned all of the clerics and the guard, and Jorelis encourages the PCs to talk further with them to see if they have any leads.

The Vault

The vault is amazing; big enough for four men to stand in comfortably, and lined with shelves filed with platinum, gold, silver, and even copper coins. You note that for such a large space, it does seem rather empty, despite the fortune that is there now. There is a cage of iron bars that can close across it, and a large iron door that can also be closed and locked. Both stand open at the moment. There are no other obvious entrances or exits.

The clerics note the PCs entering the vault, and Jorelis tries to prevent it. Goin is happy to watch over them to placate Jorelis.

- The vault holds approximately 10,000 gp in varied coins and gems. It is capable of holding much more.
- A *detect magic* does not detect any other magic inside the vault other than the *dimensional anchor* (the theft was 8 days ago).
- There are no tracks on the stone floor to be found, the room is cleaned by the clerics each day.
- The lock, the door, the gate, and the walls are all perfectly intact.

The Gaming Floor

Smiling faces surround a number of tables where dice are rolled and money changes hands under the watchful gaze of clerics of Norebo. Several serious looking men play a game of cards towards the back of the room where a waitress brings them tall ales from the lounge.

As soon as the PCs begin to snoop around the gaming floor, the Pit Boss will come over to talk to them.

A large man wearing expensive clerical robes notes your approach and gestures to you, "Please come over here, away from the tables." After you step away from the patrons he continues, "I am Pit Boss Bitond, can I

assist you with something? You seem to be watching my games rather closely."

Bitond requires an explanation for why the PCs are nosing around the gaming tables. The truth is confirmed by Goin, and Bitond is happy to answer questions, but he does not allow the PCs to nose around the tables for more than a few minutes. He has games to run, and watchful PCs make the gamblers nervous.

- Bitond (human male, Clr5) was working during the Needfest celebration and remembers the night clearly. None of the gamblers currently in the hall were there then.
- There were several incidents that drew his attention on the gaming floor that night.
- There was a gnome cheating using magic. He was, however, cheating to lose; probably in anticipation of making future side bets. If everyone thought he was a loser, he could get the side bets against him high and then cheat to win as well. He was bounced from the Smiling Halls and warned not to return.
- There were at least four fistfights over various issues. He isn't sure why each fight occurred. All troublemakers were bounced as soon as they made themselves known.
- A group of halflings became overly friendly with one of the waitresses. When Bitond asked them to move along they began shouting about being persecuted by "tallies," and were ejected from the temple.

The Lucky Nines Lounge

This dark and smoky room features a number of tables in the center of the room, with a bar to your right opposite a hearth. At the far end of the room a small stage is currently empty. It seems at this early hour gamblers are not yet thirsty, as the lounge is empty except for a tall, thin bartender. "Welcome to the Lucky Nines wagers, care to take your chance on a drink?"

The bartender Seran (male human, com2) is a generally helpful man. If the PCs have any questions or need advice, he tries to be helpful. He knows three things they may find of interest:

- *"On the the night of Needfest, a group of sour faced halflings tried to get overly friendly with one of the barmaids, an elven woman named Walsa. I had to throw them out. I noticed one of them wearing a wooden amulet that depicted a halfling standing atop Oerth. Odd."*
- *"I think the halflings said something about heading toward Guildenhand where shortfolk*

were appreciated. I'd have been pleased enough to serve them, if they had respected the wait staff.

- *"I tried asking around town to see if I could find anything but everyone knew I worked here at the Lucky Nines, and they weren't talkin'. Maybe you would have better luck if you asked around?"*

The Old Store Room

This room is filled with boxes of old hand bills, used decks of cards, betting chits, and cobwebs. There is nothing of interest here - except the gold. The gold is here until the PCs leave Verbeeg Hill. The pranksters left it here, under the protection of various spells and mundane disguises. All of the magical auras have since expired or have been covered by *nondetection* spells, much like the gold itself. *Prestidigitation* has been used to eliminate any tracks and replace any disturbed cobwebs. A Wilderness Lore or Search check (DC 10) reveals there are no tracks near the front of the room (or anywhere for that matter). The gold is hidden in a box, inside a crate, filled with boxes, under the guise of an illusion of an empty box. If the PCs fully search the room, empty any and all boxes, (something the staff of the gambling house does not willingly allow without magical compulsion or an extremely good reason) they have a chance of finding a small ribbon (Search, DC 40) that is protected by an illusion of the empty box (Will save, DC 19). That ribbon leads to an extra dimensional space of a *rope trick*. All the spells that are active (the illusions, the *rope trick*, and the *nondetection*) have all been cast with the Extend or Persistent Spell feats.

Development: It is possible, although extremely unlikely, that the PCs may find the gold. The staff is not likely to allow a full search of the room needed to find the gold. Most spells cannot be used to locate the gold, as it is not on this plane, and all the spells that make it so are protected by illusions and *nondetections*. If the PCs do somehow, against all odds, find the gold before it is stolen, that does not end the adventure. The High Roller still wants to know what happened, and the PCs still have people to capture. When the PCs leave town, Duzar steals the gold the hard way. When the High Roller is away from the gambling hall, Duzar and his men take it by force when they find it gone from the storeroom, killing many people in the process.

Encounter Two – Beating the Streets

At this point the PCs don't have many leads, and will likely want to look elsewhere. This encounter covers many of their options.

Magical Possibilities

The PCs may resort to magical spells to give them answers. Use the information provided to adjudicate the results. Remember that no money was actually stolen or removed from the building, so questions about those events come up silent, until the coins are actually stolen several days into the adventure.

It is impossible to *scry* on the location of the gold, as all coins look alike and the PCs have no knowledge of any of the gems. Since the PCs have no connection to the thieves, they cannot *scry* on them either, unless they acquire the pin from the town guard, in which case the DC is 12.

The PCs may ask the clerics to cast spells to assist the investigation. They are willing to do this (up to fourth level spells are available), but only if the PCs win a game of craps. Others may choose to bet on the shooter if they like, but the clerics bet the price of the spell against the shooter. If the shooter wins, the spell is free. If the shooter loses, the spell costs double!

The rules for craps in the temple are normally as follows:

1. Rolling a 2 always losses
2. Rolling a 9 or a 15 on the first roll wins
3. Rolling anything else (not 2, 9, or 15) requires you to roll that number again before rolling a 2, 9, or 15 to win
4. The shooter (rolling the dice) can only bet for himself and doubles his money if he wins
5. Others at the table can bet for the shooter to win and double their money if he does, or bet that the shooter will lose (betting for the house) but they only get 1.5x their money if they take this option.
6. You cannot, ever, use your own dice! The temple provides all lucky dice!!!

Outside

Searching around the outside of the temple shows that the temple is a popular local. There are several sets of tracks, many of which are wagons. A Wilderness Lore (tracking) DC 25 can sort through all the trails. Five of them lead to suppliers of food and drink, which supply the casino. The sixth leads north out of town on the road toward Gildenhand. The trail appears to have been made approximately a week ago, and from the depth of the wheels, the carriage held either three medium sized creatures, or six small sized creatures.

Gather Information

If the PCs have no idea what to do, or are not native to Highfolk, they might just decide to hit the streets and start asking questions. The DM is encouraged to role-play these attempts, and offer a +5 bonus to any PCs that do well. The PCs should receive an additional +1 to their check for every extra 10 gp they spend (up to +5 for 50 gp spent). Each attempt at a general Gather Information costs the PC 1d4 gp and three hours. The PC gains all information for the DC they make, and all those lower.

- DC 10: *"I haven't heard anything, but hey, aren't you one of the people working on the robbery of the Smiling Halls? Everyone is talking about it! You're gonna be famous."*
- DC 15: *"I think the town guard might be investigating. They were all over the back rooms the morning after Needfest. I hear that the High Roller doesn't think they are going to succeed at finding anything. After all, look at how successful they have been at cleaning up the thieves and corruption in town? Hahahahaha!"*
- DC 20: *"Wow, you're one of those people investigating the robbery aren't you? Well, my cousin works at the Smiling Halls, and he said that the day of Needfest was one of the strangest they ever had. It seemed like there were weird little gnomes everywhere."*
- DC 25: *"Funny you should ask, I was in the temple worshipping the night of Needfest. I was up 20 solars and had just double downed when this gnome came up to me and asked if he could sit next to me. He bet 500 solars against my roll, and I thought that cheeky little digger had something up his sleeve. A crowd formed to watch my roll and it came up two... but as I watched, I swear they kept rolling when they shoulda stopped. I won! I couldn't believe it. But then, as we were celebrating, one of the clerics - the pit boss, I think - came and dragged the little gnome away. Oddest thing, 'cause why would he cheat to lose?"*
- DC 30: *"I saw something, sure. I normally wouldn't have given it a second thought, but given the oddity of the night, it stuck with me. I was leaving the Smiling Halls a bit early, I had to open the bakery the next morning and I had been losing anyway. So I was taking a shortcut through the alley behind the temple. I saw two gnomes,*

both with bruises on their faces, get into a coach with the crest of the Gnomish Consortium on it. The coach headed North out of town."

Vagabond Groups

Those of a more larcenous bent may look to the underworld to ask fellow criminals about the robbery. Any members of a regional Vagabond gang meta-organization may add their "danger level" to their Gather Information roll (+0-5). The PCs should receive an additional +1 to their check for every extra 10 gp they spend (up to +5 for 50 gp). This check costs 3d4 gp, but takes only two hours. The PC gains all information for the DC they make, and all those lower.

- DC 10: *"I heard the Smilin' Halls had been robbed. They even hired a bunch of adventurers to look into it, but there ain't been no one claiming credit for it in Verbeeg Hill for certain; I would heard about it if someone had come into that much coin."*
- DC 15: *"I been askin' around about this too. I figure anyone good enough to rob the Smilin' Halls and get away is worth joinin' up wit'. But the weird thing is, no one knows who these guys are. They aren't any of the normal players from Verbeeg Hill or Highfolk Town. I even asked some of the guys from Quaalsten, and no one knows anything there either. This crew is either keepin' quiet or they're from somewhere else. Do you think you could be quiet if you had that much coin?"*
- DC 20: *"You know I heard that there was a new crew training up in Gildenhand. I don't know if they're connected, but they are the only new crew I've heard were organizing."*
- DC 25: *"Thanks for the drink. I guess I might know something, yeah. I hear there is a crew made up of all gnomes that organized a few weeks ago up in Gildenhand. Given the precision of this heist, it seems pretty likely that they were well organized and well financed. The gnomes of the Consortium have a lot of money, and they might have been able to back a crew like this, and they would have the resources to disburse that kind of stolen coin without attracting attention if they wanted to."*
- DC 30: *"You didn't hear this from me, but I think there is someone you should talk to. His name is Boros Goldhammer. He's a member of the*

Gnomish Consortium of Merchants, Moneylenders, Miners, and Gemcutters. I asked him what he knew about a new crew of gnomes working out of Gildenhand and he got all twitchy. Said it was none of my business. I didn't want to press him; he's been good to me in the past. Maybe you can get something out of him."

Fifth District/Town Guard

Some PCs may wonder what the town guard has to say about the theft. The truth is that the investigation has not proceeded very far, but they are welcome to ask. It is possible that some PCs are members of the Fifth District, a regional meta-org of Highfolk town militia troubleshooters. If so, professional courtesy grants them a +15 to this roll. This visit costs the PCs no money and the watch cannot be bribed, but does take two hours to sort through red tape. It is also conceivable that the PCs may be able to make a Bluff, Diplomacy, or Gather Information depending on how they approach the guard. The PC gains all information for the DC they make, and all those lower.

- DC 10: *"We're looking into it, but it isn't a priority. We don't have anything yet but we'll let you know if we catch someone."*
- DC 15: *"Well, I guess there's no harm in me telling you what I know. Yes, we were called, but truthfully we're baffled. There doesn't seem to be any evidence as to who this was or how they did it. The staff said there were lots of strange things going on during the Needfest festivities. Maybe they could tell you more."*
- DC 20: *"One of the gambling hall guards said he remembered two gnomes getting into an argument over a spot at a gaming table. They both claimed one chair was lucky and got into a scuffle over it. It took five guards to pull them apart. Funny thing was, both of them left right after that. You'd think that after trying so hard to get a lucky chair, at least one of them would have sat in it."*
- DC 25: *"I was with the group that first investigated the counting room. I found something. Don't know what it means, but I found a pin with the symbol of the Gnomish Consortium in the counting room. No one claimed it, so maybe someone left it behind. Course, the Consortium often uses the casino vault when moving through town to ship goods;*

but still, I think there may be something more there.”

- DC 30: *“You know, I hear that Raggan Glinttooth, the gnome Director of Operations for the Fifth District was in the crowd at the Smiling Halls. I hear he’s taken an interest in the case. Can’t figure why. It is out of his jurisdiction and why he would be interested is beyond me. I hear he’s gone, must have gone back to Highfolk town, or maybe Quaalsten. No, probably Ironstead. Yeah, that’s it, definitely Lunadore.”*

Development. It is possible that the PCs are unable to gather any information leading to gnomes, Gildenhand, or the Consortium. If so allow the PCs to try more attempts at Gather Information, or discuss the clues with the clerics of Norebo who may be able to help them piece things together. If the PCs take more than three days to head off to Gildenhand, the Holy Roller discusses the finding of the Consortium pin in the vault by the Watch with the PCs. Perhaps there are answers to be found in Gildenhand?

Encounter Three – Hey, Aren’t You the Guy Who...

You approach the small mining community of Gildenhand where the Sepia Uplands meet the Vesve forest. In addition to appearing much cleaner than Verbeeg Hill, there is a pleasant smell of wood smoke drifting from the houses. Happy to leave the eel jelly in Verbeeg Hill, you enter into town.

The encounters in Gildenhand are freeform until the PCs manage to locate the gnomish pranksters (Encounter Four). There are many directions the PCs may take; the most likely are outlined below.

Gather Information

The PCs may require more general information or if all else fails, it is likely that PCs attempt to Gather Information, particularly if they came to Gildenhand only because there are many gnomes there. The DM is encouraged to role-play these attempts, and offer a +5 bonus to any PC that does well. The PCs should receive an additional +1 to their checks for every extra 10 gp they spend (up to +5 for 50 gp). In addition, any PCs that are size small gain an additional +5 to their rolls due to the natural bias toward gnomes and other short folk in Gildenhand. Each attempt at a general Gather Information costs the PC 1d4 gp and four hours. The PC

gains all information for the DC they make, and all those lower.

- DC 10: *“We knew you’d be coming to town. Everyone’s talking about you. Hey, sure I can help ya. But ah, not now. Um meet me later, in the dark alley behind the bar, and you’re going to need lots of coin. I just gotta go get some of my friends. They uh, know things too. Yeah, that’s it. See ya there.”*
- DC 15: *“Hey, you’re those guys asking around about the Smiling Halls, right? I heard about you. I don’t suppose you need another guy in your crew? No? That’s too bad. Well, in case you change your mind, I better show you I can be helpful. I heard the thieves are back in town. If you ever decide you are looking for another guy, I’ll be here.”*
- DC 20: *“All right I can tell you something, but please don’t tell anyone else where you got it. Everyone knows who you are - if you tell anyone I talked to you I’d never work in this town again. I heard a rumor around the Consortium. Some of the thieves, they might have been kids of some of the Consortium members. I don’t think they’ll admit it, but you’re playing with fire here. Parents always protect their children, and these are powerful people.”*
- DC 25: *“I met some gnomes last night at a place called the Little Gargoyle Guesthouse. They were talking about a prank they had pulled. They wouldn’t let me in on the joke, but one of them let it slip that the prank was pulled in Verbeeg Hill. I don’t know if it’s what you are looking for, but it might be.”*
- DC 30: *“I may have seen the youngins you’re looking for. There was a group of them over at the Little Gargoyle Guesthouse about ten days ago. They were crowded around a map of Verbeeg Hill and talkin’ with Duzar Silverstream. Who’s Duzar? He’s one of them Consortium fellas. I don’t deal with him any more though, not since he got accused of some shady dealings. Better to be safe than sorry. I haven’t seen him in town since then though, but the youngins have been about.”*

Ploellin, Cleric of Rao

Many PCs may know Ploellin (male human, Clr6) from a previous adventure (*ADPT-05 Plea from Beyond the*

Grave), and wish to visit their friend for some advice. While he does not know much, he can offer a few tidbits:

"I have heard of the robbery. I didn't know you were the adventurers hired, though. It seems to be the gossip that everyone is talking about. In fact, it is causing a most undesirable commotion in Gildenhand. I would expect that whoever you are looking for already knows you are coming. That could be very dangerous. I would suggest that you go talk to the Gnomish Consortium. They are the primary power group in Gildenhand. If anyone knows about this, it is likely to be them. One of their leading members, Boros Goldhammer, is a friend of mine - perhaps he can help you. Good luck to you, and may Rao's peace protect you."

Ploellin has not specifics to assist the PCs, but as a trustworthy ear, he is happy to listen to what the PCs have found and discuss it with them; especially if the PCs seem lost.

The Town Guard

Asking around for the local guard, you are quickly directed by a group of miners to the nearest guard station. It is a solid looking building with two statues of stoic gnomes wearing badges standing on either side of the stairs leading up to the door.

Upon entering the guard station they are hailed by officer Fitbald Turnin (male gnome, Ftr2).

"Hey there, tall folk. What brings you to Gildenhand? Not having a bit of trouble, I hope?"

Fitbald tries to answer any questions the PCs have, but he doesn't know much.

- *What can you tell me about any criminal gangs of gnomes in town? "Well now, I can't say I know of any such gang. I know the Consortium occasionally finances groups of troubleshooters, but they don't pay gangs. Gildenhand is a fairly quiet community. I'm sure that if there was such a thing, I'd know."*
- *Is anyone in the Consortium involved in anything illegal? "Well, there are many members in the Consortium, just like any guild. I can't speak to any one member, but the lads as a whole are a good lot. If you have concerns, I would suggest you go talk to them. Boros Goldhammer is one member I know of that is straight as an arrow; I'm sure he could help you."*
- *Do you know anything about Boros Goldhammer? "I know of him yes, a member of the Consortium."*

Sort of quiet for one of my kind, you would probably consider him just right."

- *If you were going to look for these thieves, where would you go? "Well, I guess I'd hit the streets, maybe ask around some of the inns and taverns. I hear there might be some disreputable halflings in town; you might try the Little Gargoyle Guesthouse. Then tend to cater to short folk."*

The Gnomish Consortium of Merchants, Moneylenders, Miners, and Gemcutters

The PCs may seek out the Consortium because they are the main movers in Gildenhand, because of the pin found by the Verbeeg Hill town guard, or because one of the many NPCs has pointed them here.

The Consortium guildhall is not as grand as one might expect, as it is built more for functional reasons. Carts and wagons come in and out of the attached warehouses as often as humans and gnomes walk through the front door. Following the crowd, you enter in a large front hall that echoes with the sounds of business deals being made and broken. "You look lost, can I help you?" a tiny voice calls up to you from a young female gnome.

The young gnome is Misah Astinor, a recent inductee into the Consortium. She sees the lost PCs and hopes they are looking for someone to deal with. While disappointed if the PCs claim to not be here for a business deal, she is disappointed, but still helpful. Misah knows that Duzar Silverstream has not been in town for nearly a week, but Boros Goldhammer is in. She offers to guide the PCs to his office.

After a brief trip through the halls of commerce, you are led to an office. A human leaves, exiting the door, and nods to you. Misah waves to goodbye, "Well, this is the place. I hope you find what you are looking for."

● **Boros Goldhammer:** male gnome Exp5.

Boros Goldhammer is inside, and has been waiting for the PCs. He is well aware of what the PCs are looking for, and has pieced enough together to guess that his daughter Lised and her friends may have been involved with the theft. That doesn't mean he wants to come forward.

Boros is entirely businesslike and attempts to appear as though he does not know anything useful to the PCs. Of course this is likely not what the PCs want to hear. If the PCs succeed in a DC 25 Diplomacy roll, or threaten his position within the Consortium or community with

scandal, he may relent and suggest that the PCs might consider asking around the The Little Gargoyle Guesthouse, a gnomish inn on the northside of Gildenhand.

Development: If the PCs should threaten bodily harm to Boros, or become belligerent, he calls for the guards and six fighters (level equal to the APL, DMG p. 52) arrive within two rounds to escort the PCs out.

Bar Hopping

It is quite possible that PCs don't have any idea what to do, or are simply looking for a band of halflings that hit on the barmaid in the Lucky Nines Lounge. If so, they may just decide to go from bar to inn to tavern looking for anyone that looks disreputable. If so, after a handful of empty bars, they happen upon the Little Gargoyle Guesthouse. Continue to Encounter Four.

Encounter Four – Barroom Brawl

The Little Gargoyle Guesthouse seems an especially appropriate name as you approach the short building covered in various stone statuary. More than a dozen stone gargoyles perch about the roof of a building clearly made for those of shorter stature. Jovial music and boisterous laughing drifts out from behind stained glass windows displaying gnomes in the process of playing various pranks.

Entering the Little Gargoyle Guesthouse, you note it is a tavern catering to gnomes. As such it is a playful place and is built specifically for their height. The ceilings are no more than five feet tall. There are numerous small burrowing mammals (moles, mice, a badger, and a pair of foxes) scurrying about. A clockwork band plays dancing songs in one corner while a gnomish woman sings a song about two young lovers playing a practical joke upon a human farmer. All in all, a happy place, (if the PCs contain anyone of larger than small size) where for some reason, everyone is staring at you.

The moment any PCs larger than small size enter, they draw attention to themselves. There are eleven gnomes and two halflings currently in the bar. Anyone else just plain stands out. While not used to tall folk, since they don't really fit, the bar is happy to serve them. After all, they make great sport for the gnomes. The bartender, Glon waves the PCs over as they enter.

“Hey there, tall folk! Don't see you types in here much. What can I get ya?”

Glon serves them whatever they like, but it costs one gold solar. If a PC complains, he says *“Tallies tend to break things before too long; just getting you to pay in advance.”*

Patrons and staff of the Bar:

- *Glon, Awyn, and Euna:* The staff consists the bartender Glon (gnome, Exp2), and two barmaids Awyn (gnome, Com1) and Euna (gnome, Com1).
- *Enan and Gorie:* These two halflings are sitting in the corner by the front window. They try to remain unobtrusive, but if the PCs look in their direction, they likely notice Enan glaring at them. If asked about it, they say they want no trouble from big folk. They are just waiting for a few friends. In reality, Enan (halfling, Ftr1) and Gorie (halfling, Ftr1) are waiting for the arrival of Logan and his men.
- *Ecus and Lecus:* These gnome brothers have just gotten back into town from a trip to the Smiling Halls of Good Fortune. They recognize the PCs as having been in the gambling hall. If the PCs start asking questions, they loudly exclaim that the PCs must be the adventurers hunting the thieves!
- *The Gnome Pranksters:* The gnomish pranksters are snickering when the PCs enter. Having just been quietly talking amongst themselves about the heist prank, they can barely contain their laughter.

After the PCs have asked a question or two or things are getting tense, proceed:

The door to the tavern slams open as a dozen halflings march inside. The ragtag band is brandishing an assortment of arms and armor, including a heavy skillet and a large rock. As the group parts, a stout halfling wearing chainmail and wielding a short sword steps forward. “I am Logan Wood,” he says. “And as long as nobody moves, none of you tallies will be hurt!” A heavy silence descends upon the room, as Logan goes from table to table looking every patron square in the face. “We are looking for a group of tallies that are oppressing short folk. We hear there are a band of lowlife cloud-huggers that are going about blaming perfectly law-abiding gnomes of all kinds of thieving. Have any of you seen them?”

This small band is a militant group of halflings under the leadership of Logan Wood. Logan was a simple farmer before a bunch of tall folk ruined his life (*HIGI-01 A Path Less Traveled*). Since then, Logan has rounded up a band of like-minded individuals intent upon stopping the injustices done to short folk. Note that Logan uses the word “tallie” to refer to humans and elves. The halflings

are obnoxious, pushy, and mean. They demand the PCs submit to personal questions and possibly a search of their belongings to prove they aren't out to get short folk.

At this point, the heroes may choose to ignore any pleasantries and just attack the indignant halfling. If this occurs, the band of halflings quickly breaks and runs, as they are not used to any serious resistance to their demands. However, this gives the gnomish pranksters the opportunity they were waiting for and they "assist" their short brethren.

Clever PCs may attempt to lie to Logan to get him to go away. Human, elven, and half-orc PCs suffer a -2 circumstance penalty to any Bluff and Diplomacy skill checks against Logan because of his inherent mistrust of tall folk.

Creatures: There are two groups of interest here - the halfling militia and the gnomish pranksters. Both likely become involved in combat with the PCs, but the halflings are more of a distraction than a threat, and neither group uses lethal force.

The Halfling Militia (All APLs)

☛ **Logan Wood:** hp 27. Possesses a *cape of the mountebank*. See Appendix 1.

☛ **Militiamen, male halfling Com1:** hp 3 each. At APL 2 there are four Militiamen. At APL 4 there are six Militiamen. At APL 6 there are eight Militiamen. At APL 8-10 there are ten Militiamen.

Tactics: As mentioned above, any combat with this group causes complete chaos in their ranks. A few attempt to hold off attackers while the others escape. They do this more by getting in the way, than successfully attacking anyone. Logan uses his magical cape to *dimension door* away at any sign of any trouble, cursing tallies as he goes. When possible, the rest of the halflings break and run. If cornered, the militiamen surrender quite easily. Seeing the chaos in Logan's men, Enan and Gorie slip away without getting involved.

Should the PCs be all short folk and not provoke a combat with Logan and his men, the militia stands clear of any fight between the PCs and the gnomish pranksters (which begins as the PCs are distracted talking to Logan), assuming it is a personal matter that does not concern them. In this case, should any of the PCs actually have the favor of Logan Wood (see below), the militia attempts to aid that PC.

Development: Some of the PCs may have formed an alliance with Logan in a previous adventure (*HIG1-05 The Burning Way*). All of these PCs must be halflings or gnomes and carry a flat wooden amulet depicting a halfling standing on top of a globe. This is the symbol of Logan's men. Any PC wearing this amulet is not attacked

by any of the halflings, who call out to their fellow militia member to assist them!

Due to the cramped quarters, any PC of medium size has a -2 circumstance penalty to all attacks and physical related skill checks. The penalty rises to -8 for any PC of large size. It is impossible to wield a large weapon in the tavern effectively.

The Gnomish Pranksters

APL 2 (EL 4)

- ☛ **Atrin:** Hp 7, see Appendix 1.
- ☛ **Gunell:** Hp 5, see Appendix 1.
- ☛ **Hevigar:** Hp 16, see Appendix 1.
- ☛ **Lised:** Hp 7, see Appendix 1.
- ☛ **Pezen:** Hp 9, see Appendix 1.
- ☛ **Safig:** Hp 6, see Appendix 1.

APL 4 (EL 6)

- ☛ **Atrin:** Hp 12, see Appendix 1.
- ☛ **Gunell:** Hp 9, see Appendix 1.
- ☛ **Hevigar:** Hp 25, see Appendix 1.
- ☛ **Lised:** Hp 12, see Appendix 1.
- ☛ **Pezen:** Hp 15, see Appendix 1.
- ☛ **Safig:** Hp 9, see Appendix 1.

APL 6 (EL 8)

- ☛ **Atrin:** Hp 17, see Appendix 1.
- ☛ **Gunell:** Hp 13, see Appendix 1.
- ☛ **Hevigar:** Hp 34, see Appendix 1.
- ☛ **Lised:** Hp 17, see Appendix 1.
- ☛ **Pezen:** Hp 21, see Appendix 1.
- ☛ **Safig:** Hp 13, see Appendix 1.

APL 8 (EL 10)

- ☛ **Atrin:** Hp 27, see Appendix 1.
- ☛ **Gunell:** Hp 21, see Appendix 1.
- ☛ **Hevigar:** Hp 52, see Appendix 1.
- ☛ **Lised:** Hp 27, see Appendix 1.
- ☛ **Pezen:** Hp 33, see Appendix 1.
- ☛ **Safig:** Hp 20, see Appendix 1.

APL 10 (EL 12)

- ☛ **Atrin:** Hp 37, see Appendix 1.
- ☛ **Gunell:** Hp 29, see Appendix 1.
- ☛ **Hevigar:** Hp 70, see Appendix 1.
- ☛ **Lised:** Hp 37, see Appendix 1.
- ☛ **Pezen:** Hp 45, see Appendix 1.
- ☛ **Safig:** Hp 27, see Appendix 1.

Tactics: The gnomes attack amidst the halfling chaos. They attempt to use subdual damage or spells that confuse or immobilize whenever possible. They do not wish to kill anyone, and only resort to real damage if they are attacked repeatedly in such a manner. Even so, at APL

2 and 4, Pezen stops to stabilize any PCs in danger of dying. It is important that it be made clear that the gnomes are attacking the PCs in a non-lethal manner to avoid misunderstandings by the PCs. If the PCs should manage to avoid a fight with the halflings because they are all short folk, or they somehow convince Logan they are not involved in the hunt for gnomish thieves, the gnomes still attempt to attack the PCs from behind while they are convincing Logan of their innocence or brotherhood.

Treasure: The PCs are not allowed to keep any of the gnomes' gear. Either they or their next of kin claim it when things are sorted out. The PCs may hold on to anything they like for now, but in the end, none of this belongs to them.

Development: If more than two of their number go down, the gnomes attempt to flee, but only if they can save their friends. If not, they continue to fight. If they do succeed in escaping, they go to Boros Goldhammer and explain the situation. Realizing things have escalated beyond the prank; Boros sets up a meeting with the PCs where the pranksters agree to show the heroes where the gold is. A gnomish messenger contacts the PCs and asks them to meet at the Consortium hall. Once there, Boros and the pranksters explain the whole situation. Continue to Encounter Five.

Should for some reason the PCs kill all the pranksters, things are more difficult. The PCs have no legal authority to use lethal force in Gildenhand, and no actual leads. Eventually the PCs are caught and found guilty of using lethal force, as there are witnesses against them (unless they murder the tavern staff as well, which gets them removed from the campaign for their evil act). Killing the gnomes results in either a fine of half the PC's worth to have the pranksters raised, or 52 TUs in jail. In either case (fine or jail time), this ends the adventure for the violent PCs.

If the PCs kill some, but not all of the pranksters, they survivors speak for the PCs and prevent their arrest, explaining the prank that went bad. Gnomish police arrive shortly after the fight, and question all parties. Given the families the pranksters are from, their words carry weight. After a day of incarceration, the PCs are fined 100 solars (gp) each for assault, and then released. Proceed to Encounter Five, switching out the speakers for gnomes still alive, after the authorities are dealt with. The gnomes feel bad about causing these problems, and still want to help.

Encounter Five – Fool Me Once

"You lads are all right. We never thought anyone would get this far. I guess we owe you an explanation."

We never stole anything. That was all part of the prank, we never stole the gold; we just made everyone think we did!" The grinning gnome looks up at you from behind a black eye. "See, it was all so we could pull off the greatest prank in gnome history! Now that you know... I guess we should show you how we did it and where the gold is."

The pranksters are happy to lead the PCs back to Verbeeg Hill and the Smiling Halls of Good Fortune. Once there, they lead the PCs through the storeroom to the old storeroom.

Atrin continues as you move through the storeroom. "It went like this. Hevigar and Pezen faked a fight to distract the guards while I cheated at the dice games to get the Pit Boss's attention. While the guards and the Pit Boss were distracted, Safig delivered the food. It was fine, except one sandwich was tainted with some nausea paste. The Consortium makes that by the way, just 2 solars a tin. Anyway, when the sick cleric came out, Gunell and Lised went in invisibly. Once inside they entered the vault and masked the entrance with an illusion to cover their work. They would only have a few minutes. So the three of us that had attracted attention went out back to our carriage, and Safig went back into the storeroom. Lised used a portable breach, a magic item that creates a temporary tunnel, to hand the coins and gems off to Safig. Meanwhile Gunell made an illusion of coins and gems to cover the ones they would take. Then they all went through the breach into the storeroom. Once there, they removed the breach from the vault wall, hid the gold, and used the breach to get to the waiting carriage outside, right after putting a few protections to hide the gold. Next morning when the illusion of the coins and gems ended, the clerics would find the vault nearly empty. It's the perfect prank. The gold is right here..." Atrin points to a box in the storeroom.

When the PCs look, they will not find anything, as by this time, Duzar has stolen the gold for real!

The gnomes look shocked and horrified. "What do you mean it's not there? It has to be there." Several of the diminutive pranksters rush over to the old boxes. "How can it be gone? We left it right here! No one knew it was here but us and Duzar!"

What the gnomes know:

- *Who is Duzar?: "Duzar Silverstream, he's a member of the Consortium. He works with some of our parents. We met him at the Gargoyle a few*

weeks back. While trading stories about past pranks, he said he once considered breaking into the Smiling Halls, but swore it couldn't be done. That's when we got the idea. He's the only other person that knew our plan. He financed the whole operation."

- Where is Duzar?: "It's funny, he hasn't been around the Gargoyle since we got back. We've been dying to tell him!"
- How can we find him?: "Now that he apparently has the money, he could be anywhere. We're really sorry. It looks like he outsmarted us. I can't believe he would steal. That wasn't part of the prank. Maybe we could ask around, I'm sure he has a house in Gildenhand."
- What does he look like?: "Duzar is an older gnome, about one hundred and forty years old; although it wouldn't be polite to ask. His hair has long since turned silver, and he wears it back in a pony tail."
- What does he do in the Consortium?: "Well I hear he does a number of things. There have been rumors of course, but no self-respecting gnome would deal in any of that. Last I heard, I think he was trading large powdered wigs from Furyondy."
- What rumors?: "Well, there were some questions about his business practices. Some people said he associated with some shady folk; maybe trafficked in stolen goods, possibly even slaves. We heard he used to sell things for a group called the Wyvern's Sting, but all those stories dried up almost two years ago. I'm sure if he was really doing something illegal he wouldn't still be a member of the Consortium."

Development: After questioning the gnomes, the High Roller wishes to meet with them, so they can go over their heist in detail with them. The gnomes are quite happy to help the clerics of Norebo by explaining their prank in excruciating detail. In exchange for their assistance, the High Roller has no intention of having the young gnomes arrested. They didn't steal anything and their parents are some of his best customers. It is still up to the PCs to find the gold and the real thief.

Encounter Six – Not So Funny Tricks

As you step from the Smiling Halls and take a deep breath in the light of the setting sun, you are once again reminded of the stench of eel jelly that clings to Verbeeg Hill. Soon it will be dark, and once again, it appears that you are out of leads. A whisper catches

your attention. "Psssst, hey, buddy, you guys looking for Duzar? I hear you might be looking to buy some information." Across the street, just in the shadow a man waves toward you. "I think I might be able to tell you where he is, for a few coins."

♣ Zuko: Male human Rog1.

♣ Magliana: Female Human Enc3/Rog2.

The man is Zuko, and he is a member of the Wyvern's Sting, a bandit gang that was broken up in Sunsebb of CY 591 (*HIG1-07 Highway, Low Way*). After a brief stint in Perrenland, the gang has returned. Zuko is a front. The rest of the gang is nearby watching in case of trouble. Zuko asks for 5 times the APL in gold for the information. If the PCs threaten or refuse he'll say, "*Suit yourself, you'll find him at the Empty Mug Inn.*" It's a lie, but hopefully no one calls him on it as he tries to walk away. If the PCs do pay, however:

The cloaked man looks behind him after you hand him the gold, "They're good boss." He smiles at you as he walks past and an attractive human woman confidently strides forward. "I knew you were the right sort of people. Don't I know you? My name is Magliana."

It is likely that some of the PCs have dealt with Magliana for good or ill. She is willing to forgive and forget if things went badly last time, or she is happy to see them again if things went well. In either case, she wishes to help out the PCs.

"I'd like to help you. I've had some dealings with Duzar in the past, and he isn't very trustworthy. He sold us out one time too many, but in all truth, I just really don't like his kind anymore. So here's what I'm willing to do. I'm going to tell you where you can find Duzar. I just want you to remember that I helped you out in case we should cross paths again. Agreed?"

If the PCs do not agree, she gives the same line as Zuko above. If they do agree, she tells them what they need to know.

"Duzar had a safehouse in town where he could hide if he ever needed to leave Gildenhand. Here's the address. I hope you find him. He's not a nice gnome. Someone heroic ought to do something about him," she says with a wink and a wave. "Good luck, hero!" She begins to saunter down the alley. "I'd hurry if I were you."

Development: If the PCs refuse help from the Wyvern's Sting they may be unable to continue. They have one chance (short of magically forcing Magliana to assist them). A Gather Information check with a DC equal to 15 + APL (APL 2 = DC 17, etc.) is required to find information about Duzar's home in Verbeeg Hill. If they do not succeed, Duzar escapes down the river before they can do anything to stop him. The adventure is over for them.

If the PCs ask how Magliana knew they were looking for Duzar, she says that it is no small secret who hired them and why. Besides, people talk, and she's smart enough to put the pieces together. She says they had best hurry, or Duzar will disappear.

The Hideout

Not more than a few blocks from the river, the smell of fish is strong. A squat house rests between a warehouse and the street where you are standing. The house doesn't appear run down, or extravagant. It simply is - all the better to hide in.

Ground Floor

1. **Kitchen:** The kitchen is a 10' by 30' room largely dominated by a table with chairs, a counter, and a fireplace. While there are some dishes, they are of average quality and not of particular value. There is no food in the cupboard.
2. **Bedroom:** The 10' by 20' bedroom is dusty and does not appear used in some time. While the bed is made, and the chest at its foot is filled with linens, they are all of average quality. A simple table and chair rests in the corner.
3. **Sitting Room:** The sitting room has an empty bookshelf to the door in this 20' by 20' room with further doors leading to both the bedroom and kitchen. A faded green divan sits in front of threadbare rug watching the fireplace. The back wall of the fireplace pivots in the middle allowing access to the kitchen, as well as a secret ladder well that descends below. The secret catch can be discovered with a Search (DC 10 + APL) check

Underground Floor

1. **Bedroom:** The PCs enter to find the room lit by a fireplace, complete with the fire still burning. The true bedroom of Duzar houses not only his bed, trapped writing desk (see below), mirror, Kettite rug, and wardrobe, but a selection of cargo that Duzar has been hiding from the Consortium. A search of the boxes reveals they stamped with the symbol of the Consortium and are filled with gnomish sized cloaks,

clothing, and several large powdered wigs. Much of this cargo is valuable and may be sold.

2. **Secret Passage:** A well-hidden door (Search DC 15 + APL) leads out and up to the alleyway behind the house.

Trap: The writing desk is locked and trapped against opening. Once successfully opened, inside the PCs find records incriminating Duzar in a number of unsavory trades, including the trafficking of slaves. In addition to these papers, Duzar has left behind his journal in his haste (**Player Handout #3**).

APL 2 (EL 2)

At APL 2, there is simple lock (Open Locks DC 20), which is protected by a poisoned needle.

↗ **Poisoned Needle Trap:** CR 2; Atk +17 melee (1 plus poison); poison (blue whinnis, Fortitude save DC 14 resists, 1 Con/unconsciousness); Search (DC 22); Disable Device (DC 17).

APL 4 (EL 4)

At APL 4, there is simple lock (Open Locks DC 20), which is protected by a poisoned dart.

↗ **Poisoned Dart Trap:** CR 4; Atk +15 melee (1d4+4 plus poison); multiple targets (1dart per target in a 10'x10' area), poison (blue whinnis, Fortitude save DC 14 resists, 1 Con/unconsciousness); Search (DC 21); Disable Device (DC 22).

APL 6 (EL 6)

At APL 6, there is average lock (Open Locks DC 25), which is protected by a poisoned arrow.

↗ **Poisoned Arrow Trap:** CR 6; Atk +14 melee (1d8 plus poison); poison (wyvren poison, Fortitude save DC 17 resists, 2d6 Con/2d6 Con); Search (DC 20); Disable Device (DC 16).

APL 8 (EL 8)

At APL 8, there is average lock (Open Locks DC 25), which is protected by two poisoned arrows.

↗ **Poisoned Arrows Trap:** CR 8; Atk +14/+14 melee (1d8 plus poison); poison (wyvren poison, Fortitude save DC 17 resists, 2d6 Con/2d6 Con); Search (DC 20); Disable Device (DC 16).

APL 10 (EL 10)

At APL 10, there is good lock (Open Locks DC 30), which, along with the handle, is covered by contact poison.

➤ **Handle and Lock Smear with Contact Poison Trap:** CR 10; poison (black lotus extract poison, Fortitude save DC 20 resists, 3d6 Con/3d6 Con); Search (DC 25); Disable Device (DC 26).

Treasure: The cargo and furnishings in Duzar's room no longer have anyone to lay claim to them, and can be sold for a total of 180 gp.

All APLs—loot (15 gp)

Encounter Seven – A River Cruise

Quickly making your way to the docks, you see a number of barges in the process of being loaded. A strong breeze blows from the west, making the smells of Verbeeg Hill more tolerable. As you move through the crowd, you note at the end of the docks a richly dressed gnome with a tall powdered wig directing the loading of cargo on a large flat-bottomed boat. The side of the boat reads "Empty Promise." The gnome looks in your direction and smiles.

As soon as the PCs approach the dock Duzar sees them and begins to prepare to deal with them. He assumes (unless the PCs are all gnomes) that they are here to kill him. Should the PCs be all gnomes, they should be able to surprise Duzar and his men. Duzar and his minions are mixed in with the sailors, many of them hard working, innocent men and women doing their jobs. Area of effect attacks will kill many innocents and get the PCs arrested after their fight is over. Also, there are a liberal number of piles of boxes and cargo spread throughout the docks. Duzar and his minions use them to their best advantage.

APL 2 (EL 5)

➤ **Hadrich & Shebel:** Hp 13, See Appendix 1.
➤ **Duzar Silverstream:** Hp 21, See Appendix 1.

APL 4 (EL 7)

➤ **Hadrich & Shebel:** Hp 20, See Appendix 1.
➤ **Duzar Silverstream:** Hp 31, See Appendix 1.

APL 6 (EL 9)

➤ **Hadrich & Shebel:** Hp 36, See Appendix 1.
➤ **Duzar Silverstream:** Hp 41, See Appendix 1.

APL 8 (EL 11)

➤ **Hadrich & Shebel:** Hp 40, See Appendix 1.
➤ **Duzar Silverstream:** Hp 51, See Appendix 1.

APL 10 (EL 13)

➤ **Hadrich & Shebel:** Hp 58, See Appendix 1.
➤ **Duzar Silverstream:** Hp 61, See Appendix 1.

Tactics: Hadrich and Shebel are mixed in with the sailors, and take advantage of that cover to turn on passing PCs, catching them by surprise. They try to prevent the PCs from getting Duzar, while he casts defensive spells and then lobs spells from a safe distance.

Development: Should the PCs kill innocents when they could have avoided it, while in the process of attempting to deal with Duzar, they are apprehended (unless they can magically escape, in which case, contact the Triad) and sentenced to forfeit half their total wealth to the victim's family, and spend one month in jail (four Time Units). Of course, Duzar is not worried about killing bystanders.

Treasure: The PCs can recover the gear and items from Duzar and his minions that they have not used.

APL 2—loot (73 gp), *pearl of power* - (*1st level*)(84 gp), *scroll of see invisibility* - (13 gp), *wand of charm person* - (63 gp).

APL 4—loot (73 gp), *cloak of resistance +1* - (84 gp), *pearl of power* (*1st level*) - (84 gp), *scroll of see invisibility* - (13 gp), *wand of charm person* - (63 gp), *bag of holding* (*Type I*) - (208 gp).

APL 6—loot (22 gp), *ring of deflection +1* - (167 gp), *cloak of resistance +1* - (84 gp), *pearl of power* (*1st level*) - (84 gp), *scroll of see invisibility* - (13 gp), *wand of charm person* - (63 gp), *bag of holding* (*Type I*) - (208 gp), *necklace of fireballs* (*Type I*) - (138 gp).

APL 8—loot (14 gp), *headband of intellect +2* - (334 gp), *pearl of power* (*1st level*) - (84 gp), *ring of deflection +1* - (167 gp), *cloak of resistance +1* - (84 gp), *scroll of see invisibility* - (13 gp), *wand of charm person* - (63 gp), *bag of holding* (*Type I*) - (208 gp), *necklace of fireballs* (*Type I*) - (138 gp), *mithral chain shirt* - (104 gp).

APL 10—loot (14 gp), *rapier +1* - (194 gp), *rapier +1* - (194 gp), *amulet of natural armor +1* - (167 gp), *pearl of power* (*1st level*) - (84 gp), *scroll of ice storm* - (59 gp), *headband of intellect +2* - (334 gp), *ring of deflection +1* - (167 gp), *cloak of resistance +1* - (84 gp), *scroll of see invisibility* - (13 gp), *wand of charm person* - (63 gp), *bag of holding* (*Type I*) - (208 gp), *necklace of fireballs* (*Type I*) - (138 gp), *mithral chain shirt +1* - (271 gp).

Conclusion

“So, the gold never left till after I hired you to find it? I guess it was chance that chose you to locate it in the end. We’ll be making changes to the security of the temple. This will not happen again.” The High Roller sits back in his chair. “I guess we are finished. Don’t worry, Norebo will remember,” he smiles broadly. “Oh, and I believe you left something here.” Pointing toward the door, you see several young black and blue gnomes smiling at you and waving.

All PCs that helped recover the gold receive three influence points with the Patron’s Guild of Norebo.

If none of the gnomish pranksters died:

Several bright smiles, many missing teeth, look up at you as you exit the office of the High Roller. “We’ve been talking with our parents. They all say they are going to remember what happened here. You fellas are all right. Stop by the Consortium sometime. I think you might be interested in some of the things we have to offer.”

These PCs receive access to the nausea paste for their treatment of the young gnomes, as well as one influence point in with the Gnomish Consortium of Merchants, Moneylenders, Miners, and Gemcutters for bringing Duzar to justice.

If any of the gnomish pranksters died:

The smiles fade as you approach. “It’s a shame we couldn’t all be here to see the end. I guess it wasn’t meant to be. Our parents don’t quite understand, but we’ll try and talk to them. You fellas are okay. It wasn’t your fault. We’ll see you around.”

These PCs receive one influence point in with the Gnomish Consortium of Merchants, Moneylenders, Miners, and Gemcutters for bringing Duzar to justice.

The End

PASSWORD

At the conclusion of this event, you should give all the players the password to this scenario. Tell them to write it on their adventure certificates, and inform them that it will be used to unlock the adventure summary document that will be found on the Highfolk website

(www.highfolk.oerth.com), approximately two months from the conclusion of the premiere of this scenario. The password for this scenario is **duzar** (all lower case).

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 Four

Defeat the gnome pranksters
APL2 – 120 xp; APL4 – 180 xp;
APL6 – 240 xp; APL8 – 300 xp;
APL10 – 360 xp.

Encounter Six

Defeat the desk trap
APL2 – 60 xp; APL4 – 120 xp; APL6 – 180 xp;
APL8 – 240 xp; APL10 – 300 xp.

Encounter Seven

Defeat Duzar and his minions
APL2 – 150 xp; APL4 – 210 xp;
APL6 – 270 xp; APL8 – 330 xp;
APL10 – 390 xp.

Story Awards

The PCs defeat the gnomes (Encounter Four) without killing any of them.

APL2 – 50 xp; APL4 – 75 xp;
APL6 – 100 xp; APL8 – 125 xp;
APL10 – 150 xp.

Role-playing Award

APL2 – 40 xp; APL4 – 60 xp;
APL6 – 80 xp; APL8 – 100 xp;
APL10 – 120 xp.

Total possible experience:

APL2 – 420 xp; APL4 – 645 xp;
APL6 – 870 xp; APL8 – 1095 xp;
APL10 – 1320 xp.

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information

about the loot, coins, and magic items that make up the encounter's treasure.

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

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

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

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

Introduction

The PCs come to the meeting

All APLs – 5 gp.

Encounter Six

Salvage the cargo from Duzar's room

All APLs – 15 gp.

Encounter Seven

Defeat Duzar and his minions

APL 2 – 233 gp; APL 4 – 525 gp;

APL 6 – 779 gp; APL 8 – 1209 gp;

APL 10 – 1990 gp.

Adventure Maximums

APL 2 – 253 gp; APL 4 – 545 gp;

APL 6 – 799 gp; APL 8 – 1229 gp;

APL 10 – 2010.

Items Found During Adventure

APL 2

- ❖ *Wand of charm person* (Adventure, 1st level caster, DMG)
- ❖ *Pearl of power (1st level)* (Adventure, DMG)
- ❖ Nausea Paste (Adventure, See above)

APL 4 (All of APL 2 plus the following)

- ❖ *Bag of holding (Type I)* (Adventure, DMG)

APL 6 (All of APL 2-4 plus the following)

- ❖ *Necklace of fireballs (Type I)* (Adventure, DMG)

APL 8 (All of APL 2-6 plus the following)

- ❖ *Headband of intellect +2* (Any, DMG)
- ❖ Mithral Chain Shirt (Any, DMG)

APL 10 (All of APL 2-8 plus the following)

- ❖ *Scroll of ice storm* (Adventure, 7th level caster, DMG)
- ❖ *Mithral chain shirt +1* (Adventure, DMG)

Special (New items to be listed on Adv. Cert.)

Favor of the House – 3 Influence Points with the Patron's Guild of Norebo

1 Influence Point with the Gnomish Consortium of Merchants, Moneylenders, Miners, and Gemcutters

Favor to Magliana: Magliana helped this PC find Duzar Silverstream before he skipped town. Now this PC owes Magliana a favor. She will come to collect it.

Nausea Paste: This clear, tasteless alchemical paste is often used by practical jokers, or by gardeners to ward off vermin. Consumption of the paste requires the victim to make a DC 20 fortitude save or become *nauseated* (DMG, p. 85) for one minute. After that time, the victim must make a second fortitude save or continue to be *nauseated* for four more hours. The Alchemy check DC to make nausea paste is 25.

Prerequisites: Alchemy DC 25; *Market Price:* 50 gp; *Weight:* -.

Appendix I: NPCs

Encounter 3 – Hey, Aren't You the Guy

Who...

• **Boros Goldhammer, male gnome Exp5:** Small-size Humanoid ; HD 5d6+10; hp 36; Init +1; Spd 20; AC 12 (+1 size, +1 Dex); Atk +3 base melee, +5 base ranged; +3 (1d4-1, Dagger, silvered); SA spells; SQ: gnome traits; AL NG; SV Fort +3, Ref +2, Will +6; Str 8, Dex 12, Con 14, Int 16, Wis 11, Cha 13.

Skills: Alchemy+11, Appraise+11, Bluff+6, Craft (Gemcutting)+5, Diplomacy+6, Hide+5, Innuendo+2, Knowledge (Local)+5, Listen+2, Profession (Gemcutter)+5, Sense Motive+10, Speak Language+3. *Feats:* Iron Will, Skill Focus: Sense Motive.

Equipment: Dagger (silvered), gemcutter's tools; magnifying glass; scale, merchant's; antitoxin (vial); smokestick.

SA: *Spells*–Cast *dancing lights*, *ghost sound*, and *prestidigitation* each 1/day.

SQ: *Gnome Traits (Ex)*–Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants.

Encounter 4: Barroom Brawl

• **Logan Wood, male halfling Com4/Ftr1:** Small Humanoid (3 ft. 1 in. tall); HD 1d10+4d4+5; hp 27; Init +3 (Dex); Spd 20; AC 18 (+4 Chain shirt, +3 Dex, +1 Size); Atks +3 melee (1d6 (crit 19-20), short sword), or +5 ranged (1d4, darts); AL CN; SV Fort +4, Ref +4, Will +0.

Str 10, Dex 16, Con 13, Int 11, Wis 8, Cha 14.

Skills: Climb +4, Craft: Woodcarving +3, Listen +3 Ride +4, Spot +2 *Feats:* Simple Weapon Proficiency, Alertness, Dodge

Equipment: Chain shirt, short sword, 6 hand carved darts, *cape of the mountebank*, pouch containing 2 sp.

• **Militiamen (10), male halfling Com1:** CR 1/2; small sized humanoid (3 ft. 2 in. tall); HD 1d4; hp 3; Init +1; Spd 30; AC 11 (+1 Dex); Atks +0 melee (d6, misc. cooking gear), +1 ranged (d4, rock); AL CN; SV Fort 0, Ref +1, Will -1.

Str 11, Dex 13, Con 10, Int 10, Wis 8, Cha 10.

Skills: Profession: Farmer +4. *Feats:* Skill Focus: Farmer.

Equipment: Misc. Cooking Gear or rock.

APL 2

• **Atrin, male gnome Brd1:** Small-size Humanoid; HD 1d6+1; hp 7; Init +2 (Dex); Spd 30 ft; AC 15 (+1 size, +2 leather, +2 Dex); Atks +1 melee (1d6, sap); SA spells; SQ bardic knowledge, bardic music, gnome traits; AL CG; SV Fort +1, Ref +4, Will +3.

Str 11, Dex 15, Con 12, Int 14, Wis 12, Cha 15.

Skills: Bluff +8, Diplomacy +6, Disguise +6, Gather Information +6, Perform +6. *Feats:* Skill Focus (Bluff). *Equipment:* Leather Armor, sap, disguise kit, flute.

SA: *Spells*–Cast *dancing lights*, *ghost sound*, and *prestidigitation* each 1/day.

SQ: *Gnome Traits (Ex)*–Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants.

Bard Spells Known (2; base DC = 12 + spell level): 0th – *daze*, *detect magic*, *mage hand*, *open/close*.

• **Gunell, male gnome Ill1:** Small-size Humanoid; HD 1d4+1; hp 5; Init +1 (Dex); Spd 30 ft; AC 12 (+1, size, +1 Dex); Atks +0 melee (1d4-1/crit 19-20, dagger), or +2 ranged (1d4-1/crit 19-20, dagger); SA spells; SQ gnome traits, summon familiar; AL NG; SV Fort +1, Ref +1, Will +3.

Str 8, Dex 13, Con 12, Int 17, Wis 12, Cha 13.

Skills: Alchemy +9, Concentration +5, Knowledge (arcane) +7, Scry +7, Spellcraft +7. *Feats:* Scribe Scroll, Spell Focus (Illusion).

Equipment: Dagger, spell pouch, smokestick.

SA: *Spells*–Cast *dancing lights*, *ghost sound*, and *prestidigitation* each 1/day.

SQ: *Gnome Traits (Ex)*–Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants.

Wizard Spells Prepared (4/3; base DC = 13 + spell level, +2 for Illusion): 0th – *daze*, *detect magic*, *ghost sound*, *mage hand*; 1st – *change self*, *color spray*, *mage armor*.

• **Hevigar, male gnome Ftr1:** Small-size Humanoid; HD 1d10+6; hp 16; Init +1 (Dex); Spd 30 ft; AC 14 (+2 leather, +1 Dex, +1 size); Atks +4 melee (1d6+2/crit 19-20, shortsword) or (1d3+2, unarmed strike); SQ gnome traits; AL CG; SV Fort +5, Ref +1, Will +1.

Str 15, Dex 12, Con 16, Int 10, Wis 12, Cha 8.

Skills: Climb +6, Jump +6. *Feats:* Improved Unarmed Strike, Toughness.

Equipment: Leather Armor, shortsword, 50' silk rope, backpack.

SA: *Spells*–Cast *dancing lights*, *ghost sound*, and *prestidigitation* each 1/day.

SQ: *Gnome Traits (Ex)*–Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants.

☛ **Lised, female gnome Rogr:** Small-size Humanoid; HD 1d6+1; hp 7; Init +3 (Dex); Spd 30 ft; AC 17 (+1 size, +3 studded leather, +3 Dex); Atks +1 melee (1d6/crit 19-20, shortsword), or +1 melee (1d6, sap), or +4 ranged (1d4, sling); SA sneak attack; SQ gnome traits; AL CG; SV Fort +1, Ref +5, Will +1.

Str 10, Dex 17, Con 12, Int 14, Wis 12, Cha 13.

Skills: Climb +4, Disable Device +6, Escape Artist +7, Hide +11, Jump +4, Move Silently +7, Open Lock +7, Pick Pocket +7, Tumble +7, Use Rope +7. *Feats:* Dodge.

Equipment: Studded Leather Armor, shortsword, sap, sling, 10 bullets, 50' rope, climbing gear, tanglefoot bag.

SA: *Spells*—Cast *dancing lights*, *ghost sound*, and *prestidigitation* each 1/day. *Sneak Attack (Ex)*—Lised deals +1d6 damage against an opponent with a discernable anatomy who is denied a Dex bonus or is flanked.

SQ: *Gnome Traits (Ex)*—Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants.

☛ **Pezen, female gnome Clr:** Small-size Humanoid; HD 1d8+1; hp 9; Init +1 (Dex); Spd 30 ft; AC 16 (+1 size, +4 chain shirt, +1 Dex); Atks +1 melee (1d6, sap), or +1 melee (1d4/crit 19-20, dagger), or +2 ranged (1d4/crit 19-20, dagger), or +2 ranged (1d4, sling); SA spells, turn undead; SQ gnome traits; AL NG; SV Fort +3, Ref +1, Will +5.

Str 10, Dex 13, Con 13, Int 11, Wis 17, Cha 12.

Skills: Bluff +3, Concentration +5, Disguise +5. *Feats:* Skill Focus (Disguise).

Equipment: Sap, Chain shirt, sling, 10 bullets, dagger, holy symbol of Gnarl Glittergold, 50' rope, disguise kit.

SA: *Turn Undead (Su)*—4/day, Pezen can attempt to turn undead creatures. She can turn undead with no more than (1d20-6)/3 HD. Each attempt, she turns 2d6+2 total HD. Undead with 1/2 or fewer HD are destroyed instead. *Spells*—Cast *dancing lights*, *ghost sound*, and *prestidigitation* each 1/day.

SQ: *Gnome Traits (Ex)*—Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants.

Cleric Spells Prepared (3/2+1; base DC = 13 + spell level): 0th — *detect magic*, *detect poison*, *resistance*; 1st — *random action*, *sanctuary*.

Domain Spells: *change self*.

☛ **Safig, male gnome Rogr:** Small-size Humanoid; HD 1d6; hp 6; Init +3 (Dex); Spd 30 ft; AC 18 (+1 size, +4 chain shirt, +3 Dex); Atks +1 melee (1d6, sap), or +1

melee (1d4/crit 19-20, dagger), or +4 ranged (1d4/crit 19-20, dagger), or +4 ranged (1d4, sling); SA sneak attack; SQ gnome traits; AL CG; SV Fort +0, Ref +5, Will +2.

Str 10, Dex 16, Con 10, Int 17, Wis 14, Cha 13.

Skills: Appraise +7, Craft (locksmithing) +7, Diable Device +7, Forgery +7, Hide +11, Innuendo +6, Move Silently +7, Open Lock +7, Reap Lips +7, Tumble +7, Use Magic Device +5. *Feats:* Pyro.

Equipment: Chain shirt, thieves tools, sap, dagger, sling, 10 bullets, artisan's tools, 50' silk rope, 5 alchemist's fire, thunderstone, tanglefoot bag.

SA: *Spells*—Cast *dancing lights*, *ghost sound*, and *prestidigitation* each 1/day. *Sneak Attack (Ex)*—Safig deals +1d6 damage against an opponent with a discernable anatomy who is denied a Dex bonus or is flanked.

SQ: *Gnome Traits (Ex)*—Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants.

APL 4

☛ **Atrin, male gnome Brd:** Small-size Humanoid; HD 2d6+2; hp 12; Init +2 (Dex); Spd 30 ft; AC 15 (+1 size, +2 leather, +2 Dex); Atks +2 melee (1d6, sap); SA spells; SQ bardic knowledge, bardic music, gnome traits; AL CG; SV Fort +1, Ref +5, Will +4.

Str 11, Dex 15, Con 12, Int 14, Wis 12, Cha 15.

Skills: Bluff +9, Diplomacy +7, Disguise +7, Escape Artist +3, Gather Information +7, Perform +7. *Feats:* Skill Focus (Bluff).

Equipment: Leather Armor, sap, disguise kit, flute.

SA: *Spells*—Cast *dancing lights*, *ghost sound*, and *prestidigitation* each 1/day.

SQ: *Gnome Traits (Ex)*—Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants.

Bard Spells Known Known (3/1; base DC = 12 + spell level): 0th — *daze*, *detect magic*, *light*, *mage hand*, *open/close*; 1st — *silent image*, *ventriloquism*.

☛ **Gunell, male gnome Ill:** Small-size Humanoid; HD 2d4+2; hp 9; Init +1 (Dex); Spd 30 ft; AC 12 (+1 size, +1 Dex); Atks +1 melee (1d4-1/crit 19-20, dagger), or +3 ranged (1d4-1/crit 19-20, dagger); SA spells; SQ gnome traits, summon familiar; AL NG; SV Fort +1, Ref +1, Will +4.

Str 8, Dex 13, Con 12, Int 17, Wis 12, Cha 13.

Skills: Alchemy +10, Concentration +6, Knowledge (arcane) +8, Knowledge (local) +4, Scry +7, Spellcraft +8. *Feats:* Scribe Scroll, Spell Focus (Illusion).

Equipment: Dagger, spell pouch, smokestick.

SA: *Spells*—Cast *dancing lights*, *ghost sound*, and *prestidigitation* each 1/day.

SQ: *Gnome Traits (Ex)*—Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants.

Wizard Spells Prepared (5/4; base DC = 13 + spell level, +2 for Illusion): 0th — *daze (x2)*, *detect magic*, *ghost sound*, *mage hand*; 1st — *change self*, *color spray*, *grease*, *mage armor*.

🐉 **Hevigar, male gnome Ftr2:** Small-size Humanoid; HD 2d10+9; hp 25; Init +1 (Dex); Spd 30 ft; AC 14 (+1 size, +2 leather, +1 Dex); Atks +5 melee (1d6+2/crit 19-20, shortsword) or (1d3+2, unarmed strike); SQ gnome traits; AL CG; SV Fort +6, Ref +1, Will +1.

Str 15, Dex 12, Con 16, Int 10, Wis 12, Cha 8.

Skills: Climb +6, Jump +6, Ride +3. *Feats:* Improved Unarmed Strike, Power Attack, Toughness.

Equipment: Leather Armor, shortsword, 50' silk rope, backpack.

SA: *Spells*—Cast *dancing lights*, *ghost sound*, and *prestidigitation* each 1/day.

SQ: *Gnome Traits (Ex)*—Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants.

🐉 **Lised, female gnome Rog2:** Small-size Humanoid; HD 2d6+2; hp 12; Init +3 (Dex); Spd 30 ft; AC 17 (+1 size, +3 studded leather, +3 Dex); Atks +2 melee (1d6/crit 19-20, shortsword), or +2 melee (1d6, sap), or +5 ranged (1d4, sling); SA sneak attack; SQ evasion, gnome traits; AL CG; SV Fort +1, Ref +6, Will +2.

Str 10, Dex 17, Con 12, Int 14, Wis 12, Cha 13.

Skills: Climb +5, Disable Device +7, Escape Artist +8, Hide +12, Jump +5, Move Silently +8, Open Lock +8, Pick Pocket +8, Tumble +8, Use Rope +8. *Feats:* Dodge.

Equipment: Studded Leather Armor, shortsword, sap, sling, 10 bullets, 50' rope, climbing gear, tanglefoot bag.

SA: *Spells*—Cast *dancing lights*, *ghost sound*, and *prestidigitation* each 1/day. *Sneak Attack (Ex)*—Lised deals +1d6 damage against an opponent with a discernable anatomy who is denied a Dex bonus or is flanked.

SQ: *Gnome Traits (Ex)*—Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants.

🐉 **Pezen, female gnome Clr2:** Small-size Humanoid; HD 2d8+2; hp 15; Init +1 (Dex); Spd 30 ft; AC 16 (+1 size, +4 chain shirt, +1 Dex); Atks +2 melee (1d6, sap), or +2 melee (1d4/crit 19-20, dagger), or +3 ranged (1d4/crit 19-20, dagger), or +3 ranged (1d4, sling); SA

spells, turn undead; SQ gnome traits; AL NG; SV Fort +4, Ref +1, Will +6.

Str 10, Dex 13, Con 13, Int 11, Wis 17, Cha 12.

Skills: Bluff +3, Concentration +5, Disguise +5, Spellcraft +2. *Feats:* Skill Focus (Disguise).

Equipment: Sap, Chain shirt, sling, 10 bullets, dagger, holy symbol of Gnarl Glittergold, 50' rope, disguise kit.

SA: *Turn Undead (Su)*—4/day, Pezen can attempt to turn undead creatures. She can turn undead with no more than (1d20-3)/3 HD. Each attempt, she turns 2d6+3 total HD. Undead with 1 or fewer HD are destroyed instead. *Spells*—Cast *dancing lights*, *ghost sound*, and *prestidigitation* each 1/day.

SQ: *Gnome Traits (Ex)*—Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants.

Cleric Spells Prepared (4/3+1; base DC = 13 + spell level): 0th — *detect magic*, *detect poison*, *guidance*, *resistance*; 1st — *obscuring mist*, *random action*, *sanctuary*.

Domain Spells: *change self*.

🐉 **Safig, male gnome Rog1, Ill1:** Small-size Humanoid; HD 1d4+1d6; hp 9; Init +3 (Dex); Spd 30 ft; AC 18 (+1 size, +4 chain shirt, +3 Dex); Atks +1 melee (1d6, sap), or +1 melee (1d4/crit 19-20, dagger), or +4 ranged (1d4/crit 19-20, dagger), or +4 ranged (1d4, sling); SA sneak attack, spells; SQ gnome traits, summon familiar; AL CG; SV Fort +0, Ref +5, Will +4.

Str 10, Dex 16, Con 10, Int 17, Wis 14, Cha 13.

Skills: Appraise +7, Concentration +4, Craft (locksmithing) +8, Diable Device +7, Forgery +7, Hide +11, Innuendo +6, Move Silently +7, Open Lock +7, Reap Lips +7, Tumble +7, Use Magic Device +5. *Feats:* Pyro, Scribe Scroll.

Equipment: Chain shirt, thieves tools, sap, dagger, sling, 10 bullets, artisan's tools, 50' silk rope, 5 alchemist's fire, thunderstone, tanglefoot bag.

SA: *Spells*—Cast *dancing lights*, *ghost sound*, and *prestidigitation* each 1/day. *Sneak Attack (Ex)*—Safig deals +1d6 damage against an opponent with a discernable anatomy who is denied a Dex bonus or is flanked.

SQ: *Gnome Traits (Ex)*—Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants.

Wizard Spells Prepared (4/3; base DC = 13 + spell level): 0th — *detect magic*, *ghost sound*, *ray of frost*, *resistance*; 1st — *burning hands*, *color spray*, *true strike*.

APL 6

🐉 **Atrin, male gnome Brd3:** Small-size Humanoid; HD 3d6+3; hp 17; Init +2 (Dex); Spd 30 ft; AC 15 (+1 small, +2 leather, +2 Dex); Atks +3 melee (1d6, sap); SA

spells; SQ bardic knowledge, bardic music, gnome traits; AL CG; SV Fort +2, Ref +5, Will +4.

Str 11, Dex 15, Con 12, Int 14, Wis 12, Cha 15.

Skills: Bluff +10, Diplomacy +8, Disguise +8, Escape Artist +4, Gather Information +8, Perform +8.
Feats: Run, Skill Focus (Bluff).

Equipment: Leather Armor, sap, disguise kit, flute.

SA: *Spells*—Cast *dancing lights*, *ghost sound*, and *prestidigitation* each 1/day.

SQ: *Gnome Traits (Ex)*—Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants.

Bard Spells Known (3/2; base DC = 12 + spell level): 0th — *daze*, *detect magic*, *light*, *mage hand*, *open/close*, *read magic*; 1st — *charm person*, *silent image*, *ventriloquism*.

☛ **Gunell, male gnome Ill3:** Small-size Humanoid; HD 3d4+3; hp 13; Init +1 (Dex); Spd 30 ft; AC 12 (+1 size, +1 Dex); Atks +1 melee (1d4-1/crit 19-20, dagger), or +3 ranged (1d4-1/crit 19-20, dagger); SA spells; SQ gnome traits, summon familiar; AL NG; SV Fort +2, Ref +2, Will +4.

Str 8, Dex 13, Con 12, Int 17, Wis 12, Cha 13.

Skills: Alchemy +11, Concentration +7, Knowledge (arcane) +8, Knowledge (local) +5, Scry +8, Spellcraft +9. *Feats:* Greater Spell Focus (Illusion), Scribe Scroll, Spell Focus (Illusion).

Equipment: Dagger, spell pouch, smokestick.

SA: *Spells*—Cast *dancing lights*, *ghost sound*, and *prestidigitation* each 1/day.

SQ: *Gnome Traits (Ex)*—Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants.

Wizard Spells Prepared (5/4/3; base DC = 13 + spell level, +4 for Illusion): 0th — *daze* (x2), *detect magic*, *ghost sound*, *mage hand*; 1st — *change self*, *color spray*, *grease*, *mage armor*; 2nd — *hypnotic pattern*, *minor image*, *mirror image*.

☛ **Hevigar, male gnome Ftr3:** Small-size Humanoid; HD 3d10+12; hp 34; Init +1 (Dex); Spd 30 ft; AC 14 (+1 size, +2 leather, +1 Dex); Atks +6 melee (1d6+2/crit 19-20, shortsword) or (1d3+2, unarmed strike); SQ gnome traits; AL CG; SV Fort +6, Ref +2, Will +2.

Str 15, Dex 12, Con 16, Int 10, Wis 12, Cha 8.

Skills: Climb +6, Handle Animal +1, Jump +6, Ride +3. *Feats:* Improved Bull Rush, Improved Unarmed Strike, Power Attack, Toughness.

Equipment: Leather Armor, shortsword, 50' silk rope, backpack.

SA: *Spells*—Cast *dancing lights*, *ghost sound*, and *prestidigitation* each 1/day.

SQ: *Gnome Traits (Ex)*—Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants.

☛ **Lised, female gnome Rog3:** Small-size Humanoid; HD 3d6+3; hp 17; Init +3 (Dex); Spd 30 ft; AC 17 (+1 size, +3 studded leather, +3 Dex); Atks +3 melee (1d6/crit 19-20, shortsword), or +3 melee (1d6, sap), or +6 ranged (1d4, sling); SA sneak attack; SQ evasion, gnome traits, uncanny dodge; AL CG; SV Fort +2, Ref +6, Will +2.

Str 10, Dex 17, Con 12, Int 14, Wis 12, Cha 13.

Skills: Climb +6, Disable Device +8, Escape Artist +9, Hide +13, Jump +6, Move Silently +9, Open Lock +9, Pick Pocket +9, Tumble +9, Use Rope +9. *Feats:* Dodge, Mobility.

Equipment: Studded Leather Armor, shortsword, sap, sling, 10 bullets, 50' rope, climbing gear, tanglefoot bag.

SA: *Spells*—Cast *dancing lights*, *ghost sound*, and *prestidigitation* each 1/day. *Sneak Attack (Ex)*—Lised deals +2d6 damage against an opponent with a discernable anatomy who is denied a Dex bonus or is flanked.

SQ: *Gnome Traits (Ex)*—Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants. *Uncanny Dodge*—Dex bonus to AC.

☛ **Pezen, female gnome Clr3:** Small-size Humanoid; HD 3d8+3; hp 21; Init +1 (Dex); Spd 30 ft; AC 16 (+1 size, +4 chain shirt, +1 Dex); Atks +3 melee (1d6, sap), or +3 melee (1d4/crit 19-20, dagger), or +4 ranged (1d4/crit 19-20, dagger), or +4 ranged (1d4, sling); SA spells, turn undead; SQ gnome traits; AL NG; SV Fort +4, Ref +2, Will +6.

Str 10, Dex 13, Con 13, Int 11, Wis 17, Cha 12.

Skills: Bluff +3, Concentration +5, Disguise +7, Spellcraft +2. *Feats:* Extra Turning, Skill Focus (Disguise).

Equipment: Sap, Chain shirt, sling, 10 bullets, dagger, holy symbol of Gnarl Glittergold, 50' rope, disguise kit.

SA: *Turn Undead (Su)*—8/day, Pezen can attempt to turn undead creatures. She can turn undead with no more than (1d20)/3 HD. Each attempt, she turns 2d6+4 total HD. Undead with 1 or fewer HD are destroyed instead. *Spells*—Cast *dancing lights*, *ghost sound*, and *prestidigitation* each 1/day.

SQ: *Gnome Traits (Ex)*—Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants.

Cleric Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): 0th — *detect magic*, *detect poison*, *guidance*,

resistance; 1st – obscuring mist, random action, sanctuary; 2nd – hold person, silence.
Domain Spells: change self, invisibility.

🐉 **Safig, male gnome Rog2, Ill1:** Small-size Humanoid; HD 1d4+2d6; hp 13; Init +3 (Dex); Spd 30 ft; AC 18 (+1 size, +4 chain shirt, +3 Dex); Atks +2 melee (1d6, sap), or +2 melee (1d4/crit 19-20, dagger), or +5 ranged (1d4/crit 19-20, dagger), or +5 ranged (1d4, sling); SA sneak attack, spells; SQ evasion, gnome traits, summon familiar; AL CG; SV Fort +0, Ref +6, Will +5.

Str 10, Dex 16, Con 10, Int 17, Wis 14, Cha 13.

Skills: Appraise +8, Concentration +4, Craft (locksmithing) +9, Diable Device +8, Forgery +8, Hide +12, Innuendo +7, Move Silently +8, Open Lock +8, Reap Lips +8, Tumble +8, Use Magic Device +6. *Feats:* Combat Reflexes, Pyro, Scribe Scroll.

Equipment: Chain shirt, thieves tools, sap, dagger, sling, 10 bullets, artisan's tools, 50' silk rope, 5 alchemist's fire, thunderstone, tanglefoot bag.

SA: *Spells*–Cast *dancing lights*, *ghost sound*, and *prestidigitation* each 1/day. *Sneak Attack (Ex)*–Safig deals +1d6 damage against an opponent with a discernable anatomy who is denied a Dex bonus or is flanked.

SQ: *Gnome Traits (Ex)*–Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants.

Wizard Spells Prepared (4/3; base DC = 13 + spell level): 0th – *detect magic*, *ghost sound*, *ray of frost*, *resistance*; 1st – *burning hands*, *color spray*, *true strike*.

APL 8

🐉 **Atrin, male gnome Brd5:** Small-size Humanoid; HD 5d6+5; hp 27; Init +2 (Dex); Spd 30 ft; AC 15 (+1 size, +2 leather, +2 Dex); Atks +4 melee (1d6, sap); SA spells; SQ bardic knowledge, bardic music, gnome traits; AL CG; SV Fort +2, Ref +6, Will +5.

Str 11, Dex 15, Con 12, Int 14, Wis 12, Cha 16.

Skills: Bluff +12, Diplomacy +10, Disguise +10, Escape Artist +6, Gather Information +10, Perform +10. *Feats:* Run, Skill Focus (Bluff).

Equipment: Leather Armor, sap, disguise kit, flute.

SA: *Spells*–Cast *dancing lights*, *ghost sound*, and *prestidigitation* each 1/day.

SQ: *Gnome Traits (Ex)*–Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants.

Bard Spells Known (3/4/2; base DC = 13 + spell level): 0th – *daze*, *detect magic*, *light*, *mage hand*, *open/close*, *read magic*; 1st – *charm person*, *expeditious retreat*, *silent image*, *ventriloquism*; 2nd – *darkness*, *invisibility*, *minor image*.

🐉 **Gunell, male gnome Ill5:** Small-size Humanoid; HD 5d4+5; hp 21; Init +1 (Dex); Spd 30 ft; AC 12 (+1 size, +1 Dex); Atks +2 melee (1d4-1/crit 19-20, dagger), or +4 ranged (1d4-1/crit 19-20, dagger); SA spells; SQ gnome traits, summon familiar; AL NG; SV Fort +2, Ref +2, Will +5.

Str 8, Dex 13, Con 12, Int 18, Wis 12, Cha 13.

Skills: Alchemy +13, Concentration +9, Knowledge (arcane) +10, Knowledge (local) +7, Scry +10, Spellcraft +11. *Feats:* Greater Spell Focus (Illusion), Scribe Scroll, Spell Focus (Enchantment), Spell Focus (Illusion).

Equipment: Dagger, spell pouch, smokestick.

SA: *Spells*–Cast *dancing lights*, *ghost sound*, and *prestidigitation* each 1/day.

SQ: *Gnome Traits (Ex)*–Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants.

Wizard Spells Prepared (5/5/4/3; base DC = 14 + spell level, +4 for Illusion, +2 for Enchantment): 0th – *daze (x2)*, *detect magic*, *ghost sound*, *mage hand*; 1st – *change self*, *color spray*, *grease*, *mage armor*, *spider climb*; 2nd – *hypnotic pattern*, *levitate*, *minor image*, *mirror image*; 3rd – *major image*, *slow*, *stinking cloud*.

🐉 **Hevigar, male gnome Ftr5:** Small-size Humanoid; HD 5d10+18; hp 52; Init +1 (Dex); Spd 30 ft; AC 14 (+1 size, +2 leather, +1 Dex); Atks +9 melee (1d6+3/crit 19-20, shortsword) or (1d3+2, unarmed strike); SQ gnome traits; AL CG; SV Fort +7, Ref +2, Will +2.

Str 16, Dex 12, Con 16, Int 10, Wis 12, Cha 8.

Skills: Climb +7, Handle Animal +4, Jump +7, Ride +4. *Feats:* Endurance, Improved Bull Rush, Improved Unarmed Strike, Power Attack, Toughness.

Equipment: Leather Armor, shortsword, 50' silk rope, backpack.

SA: *Spells*–Cast *dancing lights*, *ghost sound*, and *prestidigitation* each 1/day.

SQ: *Gnome Traits (Ex)*–Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants.

🐉 **Lised, female gnome Rog5:** CR 5; Medium-size Humanoid; HD 5d6+5; hp 27; Init +4 (Dex); Spd 30 ft; AC 18 (+1 size, +3 studded leather, +4 Dex); Atks +4 melee (1d6/crit 19-20, shortsword), or +4 melee (1d6, sap), or +8 ranged (1d4, sling); SA sneak attack; SQ evasion, gnome traits, uncanny dodge; AL CG; SV Fort +2, Ref +8, Will +3.

Str 10, Dex 18, Con 12, Int 14, Wis 12, Cha 13.

Skills: Climb +8, Disable Device +10, Escape Artist +12, Hide +16, Jump +8, Move Silently +12, Open Lock

+12, Pick Pocket +12, Tumble +12, Use Rope +12. *Feats*: Dodge, Mobility.

Equipment: Studded Leather Armor, shortsword, sap, sling, 10 bullets, 50' rope, climbing gear, tanglefoot bag.

SA: *Spells*—Cast *dancing lights*, *ghost sound*, and *prestidigitation* each 1/day. *Sneak Attack (Ex)*—Lised deals +3d6 damage against an opponent with a discernable anatomy who is denied a Dex bonus or is flanked.

SQ: *Gnome Traits (Ex)*—Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants. *Uncanny Dodge*—Dex bonus to AC.

🔮 **Pezen, female gnome Clr5**: Small-size Humanoid; HD 5d8+5; hp 33; Init +1 (Dex); Spd 30 ft; AC 16 (+1 size, +4 chain shirt, +1 Dex); Atks +4 melee (1d6, sap), or +4 melee (1d4/crit 19-20, dagger), or +5 ranged (1d4/crit 19-20, dagger), or +5 ranged (1d4, sling); SA spells, turn undead; SQ gnome traits; AL NG; SV Fort +5, Ref +2, Will +8.

Str 10, Dex 13, Con 13, Int 11, Wis 18, Cha 12.

Skills: Bluff +4, Concentration +6, Disguise +9, Spellcraft +2. *Feats*: Extra Turning, Skill Focus (Disguise).

Equipment: Sap, Chain shirt, sling, 10 bullets, dagger, holy symbol of Gnarl Glittergold, 50' rope, disguise kit.

SA: *Turn Undead (Su)*—8/day, Pezen can attempt to turn undead creatures. She can turn undead with no more than (1d20+6)/3 HD. Each attempt, she turns 2d6+6 total HD. Undead with 2 or fewer HD are destroyed instead. *Spells*—Cast *dancing lights*, *ghost sound*, and *prestidigitation* each 1/day.

SQ: *Gnome Traits (Ex)*—Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants.

Cleric Spells Prepared (5/4+1/3+1/2+1; base DC = 14 + spell level): 0th — *detect magic*, *detect poison* (x2), *guidance*, *resistance*; 1st — *obscuring mist*, *random action* (x2), *sanctuary*; 2nd — *hold person*, *shatter*, *silence*; 3rd — *dispel magic*, *wind wall*.

Domain Spells: *change self*, *invisibility*, *protection from elements*.

🔮 **Safig, male gnome Rog3, Ill2**: Small-size Humanoid; HD 2d4+3d6; hp 20; Init +3 (Dex); Spd 30 ft; AC 18 (+1 size, +4 chain shirt, +3 Dex); Atks +4 melee (1d6, sap), or +4 melee (1d4/crit 19-20, dagger), or +7 ranged (1d4/crit 19-20, dagger), or +7 ranged (1d4, sling); SA sneak attack, spells; SQ evasion, gnome traits, summon familiar, uncanny dodge; AL CG; SV Fort +1, Ref +6, Will +6.

Str 10, Dex 16, Con 10, Int 18, Wis 14, Cha 13.

Skills: Appraise +10, Concentration +8, Craft (locksmithing) +12, Diable Device +10, Forgery +10, Hide +13, Innuendo +8, Move Silently +9, Open Lock +9, Reap Lips +10, Spellcraft +5, Tumble +10, Use Magic Device +7. *Feats*: Combat Reflexes, Pyro, Scribe Scroll.

Equipment: Chain shirt, thieves tools, sap, dagger, sling, 10 bullets, artisan's tools, 50' silk rope, 5 alchemist's fire, thunderstone, tanglefoot bag.

SA: *Spells*—Cast *dancing lights*, *ghost sound*, and *prestidigitation* each 1/day. *Sneak Attack (Ex)*—Safig deals +2d6 damage against an opponent with a discernable anatomy who is denied a Dex bonus or is flanked.

SQ: *Gnome Traits (Ex)*—Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants. *Uncanny Dodge*—Dex bonus to AC.

Wizard Spells Prepared (5/4; base DC = 14 + spell level): 0th — *detect magic*, *ghost sound*, *ray of frost*, *read magic*, *resistance*; 1st — *burning hands*, *color spray*, *shield*, *true strike*.

APL 10

🔮 **Atrin, male gnome Brd7**: Small-size Humanoid; HD 7d6+7; hp 37; Init +2 (Dex); Spd 30 ft; AC 15 (+1 size, +2 leather, +2 Dex); Atks +6 melee (1d6, sap); SA spells; SQ bardic knowledge, bardic music, gnome traits; AL CG; SV Fort +3, Ref +7, Will +6.

Str 11, Dex 15, Con 12, Int 14, Wis 12, Cha 16.

Skills: Bluff +14, Diplomacy +12, Disguise +12, Escape Artist +8, Gather Information +12, Perform +12. *Feats*: Run, Skill Focus (Bluff), Spell Focus (Illusion).

Equipment: Leather Armor, sap, disguise kit, flute.

SA: *Spells*—Cast *dancing lights*, *ghost sound*, and *prestidigitation* each 1/day.

SQ: *Gnome Traits (Ex)*—Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants.

Bard Spells Known (3/4/3/1; base DC = 13 + spell level, +2 for Illusion): 0th — *daze*, *detect magic*, *light*, *mage hand*, *open/close*, *read magic*; 1st — *charm person*, *expeditious retreat*, *silent image*, *ventriloquism*; 2nd — *darkness*, *invisibility*, *minor image*, *see invisibility*; 3rd — *haste*, *major image*.

🔮 **Gunell, male gnome Ill7**: Small-size Humanoid; HD 7d4+7; hp 29; Init +1 (Dex); Spd 30 ft; AC 12 (+1 size, +1 Dex); Atks +3 melee (1d4-1/crit 19-20, dagger), or +5 ranged (1d4-1/crit 19-20, dagger); SA spells; SQ gnome traits, summon familiar; AL NG; SV Fort +3, Ref +3, Will +6.

Str 8, Dex 13, Con 12, Int 18, Wis 12, Cha 13.

Skills: Alchemy +15, Concentration +11, Knowledge (arcane) +13, Knowledge (local) +9, Scry

+12, Spellcraft +13. *Feats*: Greater Spell Focus (Enchantment), Greater Spell Focus (Illusion), Scribe Scroll, Spell Focus (Enchantment), Spell Focus (Illusion).

Equipment: Dagger, spell pouch, smokestick.

SA: *Spells*—Cast *dancing lights*, *ghost sound*, and *prestidigitation* each 1/day.

SQ: *Gnome Traits (Ex)*—Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants.

Wizard Spells Prepared (5/6/5/4/3; base DC = 14 + spell level, +4 for Illusion, +4 for Enchantment): 0th — *daze (x2)*, *detect magic*, *ghost sound*, *mage hand*; 1st — *change self*, *color spray*, *grease*, *mage armor*, *shield*, *spider climb*; 2nd — *hypnotic pattern*, *levitate*, *minor image*, *mirror image*, *resist elements*; 3rd — *dispel magic*, *major image*, *slow*, *stinking cloud*; 4th — *illusory wall*, *rainbow pattern*, *shadow conjuration*.

🐉 **Hevigar, male gnome Ftr7**: Small-size Humanoid; HD 7d10+24; hp 70; Init +1 (Dex); Spd 30 ft; AC 14 (+1 size, +2 leather, +1 Dex); Atks +11/+6 melee (1d6+3/crit 19-20, shortsword) or +12/+7 (1d3+4, unarmed strike); SQ gnome traits; AL CG; SV Fort +8, Ref +3, Will +3.

Str 16, Dex 12, Con 16, Int 10, Wis 12, Cha 8.

Skills: Climb +9, Handle Animal +4, Jump +9, Ride +4. *Feats*: Endurance, Improved Bull Rush, Improved Unarmed Strike, Power Attack, Toughness, Weapon Focus (Unarmed Strike), Weapon Specialization (Unarmed Strike).

Equipment: Leather Armor, shortsword, 50' silk rope, backpack.

SA: *Spells*—Cast *dancing lights*, *ghost sound*, and *prestidigitation* each 1/day.

SQ: *Gnome Traits (Ex)*—Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants.

🐉 **Lised, female gnome Rog7**: Small-size Humanoid; HD 7d6+7; hp 37; Init +4 (Dex); Spd 30 ft; AC 18 (+1 size, +3 studded leather, +4 Dex); Atks +6 melee (1d6/crit 19-20, shortsword), or +6 melee (1d6, sap), or +10 ranged (1d4, sling); SA sneak attack; SQ evasion, gnome traits, uncanny dodge; AL CG; SV Fort +3, Ref +9, Will +4.

Str 10, Dex 18, Con 12, Int 14, Wis 12, Cha 13.

Skills: Climb +10, Disable Device +12, Escape Artist +14, Hide +18, Jump +10, Move Silently +14, Open Lock +14, Pick Pocket +14, Tumble +14, Use Rope +14. *Feats*: Dodge, Mobility, Spring Attack.

Equipment: Studded Leather Armor, shortsword, sap, sling, 10 bullets, 50' rope, climbing gear, tanglefoot bag.

SA: *Spells*—Cast *dancing lights*, *ghost sound*, and *prestidigitation* each 1/day. *Sneak Attack (Ex)*—Lised deals +4d6 damage against an opponent with a discernable anatomy who is denied a Dex bonus or is flanked.

SQ: *Gnome Traits (Ex)*—Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants. *Uncanny Dodge*—Dex bonus to AC, can't be flanked.

🐉 **Pezen, female gnome Clr7**: Small-size Humanoid; HD 7d8+7; hp 45; Init +1 (Dex); Spd 30 ft; AC 16 (+1 size, +4 chain shirt, +1 Dex); Atks +6 melee (1d6, sap), or +6 melee (1d4/crit 19-20, dagger), or +7 ranged (1d4/crit 19-20, dagger), or +7 ranged (1d4, sling); SA spells, turn undead; SQ gnome traits; AL NG; SV Fort +6, Ref +3, Will +9.

Str 10, Dex 13, Con 13, Int 11, Wis 18, Cha 12.

Skills: Bluff +4, Concentration +8, Disguise +11, Spellcraft +2. *Feats*: Extra Turning, Skill Focus (Disguise), Spell Focus (Enchantment).

Equipment: Sap, Chain shirt, sling, 10 bullets, dagger, holy symbol of Gnarl Glittergold, 50' rope, disguise kit.

SA: *Turn Undead (Su)*—8/day, Pezen can attempt to turn undead creatures. She can turn undead with no more than (1d20+12)/3 HD. Each attempt, she turns 2d6+8 total HD. Undead with 3 or fewer HD are destroyed instead. *Spells*—Cast *dancing lights*, *ghost sound*, and *prestidigitation* each 1/day.

SQ: *Gnome Traits (Ex)*—Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants.

Cleric Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 14 + spell level, +2 for Enchantment): 0th — *detect magic*, *detect poison (x2)*, *guidance (x2)*, *resistance*; 1st — *obscuring mist*, *random action (x2)*, *remove fear*, *sanctuary*; 2nd — *hold person (x2)*, *shatter*, *silence*; 3rd — *dispel magic*, *prayer*, *wind wall*; 4th — *air walk*, *greater magic weapon*.

Domain Spells: *change self*, *invisibility*, *protection from elements*, *confusion*.

🐉 **Safig, male gnome Rog4, Ill3**: Small-size Humanoid; HD 3d4+4d6; hp 27; Init +3 (Dex); Spd 30 ft; AC 18 (+1 size, +4 chain shirt, +3 Dex); Atks +5 melee (1d6, sap), or +5 melee (1d4/crit 19-20, dagger), or +8 ranged (1d4/crit 19-20, dagger), or +8 ranged (1d4, sling); SA sneak attack, spells; SQ evasion, gnome traits, summon familiar, uncanny dodge; AL CG; SV Fort +2, Ref +8, Will +7.

Str 10, Dex 16, Con 10, Int 18, Wis 14, Cha 13.

Skills: Appraise +11, Concentration +10, Craft (locksmithing) +13, Disable Device +11, Forgery +11,

Hide +14, Innuendo +9, Move Silently +10, Open Lock +10, Reap Lips +11, Spellcraft +9, Spot +3, Tumble +11, Use Magic Device +8. *Feats*: Combat Reflexes, Pyro, Scribe Scroll.

Equipment: Chain shirt, thieves tools, sap, dagger, sling, 10 bullets, artisan's tools, 50' silk rope, 5 alchemist's fire, thunderstone, tanglefoot bag.

SA: *Spells*—Cast *dancing lights*, *ghost sound*, and *prestidigitation* each 1/day. *Sneak Attack (Ex)*—Safeg deals +2d6 damage against an opponent with a discernible anatomy who is denied a Dex bonus or is flanked.

SQ: *Gnome Traits (Ex)*—Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants. *Uncanny Dodge*—Dex bonus to AC.

Wizard Spells Prepared (5/4/3; base DC = 14 + spell level): 0th — *detect magic*, *ghost sound*, *ray of frost*, *read magic*, *resistance*; 1st — *burning hands*, *color spray*, *shield*, *true strike*; 2nd — *alter self*, *flaming sphere*, *pyrotechnics*.

Encounter 6: Not So Funny Tricks

🧙 **Magliana, female human Rog2/ Wiz(Ench)3**: Medium-size Humanoid (5 ft. 7 in. tall); HD 2d6 + 3d4; hp 19; Init +0 (Dex); Spd 30 ft.; AC 10; Atks +2 melee (1d6 [crit 19-20], short sword) or +2 ranged (1d8 [crit 19-20], light crossbow); SA Sneak attack +1d6, spells; SD Evasion, spells; AL N; SV Fort +1, Ref +4, Will +4.

Str 10, Dex 10, Con 10, Int 16, Wis 12, Cha 16.

Skills: Appraise +8, Bluff +13, Diplomacy +10, Disguise +10, Gather Information +8, Innuendo +8, Perform +5, Read Lips +6, Search +8, Sense Motive +8, Spellcraft +7, Use Magic Device +8. *Feats*: Scribe Scroll, Skill Focus (Bluff), Spell Focus (enchantment), Spell Mastery (*alter self*, *invisibility*, *sleep*).

Equipment: Leather armor, short sword, light crossbow with 20 bolts, *scroll of sleep* (x2), spell components, waterskin (the rest of the equipment is in the wagon). **Note that Magliana does not carry her spellbook with her; she relies on her skills and her Spell Mastery to get her through situations.**

Spells Prepared (4/4/3): 0—*detect magic*, *daze*, *mage hand*, *mending*; 1st—*charm person*, *change self*, *sleep* (x2); 2nd—*alter self*, *invisibility*, *Tasha's hideous laughter*.

Personality Traits: Witty, charming, confident, caring (for a bandit, anyway).

🧙 **Wyvern's Sting bandits (Nordun, Filgar, Jonhen, Remmings, "Quill", Zuko), male human Rog1 (6)**: Medium humanoids (height varies); HD 1d6; hp 6; Init +2; Spd 30 ft.; AC 14 (+2 Dex, +2 leather armor); Atks +0 melee (1d6 [crit 19-20], short sword) or +2 ranged (1d8

[crit 19-20], light crossbow); SA Sneak attack +1d6; AL N or CN; SV Fort +0, Ref +4, Will +1.

Str 10, Dex 14, Con 10, Int 12, Wis 12, Cha 14.

Skills: Bluff +6, Disable Device +6, Disguise +6, Hide +6, Innuendo +6, Move Silently +6, Open Locks +6, Pick Pocket +6, Read Lips +5, Search +5. *Feats*: Dodge, Skill Focus (Bluff).

Equipment: Leather armor, short sword, light crossbow with 10 bolts, waterskin; other equipment is in the wagon.

Encounter 7: A River Cruise

APL 2

🧙 **Hadrich & Shebel, male gnome Rgr1**: Small-size Humanoid; HD 1d10+3; hp 13; Init +0; Spd 15 ft.; AC 14 (+1 size, +4 chain shirt); Atks +4 melee (1d6+2/crit x3, handaxe), and +2 melee (1d4+2/crit 19-20, dagger), or +2 ranged (1d4+2/crit 19-20, dagger), or +2 ranged (1d6+2, javelin); SA favored enemy (human); SQ gnome traits; AL NE; SV Fort +5, Ref +0, Will +1. Str 15, Dex 10, Con 16, Int 10, Wis 12, Cha 8.

Skills: Climb +4, Handle Animal +1, Intimidate +1, Swim +4. *Feats*: Weapon Focus (handaxe).

Equipment: Masterwork handaxe, dagger, chain shirt, javelin (x2).

SA: *Spells*—Cast *dancing lights*, *ghost sound*, and *prestidigitation* each 1/day.

SQ: *Gnome Traits (Ex)*—Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants.

🧙 **Duzar Silverstream, male gnome Enc4**: Small-size Humanoid; HD 4d4+8; hp 21; Init +1 (Dex); Spd 20 ft.; AC 12 (+1 size, +1 Dex); Atks +1 melee (1d4-1/crit 19-20, dagger), or +4 ranged (1d4-1/crit 19-20, dagger); SA spells; SQ gnome traits, summon familiar (weasel); AL CE; SV Fort +3, Ref +4, Will +6. Str 8, Dex 12, Con 14, Int 18, Wis 14, Cha 11.

Skills: Alchemy +12, Concentration +13, Hide +7, Knowledge (arcane) +8, Knowledge (local) +6, Profession (merchant) +8, Spellcraft +10. *Feats*: Combat Casting, Scribe Scroll, Spell Focus (Enchantment).

Equipment: Dagger, wand of *sleep*, *scroll of see invisibility*, pearl of power (1st level).

SA: *Spells*—Cast *dancing lights*, *ghost sound*, and *prestidigitation* each 1/day.

SQ: *Gnome Traits (Ex)*—Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants.

Wizard Spells Prepared (5/5/4; base DC = 14 (16 for enchantment) + spell level): 0th — *daze* (x2), *detect magic*, *mage hand*, *mending*; 1st — *hypnotism*, *magic*

missile (x2), shield, sleep, 2nd – flaming sphere, levitate, mirror image, Tasha's hideous laughter.

APL 4

☛ **Hadrich & Shebel, male gnome Rgr1, Rog1:** Small-size Humanoid; HD 1d6+1d10+6; hp 20; Init +0; Spd 20 ft; AC 14 (+1 size, +4 chain shirt); Atks +4 melee (1d6+2/crit x3, handaxe), and +2 melee (1d4+2/crit 19-20, dagger), or +2 ranged (1d4+2/crit 19-20, dagger), or +2 ranged (1d6+2, javelin); SA favored enemy (human), sneak attack; SQ gnome traits; AL NE; SV Fort +5, Ref +2, Will +1.

Str 15, Dex 10, Con 16, Int 10, Wis 12, Cha 8.

Skills: Climb +6, Escape Artist +3, Handle Animal +3, Hide +5, Spot +4, Swim +6, Tumble +5. *Feats:* Weapon Focus (handaxe).

Equipment: Masterwork handaxe, dagger, chain shirt, javelin (x2).

SA: *Spells*—Cast *dancing lights, ghost sound, and prestidigitation* each 1/day. *Sneak Attack (Ex)*—Hadrich & Shebel deal +1d6 damage against an opponent with a discernible anatomy who is denied a Dex bonus or is flanked.

SQ: *Gnome Traits (Ex)*—Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants.

☛ **Duzar Silverstream, male gnome Enc6:** Small-size Humanoid; HD 6d4+12; hp 31; Init +1 (Dex); Spd 20 ft; AC 12 (+1 size, +1 Dex); Atks +2 melee (1d4-1/crit 19-20, dagger), or +5 ranged (1d4-1/crit 19-20, dagger); SA spells; SQ gnome traits, summon familiar (weasel); AL CE; SV Fort +5, Ref +6, Will +8.

Str 8, Dex 12, Con 14, Int 18, Wis 14, Cha 11.

Skills: Alchemy +15, Concentration +15, Hide +7, Knowledge (arcane) +9, Knowledge (local) +8, Profession (merchant) +10, Spellcraft +13. *Feats:* Combat Casting, Greater Spell Focus (Enchantment), Scribe Scroll, Spell Focus (Enchantment).

Equipment: Dagger, wand of *charm person*, scroll of *see invisibility*, pearl of power (1st level), cloak of resistance +1, bag of holding (Type 1).

SA: *Spells*—Cast *dancing lights, ghost sound, and prestidigitation* each 1/day.

SQ: *Gnome Traits (Ex)*—Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants.

Wizard Spells Prepared (5/5/5/4; base DC = 14 (18 for enchantment) + spell level): 0th – *daze (x2), detect magic, mage hand, mending*; 1st – *hypnotism, magic missile (x2), shield, sleep, 2nd – endurance, flaming sphere, levitate, mirror image, Tasha's hideous laughter*; 3rd – *dispel magic, haste, hold person, lightning bolt*.

APL 6

☛ **Hadrich & Shebel, male gnome Rgr2, Rog2:** Small-size Humanoid; HD 2d6+2d10+12; hp 36; Init +0; Spd 20 ft; AC 15 (+1 size, +4 chain shirt); Atks +6 melee (1d6+3/crit x3, handaxe), and +5 melee (1d4+3/crit 19-20, dagger), or +4 ranged (1d4+3/crit 19-20, dagger), or +4 ranged (1d6+3, javelin); SA favored enemy (human), sneak attack; SQ evasion, gnome traits; AL NE; SV Fort +6, Ref +3, Will +2.

Str 16, Dex 10, Con 16, Int 10, Wis 12, Cha 8.

Skills: Climb +8, Escape Artist +4, Handle Animal +4, Hide +10, Spot +7, Swim +7, Tumble +4. *Feats:* Power Attack, Weapon Focus (handaxe).

Equipment: Handaxe, dagger, chain shirt, javelin (x2).

SA: *Spells*—Cast *dancing lights, ghost sound, and prestidigitation* each 1/day. *Sneak Attack (Ex)*—Hadrich & Shebel deal +1d6 damage against an opponent with a discernible anatomy who is denied a Dex bonus or is flanked.

SQ: *Gnome Traits (Ex)*—Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants.

☛ **Duzar Silverstream, male gnome Enc8:** Small-size Humanoid; HD 8d4+16; hp 41; Init +1 (Dex); Spd 20 ft; AC 13 (+1 size, +1 ring, +1 Dex); Atks +3 melee (1d4-1/crit 19-20, dagger), or +6 ranged (1d4-1/crit 19-20, dagger); SA spells; SQ gnome traits, summon familiar (weasel); AL CE; SV Fort +5, Ref +6, Will +9.

Str 8, Dex 12, Con 14, Int 19, Wis 14, Cha 11.

Skills: Alchemy +17, Concentration +13, Hide +7, Knowledge (arcane) +11, Knowledge (local) +9, Profession (merchant) +11, Spellcraft +15. *Feats:* Combat Casting, Greater Spell Focus (Enchantment), Scribe Scroll, Spell Focus (Enchantment).

Equipment: Dagger, wand of *charm person*, scroll of *see invisibility*, pearl of power (1st level), cloak of resistance +1, ring of deflection +1, bag of holding (Type 1), necklace of fireballs (type 1).

SA: *Spells*—Cast *dancing lights, ghost sound, and prestidigitation* each 1/day.

SQ: *Gnome Traits (Ex)*—Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants.

Wizard Spells Prepared (5/6/5/5/4; base DC = 14 (18 for enchantment) + spell level): 0th – *daze (x2), detect magic, mage hand, mending*; 1st – *hypnotism, magic missile (x2), shield (x2), sleep, 2nd – endurance, flaming sphere, levitate, mirror image, Tasha's hideous laughter*; 3rd – *dispel magic, haste, hold person (x2), lightning bolt*; 4th – *confusion, ice storm, minor globe of invulnerability, phantasmal killer*.

APL 8

🦄 **Hadrich & Shebel, male gnome (wererat) Rgr2, Rog2:** Small-size Shapechanger; HD 2d6+2d10+16; hp 40; Init +3; Spd 20 ft; AC 21 (+3 Dex, +1 size, +4 chain shirt, +3 natural); Atks +6 melee (1d6+3/crit 18-20, rapier), and +6 melee (1d4+3/crit 19-20, dagger) and +6 melee (1d4+2, Bite), or +3 ranged (1d4+3/crit 19-20, dagger), or +3 ranged (1d6+3, javelin); SA favored enemy (human), sneak attack, lycanthropic empathy, curse of lycanthropy; SQ evasion, gnome traits, alternate form, damage reduction 15/silver; AL LE; SV Fort +8, Ref +6, Will +4.

Str 16, Dex 16, Con 18, Int 10, Wis 12, Cha 8.

Skills: Climb +8, Escape Artist +7, Handle Animal +4, Hide +13, Spot +11, Swim +7, Tumble +7. *Feats:* Multiattack, Power Attack, Weapon Finesse (bite), Weapon Finesse (rapier), Weapon Focus (rapier).

Equipment: Rapier, dagger, chain shirt, javelin (x2), mithral chain shirt (Hadrich only).

SA: *Spells*—Cast *dancing lights*, *ghost sound*, and *prestidigitation* each 1/day. *Sneak Attack (Ex)*—Hadrich & Shebel deal +1d6 damage against an opponent with a discernible anatomy who is denied a Dex bonus or is flanked.

SQ: *Gnome Traits (Ex)*—Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants.

Lycanthropic Empathy (Ex)—Lycanthropes can communicate and empathize with normal or dire animals of their animal form. This gives them a +4 racial bonus to checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Curse of Lycanthropy (Su)—Any humanoid hit by a lycanthrope's bite attack in animal form must succeed at a Fortitude save (DC 15) or contract lycanthropy. A wererat can spread lycanthropy with its bite or by hitting with a piercing or slashing weapon. Bludgeoning or nonpenetrating attacks do not transmit the condition.

🦄 **Duzar Silverstream, male gnome Encro:** Small-size Humanoid; HD 10d4+20; hp 51; Init +1 (Dex); Spd 20 ft; AC 13 (+1 size, +1 ring, +1 Dex); Atks +4 melee (1d4-1/crit 19-20, dagger), or +7 ranged (1d4-1/crit 19-20, dagger); SA spells; SQ gnome traits, summon familiar (weasel); AL CE; SV Fort +6, Ref +7, Will +10. Str 8, Dex 12, Con 14, Int 21, Wis 14, Cha 11.

Skills: Alchemy +19, Concentration +15, Hide +7, Knowledge (arcane) +14, Knowledge (local) +11, Profession (merchant) +12, Spellcraft +17. *Feats:* Combat Casting, Empower Spell, Maximize Spell,

Greater Spell Focus (Enchantment), Scribe Scroll, Spell Focus (Enchantment).

Equipment: Dagger, wand of *charm person*, scroll of *see invisibility*, pearl of power (1st level), cloak of resistance +1, ring of deflection +1, headband of intellect +2, bag of holding (Type I), necklace of fireballs (type I).

SA: *Spells*—Cast *dancing lights*, *ghost sound*, and *prestidigitation* each 1/day.

SQ: *Gnome Traits (Ex)*—Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants.

Wizard Spells Prepared (5/7/6/5/5/4; base DC = 15 (19 for enchantment) + spell level): 0th — *daze* (x2), *detect magic*, *mage hand*, *mending*; 1st — *hypnotism*, *magic missile* (x2), *protection from good*, *shield* (x2), *sleep*, 2nd — *endurance*, *flaming sphere*, *levitate*, *mirror image*, *protection from arrows*, *Tasha's hideous laughter*; 3rd — *dispel magic*, *empowered magic missile*, *haste*, *hold person*, *lightning bolt*; 4th — *confusion*, *ice storm*, *improved invisibility*, *minor globe of invulnerability*, *phantasmal killer*; 5th — *dominate person*, *hold monster* (x2), *telekinesis*.

APL 10

🦄 **Hadrich & Shebel, male gnome (wererat) Rgr3, Rog3:** Small-size Shapechanger; HD 3d6+3d10+24; hp 58; Init +3; Spd 20 ft; AC 21 (22 for Hadrich) (+3 Dex, +1 size, +4 chain shirt, +3 natural); Atks +9 melee (1d6+4/crit 18-20, rapier), and +7 melee (1d4+3/crit 19-20, dagger) and +7 melee (1d4+3, Bite), or +7 ranged (1d4+3/crit 19-20, dagger), or +7 ranged (1d6+3, javelin); SA favored enemy (human), sneak attack, lycanthropic empathy, curse of lycanthropy; SQ evasion, gnome traits, alternate form, damage reduction 15/silver, uncanny dodge; AL LE; SV Fort +8, Ref +8, Will +5.

Str 16, Dex 16, Con 18, Int 10, Wis 12, Cha 8.

Skills: Climb +8, Escape Artist +8, Handle Animal +4, Hide +13, Move Silently +7, Spot +11, Swim +7, Tumble +8. *Feats:* Improved Bull Rush, Multiattack, Power Attack, Weapon Finesse (bite), Weapon Finesse (rapier), Weapon Focus (rapier).

Equipment: Rapier +1, dagger, chain shirt, javelin (x2), *Mithral chain shirt* +1 (Hadrich only).

SA: *Spells*—Cast *dancing lights*, *ghost sound*, and *prestidigitation* each 1/day. *Sneak Attack (Ex)*—Hadrich & Shebel deal +2d6 damage against an opponent with a discernible anatomy who is denied a Dex bonus or is flanked.

SQ: *Gnome Traits (Ex)*—Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants.

Lycanthropic Empathy (Ex)— Lycanthropes can communicate and empathize with normal or dire animals of their animal form. This gives them a +4 racial bonus to checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Curse of Lycanthropy (Su)— Any humanoid hit by a lycanthrope's bite attack in animal form must succeed at a Fortitude save (DC 15) or contract lycanthropy. A wererat can spread lycanthropy with its bite or by hitting with a piercing or slashing weapon. Bludgeoning or nonpenetrating attacks do not transmit the condition.

☛ **Duzar Silverstream, male gnome Enc12:** Small-size Humanoid; HD 12d4+24; hp 61; Init +1 (Dex); Spd 20 ft; AC 14 (+1 size, +1 ring, +1 amulet, +1 Dex); Atks +5/0 melee (1d4-1/crit 19-20, dagger), or +7/1 ranged (1d4-1/crit 19-20, dagger); SA spells; SQ gnome traits, summon familiar (weasel); AL CE; SV Fort +6, Ref +7, Will +10.

Str 8, Dex 12, Con 14, Int 22, Wis 14, Cha 11.

Skills: Alchemy +21, Concentration +17, Hide +8, Knowledge (arcane) +16, Knowledge (local) +11, Profession (merchant) +12, Spellcraft +19. *Feats:* Combat Casting, Empower Spell, Greater Spell Focus (Enchantment), Maximize Spell, Scribe Scroll, Silent Spell, Spell Focus (Enchantment).

Equipment: Dagger, wand of *charm person*, scroll of *see invisibility*, pearl of power (1st level), cloak of resistance +1, ring of deflection +1, headband of intellect +2, amulet of natural armor +1, scroll of ice storm, bag of holding (Type I), necklace of fireballs (type I).

SA: *Spells*—Cast *dancing lights*, *ghost sound*, and *prestidigitation* each 1/day.

SQ: *Gnome Traits (Ex)*—Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants.

Wizard Spells Prepared (5/7/6/6/5/5/3; base DC = 16 (20 for enchantment) + spell level): 0th — *daze* (x2), *detect magic*, *mage hand*, *mending*; 1st — *hypnotism*, *magic missile* (x2), *protection from good*, *shield* (x2), *sleep*, 2nd — *endurance*, *flaming sphere*, *levitate*, *mirror image*, *protection from arrows*, *Tasha's hideous laughter*; 3rd — *dispel magic*, *empowered magic missile*, *fly*, *haste*, *hold person*, *lightning bolt*; 4th — *confusion*, *ice storm*, *improved invisibility*, *minor globe of invulnerability*, *phantasmal killer*; 5th — *dominate person*, *hold monster* (x2), *telekinesis*, *wall of force*; 6th — *chain lightning*, *mass suggestion*, *maximized lightning bolt*.

Appendix 2: New Rules

NEW FEATS

(From Tome and Blood)

Greater Spell Focus [General]

Choose a school of magic to which you already have applied the Spell Focus feat. Your magic spells of that school are now even more potent.

Prerequisites: Spell Focus.

Benefit: Add +4 DC for all saving throws against spells from the school of magic you select to focus on. This supersedes (does not stack with) the bonus from Spell focus.

Special: You can select this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

(From Song and Silence)

Pyro [General]

You are good at lighting objects and opponents on fire.

Benefit: If you set something or someone on fire by any means (alchemist fire, for example), the flames do an extra 1 point of damage per die, and the Reflex save SC to extinguish the flames increases by +5

Normal: Fire generally does 1d6 points of damage. A successful Reflex save (DC15) extinguishes it.

NEW Items

(From Dragon 291, p. 51)

◆ **Portable Breach:** The *portable breach* appears to be a large bolt of cloth about 5 feet in diameter. A *breach* is generally made from a light, high quality material such as silk, and is dark in color. When the *portable breach* is placed on a wooden, plaster, or stone wall, ceiling, or floor, it instantly creates a 5-foot diameter passage up to 10 feet long. If placed on a wall, ceiling, or floor more than 10 feet thick, the *portable breach* makes a niche or dead end passage 10 feet deep. This effect is similar to a *passwall* spell cast by a 10th-level sorcerer except that it has no duration; the passage vanishes when the *portable breach* is taken off the surface. The entrance of a passage made by a *portable breach* has a fabric border that seems to join with the surface of the wall, ceiling, or floor. Simply tugging on this border removes the *breach* from the surface. If

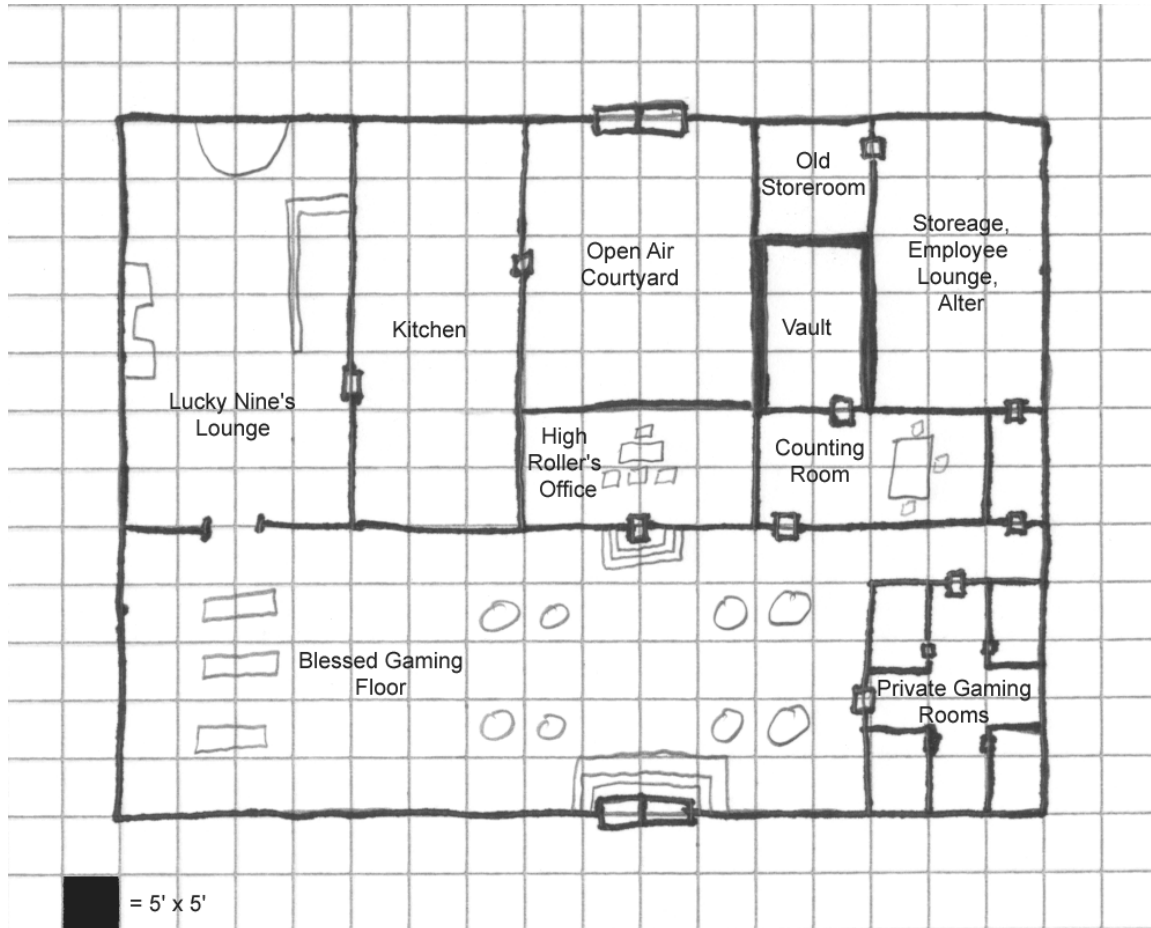
dispelled or if removed from a surface while creatures are in the passage, the creatures are harmlessly ejected out the nearest exit.

Caster Level: 12th; *Prerequisites:* Craft wondrous item, *passwall*; *Market Price:* 90,000 gp; *Weight:* -.

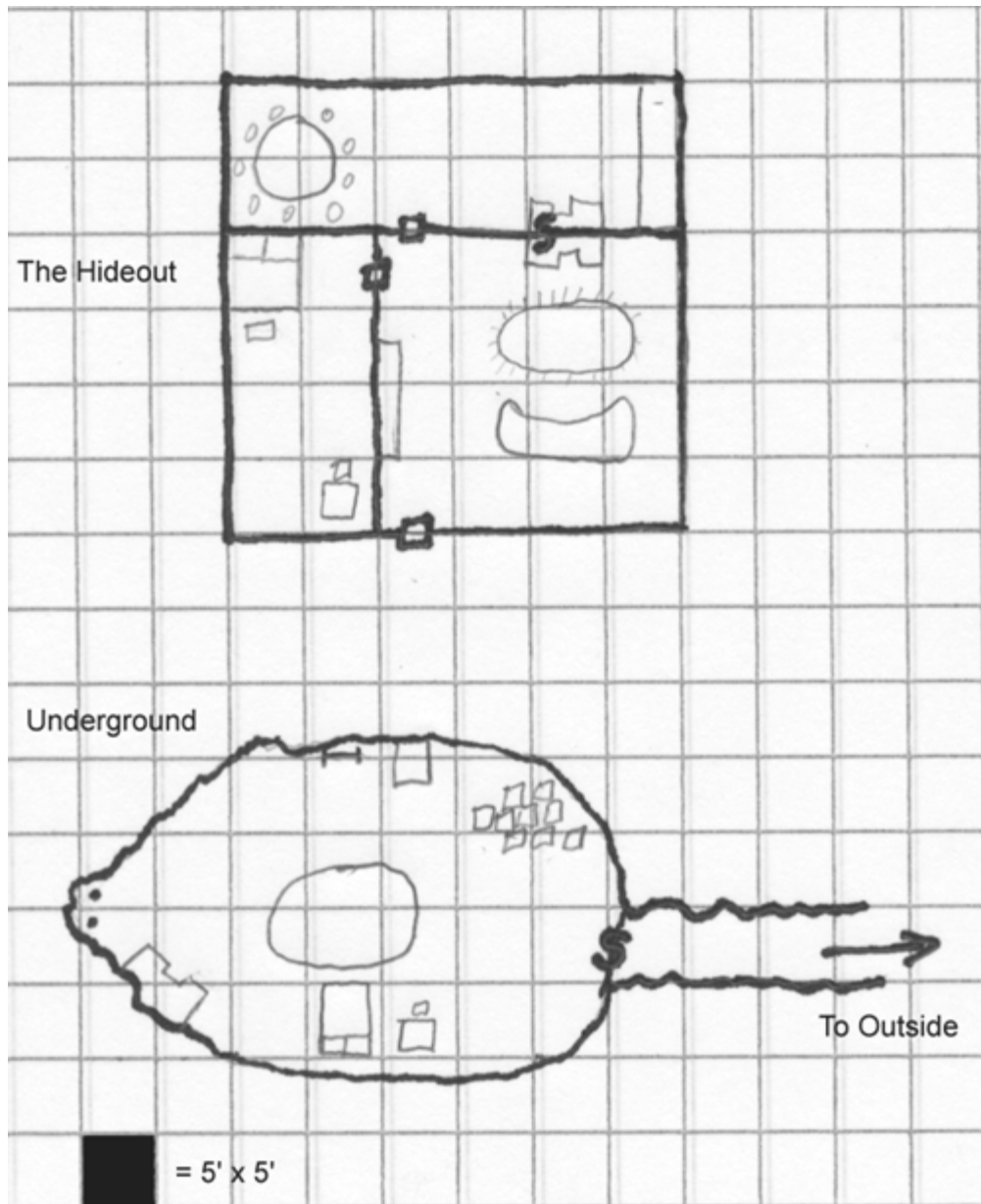
◆ **Nausea Paste:** This clear, tasteless alchemical paste is often used by practical jokers, or by gardeners to ward off vermin. Consumption of the paste requires the victim to make a DC 20 Fortitude save or become nauseated (DMG, p. 85) for one minute. After that time, the victim must make a second Fortitude save or continue to be nauseated for four more hours. The Alchemy check DC to make nausea paste is 25.

Prerequisites: Alchemy DC 25; *Market Price:* 50 gp; *Weight:* -.

DM Map #1 – The Smiling Halls of Good Fortune



DM Map #2 – Duzar's Hideout



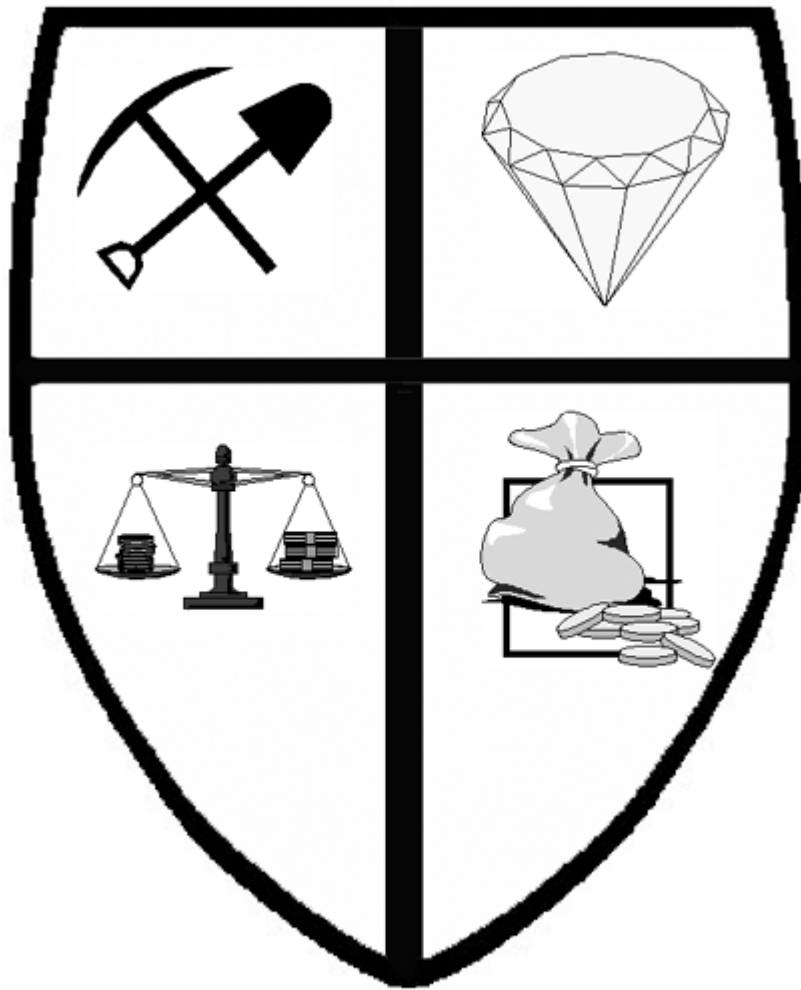
Player Handout #1: Message from the Smiling Halls of Good Fortune

Dear Company Member,

I hope chance finds you well. Our patronage of your endeavors has brought good fortune to you, it seems. Now the time has come for us to call in your markers. The Smiling Halls have been robbed and without your assistance, we may be forced to end our patronage. We would be devastated if the Temple was unable to continue to support you and your company. Please come quickly. Please meet Mercermillan in the merchant square and he will give you further instructions. Do not speak of the robbery to anyone, no one can know. Some may lose faith, and it would be bad for business.

*Malson Milfrid
The High Roller of Norebo,
Smiling Halls of Good Fortune,
Verbeeg Hill*

Player Handout #2: Symbol of the Gnomish Consortium of Merchants, Moneylenders, Miners, and Gemcutters



Player Handout #3: Excerpts from the Journal of Duzar Silverstream

- 14 Sunsebb: I met with Kalesh Varr, captain of the *Empty Promise*. He is willing to transport my cargo to Furyondy, no questions asked. He seems trustworthy, for the right price.
- 2 Fireseek: The portable breach I borrowed from Boros worked beautifully. My minions were able to easily acquire the package from where the children left it. The little ones will bring their parents down with them; their parents who failed to see the vision in my plans. The fools! Now their business shall lie in ruins from the scandal and I shall profit from it!
- 16 Fireseek (today): I have heard the children have been brought to Verbeeg Hill to answer for their crimes. No doubt the humans will demand they be sold into slavery to pay for their crimes. It is only fitting that they should grovel under someone's boot. It is time for me to leave. The children may reveal my name under torture soon enough. I must hurry to the docks. It is time to take my winnings and move on.