

URC2-07



OVER HILL AND DALE

A One-Round D&D[®] LIVING GREYHAWK[®]
County of Urnst Regional Adventure

Version 1

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Unseen thieves are harassing caravans plying the Floating Road through Fennelmore Swamp. People are disappearing and cargoes are being plundered. Stout hearts are needed. An adventure for characters level 3-10.

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

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

PREPARATION

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

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

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

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

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

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

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

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

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

SCORING

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

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

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

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" 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 (www.wizards.com/rpga), and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in the County of Urnst. All characters pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp.

ADVENTURE SUMMARY AND BACKGROUND

REGIONAL PLOTLINE BACKGROUND: LEGEND OF THE AMULET AND STONES OF URNST

Prior to the migrations of the Suloise to the regions of what is now the County of Urnst, the Flannish people here were prosperous but not numerous. The Flan were warned of the oncoming Suloise invaders by a group of evil Flannish wizards known as the Ur-Flannae. The Ur-Flannae delved into the dark magics and were interested in using the invasion warning to coerce the Flan people into building them powerful magical items made of northern Dweronite. The items created were the Five Standing Stones and the Amulet of the Stones (also known as the Amulet of the Ninth Order). The five monoliths were placed around the lands east of the Nyr

Dyv and the Flan people were promised that the items would protect them from all invaders. What happened after the activation of the stones is unclear, but the Suloise migrating to this area found the lands nearly devoid of the Flan. It's always been thought that the strength of the Suel made for the ease of conquering this area.

Recently, an earthquake at Crystal Springs unearthed one of the monoliths and it was discovered and studied by an intrepid adventurer hailing from Trigol. The inscriptions on the monolith speak of a great power and protection for these lands that is channeled from a glowing gem into the area of five great stones. A second monolith was found in the scenario "Servant of the Prophet," and revealed that the Ur-Flan were portrayed as 'saviors.' Some hint of the scale of the magic was also revealed.

This information was sold to a drunken sage in Radigast City, where it was further picked up by those types of people interested in such knowledge; namely, a renegade Boneheart wizard named Lucius Grakon.

The Boneheart, selfish to the core, kept this knowledge to himself and set only his personal servants out to look for the Amulet. He created an elaborate ruse that appeared to the County as a simple slaving and plundering operation headed by their old enemy, Prince Zeech of Redhand in the Bandit Kingdoms. Intrepid adventurers revealed the slaving and plundering in *Mean and Devious* and *Deserted Dominion*.

In *Operation Ixworth*, the trial of the underling Boneheart, Vox Saldir revealed that Grakon was actually plundering the County and looking for an item of unspeakable magic; an amulet so powerful, that it could dominate the lands of the County and bring it under the sway of the demon lord, Iuz. Grakon mistakenly believes that the item is an item of rulership, so he has arranged for the untimely death of a Lord Baron of the County, in order to install a 'puppet' ruler. Even he cannot estimate the consequences of the activation of the Stones and Amulet.

ADVENTURE BACKGROUND

This adventure concerns a gate to Baator never fully closed from the original activation of the Amulet. This gate has been slowly weakening and small Baatezu have been escaping. The Baatezu behind the gate are seeking a way to fully re-open it and start sending out larger scout forces to gain advantages in the Blood War with demons, as well as to spread a little hell. One of the imps sent out already recovered the Amulet of the Stones from ancient knowledge possessed by a beast that recently escaped from Ventnor prison. The amulet is now in the possession of an Osyluth by the name of Egrigor. The devils found that outsiders are unable to use the Amulet, so they tempted Telfus to perform the task. Telfus is a weak sorcerer in the service of their hated blood-enemy, a demon known as Iuz.

Telfus has been tempted to serve the Baatezu in thoughts that he will rise in the ranks of his own

organization by delivering a young child to the Osyluth for sacrifice in exchange for the power of the Amulet.

Telfus got himself hired as a mercenary with a caravan he knows will be transporting magical supplies. He plans to steal the girl and any summoning supplies he needs from the caravan, travel to the portal, make the exchange, and use the Amulet. Little does he know that the Amulet will not work, because only half of it is on the chain. The other half will be discovered later in this regional plotline.

ADVENTURE SUMMARY

Encounter one (15-20 minutes)

The party will be hired to guard a caravan from Stone Battle in the County to Leukish in the Duchy and back. Rolonard Bessant is picking up a crate with the last of the rare materials the devils need.

Encounter two (15-30 minutes)

Once the disappearance of the people and crate is discovered, Rolonard will hire the party to track down the thieves and retrieve his property. If they lack a tracker, Rolonard will provide one.

Encounter three (15 minutes)

An hour into their trek, the party will encounter an Elven ranger who will converse with them but offer little help. The Elf is really an imp in disguise. This is just an information-gathering mission for the imp to gauge if anyone is following them and how to discourage them from following further.

Encounters four & five (30 minutes)

The trail will lead into a small cavern complex where the PCs will be attacked by a small Infernal rat pack the devils brought over as "guard dogs." When they exit the cavern, on the far side, the imps have prepared a little trap for them.

Encounter 6 (15-30 minutes)

The trek will lead the party further north. They will encounter a Druid and his animal companions feasting on a dead body. The body will prove to be one of the missing caravan guards. The Druid did not kill him but he and his friends were hungry and the body was fresh. He doesn't want to fight, just to enjoy his meal in peace.

Encounter 7 (15-30 minutes)

After that grisly encounter, the Elf ranger from earlier will lead the PCs into an ambush the imps have laid. This should discourage the party from following further, so they think. One or more of the PCs may drown at this point.

Encounters 8 & 9 or 10 (60 minutes)

Assuming the party survives the ambush, the trail leads off to the north again terminating at the entrance to a small cave complex. This is the final encounter of this adventure. This is where the Imp band is basing themselves out of as well as the location of the portal. If

the party makes good time in tracking the fiends, then they find Telfus in the middle of completing his heinous mission. If not, Telfus will have already taken possession of the amulet and the party will have to face the Devils anyway.

Encounter 11 (15-30 minutes)

After this battle, the party can return to Rolonard for a reward. In addition, there will be a County military presence in Stone Battle that the party can inform of the devil presence.

INTRODUCTION

Read or paraphrase the following to the players:

Rolonard Bessant is a moderately successful merchant aiming to be incredibly successful. However, the rumors of disappearances and missing cargoes along the Floating Road have him a little worried. Possessing an excellent eye for character, he has hired you to protect his caravan, cargo, and most importantly, his daughter.

The journey started in Stone Battle where the caravan assembled for its journey. You traveled west and then southwest along the Floating Road. The novelty of the myriad of linking bridges soon passed as monotony of the trip set in. As the swamp, the road to Leukish was uneventful. After Rolonard conducted his business, the caravan started its return to Stone Battle. The merchant made an unusual fuss over one particular crate.

The entire journey has been, well, boring. Nothing has happened and you are beginning to wonder if those rumors were just tavern tales.

At this point, invite spellcasters to turn in their lists of memorized spells and the characters should be allowed to introduce themselves. The module will not give them much chance to rest up to change or replenish their stock of magic tricks.

The caravan consists of 10 wagons with drivers and other guards in addition to the PCs. The floating road is only wide enough for single file travel. There are several larger islands where a caravan can circle-up to make camp. The PCs have been assigned to guard wagons 9 and 10 at the end of the caravan for the entire trip. They are too new to the caravan to guard the more valuable cargo. There are 3 guards per wagon and each one has a driver.

ENCOUNTER 1: DINNER

A few hours from the northern end of the Floating Road, disaster struck the caravan. The second wagon in your caravan of ten lost a wheel and foundered. Fortunately, a wainwright is always present on a long journey such as this, and she was able to make repairs, but most of the afternoon was spent in the process. Since it was too late in the day to continue on to the waypoint, you made camp along the narrow road. Night has fallen and the few flames from the meager cook fires do little to warm you as a fog rolls in to cover the full moon. However Rallenda, Rolonard's

eight-year-old daughter, is fascinated by you brave adventurers and her innocent laughter and bright blue eyes help make the cold and damp bearable.

☞ **Rolonard Bessant** (Exp4, hp 16, Bluff +8, Sense Motive +8) is a pudgy Urnstman with thinning hair. He dresses well but with an eye for utility while traveling. He wants to provide for his daughter and keep her safe to follow in his footsteps. He will gently guide Rallenda away from anyone who would fill her head with fancies.

☞ **Rallenda Bessant** (Com1, hp2) is Rolonard's 8-year old daughter. Her hair is bright blonde with sky-blue eyes. She is wearing a light, almost lacy silver necklace worked into the shape of interlocking snowflakes. It was an anniversary gift from Rolonard to his wife just before she died giving birth to Rallenda. She loves hearing tales of great battles and Good beating Evil. One day she hopes to become a righteous adventurer and will annoy the PCs for stories.

☞ **Genard Camis-Rouge** (War2, hp 17) is a caravan guard from a family that has produced caravan guards for centuries. He is large, dumb, and he does his job well. At least when he isn't drinking on duty.

☞ **Menard Camis-Rouge** (War2, hp 17) is a caravan guard from a family that has produced caravan guards for centuries. He is large, dumb, and he does his job well. At least when he isn't drinking on duty. He is Genard's younger brother.

☞ **Telfus Sinise** (Rog/Sor, see appendix for stats) is a little paranoid but acts naturally enough. However, to avoid being detected before his planned theft, he has 'acquired' a number of potions of Undetectable Alignment. A Paladin will not detect him as Evil. He stays quiet for the most part but keeps an eye on Rallenda.

Dinner is served and the party shares their cook fire with three of the caravan guards: Genard, Telfus, and Menard. Menard and Genard are a little disgruntled since they have to guard the wagon with the special crate (the third wagon). As such they will be a bit surly and grouchy about their duty but will guard their tongues since little Rallenda, Rolonard's daughter, is eating with them. Since they had been caught drinking the previous night, they are being punished with this extra duty.

Some rumors that are currently circulating through the guards are:

- The Lord of the East's hold on power is slipping. A Scion of an ancient lineage may be the reason for his losing grip on his title and lands. (Somewhat true)
- The DM MUST NOTE THAT THE GUARDS ARE DISCUSSING THE AMULET. A recent trial of a murderous wizard of Iuz revealed that an amulet of great power is somewhere in the County and that the Lord Mage, Jacobis Underly

fears its powers. There are also rumors of a werewolf bounty hunter looking for the very same amulet. (True)

- Weird lights have been seen in the swamps (True). They are the ghosts of the people who have disappeared (False).
- The Countess is the secret lover of the Lord of the East. (False)
- The Countess is the secret lover of the Duke of Tenh. (False - probably)
- The Lord of the East is planning to assassinate the Countess. (False)
- Nyronid is massing their troops to annex the Crystal Springs and Dosseldorf. (False)
- Rolonard the Merchant is carrying secret messages between the Duke and the Countess. (False)
- Rangers and other wilderness denizens are fewer in number lately. (True)

The wagon the players are guarding is at the southern end of the caravan. The wagon with the crate is in the third one from the front of the caravan.

If characters get curious about what is in the special chest, Rallenda knows a few items from overhearing Rolonard talking. If they talk to her about them they can attempt a Spellcraft check DC 25 to understand that the items in the chest are rare and expensive spell components. There are several small forked metal rods (*plane shift*) and amber dust (*teleportation circle*). If they make a DC 30 check then they will know that the components are usually used in planar traveling and other traveling spells.

If characters want to examine the contents of the crate, they will have to talk or sneak their way past the guards. If they want to attempt to open the chest, the Open Lock DC is 35 but there is a *glyph of warding* that is set to go off whenever anyone opens the crate without uttering the password. The glyph will erupt with a 5d8 sonic blast, Reflex DC 17 for half. If this happens, the characters will have some pretty tough questions to answer from Rolonard. In addition, there is an *arcane lock* on the box, which raises the break DC to 25. Rolonard was tasked by the Radigast Wizards' Guild to transport the crate from Leukish. The rest of the caravan is carrying bolts of cloth and casks of Elven wine from the Ilphunodel Vineyard in the Celadon Wood.

ENCOUNTER 2: LOOK AT THOSE CHOMPERS

Halfway through the middle watch (midnight), Telfus meets with several Imps in a planned abduction and theft. Since the PCs are guarding the extreme southern end of the caravan and the abduction takes place near the northern end of the caravan, there is little chance of the abduction being noticed. The imps use their suggestion power on Menard and Rallenda and get them to help out

in the theft. About two hours after this (2 a.m.), the sleeping guard, Genard, receives a wake up call.

You are assigned to guard the last two wagons in line and except for the occasional night noises, the watch has been uneventful. Two hours after midnight the foggy glow is split asunder by a blood-curdling scream from further up the caravan.

Remember that there is a thick fog all around and intertwined with the caravan, limiting visibility to 15 feet. Assuming the PCs are at the southern end of the caravan when the guard yells, the distance between the yell and the PCs is about 150 feet.

A hungry crocodile has decided that Genard will be its next meal. The scream is the result of the crocodile chomping on his foot (the croc is near-sighted). The screams continue for a few more rounds as the crocodile drags him into the shallow water. From the time he screams, he has 5 rounds before the crocodile drags him into the water and effectively disappears. Also, a couple of guards from a nearby wagon are engaging in a tug-of-war with the crocodile with Genard as the rope. Please note that there will be some confusion as the other guards and drivers try to figure out what is going on. This can impede the PCs.

Creature:

APL 4 (EL 2)

➤ **Medium-size crocodile:** hp 22; see *Monster Manual*.

APL 6 (EL 2)

➤ **Medium-size crocodile:** hp 33; see *Monster Manual*.

APL 8 (EL 4)

➤ **Giant Crocodile:** hp 59, see *Monster Manual*.

APL 10 (EL 4)

➤ **Giant Crocodile:** hp 80, see *Monster Manual*.

Tactics: The crocodile wants to take her dinner (Genard) someplace a little quieter. She's not interested in biting off more than she can chew so she leaves the characters alone and escape if possible (with maybe a little of Genard). If she takes more than half her hit points in damage, she disengages.

ENCOUNTER 2A: INTO THE SWAMP

When the excitement dies down, Rolonard emerges and quickly calls for a headcount. While that is happening, he starts to account for his manifest and settle his caravan down. After some semblance of order has been restored, one of the caravan guards runs up to him and starts whispering to him. A quick conversation is held. A furious look washes over his features followed quickly by fear. Rolonard gathers all the guards and

harangues them, “It appears that my daughter has been kidnapped and I have been robbed. I am asking for volunteers to track down the thieves to rescue my daughter? Are any of you brave enough to do this? (pause) I will reward you handsomely if you can rescue my daughter.” The guards start muttering amongst themselves. “I’m not going out there!” “There are crocodiles and snakes and ghosts and werewolves and I’m not getting paid enough for this.” “It’s his daughter, why doesn’t he go get her?”

If the characters refuse to help, Sirius volunteers to get Rallenda back. Since no one else stepped forward, Rolonard will fret and worry but continues onward to Stone Battle in the morning. He hopes to find some brave adventurers to help him find his daughter. If the characters volunteer to help out, they can get the following information from Rolonard:

- His special crate is the only thing missing.
- Rallenda, Telfus, and Menard are missing.
- He thinks the two missing guards are responsible for the theft and abduction.
- There is no ransom note at all.
- Rolonard will reward the party for the safe return of Rallenda and his crate (APL 4 100 gp, APL 6 150 gp, APL 8 200 gp, APL 10 250 gp. This is per person.)
- The caravan will move on to Stone Battle to re-supply. The PCs may meet him there.

Since the party is trying to follow people in the outdoors, they need the Track feat and a Wilderness Lore check (DC <APL + 15> [at night] or DC <APL + 10> [daylight]) to be able to find and follow the tracks. If the party has no tracker, Rolonard will offer the services of one of his guards, Sirius the Suel savant (Exp3, Wilderness Lore +8, Track), who is not altogether bright but wants to help. At the beginning of Encounters 3-8, have the characters make a Track check, using Sirius’ stats if no one in the party can track.

Please note, the bad guys know where they are going and the party has to spend time following tracks. This takes a little time and thus the PCs cannot overtake the bad guys. They do whittle away at the lead a few minutes here and there.

The tracks start on the west side of the caravan heading northwest. They are a mixture of human and horse tracks. Several miles later the tracks head north. A successful Wilderness Lore check reveals one burdened horse, one unburdened horse, and two adult human tracks. It will also reveal that the tracks are about 2 hours old.

Please note that enterprising characters may try and cast locate object to aid the search. This will not work since the crate and other items are well out of range. *Locate creature* also has a limited range

Flying characters have a hard time tracking from the air while in the swamp due to the fog. It is virtually impossible to track while flying above the treetops.

If they fail the track check for an encounter, they lose an hour, but may still follow the trail. There is only one track check per encounter. Pay attention to how many of these they fail, as it will become relevant in Encounter 9. The timeline in Appendix III should help.

If the characters want to wait until dawn, let them. Time is of the essence, however. To give the party a little push into action right away, use Rolonard and his impatience to get his daughter and cargo back. If the party decides to finish resting before starting out, then Telfus has absconded with the amulet by the time they arrive at the final encounter (Encounter 10).

If they start out right away and don’t get substantially delayed, Telfus is still there completing his bargain when they arrive at the final encounter (Encounter 9).

ENCOUNTER 3: IMP IN SHEEP’S CLOTHING

Have the PC perform a track check at DC <APL + 15> [in darkness] or DC <APL + 10> [in light] and add 2 hours to the party’s time if they succeed and 3 if they fail.

After a couple of mud-caked hours, you break out of Fennelmore swamp. Ahead of you lie the low rolling hills that make up the southwestern part of the County. There are sparse trees scattered here and there. Under one of these is a snoozing Elf in studded leather with blond hair. A dark green cloak is folded under his head as a pillow, and his left hand rests on a longbow at his side. Sensing something, the Elf suddenly stands up with an arrow nocked and aimed straight at you. Once he sees you’re not a threat, he lowers his bow and smiles.

If the party is cordial and asks him, the following information the “elf” shares:

- His name is Laucian Galailo (LOW-see-an ga-LAI-lo).
- He’s a ranger hunting down a band of Bugbears that have been marauding in this area.
- He has seen a were-rat in the area accompanied by a large pack of rats.
- He warns them this is a rough area and to take care.
- He hasn’t seen anything in regards to Telfus, the crate, or the girl. He was only resting a bit waiting for the sun.
- If they ask him about the tracks, he doesn’t really care since he believes they aren’t bugbear spoor.

The polymorphed Imp is there simply to befuddle the party and set them up for a later encounter if they persist in their pursuit.

Note: The Imp is operating under a spell of *undetectable alignment* from a potion. If the party attacks him, he disappears (turn *invisible*) and flies away. If they pursue or can see *invisible* reference Encounter 8 for the chase and combat.

ENCOUNTER 4: CHITTERING IN THE DARK

Have the characters perform a track check at DC <APL + 15> [in darkness] or DC <APL + 10> [in light] and add an hour to the party's time if they succeed and two if they fail.

Following the tracks north, you are led into a small cave entrance in the side of a hill. A foul odor wafts from it....

This is one of two entrances into a small cave complex. The exit is on the far northern side of the complex about a mile away. If the characters attempt to go around and find the tracks elsewhere, they can but it takes time away from their pursuit. Add an extra hour to their time. There is no natural light in these tunnels so the party will probably need a light source. Savvy (or paranoid) characters may notice the wolfsbane plant growing wild near the cave entrance (Spot DC 15 and Wilderness Lore DC 20). It won't help cure filth fever, but the characters may be under the impression they've succumbed to lycanthropy after the battle and eat some. Wolfsbane is a poison (belladonna family) with the following statistics: Fort save DC 13, 1d6 Str/2d6 Str..

The rat's a guard imported from Baator to help the imps in their mission. When the rats attack, make sure you describe them as having reddish fur and red glowing eyes. This is a clue to the party that they are facing extra planar creatures. A Knowledge (nature) check at DC 20 reveals that these aren't native to the Material Plane. A Knowledge (planes) check of DC 25 reveals them to be infernal.

Creatures:

APL 4 (EL 7)

➤ **Infernal Dire Rats (12):** hp 8, 8, 8, 8, 8, 8, 8, 8, 8, 8, 8, 8; see Appendix I.

➤ **Advanced Infernal Dire Rat (Pack Leader):** hp 20; see Appendix I.

APL 6 (EL 9)

➤ **Advanced Infernal Dire Rat (12):** hp 16, 16, 16, 16, 16, 16, 16, 16, 16, 16, 16, 16; see Appendix I.

➤ **Advanced Infernal Dire Rat (Pac Leader):** hp 30; see Appendix I.

APL 8 (EL 11)

➤ **Advanced Infernal Dire Rat (9):** hp 24, 24, 24, 24, 24, 24, 24, 24, 24; see Appendix I.

➤ **Advanced Infernal Dire Rat (Pac Leader):** hp 30; see Appendix I.

APL 10:

➤ **Advanced Infernal Dire Rat (15):** hp 16, 16, 16, 16, 16, 16, 16, 16, 16, 16, 16, 16; see Appendix I.

➤ **Advanced Infernal Dire Rat (Pac Leader):** hp 30; see Appendix I.

Tactics: The tunnel opens up in to a main cavern about 30 feet wide by about 50 long with several 5-foot wide other tunnels leading off it. The imp from the previous encounter is hiding in one of the other tunnels under the cover of *invisibility*. The rat pack rushes out and engages the party as soon as they get to the center the main chamber. The rats are hiding among the refuse in the cavern. Making a Spot DC 19 prevents the rats from surprising that character. The rats first action, whether in the surprise round or first round of combat, they will use their *smite good* power. The rats fight to the death. Their orders were to guard this complex and let no one pass. However, since Telfus was accompanied by the imps, his party passed without molestation. The rats. All the tunnels except the northern one leads to dead ends a hundred feet away from the main chamber.

ENCOUNTER 5: A SMASH HIT

Have the characters attempt a track check at DC <APL + 15> [in darkness] or DC <APL + 10> [in light] and add an hour to the party's time if they succeed and 2 if they fail.

You feel a breath of clean air that is remarkably refreshing after the rat stench you just experienced. Ahead lies an exit to these accursed caves...

Note: Keep in mind who is in front of the party as well as their heights.

When the party emerges from the northern end of the complex, there is a trap awaiting them. A simple tripwire is the activation mechanism. A tree branch studded with poisoned blades has been set-up such that it will swing down from above the cave mouth and hit the first two party members at human chest level. If the first person is shorter than that (Small creature), it misses them and hit the next adjacent person in line. The trap is set to hit across the 10-foot width of the tunnel exit. If two people are walking side-by-side then the trap affects both.

Trap:

APL 4 (EL 3)

➤ **Poisoned Log Trap:** CR 3; +10 melee (2d6/x2) plus greenblood oil poison (1 Con/1d2 Con); Fort save resists (DC 13); Search (DC 20); Disable Device (DC 20).

APL 6 (EL 5)

☞ **Poisoned Log Trap:** CR 5; +10 melee (4d6/x2) plus medium spider venom poison (1d4 Str/1d6 Str); Fort save resists (DC 14); Search (DC 20); Disable Device (DC 20).

APL 8 (EL 7)

☞ **Poisoned Log Trap:** CR 7; +10 melee (6d6/x2) plus large scorpion venom poison (1d6 Str/1d6 Str); Fort save resists (DC 18); Search (DC 20); Disable Device (DC 20).

APL 10 (EL 9)

☞ **Poisoned Log Trap:** CR 9; +10 melee (8d6/x2) plus shadow essence (1 Str [permanent drain] /2d6 Str); Fort save resists (DC 17); Search (DC 25); Disable Device (DC 22).

Please note that permanent ability drains can be restored with a *greater restoration* (cleric spell, 7th level). If the afflicted character(s) make it to High Mardreth (Temple of Procan) at the end of the adventure, they can find a cleric of high enough level who will cast it on them for 750 gp per character.

ENCOUNTER 6: GOOD STUFF, MENARD

Have the PC perform a track check at DC <APL + 15> [in darkness] or DC <APL + 10> [in light] and add an hour to the party's time if they succeed and 2 if they fail.

The tracks lead off to the north through lightly wooded hills. The stench of the rat cave is disappearing with the breeze cooling your faces. However, after a bit, another foul smell fills your nostrils. You come across a large pile of rats. It appears that they are feeding on a corpse.

The tracks lead toward the corpse, past it, and eventually north. A scuffle is apparent from the tracks. The corpse lying on the ground being devoured is human sized. If the party shoos the rats away it will reveal the face of Menard, one of the caravan guards that went missing.

One of the rats is actually Shikshuk the Druid *wild shaped*. He will transform back into his normal form (a kobold) and nicely ask the party why they are interrupting his meal. He does not wish to fight the party but is genuinely curious. If the party attacks him please reference his stats in the appendix.

He speaks first to any obvious druid in the party, then to any gnomes (he was raised by forest gnomes and feels comfortable with them). Failing that, he will attempt to use Sylvan to speak to any woosy types.

Tactics:

- ❖ If the party attacks, he casts *wall of thorns* and then disengage, as will all 44 of his rat friends. The druid disengages towards the north and the

rats scatter. The party loses another hour hacking through the briars.

- ❖ If the characters make a very good impression and are not rude in any way, he will offer to cast *reincarnate* for free, should any of the heroes fall in their quest.
- ❖ If anyone thinks to ask what happened to Menard, Shikshuk explains that he observed two men, one mounted another walking, with a second horse with a blonde girl and box on it. The man walking shook his head as if waking from a dream and he began arguing with the second man. The mounted man stabbed him and continued on with the girl and the box. They were speaking Common, so he's not sure what was said.
- ❖ Rats have little use for humanoid time measurement, but he remembers it happened before sunrise.

ENCOUNTER 7: JUMP IN, THE WATER'S FINE

Have the characters attempt a track check at DC <APL + 15> [in darkness] or DC <APL + 10> [in light] and add an hour to the party's time if they succeed and two if they fail.

More time has passed. The trail widens just past a turn and down the trail you see the elf from earlier spying on a pack of four tall, muscular, brutish, hairy humanoids with protruding tusks through the branches of a thicket. It appears that the creatures have a crate near them. Laucian turns, sees you, points to the humanoids and then launches himself at them, weapons drawn.

The "bugbears" are really the other imps using their polymorph powers. If the party charges to help Laucian, the elf, they fall prey to the imps' trap. On the trail a few feet in back of where the "elf" was kneeling is a 10-foot deep pit. The pit is filled with water and covered with a light coating of dust and dirt to camouflage it. Please note that the water pit is between the party and Laucian. PCs madly charging *up the path* will fall into it. If the walk up the path carefully or are not running, give them a Spot check DC 18 to see the trap. If they don't travel down the path they will avoid the water trap. Please note any armor check penalties for armor and weight for swimming at this time. Please note that the Imp masquerading as Laucian will no longer be operating under the effects of the undetectable alignment spell and will detect as evil should any think to check.

Trap:

ALL APLS:

☞ **Water Hazard:** CR 5; Possible Drowning; Search (DC 20); Disable Device (DC 20).

Tactics: If any character falls into the pit, all five imps become invisible, polymorph into their true forms, and proceed with swooping, strafing attacks to use their envenomed stingers on the characters helping the waterlogged characters. If any of them gets significantly hurt or killed, the rest will fly away to the north, turning invisible shortly after taking flight. This is simply an attempt to discourage the party from further pursuit. If they kill someone then it's just a bonus to them.

APL 4: Imps attack for one round, then leave.

APL 6: Imps attack for two rounds, then leave.

APL 8: Imps attack for three rounds, then leave.

APL 10: Imps attack for four rounds, then leave.

Treasure: There is no treasure on any imps. If they check the crate in the clearing, it is the same design as the one stolen, but is unlocked, un-trapped, and filled with rotting fruit.

ENCOUNTER 8: THOSE DAMNED DIRTY IMPS

Have the characters attempt a track check at DC <APL + 15> [in darkness] or DC <APL + 10> [in light] and add an hour to the party's time if they succeed and twi if they fail.

The tracks lead to a small cave entrance in the side of a hill. A charnel odor wafts from within.

After another hour of tracking, the party discovers the entrance to a small cave complex. The initial tunnel is rather short and leads to a large cavern. This is the nest of the imp band that has been plaguing the party for most of the module. The imps live in small alcoves along the walls and ceiling. A number of picks and shovels are lying around.☛

Creatures:

APL 4 (EL 4)

☛ **Imps (2):** hp 18, 18; see *Monster Manual*.

APL 6 (EL 6)

☛ **Imps (4):** hp 18, 18, 18, 18; see *Monster Manual*.

APL 8 (EL 8)

☛ **Imps (6):** hp 20, 20, 20, 20, 20, 20; see *Monster Manual*.

APL 10:

☛ **Imps (8):** hp 25, 25, 25, 25, 25, 25, 25, 25; see *Monster Manual*.

Tactics: If the party makes no attempts at silence, the imps are ready for them and invisible. The imps try to put their poison to good use. If half or more of the Imps die, the rest will fly off to warn the monsters deeper in the complex.

The imps stole the picks and shovels to carve out their sleeping alcoves. Enterprising characters can come back and use these tools against the ice wall later on. It will take a character 2 rounds to travel between the two caves.

Treasure: If the party searches the alcoves along the walls they will find the following:

APL 4: 160 gp (figures from a silver and onyx chess set)

APL 6: 320 gp (figures from a gold and marble chess set)

APL 8: 480 gp (figures from a sapphire and ruby chess set)

APL 10: 640 gp (figures from a platinum and emerald chess set)

(Assuming the characters are on their way to 9, not 10) As the last Imp falls or as they retreat, the magic-aware members of the party (arcane or divine spellcasters of any class) will feel a *major* disturbance in the magical fabric of the universe somewhere further in the cave as Telfus has just completed the ritual to re-open the Gate to Baator.

ENCOUNTER 9: THE BARGAIN

If the characters waste no time tracking down the culprit, read them the following:

As you enter the room, the stink of brimstone is almost overwhelming. In the foreground, Telfus, in a flowing robe embroidered in mystical symbols, is shaking "hands" with a nearly skeletal creature with a large scorpion's tail. A fleshy blob holds a limp Rallenda near the two bargainers. Behind them is a red-misted portal.

If the party has made no attempts at stealth, read the following when they enter the room.

The creature was about to hand something to Telfus, but hisses in laughter at your approach and casually tosses it over its shoulder into the portal. Before the object passes beyond the barrier, you see it's an amulet, flashing brightly as it spins into the unholy light. Telfus screams in alarm and dismay and leaps toward the prize.

The cave is 30 feet wide and 40 feet long. The portal is at the southern end of the cave and the entrance from the imp cave is at the northern end. The crate has been opened and its contents used to create the gate. The crate with the "bugbears" was merely a diversion, hopefully convincing the characters not to go further.

Treasure: Lying next to the crate, they also find a scroll made of skin (Heal or Wilderness Lore DC 15 to notice it's human skin) and inked in blood (See Handouts 1 and 2). The scroll is written in Infernal. Give Player Handout 1 to the players after the battle. If any actually understand Infernal, give them Player Handout 2 instead. Two potions are wrapped inside the scroll. Various coins are heaped in a corner under some refuse [Search DC 12]. This is Egrigor the osyluth's personal stash of wealth. He feared for its safety in Baator and brought it with him.

Any character(s) entering the portal to retrieve the amulet receive the following:

As you pass from your realm you are subjected to excruciating pain as your flesh boils away from your bones and your eyes melt in their sockets. Sucking furnace-hot air past charred lips into lungs gone dry and crackling, you find the energy to scream for hours. Suddenly you find yourself somewhere... other... and your body is whole and undamaged.

A city of black stone and impossibly high spires hovers suspended over a lake of fire by chain hawsers as thick as an ogre. Flitting about the castle are winged shapes that appear to be flapping much too slowly to stay aloft. Unless they're very large and very far away...

If Telfus was prevented from entering the portal:

You see the amulet 10 feet down the road toward the city, but you're not alone, and the devil racing toward you is obviously not in a welcoming mood. (It's 100 feet away and just rolled a 1 on initiative.)

If it's been less than five rounds since Telfus leapt through:

You see the amulet some 10 feet down the road toward the city, but you're not the only one who's spotted it. A very large devil is busily thrashing Telfus to a pulp some 90 feet beyond where the amulet lies.

If Telfus has been in Baator more than five rounds:

You see the amulet 10 feet down the road toward the city, but you're not alone, and the devil wiping bits of Telfus from its claws, several feet away, is obviously in the mood for more 'entertainment'. (It's 100 feet away and just rolled a 1 on initiative.)

The gelugon does not teleport (it takes too much energy to do so in Baator). The fiend is also too large to fit easily through the gate, which was just barely big enough for the osyluth, but it sticks an arm through to try and grab any characters within 5 feet of the other side. If anyone actually wants to fight the gelugon, feel free to invent a gruesome description of the character's death.

Creatures:

APL 4 (EL 7)

☛ **Lemure**: hp 12; see *Monster Manual*.

☛ **Osyluth**: hp 32; see *Monster Manual*.

☛ **Telfus**: male human Rog2/Sor2; hp 10; see Appendix I.

APL 6 (EL 9)

☛ **Lemure** (2): hp 12; see *Monster Manual*.

☛ **Osyluth**: hp 32; see *Monster Manual*.

☛ **Telfus**: male human Rog3/Sor3; hp 18; see Appendix I.

APL 8 (EL 11)

☛ **Lemure** (5): hp 15, 15, 15, 15, 15; see *Monster Manual*.

☛ **Imps**(4): hp 18, 18, 18, 18; see *Monster Manual*.

☛ **Osyluth** (2): hp 50, 50; see *Monster Manual*.

☛ **Telfus**: male human Rog4/Sor4; hp 28; see Appendix I.

APL 10: (EL 13)

☛ **Lemure** (5): hp 15, 15, 15, 15, 15; see *Monster Manual*.

☛ **Imps**(4): hp 18, 18, 18, 18; see *Monster Manual*.

☛ **Osyluth** (2): hp 50, 50; see *Monster Manual*.

☛ **Telfus**: male human Rog5/Sor5; hp 38; see Appendix I.

Tactics: The baatezu in this encounter would rather face quick death at the hands of the characters than slow death at the hands of their masters. They use every means at their disposal to take down the party and will not flee. The walls and floor of the cavern are relatively smooth and offer no impediment to movement or combat. The Imps, if present, will fight until they're dropped to half hit points or less, then will turn invisible and attempt to flee out of the cave (*not* back through the gate). Telfus isn't a fighter and merely casts a distracting spell and then leapt into the portal to retrieve the amulet.

APL 4: The osyluth will use his *wall of ice* ability to split the party. Don't forget his SR 22! Also, use his *invisibility* power to good effect by setting up sneak attacks. Remember, while invisible, the osyluth can use his *teleport without error* power to get around his own walls of ice. If he falls below 20 hp he will use his *major image* ability to cast an illusion of 15 "summoned" Lemures to frighten or intimidate the party into running. If Telfus falls dead, the osyluth animates his skeleton to keep fighting as soon as he can do so without risking an attack of opportunity.

APL 6: As APL 4, but if any characters dies (-10 or below), the osyluth can use his *animate dead* ability and turn the poor character into a skeletal minion. Keep in mind that if he does this, a simple *raise dead* can't bring the character back! However, *Resurrect* will still work. Use the *animate dead* ability with caution.

APL 8: The same as above except he will use his summoning ability to gate in 2d10 lemures. At this APL and above, show no mercy. The imps will work in pairs to flank and weaken the strongest threats. The lemures swarm the nearest characters to potentially create corpses to be animated by the osyluth.

APL 10: As APL 8, but the Osyluths split up, one using spell-like abilities while the other uses its *teleport without error* ability to the other side of the ice wall to use his poison stinger against the other half of the party. Don't be afraid to use the twin ice wall abilities to completely isolate a character with one of the osyluths.

Treasure:

APL 4-500 gp; APL 6-750 gp; APL 8-1000 gp; APL 10-1250 gp.

1 *potion of undetectable alignment* (300 gp)

1 *potion of tongues* (750 gp)

ENCOUNTER 10: THE VANGUARD

If the characters ever stop to rest, or if they (or Sirius) fail three or more Track checks, the delays mean Telfus has left with the amulet by the time they get to the inner cavern.

As you enter the room from the north, the stink of brimstone is almost overwhelming. A shimmering portal made of fiery mist dominates the southern wall. In the foreground, a nearly skeletal creature with a large scorpion's tail is lying back relaxing, surrounded by its retainers and picking its teeth with a silver necklace made of linked snowflake shapes. Its otherwise gaunt body is contrasted by its rather rotund belly, which is squirming slightly as it digests.

If the characters are not being stealthy:

The creature hisses in laughter at your approach and stands to face you. "Telfus said someone would be arriving soon. Now you are mine, fleshlings!"

Telfus has completed his bargain and departed with the amulet. He kills as many horses as he has to in order to reach the border and get the item to the Bandit Kingdoms, and safety.

Rallenda is quite dead, but the characters may cut open Egrigor's belly to recover her body.

Creatures:

APL 4 (EL 6)

☛ **Lemure:** hp 12; see *Monster Manual*.

☛ **Osyluth:** hp 32; see *Monster Manual*.

APL 6 (EL 8)

☛ **Lemure (2):** hp 12; see *Monster Manual*.

☛ **Osyluth:** hp 32; see *Monster Manual*.

APL 8 (EL 10)

☛ **Lemure (5):** hp 15, 15, 15, 15, 15; see *Monster Manual*.

☛ **Imps(4):** hp 18, 18, 18, 18; see *Monster Manual*.

☛ **Osyluth (2):** hp 50, 50; see *Monster Manual*.

APL 10: (EL 12)

☛ **Lemure (5):** hp 15, 15, 15, 15, 15; see *Monster Manual*.

☛ **Imps(4):** hp 18, 18, 18, 18; see *Monster Manual*.

☛ **Osyluth (2):** hp 50, 50; see *Monster Manual*.

Tactics: Same as Encounter 9, but with Telfus gone, the baatezu simply fight to the death. The imps, if present, fights until they're dropped to half hit points or less, then

they turn invisible and attempt to flee out of the cave (not back through the gate).

Treasure: Lying next to the crate, they also find a scroll made of skin (Heal or Wilderness Lore DC 15 to notice it's human skin) and inked in blood (See Player Handouts 1 and 2). The scroll is written in Infernal. Give Player Handout 1 to the players after the battle. If any actually understand Infernal, give them Player Handout 2 instead. Two potions are wrapped inside the scroll. Various coins are heaped in a corner under some refuse (Search DC 12). This is Egrigor the osyluth's personal stash of wealth. He feared for its safety in Baator and brought it with him.

ENCOUNTER 11: NOTIFY THE NEXT OF KIN AND CONCLUSION.

It's entirely possible the characters will want to close up the cave somehow, or cause a cave-in or collapse. By all means, let them. After all, they can't close the portal no matter what they do, and the devils will dig their way out eventually.

After your harrowing battle with the otherworldly creatures, the passage to Stone Battle is anti-climactic. Two days of mind-numbing monotony do nothing to ease your anxious minds.

Your entry into Stone Battle doesn't go unnoticed. As the guard at the gate takes down your names a flash of recognition crosses his face and he has his companion escort you directly to Lt. Cherbourn's office. Your erstwhile employer is already there reporting the kidnapping and theft. Rolonard the merchant stands and approaches you with an apprehensive look. "Did you find my daughter?"

- Rolonard will be distraught and grief-stricken if the characters didn't save Rallenda. Returning the child's necklace to Rolonard will help him endure this trial.
- If asked about the contents of the crate, Rolonard will state that it was a shipment for the Wizards' Guild in Radigast City and they were paying a fortune for this particular shipment.
- The presence of devils in the area will shock him and he will shift his caravan east through Trigol to avoid this area of the County.
- For the party's efforts in trying to get Rallenda back, he still rewards them as noted below.
- Telfus was hired on at Stone Battle with several other guards.

Captain Cherbourn, garrison commander at Stonebattle is under orders to recover the Amulet and take it directly to Lord Mage, Jacobis Underly at Radigast City. The characters may accompany him on that journey, and it passes uneventfully.

Special Note: Players who have played “Operation Ixworth” should be notified that their characters have been informed by the County’s intelligence operations (the Underley Network), that if they recover any Amulets they are to be immediately sent to Lord Mage Jacobis Underley. The issue is a matter of utmost importance.

Treasure: Reward from Rolonard.

APL 4-100 gp for attempting the rescue, 100 gp reward for the return of his daughter’s corpse.

APL 6-150 gp for attempting the rescue, 100 gp reward for the return of his daughter’s corpse.

APL 8-200 gp for attempting the rescue, 100 gp reward for the return of his daughter’s corpse.

APL 10-250 gp for attempting the rescue, 100 gp reward for the return of his daughter’s corpse.

The End

EXPERIENCE POINT SUMMARY

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

Encounter One

Defeating/encountering the Crocodile

APL4 60 xp; APL6 60 xp; APL8 120 xp;

APL10 180

Encounter Four

Defeating the Rat Pack

APL4 120 xp; APL6 180 xp; APL8 240 xp;

APL10 300

Encounter Five

Defeating/encountering the log trap

APL4 90 xp; APL6 150 xp; APL8 210 xp;

APL10 270xp

Encounter Seven

Defeating/encountering water trap

APL4 150 xp; APL6 150 xp; APL8 150 xp;

APL10 150 xp

Encounter Eight

Defeating the Imp Band

APL4 120 xp; APL6 180 xp; APL8 240 xp;

APL10 300 xp

Encounter Nine

Defeating the Devils & Telfus

APL4 60 xp; APL6 90 xp; APL8 120 xp;

APL10 150 xp

Retrieving the Amulet (only for the PC(s) brave enough to go after it)

APL4 60 xp; APL6 90 xp; APL8 120 xp;

APL10 150 xp

Encounter Ten

Defeating the Devils

APL4 60 xp; APL6 90 xp; APL8 120 xp;

APL10 150 xp

Total possible experience:

APL 4 600 xp; APL 6 900 xp; APL 8 1200xp;

APL 10 1500 xp

TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

Encounter Eight

Defeated the Imps.

APL 4-160 gp; APL 6-320 gp; APL 8-480 gp; APL 10-640 gp.

Encounter Nine

Defeated the Devils.

APL 4-500 gp; APL 6-750 gp; APL 8-1000 gp; APL 10-1250 gp.

1 potion of undetectable alignment (300 gp)

1 potion of Tongues (750 gp)

Encounter Eleven

Reward from Rolonard.

APL 4-100 gp for attempting the rescue, 100 gp reward for the return of his daughter's corpse.

APL 6-150 gp for attempting the rescue, 100 gp reward for the return of his daughter's corpse.

APL 8-200 gp for attempting the rescue, 100 gp reward for the return of his daughter's corpse.

APL 10-250 gp for attempting the rescue, 100 gp reward for the return of his daughter's corpse.

Adventure Maximums

APL 4- 810 gp,

APL 6- 1295 gp

APL 8- 1780 gp.

APL 10- 2240 gp.

APPENDIX I: NPCS

ENCOUNTER 4

APL 4

➤ **Infernal Dire Rats (12):** CR ½; Small magical beast; HD 1d8+1; hp 8; Init +3; Spd 40 ft., climb 20 ft.; AC 15 (touch 13, flat-footed 12); Atks +4 melee (1d4, bite); Face/Reach 5 ft. by 5 ft./5 ft.; SA Disease, *smite good*; SQ Scent, darkvision 60 ft., cold and fire resistance 5, SR 2; AL NE; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 3, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +11, Move Silently +6; Weapon Finesse (bite).

Disease (Ex): Filth fever- bite, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution.

➤ **Advanced Infernal Dire Rat (Pack Leader):** CR 1; Small magical beast; HD 3d8+3; hp 20; Init +3; Spd 40 ft., climb 20 ft.; AC 15 (touch 13, flat-footed 12); Atks +6 melee (bite 1d4); Face/Reach 5 ft. by 5 ft./5 ft.; SA Disease, *smite good*; SQ Scent, darkvision 60 ft., cold and fire resistance 5, SR 6; AL NE; SV Fort +4, Ref +6, Will +4; Str 10, Dex 17, Con 12, Int 3, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +11, Move Silently +6; Weapon Finesse (bite).

Disease (Ex): Filth fever- bite, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution.

APL 6

➤ **Advanced Infernal Dire Rats, advanced:** CR 2; Small magical beast; HD 2d8+2; HP 16; Init +3; Spd 40 ft., climb 20 ft.; AC 15 (touch 13, flat-footed 12); Atks +5 melee (bite 1d4); Face/Reach 5 ft. by 5 ft./5 ft.; SA Disease, *smite good*; SQ Scent, darkvision 60 ft., cold and fire resistance 5, SR 4; AL NE; SV Fort +4, Ref +6, Will +4; Str 10, Dex 17, Con 12, Int 3, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +11, Move Silently +6; Weapon Finesse (bite).

Disease (Ex): Filth fever- bite, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution.

➤ **Advanced Infernal Dire Rat (Pack Leader):** CR 3; Medium-size magical beast; HD 4d8+8; HP 30; Init +2; Spd 40 ft., climb 20 ft.; AC 14 (touch 12, flat-footed 11); Atks +5 melee (bite 1d6+2); Face/Reach 5 ft. by 5 ft./5 ft.; SA Disease, *smite good*; SQ Scent, darkvision 60 ft., cold and fire resistance 10, DR 5/+1, SR 8; AL NE; SV Fort +6, Ref +6, Will +5; Str 14, Dex 15, Con 14, Int 3, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +11, Move Silently +6; Weapon Finesse (bite).

Disease (Ex): Filth fever- bite, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution.

APL 8

➤ **Advanced Infernal Dire Rats:** CR 2; Small magical beast; HD 3d8+3; HP 24; Init +3; Spd 40 ft., climb 20 ft.; AC 15 (touch 13, flat-footed 12); Atks +6 melee (bite 1d4); Face/Reach 5 ft. by 5 ft./5 ft.; SA Disease, *smite good*; SQ Scent, darkvision 60 ft., cold and fire resistance 5, SR 6; AL NE; SV Fort +4, Ref +6, Will +4; Str 10, Dex 17, Con 12, Int 3, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +11, Move Silently +6; Weapon Finesse (bite).

Disease (Ex): Filth fever- bite, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution.

➤ **Advanced Infernal Dire Rats (Pack Rats):** CR 3; Medium-size magical beast; HD 5d8+10; HP 45; Init +2; Spd 40 ft., climb 20 ft.; AC 14 (touch 12, flat-footed 11); Atks +5 melee (bite 1d6+2); Face/Reach 5 ft. by 5 ft./5 ft.; SA Disease, *smite good*; SQ Scent, darkvision 60 ft., cold and fire resistance 10, DR 5/+1, SR 10; AL NE; SV Fort +6, Ref +6, Will +5; Str 14, Dex 15, Con 14, Int 3, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +11, Move Silently +6; Weapon Finesse (bite).

Disease (Ex): Filth fever- bite, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution.

APL 10

➤ **Infernal Dire Rats, advanced (11):** CR 1; Small magical beast; HD 3d8+3; HP 27; Init +3; Spd 40 ft., climb 20 ft.; AC 15 (touch 13, flat-footed 12); Atks +6 melee (bite 1d4); Face/Reach 5 ft. by 5 ft./5 ft.; SA Disease, *smite good*; SQ Scent, darkvision 60 ft., cold and fire resistance 5, SR 6; AL NE; SV Fort +4, Ref +6, Will +4; Str 10, Dex 17, Con 12, Int 3, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +11, Move Silently +6; Weapon Finesse (bite).

Disease (Ex): Filth fever- bite, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution.

➤ **Infernal Dire Rat, advanced:** CR 3; Medium-size magical beast; HD 6d8+12; HP 54; Init +2; Spd 40 ft., climb 20 ft.; AC 14 (touch 12, flat-footed 11); Atks +6 melee (bite 1d6+2); Face/Reach 5 ft. by 5 ft./5 ft.; SA Disease, *smite good*; SQ Scent, darkvision 60 ft., cold and fire resistance 10, DR 5/+1, SR 12; AL NE; SV Fort +7, Ref +7, Will +6; Str 14, Dex 15, Con 14, Int 3, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +11, Move Silently +6; Weapon Finesse (bite).

Disease (Ex): Filth fever- bite, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution.

ENCOUNTER 9

APL 4

Telfus: Male human Rog2/Sor2; CR 4; Medium-size humanoid (human); HD 2d6+2d4; hp 16; Init +6; Spd 30 ft; AC 12 (touch 12, flat-footed 10); Atk +2 melee (1d6/18-20, rapier); SA Spells, sneak attack +1d6; SQ Evasion, cat familiar; AL NE; SV Fort +0, Ref +5, Will +3; Str 10, Dex 15, Con 10, Int 14, Wis 10, Cha 16.

Skills and Feats: Bluff +7, Climb +4, Disable Device +7, Forgery +7, Gather Information +8, Hide +7, Knowledge Arcana +5, Knowledge Planes +4, Listen +10, Move Silently +9, Open Lock +7, Pick Pocket +6, Spellcraft +5, Spot +9, Use Rope +6; Dodge, Improved Initiative, Alertness.

Spells Known (6/5; Base DC = 13 + spell level): 0—daze, light, mage hand, detect magic, read magic; 1st—comprehend languages, identify.

APL 6

Telfus: Male human Rog3/Sor3; CR 6; Medium-size humanoid (human); HD 3d6+3d4; hp 23; Init +6; Spd 30 ft; AC 12 (touch 12, flat-footed 12); Atk +3 melee (1d6/18-20, rapier); SA Spells, sneak attack +2d6; SQ Evasion, uncanny dodge, cat familiar; AL NE; SV Fort +2, Ref +8, Will +4; Str 10, Dex 15, Con 10, Int 14, Wis 10, Cha 16.

Skills and Feats: Bluff +7, Climb +7, Disable Device +8, Forgery +8, Gather Information +9, Hide +8, Knowledge Arcana +6, Knowledge Planes +5, Listen +11, Move Silently +10, Open Lock +8, Pick Pocket +7, Spellcraft +7, Spot +10, Use Rope +7; Dodge, Improved Initiative, Alertness, Lightning Reflexes.

Spells Known (6/6; Base DC = 13 + spell level): 0—daze, light, mage hand, detect magic, read magic; 1st—change self, comprehend languages, identify.

APL 8

Telfus: Male Human Rog4/Sor4; CR 8; Medium-size humanoid (human); HD 4d6+4d4; hp 30; Init +6; Spd 30 ft; AC 13 (touch 13, flat-footed 13); Atk +5 melee (1d6/18-19, rapier); SA Spells, sneak attack +2d6; SQ Evasion, uncanny dodge, cat familiar; AL NE; SV Fort +2, Ref +10, Will +5; Str 10, Dex 16, Con 10, Int 14, Wis 10, Cha 16.

Skills and Feats: Bluff +8, Climb +7, Disable Device +9, Forgery +9, Gather Information +10, Hide +10, Knowledge Arcana +8, Knowledge Planes +6, Listen +12, Move Silently +12, Open Lock +10, Pick Pocket +11, Spellcraft +8, Spot +11, Use Rope +9; Dodge, Improved Initiative, Alertness, Lightning Reflexes.

Spells Known (6/7/4; Base DC = 13 + spell level): 0—daze, ghost sound, light, mage hand, detect magic, read magic; 1st—change self, comprehend languages, identify; 2nd—darkness.

APL 10

Telfus: Male Human Rog5/Sor5; CR 10; Medium-size humanoid (human); HD 5d6+5d4; hp 37; Init +6;

Spd 30 ft; AC 13 (touch 13, flat-footed 13); Atk +5 melee (1d6/19-20, rapier); SA Spells, sneak attack +3d6; SQ Evasion, uncanny dodge, cat familiar; AL NE; SV Fort +2, Ref +10, Will +5; Str 10, Dex 16, Con 10, Int 14, Wis 10, Cha 16.

Skills and Feats: Bluff +9, Climb +8, Disable Device +10, Forgery +10, Gather Information +11, Hide +11, Knowledge Arcana +9, Knowledge Planes +7, Listen +13, Move Silently +13, Open Lock +11, Pick Pocket +12, Spellcraft +10, Spot +12, Use Rope +9; Dodge, Improved Initiative, Alertness, Lightning Reflexes, Shadow.

Spells Known (6/7/5; Base DC = 13 + spell level): 0—daze, ghost sound, light, mage hand, detect magic, read magic; 1st—change self, comprehend languages, identify, magic missile; 2nd—darkness, invisibility.

APPENDIX II: THE DRUID

Shikshuk, Male Kobold Druid 11

3'5", 45 lbs, 14 years old

Str	8	-1	
Dex	14	+2	HP: 70
Con	13	+1	Deity: Obad-Hai
Int	13	+1	AC: 12 (+2 Dex)
Wis	16	+3	Alignment: N
Cha	12	+1	Initiative: +2 (+2 Dex)

Fort: 8 Reflex: 5 Will: 10
 Base Attack: 8/3 Melee: 7/2 Ranged: 10/5

Languages spoken: Druidic, Gnomish, Kobold.

Feats: Create Infusion, Extend Spell, Persistent Spell.

Special Abilities: Can identify plants and animals with perfect accuracy. May move through natural brambles, etc. at full speed for no damage. Leaves no trail in natural surroundings and may not be tracked. +4 bonus vs. spell-like abilities of the Fey. Immunity to all non-organic poisons.

Wild Shape 4 times/day into the following forms: Black Bear, Eagle, Large Shark, Polar Bear, Rat, Wolverine. (Shikshuk has already used one instance of *Wild Shape* at the time of the encounter. Changing back into a kobold will not constitute another use, though changing into a different animal form would.)

<u>Skills</u>	<u>Rank</u>		<u>Att</u>		<u>Misc</u>	<u>Total</u>
Animal Empathy 14		1			15	
Concentration	7		1			8
Craft (Traps)	0		1	2		3
Intuit Direction	7		3			10
Knowledge: Nature	14		1			15
Profession (Miner)	0		3	2		5
Search	0		1	2		3
Spellcraft	14		1			15
Wilderness Lore 14		3			17	

Spells: (DC 13) Flare x2, Mending, Purify Food and Drink, Scarecrow x2; (DC 14) Cure Light Wounds, Endure Elements, Entangle, Obscuring Mist, Sandblast, Summon Nature's Ally I; (DC 15) Barkskin, Briar Web, Chill Metal, Creeping Cold, Warp Wood; (DC 16) Cure Moderate Wounds, False Bravado, Greater Magic Fang, Poison, Summon Nature's Ally III; (DC 17) Miasma, Reincarnate, Sleet Storm; (DC 18) ~~Persistent Regenerate Light Wounds~~, Wall of Thorns; (DC 19) ~~Persistent Speak with Animals~~

APPENDIX III: THE TIMELINE

MIDNIGHT TELFUS AND THE IMPS ABDUCT RALLEDA AND MENARD AND USE MENARD TO STEAL THE CRATE. RALLEDA WILL BE A SACRIFICE TO SEAL THE BARGAIN WITH THE OSYLUTH.

2:00 THE CROCODILE ATTACKS GENARD, WAKING THE PARTY MEMBERS.

4:00 UNLESS THEY FAIL THE FIRST TRACKING ROLL, ENCOUNTER 3 TAKES PLACE.

5:30 SHIKSHUK OBSERVES TELFUS SLAYING MENARD, THEN CALLS HIS FRIENDS OVER FOR BREAKFAST.

6:00 SUNRISE. TRACK CHECKS DROP TO DC 15.

12:30 TELFUS LEAVES WITH THE AMULET TO RETURN TO THE BANDIT KINGDOMS. IF THE PCS ARRIVE AFTER THIS POINT, PROCEED TO ENCOUNTER 9B.

REMEMBER, EVERY FAILED TRACKING CHECK COSTS THE PCS ONE EXTRA HOUR. THERE ARE SEVEN CHECKS, ONE AT THE BEGINNING OF EACH OF ENCOUNTERS 2-8. (ENCOUNTER 9 HAS NO CHECK AND TAKES PLACE IMMEDIATELY AFTER ENCOUNTER 8. IF THEY MAKE EVERY CHECK, IT STILL TAKES AN HOUR TO MOVE FROM EACH ENCOUNTER TO THE NEXT, SO THEY'LL ARRIVE AT THE PORTAL SHORTLY AFTER 9. IF THEY FAIL MORE THAN THREE, THEY'RE TOO LATE.

Վերջածոն

Վերջին օրը սպանե ժճհանեմ օրըն արեապոս քառս
աւս սչհոսոյ պղտեապղտեմ աւս՝ ճապոս քառս աւս
աճեմեպ սպանե աւսո ճճադոյեմո՝ եպեմեմ ցոս քոս
ճչպճճեմս դապ եպոպեմեմո՝ սե եպոպեպ օրը
եպքեպեմեմ ցեմ եճոճպեմո՝ սե աճեպոպ ցոս
դոեպեպեմաւ աչեմ ճճ աճեպեմս դպ ցա սպոս՝ ճ
ոճա ապոս ճե դո աոպոյ ճս ճոոճո

Եպեպեմոյ՝ դաւ:ճեմ ճճ ցպեմ

PLAYER HANDOUT #2

Egrigor,

After you have completed your bargain with the human, safeguard the portal until the forces have been mobilized. Destroy any who discover its existence. The elixirs you requested are enclosed. The glorious and inexorable time of torment is at hand. Do not fail me in this, my minion.

Niexireix, High-Fiend of Baator

ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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