

The Slaughtered Unicorn

A One-Round Dungeons & Dragons® Living
Greyhawk™

Regional Adventure set in Ratik

Version 0.9

By Mark “Micky” Spillane

Circle Reviewer: Colleen Simpson

Reviewers: James Dempsey

Playtesters: Mark Spillane [GM], Aaron Jackson, Ben Wright, Cameron Richens, Cathy Farrar, Henk Bomhof, Sam Lynch, Seeprai Spillane, Wayne Farrar, James Dempsey [GM], Bruce Legge, Chris Weekes, Jeff Richardson, Katrin Hingee, and Adrian Gillmore.

On a visit to Harrins Glen, renowned for producing some of the best ale, whisky and wine for the area, you find a most unusual site. What is it and can you solve the problem for the people of Harrins Glen? A one-round Regional adventure set near Loegrimm of Ratik, for characters level 1-11 (APLs 2-8).

Resources for this adventure [and the authors of those works] include *Arms and Equipment Guide* [Eric Cagle, Jesse Decker, Jeff Quick, James Wyatt], *Complete Arcane* [Richard Baker], *Dungeon Master's Guide II* [Jesse Decker, David Noonan, Chris Thomasson, James Jacobs, Robin D. Laws], and *Miniatures Handbook* [Michael Donais, Skaff Elias, Rob Heinsoo, Jonathan Tweet].

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. This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit www.wizards.com/d20

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, LIVING GREYHAWK, D&D REWARDS, RPGA, PLAYER'S HANDBOOK, DUNGEON MASTER'S GUIDE, AND MONSTER MANUAL ARE TRADEMARKS OF WIZARDS OF THE COAST, INC, IN THE US AND OTHER COUNTRIES. THIS MATERIAL IS PROTECTED UNDER THE COPYRIGHT LAWS OF THE UNITED STATES OF AMERICA. ANY REPRODUCTION OR UNAUTHORIZED USE OF THE MATERIAL OR ARTWORK CONTAINED HEREIN IS PROHIBITED WITHOUT THE EXPRESS WRITTEN PERMISSION OF WIZARDS OF THE COAST, INC. THIS PRODUCT IS A WORK OF FICTION. ANY SIMILARITY TO ACTUAL PEOPLE, ORGANIZATIONS, PLACES, OR EVENTS IS PURELY COINCIDENTAL. © 2005 WIZARDS OF THE COAST, INC.

Visit the LIVING GREYHAWK website at www.rpga.com.

RPGA® SANCTIONED PLAY

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

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

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

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

Players Read No Farther

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

Preparing for Play

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix is split by APL.

Along with this adventure you'll find a RPGA Session Tracking sheet. If you're playing this adventure

as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

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

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

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

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

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Ratik. Characters from Ratik pay one (1) Time Unit per round, while all other characters pay two (2) Time Units per round.

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

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

An annis hag named Calliste Darknight has moved into the area near Harrins Glen and has established a tavern for monstrous humanoids, "The Slaughtered Unicorn". She found she has an entrepreneurial flair, and established "The Slaughtered Unicorn" to capitalise in on the need for monsters to have a drink.

She has chosen her site near Harrins Glen, as this place is renowned for making the best ale, whiskey and wine for the area. She has been in business for the last six

months. She travels to Harrins Glen, polymorphed into human form with a non-detection spell, to buy her alcohol. This usually takes place once every three weeks or so, thus the need for some hired help to look after her tavern whilst she's away.

Her tavern is covered by an elaborate illusion, making it appear to be a ruined building on a forgotten trail. The reason for this is to lure unsuspecting adventurers in, thus supplementing the dietary needs of her clientele. As stated by one of her clients, Grug Sharptooth;

"She 'as the sweet'st elf 'n' the sofest dwarf meat 'round for miles and the grog ain't arf bad".

Calliste can move her tavern around, with a specialised teleport spell. This is for when things go sour, and she has to move out of town.

ADVENTURE SUMMARY

Introduction

The PCs arrive in the village called Harrins Glen and find three humans turned to stone in the village square.

Encounter 1: What's going on?

The PCs meet the cleric from the church of Wenta, Ezra Floogelson. He is also the head man of the village. The PCs are told that a medusa attacked the villagers, and then just wandered off. The villagers seeing three of their friends turned to stone all hid in the temple. Ezra asks the PCs to deal with the medusa first, before helping the stricken villagers.

Encounter 2: You shouldn't drink too much

Searching the village, the PCs find the medusa trashing the blacksmith's workshop. The medusa is drunk and is having trouble focusing on what she's doing, which is looking for more to drink. Once the PCs defeat the medusa they find a key and map, player handouts 1 and 2.

Also, if a PC is turned to stone, then they also find enough stone salves to turn them back, unless there is a PC in the party who can turn them back.

Encounter 3: The plea for help

Ezra now asks the PCs to find out where she came from, as this has not been the first attack the village has suffered. The PCs are asked to stop any more creatures from coming to the village. And to find a way to turn the villagers back to flesh. If the PCs decide not to help, then end the module here and go to conclusion C.

Encounter 4: The ambush???

The PCs find the remains of a fight. There are several monstrous humanoids lying on the ground, dead. It appears they attempted to set an ambush, but got surprised themselves. All PCs searching the area find

tracks of the dead monsters' assailant, an elf. Again the PCs find a key on each of the hobgoblin. The bugbears' key is missing and there are no further maps.

Encounter 5a: What's a run down tavern doing out here?

Following the map, the PCs find an old and forgotten trail that has seen some recent usage. Following the trail the PCs find the tavern, "The Slaughtered Unicorn". There are several possible outcomes from this encounter. The PCs will activate an *alarm* spell, which alert the tavern and starts a combat.

2 rounds later the patrons move out of the tavern. Now the PCs may spot this happening. The PCs now have a choice to finish the creatures they are fighting first, and then go after the patrons (encounter 5b). Or also fight the patrons (encounter 5b). This could also bring in the owner/assistant (encounter 6).

If they fail their spots checks, then the module continues.

Encounter 5b: What's a run down tavern doing out here?

The patrons have prepared as the PCs fight the creatures that came up through the ground. The patrons have left the tavern, watch the PCs fight. When the PCs have finished the patrons applaud the entertainment. Then owner/assistant gives the patrons a reason to fight the PCs and the next fight is on.

If the PCs spotted the patrons leaving the tavern, then the combat could have been started during encounter 5a.

Encounter 6: Let's make a deal

Now the owner, an annis hag named Calliste Darknight or her assistant, a harpy named Fallon Smudgewing (for APL 2) will only get involved in the combat in encounter 5a or 5b, if the PCs attack them during encounters 5a or 5b.

If the PCs haven't attacked, then the owner/assistant will start to negotiate with the PCs. She is a merchant after all. If the PCs fail to negotiate or just start a fight, then the harpy will fight to the death, but the annis hag will flee if reduced to a quarter of her hit points.

Encounter 7: The Slaughtered Unicorn

The PCs can now go into the Slaughtered Unicorn and search for more treasure. Go to conclusion A if the owner/assistant fled or is dead. Go to conclusion B if the PCs negotiated during encounter 6.

Conclusion A

The PCs have defeated all the monsters from encounters 5 & 6, and got the treasure from encounter 7 now they have a way to reverse the problem in the village. They must decide whether to help the village or not.

Conclusion B

The PCs have defeated the monsters from encounter 5, negotiated encounter 6 and found the treasure in encounter 7, now have a way to reverse the problem in the village. They must decide whether to help the village or not.

Conclusion C

The PCs have refused to assist, either before or after the medusa encounter.

INTRODUCTION

The PCs are on their way to Harrins Glen, to sample some wine, ale or whisky (or all three if a dwarf or half-orc are in the party) for the week of Growfest.

It's a fine day to be travelling the roads, with thoughts of drinking to Atroa for Growfest at the apex of your mind. You see in the surrounding areas of Harrins Glen, plenty of farms and vineyards. It must be these farms that are responsible for the fine grog that comes from this region.

As you close on the village of Harrins Glen, you see several banners have already been set up and a few marquees have been erected on some fields outside the village. Things seem to be moving ahead for festival that is Growfest. Getting a place to stay and some food is first on your agenda, as it is early evening.

You note that things seem very quiet in the village for this time of day. People should be going to their homes for the evening meal. As you enter the village, and move into the square, there are three statues near the well that look lifelike.

Using DMs aid # 1 for the village set up the village square for the PCs. Here the PCs can check out the statues. The statues are three villagers that work in the warehouse. Two have mallets and the third has a pitchfork in hand. A DC15 Heal check will reveal the statues are humans turned to stone.

DC 16 Knowledge (Nature) check will let the PCs know that a medusa can turn people to stone with a look.

DC 15 Knowledge (Arcana) check will let the PCs know that a cockatrice can also turn flesh to stone.

DC 16 Knowledge (Arcana) check will let the PCs also know that a basilisk can also do the same.

🏰Harrins Glen (Village): Conventional; AL CG; 200 gp limit; Population 420 – Human 87% (Os), Dwarf 5%, Halfling 3%, Gnome 2%, Elf 1%, Other 2%)
Governance: Mayor.

ENCOUNTER 1: WHAT'S GOING ON?

Have the PCs perform a DC 17 Spot check to notice the temple doors are open a crack and a set of eyes are peering out. Ask the PCs what they are doing? If no one succeeds, still ask them what they are doing? Either way, Ezra Floogelson will carefully leave the temple and approach the PCs.

If the PCs spot Ezra leaving the temple, read the following.

A middle aged man, of Oeridian ancestry, with brown hair and blue eyes, wearing clerical robes is cautiously approaching you from the temple. He is furtively looking around but is also trying to shield his face at the same time.

Ezra will get close enough to the PCs for them to hear him, but he will stay far enough away, in case their intentions are not nice. Go to the next read aloud text to continue.

If the PCs did fail to spot Ezra leaving the temple he'll approach them as quietly as possible. When he is close enough to speak, read the following.

"Greetings, I am Ezra Floogelson, head man of this village. What business do you have in Harrins Glen?"

Allow the PCs time to respond. After the PCs have spoken, read the following.

A slight look of relief washes over the man's face and he says "Please can you help my village as we have been attacked? A medusa came rampaging into our village, and as you can see". He points to the statues. "It has turned three of my flock into stone. The creature is still at large and we have no means to combat such a monster." He has a very worried look on his face.

Ezra is a human of Oeridian ancestry, with brown hair, blue eyes, a medium build and wearing clerical robes. Have the PCs roll a DC 10 Sense Motive to observe he is quite nervous and is looking around furtively, but at the same time trying to cover his face. He is also displaying the holy symbol of Wenta. A DC 10 Knowledge Religion check will alert the PCs to this. Ask the PCs what they are doing.

- If asked why he is nervous, Ezra will tell the PCs that the medusa is still around and he doesn't want to end up stoned. He is needed to keep the rest of his flock calm in the temple.

- If the PCs failed or did not have Knowledge (Nature) checks from the introduction, Ezra will describe a medusa for the PCs, if they ask.
- If asked when the attack occurred, he tells the PCs "at noon and we have been trapped in the temple since then. If it wasn't for Jonah, Samuel and Mareth, more of the villagers may have been turned to stone. They raised the alarm".
- If Ezra is asked which direction the medusa went, tell the PCs she wandered off to the east.
- If the PCs agree to help, Ezra will tell them that the medusa is still at large in the village somewhere and they should deal with it first before we talk some more. He'll let the PCs know she also appears to be drunk. And when they are done, they can find him in the temple. At APL 2 and 4, Ezra will tell the PCs that the three villagers did injure the medusa, before she turned them to stone.
- If the PCs don't agree to help, Ezra will plead with them to at least deal with the medusa as she appears to be drunk, and strong adventurers as you should be able to deal with the creature easily.

Creatures: Ezra Floogelson has been in Harrins Glen for several years and was made the head man of the village at last years Growfest. The old head man had retired to a life of fishing. His main concern is for the villagers and their safety.

♣ **Ezra Floogelson:** male human cleric 3; hp 21; appendix 2.

Development: Proceed to encounter 2 if the PCs agree to take care of the medusa. If the PCs refuse, proceed to conclusion C and give them the AR with role playing experience for this encounter and zero gold.

ENCOUNTER 2: YOU SHOULDN'T DRINK TOO MUCH

Give the PCs player handout 1 as they now need to search the village. The blacksmiths' workshop is where the PCs will find the medusa. All other buildings are either locked or have nothing of value.

1. The Temple of Wenta

This building is 25 foot long by 15 foot deep. It is typical of a temple dedicated to Wenta. Frescos of frothing tankards decorate the walls. The rest of the village is in here, hiding from the medusa.

2. The Saddle Sore Inn

This 2 storey inn is 20 foot by 20 foot. There is a stable beside the inn. The doors to the inn are locked, but the stable is open. There are several horses and a wagon in the stable.

3. The Amber Gold Tavern

This is the same as the Saddle Sore Inn.

4. The Warehouse

This is the second largest building in Harrins Glen. It is typical for a warehouse. The storage area is 80 foot long by 25 foot wide and there are lots of full barrels of grog. The main double doors at the front are open. Exploring the warehouse reveals a couple of rooms, but the doors to these are locked.

5. Madeleine's General Purpose Goods.

This building has a well tended garden in front and a path leading up to the door. A sign above the entrance shows this to be a general purpose goods store. The door is locked.

6. The Blacksmiths' Workshop

This building is 45 foot long by 35 foot wide. The double doors at the front are open. The front section of the building is the workshop area. There is a furnace, a work bench, a crate, several shields, pieces of armour and weapons in this area. Some of the weapons are on the ground and the tools appeared to have been shoved off the work bench.

You hear a crashing noise coming from the back room.

This is where the PCs find the medusa. Proceed to the combat section.

7. Morio's Nick Knacks

This building is 30 foot long by 15 foot wide. The door is locked.

8, 9, & 10. The Brewery, Distillery and Winery

These 3 buildings are where Harrins Glens' primary export, GROG is made. The main doors to all the buildings are open. Inside each building is the equipment to brew, distil or ferment some of the finest drink in the region. There are lots of full and empty barrels.

Nothing here appears to have been disturbed.

11. The village square

This is where you found the stricken villagers and the well.

12. The village common

This is just a typical common for people to relax and enjoy nature.

Allow the PCs to explore Harrins Glen, but when they reach the blacksmiths' workshop, proceed to the combat.

The PCs will also try to search for tracks and if they have the Track feat, follow them. You can have some fun here and have the PCs find some tracks to follow. The tracks they find could be one of the villagers that leads to one of the other buildings or leads them on a merry chase through the village. Let them find some odd bits of evidence that the medusa has been through there. A stoned dog or cat. Some stoned flowers, or what ever you think is appropriate. Just have a bit of fun and try to make it fun for the PCs.

The PCs may want to go back to the temple to ask more questions. Ezra will ask, first, "if they have finished" when they get to the temple doors. Otherwise he'll try and answer any questions. Just adlib the responses to any of the questions or refer back to encounter 1.

Combat: The PCs encounter a drunken medusa that is injured and less effective at low APLs. The medusa is in the back area of the blacksmiths' workshop, looking for some more grog which she has found. You can play the medusa as a tragic drunk just looking for mister right through beer goggles. You could have her try and crack onto the least charismatic PC. Or you could play her as sleepy drunk, saying things about wanting to go to bed.

Creatures: The medusa has stolen Calliste's map to get to Harrins Glen. She has done this because she has spent all her coin at the Slaughtered Unicorn and still wants a drink. So she has decided to go the source and bypass the Slaughtered Unicorn.

APL 2 (EL 3)

☛ **Medusa (1):** hp 18; Appendix 1.

APL 4 (EL 4)

☛ **Medusa (1):** hp 24; Appendix 1.

APL 6 (EL 5)

☛ **Medusa (1):** hp 42; Appendix 1.

APL 8 (EL 7)

☛ **Medusa (1):** hp 53; Appendix 1.

Tactics: The medusa is drunk, so you need to consult the following tables to determine what the medusa is doing each combat round. Remember, this is just part of the plot hook and should not be used to wipe out the whole party, especially at low APLs.

Also, the PCs need to tell you if they are looking directly at the medusa or not. If they are, and they are in the range of the gaze, then they are subject to the Medusa's passive gaze attack. There are plenty of shiny shields and pieces of metal they can use in the workshop as mirrors. If the PCs use a mirror or shield, they are counted as averting their eyes (see Gaze MM p309). Also see the note on the APL 2 and 4 tables below regarding when the passive gaze is deactivated.

APL 2

- 1 – 5 Stares at hands*
- 6 – 10 Stares at her reflection in a shiny shield*
- 11 – 14 Bash a workbench
- 15 – 16 Swear at the PCs in common
- 17 – 18 Attack PCs with dagger
- 19 Attack PCs with snakes
- 20 Use gaze attack at PCs.

* At APLs 2 and 4 when staring at things, the medusa's passive gaze will be inactive as if veiled.

APL 4

- 1 – 3 Stares at hands*
- 4 – 8 Stares at her reflection in a shiny shield*
- 9 – 12 Bash a workbench
- 13 – 14 Swear at the PCs in common
- 15 – 16 Attack PCs with dagger
- 17 – 18 Attack PCs with snakes
- 19 – 20 Use gaze attack at PCs.

* At APLs 2 and 4 when staring at things, the medusa's passive gaze will be inactive as if veiled.

APL 6

- 1 – 2 Stares at hands
- 3 – 4 Stares at her reflection in a shiny shield
- 5 – 7 Bash a workbench
- 8 – 10 Swear at the PCs in common
- 11 – 13 Attack PCs with dagger
- 14 – 16 Attack PCs with snakes
- 17 – 20 Use gaze attack at PCs.

APL 8

- 1 Stares at hands
- 2 – 3 Stares at her reflection in a shiny shield
- 4 – 5 Bash a workbench
- 6 – 7 Swear at the PCs in common
- 8 – 10 Attack PCs with dagger
- 11 – 15 Attack PCs with snakes
- 16 – 20 Use gaze attack at PCs.

Treasure: The PCs will find a strange looking key and a map on the medusa. Give the PCs player handouts 2 and 3.

If the PCs search the blacksmiths' workshop, they find two empty Rum bottles in the back area of the workshop.

If any of the party were turned to stone and party does not have the ability to cast a stone to flesh spell, *stone salves* will also be found on the medusa. They will find the same number of *stone salves* as people who were turned to stone.

The PCs can also gain the following treasure here:

All APLs: Loot 3 gp; Total 3 gp.

Development: Once the PCs have dealt with the medusa, proceed to encounter 3. If a PC has been stoned and the party wishes to use the found salve/s to revive a

villager/s, proceed to encounter 3, but use the PC is stoned section.

If a PC should die, then Ezra will use his influence with the Temple of Wenta in Loegrimm City. He'll arrange for the PC to be raised at ogp for the cost for the spellcaster, but the PC is responsible for the cost of the material component.

It is possible that the PCs may capture the medusa. If her face is covered by a veil or anything more opaque her gaze will be deactivated. If captured she will mutter something like "Damn Calliste...." and quickly fall into a drunken stupor – she has just consumed a couple of bottles of rum she found in the blacksmiths back room.

ENCOUNTER 3: THE PLEA FOR HELP

As you return to the square, and head towards the temple you notice the doors are ajar. Ezra opens the door and asks if you have defeated the medusa.

Allow the PCs to respond.

He appears pleased and has a smile on his face. "Thank you for dealing with that creature; we've been attacked quite a bit over the last six months".

"There have been several hobgoblin raids, a couple of bugbear raids, and even an ogre has attacked. This has prompted me to contact my church and request some fighting support".

"But I'm not expecting the drunken masters to arrive until Growfest next week, and there could be more attacks before then".

Ezra suddenly seems worried again. "Perhaps you could look into our problem and resolve this for my village?"

PC STONED

As you return to the square, and head towards the temple you notice the doors are ajar. Ezra opens the door and asks if you have defeated the medusa.

Allow the PCs to respond.

He appears pleased and has a smile on his face. "Thank you for dealing with that creature; we've been attacked quite a bit over the last six months".

If the PCs move to apply the salve/s to the villagers, have Ezra intervene.

"Thank you for your kindness, but you should look to helping your companions first. Wenta will provide me with guidance to help my stricken flock. Besides, I have proposal for you and it would take all of you to complete".

"As I stated earlier, there has been a several attacks on the village. There have been hobgoblin raids, bugbear raids, and even an ogre attacked. This has prompted me to contact my church and request some fighting support".

“But I’m not expecting the drunken masters to arrive until Growfest next week, and there could be more attacks before then”.

Ezra suddenly seems worried again. “Perhaps you could look into our problem and resolve this for my village?”

Note: If there is a stoned PC, and the party still insist on helping the stricken villager/s, Ezra will again insist that it should be used on their companion/s. He really wants the PCs to solve the problem of Harrins Glen. Especially as Growfest is only a couple of days away and it is a busy time for the village.

DISCUSSION

Allow the PCs a moment to decide what they are doing.

- If the PCs are capable of casting a stone to flesh spell and wish to, have Ezra pleads with them to resolve the attacks on the village first. Then he is more than happy to have the PCs return and help his flock.
- If Ezra is asked what do we get? Have him offer (20gp X APL) per PC and free standard upkeep for those that stay for Growfest.
- If Ezra is asked, has any thing unusual has occurred in the last six months? Read the following:

“Nothing unusual has occurred. We’ve got a number of new merchants on our books and demand is growing, but nothing strange”. Ezra furrows his brow, “Well....There is one new merchant who seems a little odd. She is a good customer, don’t get me wrong. She always pays in gold, doesn’t ask for credit, but she gives me the willies. I get chills down my spine, whenever I’m near her. Might be something, might be nothing”.

- If Ezra is asked if the PCs can get anything, here in Harrins Glen, he will tell the PCs that regular equipment is available. The PCs may purchase any standard equipment from the PHB and only divine potions of up to second level spells.
- If the PCs want to spend the night, and travel first thing in the morning, Ezra will arrange for them to stay at one of the inns for free.
- Adlib any further questions the PCs may have regarding any other developments.

Development: If the PCs agree to help, move to encounter 4. If they won’t help the village, then go to conclusions C.

ENCOUNTER 4: THE AMBUSH???

After following the medusa’s map for a couple of hours, you come across the remnants of a battle. The

remains of 2 hobgoblins and a bugbear litter the forest floor, near a bend in the trail.

The dead creatures don’t appear to have been disturbed and have their equipment with them.

The PCs have stumbled across an ambush gone wrong. It looks like the hobgoblins and bugbear had set up an ambush to waylay travellers, but got ambushed themselves.

If the PCs examine the remains, all the creatures have been killed by 2 arrows to the neck; a DC 5 Heal check will reveal this. A DC 10 Heal check will reveal the creatures have been dead for two days.

A DC 20 Craft Fletcher check will reveal the arrows are elven in origin.

Searching the bodies, the PCs will find that the hobgoblins have the same key as the one they found on the medusa, but the bugbear has no key. Also, the creatures still have their equipment.

If the PCs perform a search for tracks they find the bugbears’ and hobgoblin tracks easily, no skill check needed, but allow the PCs to roll anyway.

A further DC 20 Search check will allow the PCs find one other set of tracks. A single track leading in the same direction the PCs are heading. If the PCs want to take 20, that’s fine, tell them they find the tracks. This will help with an encounter 5a later on, if they find these tracks.

A DC 25 Survival check, for those PCs with the track feat, who want to follow the tracks. They can follow them for about 100 feet, and then the tracks disappear without trace. The assailant has fled to the trees.

A DC 28 Search check will allow the PCs to find a mark on a tree, near where the tracks on the ground disappeared. This should be enough for the PCs to guess that the assailant took to the trees. The reason for the high DC check is the assailant is an 8th level elven ranger, who has focused on non-detection skills so as to snipe his prey. Unfortunately, he met his doom at the Slaughtered Unicorn two nights ago, so the PCs will not have the chance to meet him.

Treasure: The PCs can gain the following treasure here:

All APLs: Loot 19 gp; Coin 3 gp; Total 22 gp.

Development: Proceed to encounter 5a.

ENCOUNTER 5A: WHAT’S A TAVERN DOING OUT HERE?

Give the PCs Player Handout 4, and read, or paraphrase, the following. Try and give this a spooky feel, just to set the PCs on high alert.

After nearly a full day of travel, you find a well worn and used trail. This trail heads in the direction you are heading and you notice similar tracks to the odd ones found at the ambush site.

As the sun begins to set behind the mountains, you see the silhouette of a large ruined building. As you approach the ruin; on one side of trail is a gravesite, overgrown and run down. The other side has a broken hitching rail and a gnarled tree with a lone owl sitting on one of the branches. It lets out a low and eerie hoot.

The walls of the ruin are overgrown with ivy, the windows are covered in muck and there are some dark stains on the walls that might have been caused by fire.

There is a moat around the ruin, with water so black your eyes cannot penetrate its depths. You notice a ripple on the surface of the water, could something actually live in such filth?

There is a bridge of sorts, which spans the moat. Looking rotted, broken, and is difficult to determine if it's safe. Crossing this bridge, with what's in the water is going to be very interesting.

*Hanging loosely above the doorway is a sign that shows a unicorn with its throat slashed. Checking the map, this appears to be your destination, **THE SLAUGHTERED UNICORN.***

The PCs may want to ask some questions now. Adlib the situation, but try to give them a sense of dread, doom and gloom. The whole thing is an elaborate illusion, designed to scare people away. Those who still want to look inside usually find a number of monsters drinking in the tavern and they end up on the menu.

If the PCs just want to observe the ruin for some time, let them. There is no activity, as all the patrons who are drinking tonight have already arrived.

When they ask if anything is happening, or they want to go to the door of the tavern, have the PCs roll Spot checks. Tell the one/s with the highest roll/s, they notice something unusual on one the headstones in the graveyard and the same tracks they found at the ambush site next to the headstone. When the PCs either step in the graveyard or investigate the headstone, read the following.

This headstone has an unusual epitaph. "Here lies Fangi who died of a broken heart. Had he not cheated on his wife, she would not have stabbed him there"

As you read the headstone, you notice the ground begin to move and bursting forth are 2 creatures. It appears this was a ruse to lure you to your grave.

Trap: There is a magical alarm set in the graveyard, which alerts the owner/assistant there are intruders outside. The owner/assistant will alert the patrons and tell them to get ready for a fight.

☞ **Alarm Trap:** CR (as per creature alerted); Magical (permanent); 40 foot area; automatic reset; this spell has

the Widen Spell metamagic feat applied. Search DC 29; Disable Device DC 29

Creatures: The PCs will fight 2 creatures from the monster manual. Depending on the APL, just use the description from the MM.

APL 2 (EL 2)

☛ **Giant Ant, Worker (2):** hp 12, 12; *Monster Manual* 284.

APL 4 (EL 4)

☛ **Giant Ant, Worker (1):** hp 12; *Monster Manual* 284.

☛ **Ankheg (1):** hp 34; *Monster Manual* 14.

APL 6 (EL 6)

☛ **Carrion Crawler (2):** hp 24, 24; *Monster Manual* 30.

APL 8 (EL 8)

☛ **Xorn, Average (2):** hp 59, 59; *Monster Manual* 260.

Tactics: There are no tactics to these creatures, they just attack. Their only purpose is to distract the PCs long enough for the patrons and owner/assistant to buff up and get outside.

During the combat the patrons will move out of the tavern and onto the PCs side of the moat. The owner/assistant stays in the doorway to the tavern. The patrons and owner/assistant will appear in round 2 of the current combat. A DC 20 Spot check will let the PCs know there are more monsters lining up. If they pass, allow the PCs to make the following Knowledge checks to determine what creatures they are;

All APLs: DC 11 Knowledge (Nature) – for the 3 hobgoblins, DC 13 Knowledge (Nature) – for the bugbear and DC 17 Knowledge (Nature) – for the harpy or annis hag.

Development: The PCs have 2 choices if they spot the patrons coming out of the tavern or just proceed to encounter 5b, if they fail after the current combat.

- Choice 1 – Finish the current combat. If this happens then proceed to encounter 5b, or
- Choice 2 – Also engage the patrons. If this occurs just proceed directly to the tactics for encounter 5b and by adjust the read aloud text as appropriate.

ENCOUNTER 5B: WHAT'S A TAVERN DOING OUT HERE?

As the last creature falls, and the noise of battle subsides, you hear whistles, cheers and hoots from behind you. You turn around and it seems the ruin was not what it appeared to be! Standing on your side of the moat is a number of humanoid creatures cheering and whistling. All with evil grins, tankards in one hand and weapons in the other.

APL 2

The ruin has vanished to reveal a poorly lit tavern. Standing in the doorway is a female looking creature, with reptilian wings and an ugly face. She shrieks in Common "There's more fresh meat for the pot boys. I'll throw in two free jugs of ale as well, for each dead one". She then turns and re-enters the tavern.

It seems your fighting is not over.

APL 4 AND ABOVE

The ruin has vanished to reveal a poorly lit tavern. Standing in the doorway is a very tall female, with bluish skin and filthy black hair. She shrieks in Common "There's more fresh meat for the pot boys. I'll throw in two free jugs of ale as well, for each dead one". She then turns and re-enters the tavern.

It seems your fighting is not over.

The PCs have to fight the patrons of the Slaughtered Unicorn. If the PCs came straight here and bypassed the Read Aloud text, then tell the PCs they see the creature in the door way go back into the tavern. The PCs will have their chance with the owner/assistant in encounter 6.

APL 2 (EL 3)

☛Hobgoblin (3): hp 6, 6, 6; Monster Manual 153.

☛Bugbear (1): hp 16; Monster Manual 29.

APL 4 (EL 4)

☛Hobgoblin (4): hp 6, 6, 6, 6; Monster Manual 153.

☛Bugbear (1): hp 16; Monster Manual 29.

APL 6 (EL 6)

☛Advanced Hobgoblin Warrior 3 (4): hp 22, 22, 22, 22; Appendix 1.

☛Advanced Bugbear Warrior 2 (1): hp 40; Appendix 1.

APL 8 (EL 6)

☛Advanced Hobgoblin Warrior 3 (4): hp 22, 22, 22, 22; Appendix 1.

☛Advanced Bugbear Warrior 2 (1): hp 40; Appendix 1.

Tactics: These creatures are upset at being disturbed from their drinking yet again. Before they engage in melee combat, all of them will throw their javelins, provided they are not already in melee combat. Working as a team, they target the biggest fighters first, and then move to rogues, trying to get flanking as is possible. Once a PC is downed, they'll move to the next PC, concentrating their attacks on one PC at a time, as is possible.

APL 2: Hobgoblins 1 and 2 are using greataxes (1d12 + 4/X3) and hobgoblin 3 is using a greatsword (1d10 + 4/19-20).

APL 4: Hobgoblins 1 and 2 are using greataxes (1d12 + 4/X3), hobgoblin 3 is using a greatsword (1d10 + 4/19-20) and hobgoblin 4 is using the longsword (refer the MM 153).

Treasure: The PCs can gain the following treasure here:

APL 2 and 4: Loot 24 gp; Coin 8 gp; Total 32 gp.

APL 6 and 8: Loot 214 gp; Coin 42 gp; Magic 467 gp; +1 Chainmail (108 gp), +1 Morningstar with Brutal Surge (359 gp); Total 723 gp.

Development: Once the PCs have defeated the patrons, go to encounter 6.

ENCOUNTER 6: LET'S MAKE A DEAL

APL 2

Opening the door to the tavern you see the creature that put a price on you head standing behind the bar. She is pouring 6 large tankards of ale. Looking up from her work, she responds, "You are more powerful than I would've expected! My name is Fallon Smudgewing, and I work at this tavern for Calliste Darknight. Maybe you've heard of her?" The voice is sultry and alluring, but there is no mistaking from where it came, the harpy behind the bar. She is smiling (if that's what you call it) and has not threatened you at the moment.

"Okay, the boss has put me in charge and mention we might get a shakedown. How much is it going to cost for protection?"

This should be stated with as much sarcasm as you can muster. Fallon believes this must be part of a protection racket in the area.

APL 4 AND ABOVE

Opening the door to the tavern you see the creature that put a price on you head standing behind the bar. She is pouring 6 large tankards of ale. Looking up from her work, she responds, "You are more powerful than I would've expected! My name is Calliste Darknight, and I own this tavern." The voice is sultry and alluring, but there is no mistaking from where it came, the hag in the doorway. She is smiling (if that's what you call it) and has not threatened you at the moment.

"Okay, I understand this is a shakedown, how much is my protection going to cost?"

This should be stated with as much sarcasm as you can muster. Calliste believes this must be part of a protection racket in the area.

ALL APLS

The tavern is quite large, but for some of the possible clients, this makes sense. It is dimly lit, and there are dried blood stains all over the floor. The bar is opposite the entrance and a door to the right must lead to the kitchen.

Give the PCs a very brief moment to respond, and then read aloud the next part.

“Look, you’ve ruined the business for tonight, but you were entertaining. I’m a merchant and I’m willing to make my protection payment. Tell me how much and how regular they are going to be? Just don’t destroy my tavern.”

The PCs are probably going to be a bit confused, but keep going along with the diplomacy. If the PCs want to roll Sense Motive checks, allow them. Calliste or Fallon are genuine in keeping the business and paying the PCs.

For Diplomacy checks the NPCs are Indifferent at the moment. Change her mood appropriately, as the role play moves along. If the PCs become threatening or rude, definitely change to Unfriendly or even Hostile.

- If the PCs state they are not here because of a protection racket, Calliste or Fallon will also be surprised. She’ll ask what they are here for then.
- If the PCs then tell her that they are investigating a medusa (and/or the other monsters) that attacked Harrins Glen, she’ll curse and swear, state that this has probably ruined her business in this area. She says something like this aloud, but to no one in particular, like she is talking to herself. Then she’ll ask the PCs what they want.
- If the PCs pretend they’re there for the protection money, play along. The PCs are there to get rid of the monsters attacking Harrins Glen, so completing the story objective is to get the tavern moved. This won’t happen as Calliste or Fallon will pay the protection money, but not move the tavern. The PCs get the treasure in encounter 7 as the protection money but no payment from Ezra.
- If the PCs also state she has to move, she’ll agree. She has invested quite a bit of gold into to her tavern and doesn’t want to start all over again. And it’s not the first time this has happened.
- If the PCs make any reasonable demands, she’ll agree them, so long as it doesn’t involve her death, complete loss of treasure or the destruction of the tavern.
- If the PCs start demanding too much, she’ll balk and change her attitude towards unfriendly or hostile.
- If she is asked what is in it for the PCs, proceed to the treasure section (of encounter 7) for the APL and read it out. If the PCs don’t believe her she’ll say she’ll show them, if the agree to request not to destroy her or the tavern.
- If the PCs demand she be taken to justice, she’ll respond by stating she is only a merchant and hasn’t done anything wrong. Is she to be discriminated against, just because her clientele are monsters? Monsters need a place to dink as well.
- If the PCs have negotiated well enough to get the tavern moved and some treasure, proceed to encounter 7.

- If the PCs have changed her mood from indifferent to unfriendly or hostile, they must make the appropriate Diplomacy check to change her attitude back. Failure to change the attitude back will result in;
- **Unfriendly:** Calliste or Fallon will go into the kitchen and lock the door. If the doorway is blocked she’ll force her way passed the PC telling them she has nothing else to discuss with them. The PCs must now break in and this will cause a fight. Proceed to the tactics.
- **Hostile:** Calliste or Fallon will launch into an attack, proceed to the tactics.
- If the PCs still won’t have a bar of the negotiations, and start a fight, Calliste or Fallon will defend herself. Proceed to the tactics.

Creatures: Fallon Smudgewing has been hired by Calliste, to serve the tables and run the tavern, when Calliste is out getting more grog. She has instructions not to let the patrons get to rowdy and start bar fights. So she is to offer them free grog if this happens and only enough to calm them down. She is also responsible for getting the patrons to defend the tavern. She has also been told if the patrons lose, then to try and negotiate with the attackers, and to offer them the protection money, as the attack is probably a shakedown. If she fails, she had better not be around when Calliste returns.

Calliste Darknight is an annis hag that has gone into the liquor trade. She realised that it is easier, (and a little less dangerous), to sell something that is needed, instead of taking it. Usually, the taking part resulted in a lot of pain and possible death, so she established the Slaughtered Unicorn.

APL 2 (EL 4)

☛ **Fallon Smudgewing:** female Harpy; hp 42; Appendix 1.

APL 4 (EL 6)

☛ **Calliste Darknight:** female Annis Hag; hp 45; Appendix 1.

APL 6 (EL 7)

☛ **Calliste Darknight:** Advanced female Annis Hag Expert 2; hp 60; Appendix 1.

APL 8 (EL 9)

☛ **Calliste Darknight:** Advanced female Annis Hag Expert 4; hp 76; Appendix 1.

Tactics:

FALLON SMUDGEWING

Fallon will fight to the death, rather than face Calliste’s wrath. In the first round of combat she will use her Captivating Song ability, and then proceed with melee attacks, using her rapier, on those PCs not affected by the song.

During the combat, if the PCs attempt a fast diplomacy, Fallon’s attitude is hostile.

CALLISTE DARKNIGHT

Calliste will defend herself, and attempt to take down the PCs. After all, they have just been in two fights already. She'll use her melee attacks and abilities in the attack.

If she is reduced to a quarter of her hit points, she'll cast fog cloud, withdraw and flee. Or at APL 8, go gaseous (because of the Mithrilmist shirt) and flee. If this happens, the PCs will lose access to the Mithrilmist chain shirt.

If the PCs attempt a Fast Diplomacy, Calliste's attitude is hostile.

Treasure: The PCs can gain the following treasure here:

APL 2: Loot 33 gp; Coin 20 gp; Magic 92 gp; Mithril Chain Shirt (92 gp); Total 145 gp.

APL 4: Coin 20 gp; Magic 175; +1 Mithril Chain Shirt (175 gp); Total 195 gp

APL 6: Coin 20 gp; Magic 425; +2 Mithril Chain Shirt (425 gp); Total 445 gp

APL 8: Coin 20 gp; Magic 1775 gp; Mithrilmist Chain Shirt (1775 gp); Total 1795 gp.

Development: Proceed to encounter 7.

ENCOUNTER 7: THE SLAUGHTERED UNICORN

Read aloud the following; just use the appropriate box text if Calliste or Fallon is still there.

CALLISTE OR FALLON IS GONE

With the monsters dead (for APL 4 and above and the owner having fled), the tavern is up to be plundered. You also find a stone tablet, about the size of your palm, on the ground.

Give the PCs player handout 5.

CALLISTE OR FALLON IS WITH YOU

With the monsters dead, Calliste (or Fallon) reaches into her dress and pulls out a stone tablet, about the size of your palm and gives this to you. "This is the key to my treasure store".

Give the PCs player handout 5.

Use DM aid #3 for the layout of the tavern. There is nothing here of interest.

Going into the kitchen, the smell of cooked meat, wafts past your nostrils. Looking around you see, a stairwell down, several benches and a cooking fire with a spit and a huge pot. The spit has some type of creature on it, what you can't tell.

Looking into the pot, still bubbling away, you see an eyeball floating on the surface of the stew. A talon then slowly rises to the top, only to sink down again.

For those PCs who check the spit roast, they'll find a creature they can't identify, slowly cooking. This is just for atmosphere, so keep the PCs moving.

- If Calliste or Fallon is still with the PCs, she'll just say that it was the main course tonight until you interrupted the patrons.
- If the PCs want to start trouble and attack Calliste, she will flee yelling "find you own treasure".
- If the PCs want to start trouble and attack Fallon, she will fight to the death. Refer encounter 6 for stats and tactics.
- Otherwise carry on, as there is nothing of interest in the kitchen.

Going down the stairs, you find the cellar. It is full of barrels, with ale, spirits and wine.

The location marked with a one (on DM aid #3) is the secret compartment which holds the treasure horde of Calliste.

- If the PCs are alone, a DC 25 Search check, will allow them to find the secret compartment.
- If Calliste or Fallon is still with the PCs, she'll tell them where to find the secret compartment.
- The PCs must use the stone tablet to open the secret compartment. If the PCs want to try and pick the lock, this is a DC 50 check, as the lock is extremely complicated and has an Arcane Lock spell.

Treasure: The PCs can gain the following treasure here:

APL 2: Coin 50 gp; Magic 1121 gp; 3 Stone Salves (333 gp each); Bracers of Quick Strike (100 gp), Potion – Shield of faith +2 (4 gp), Oil – Magic Weapon (4 gp), Verminbane (2 gp), Ghostoil (4 gp), Candle, Restful (8 gp); Total 1171 gp.

APL 4: Coin 100 gp; Magic 1121 gp; 3 Stone Salves (333 gp each), Bracers of Quick Strike (100 gp), Potion – Shield of faith +2 (4 gp), Oil – Magic Weapon (4 gp), Verminbane (2 gp), Ghostoil (4 gp), Candle, Restful (8 gp); Total 1221 gp.

APL 6: Coin 200 gp; Magic 1121 gp; 3 Stone Salves (333 gp each); Bracers of Quick Strike (100 gp), Potion – Shield of faith +2 (4 gp), Oil – Magic Weapon (4 gp), Verminbane (2 gp), Ghostoil (4 gp), Candle, Restful (8 gp); Total 1321 gp.

APL 8: Coin 400 gp; Magic 1121 gp; 3 Stone Salves (333 gp each); Bracers of Quick Strike (100 gp), Potion – Shield of faith +2 (4 gp), Oil – Magic Weapon (4 gp), Verminbane (2 gp), Ghostoil (4 gp), Candle, Restful (8 gp); Total 1521 gp.

Development: If the PCs have defeated all the creatures, go to conclusion A. If the patrons are defeated, but the owner/assistant is alive and a negotiation has taken place, proceed to conclusion B.

CONCLUSION A

You have defeated all the creatures and plundered the tavern. All that remains is to return to the village and to get your reward. A week of free partying for Growfest seems all too good.

The PCs get their reward of 20gp X APL and free standard upkeep. Ask the PCs if they are going to turn the villagers back. If the PCs change the stoned villagers back, then they receive the “Favour of Ezra Floogelson”. The PC must choose which favour, then cross off the other. They also receive an influence point with the Church of Wenta.

The PCs receive the “Gratitude of the villagers”. Again the PC must choose which favour.

Finally the PC receives the “Ire of Calliste Darknight” only if she escapes. This happens at APL 2.

CONCLUSION B

You have defeated the patrons of the Tavern and forced Calliste to relocate “The Slaughtered Unicorn”. Now all that’s left is to enjoy Growfest and get your reward.

The PCs get their reward of 20gp X APL and free standard upkeep. Ask the PCs if they are going to turn the villagers back. If the PCs change the stoned villagers back, then they receive the “Favour of Ezra Floogelson”. The PC must choose which favour, then cross off the other.

They also receive an influence point with the Church of Wenta. The PCs receive the “Gratitude of the villagers”. Again the PC must choose which favour.

Finally, Calliste Darknight now owes you a favour for not destroying her business; the PCs get “Thanks from Calliste Darknight”.

CONCLUSION C

“Well I suspect you have your reasons not to help. May Wenta watch over you as you travel.” Ezra says this with some sorrow in his voice.

The module ends for the PCs here and they get the role play XP for encounter 1. If the PCs also completed encounter 2, then provide the XP and loot for this as well. The PCs also get “Shunned by the villagers”.

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 2

Defeat the medusa

APL 2	90 XP
APL 4	120 XP
APL 6	150 XP
APL 8	210 XP

Encounter 5a

Encounter and deactivate or bypass the trap, or defeat the creatures

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Encounter 5b

Defeat the patrons

APL 2	90 XP
APL 4	120 XP
APL 6	180 XP
APL 8	180 XP

Encounter 6

Defeat or successfully negotiate with Calliste or Fallon.

APL 2	120 XP
APL 4	180 XP
APL 6	180 XP
APL 8	270 XP

Discretionary role-playing award

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP

Total possible experience:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 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.

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

Encounter 2:

All APLs: Loot 3 gp; Total 3 gp.

Encounter 4:

All APLs: Loot 19 gp; Coin 3 gp; Total 22 gp.

Encounter 5b:

APL 2 and 4: Loot 24 gp; Coin 8 gp; Total 32 gp.

APL 6 and 8: Loot 214 gp; Coin 42 gp; Magic 467 gp; +1 Chainmail (108 gp), +1 Morningstar with Brutal Surge (359 gp); Total 723 gp.

Encounter 6:

APL 2: Loot 33 gp; Coin 20 gp; Magic 92 gp; Mithril Chain Shirt (92 gp); Total 145 gp.

APL 4: Coin 20 gp; Magic 175; +1 Mithril Chain Shirt (175 gp); Total 195 gp

APL 6: Coin 20 gp; Magic 425; +2 Mithril Chain Shirt (425 gp); Total 445 gp

APL 8: Coin 20 gp; Magic 1775 gp; Mithrilmist Shirt (1775 gp); Total 1795 gp.

Encounter 7:

APL 2: Coin 50 gp; Magic 1121 gp; 3 *Stone Salves* (333 gp each); *Bracers of Quick Strike* (100 gp), *Potion – Shield of faith +2* (4 gp), *Oil – Magic Weapon* (4 gp), *Verminbane* (2 gp), *Ghostoil* (4 gp), *Candle, Restful* (8 gp); Total 1171 gp.

APL 4: Coin 100 gp; Magic 1121 gp; 3 *Stone Salves* (333 gp each), *Bracers of Quick Strike* (100 gp), *Potion – Shield of faith +2* (4 gp), *Oil – Magic Weapon* (4 gp), *Verminbane* (2 gp), *Ghostoil* (4 gp), *Candle, Restful* (8 gp); Total 1221 gp.

APL 6: Coin 200 gp; Magic 1121 gp; 3 *Stone Salves* (333 gp each); *Bracers of Quick Strike* (100 gp), *Potion – Shield of faith +2* (4 gp), *Oil – Magic Weapon* (4 gp), *Verminbane* (2 gp), *Ghostoil* (4 gp), *Candle, Restful* (8 gp); Total 1321 gp.

APL 8: Coin 400 gp; Magic 1121 gp; 3 *Stone Salves* (333 gp each); *Bracers of Quick Strike* (100 gp), *Potion – Shield of faith +2* (4 gp), *Oil – Magic Weapon* (4 gp), *Verminbane* (2 gp), *Ghostoil* (4 gp), *Candle, Restful* (8 gp); Total 1521 gp.

Conclusions A and B:

APL 2: Coin 40 gp; Total 40 gp.

APL 4: Coin 80 gp; Total 40 gp.

APL 6: Coin 120 gp; Total 40 gp.

APL 8: Coin 160 gp; Total 40 gp.

Total Possible Treasure

APL 2: Loot: 79 gp; Coin: 121 gp; Magic: 1213 gp; Total: 1413 gp (Max 450 gp)

APL 4: Loot: 46 gp; Coin: 211 gp; Magic: 1296 gp; Total: 1553 gp (Max 650 gp)

APL 6: Loot: 236 gp; Coin: 385 gp; Magic: 2013 gp; Total: 2634 gp (Max 900 gp)

APL 8: Loot: 236 gp; Coin: 625 gp; Magic: 3363 gp; Total: 4224 gp (Max 1300 gp)

Special

Favour of Ezra Floogelson: You have helped Ezra protect his village from a monstrous threat. He has arranged for you to EITHER spend some time with the Drunken Masters of Wenta OR for you to receive a blessing from Wenta. In either case the PC receives an influence point with the Church of Wenta. The PC can spend an extra TU to party with the Drunken Masters of Wenta, during Growfest. This meets a prerequisite for access to the Drunken Master PRC. If not spending time with the Drunken Masters of Wenta, PC will receive the blessing of Wenta. Ezra gives the PC one flask of special holy water, blessed by Wenta. The holy water gives the PC the benefit of the following spell effects as if cast by an 8th-level caster: *prayer*, *aid* and *shield of faith*. The effects occur simultaneously when the holy water is drunk. This is a one-use only item. Cross when used. Used AR# _____. Cross off the favour NOT chosen.

Gratitude of the Villagers: For helping their stricken friends and saving their village from further attacks, the villagers have arranged for one of two things;

- Free luxury upkeep on you next adventure in or near Loegrimm, or
- The smithy will have a bludgeoning or slashing weapon of your choice imbued with the *brutal surge* ability (DMG II). The PC must pay the standard upgrade cost of +2000 gp.

Cross off the item not taken.

Thanks from Calliste Darknight: You have allowed Calliste the chance to take her business elsewhere and for this, she is grateful. Who knows, some time in the future you may run into her again and she won't forget your kindness.

Shunned by the Villagers: You have been shunned by the villagers of Harrins Glen. Word has spread of your lack of courage and for the next ten regional adventures;

- The PC must pay an extra 25% on lifestyle cost and 10% on equipment purchases.
- Also the PC must put with jeers from strangers calling them cowards.

Ire of Calliste Darknight: For not allowing Calliste the chance to move her business, she has marked you as a foe. Who knows when she may strike back at you for your actions?

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 2:

- *Mithril Chain Shirt* (Adventure; DMG)
- *Stone Salve* (Adventure; DMG)
- *Bracers of Quick Strike* (Adventure; MH 1200 gp)
- *Candle, Restful* (Adventure; A&EG 100 gp)
- *Ghostoil* (Adventure; A&EG 50 gp)
- *Verminbane* (Adventure; A&EG 20 gp)

APL 4 (all of APL 2 plus the following):

- +1 *Mithril Chain Shirt* (Adventure, DMG)

APL 6 (all of APLs 2-4 plus the following):

- +2 *Mithril Chain Shirt* (Adventure, DMG)
- +1 *Morningstar with Brutal Surge* (Adventure; DMG and DMG II; 4,308 gp)

APL 8 (all of APLs 2-6 plus the following):

- *Mithrilmist* (Adventure; CA 21,300 gp)

APPENDIX 1: APL 2

2: YOU SHOULDN'T DRINK TOO MUCH

MEDUSA

CR 3

Female

LE Medium Humanoid

Init +2; **Senses** Listen +0, Spot +7

Languages Common

AC 15, touch 12, flat-footed 13
(+2 Dex, +3 natural)

hp 18 (6 HD) Already injured

Fort +1, **Ref** +7, **Will** +5

Speed 30 ft. (6 squares), base movement 30 ft

Melee dagger +8/+3 (1d4/19-20) and

Melee Snakes +8 (1d4 plus poison) or

Ranged shortbow +8/+3 (1d6/X3)

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

Base Atk +6; **Grp** +6

Atk Options petrifying gaze, poison

Combat Gear Dagger, shortbow, 20 arrows

Abilities Str 10, Dex 15, Con 8 (12), Int 10 (12), Wis 11 (13), Cha 8 (15) (Intelligence and wisdom reduced by 2 as the medusa is drunk, constitution and charisma have been reduced because of the injuries already inflicted)

SQ darkvision 60 ft

Feats Point blank shot, Precise shot, Weapon finesse

Skills Bluff +6, diplomacy +1, disguise +6 (+8 acting), intimidate +1, move silently +8, spot +7

Possessions combat gear plus map and key

Petrifying Gaze (Su) Turn to stone permanently, 30 feet, fortitude DC 12 negates. The save DC is charisma-based.

Poison (Ex) Injury, Fortitude DC 12, initial damage 1d6 str, secondary damage 2d6 str. The save DC is constitution-based.

6: LET'S MAKE A DEAL

FALLON SMUDGEWING

CR 4

Female Harpy

CE Medium Monstrous Humanoid

Init +2; **Senses** Listen +7, Spot +3

Languages Common

AC 17, touch 12, flat-footed 15
(+2 Dex, +4 armor, +1 natural)

hp 42 (7 HD)

Fort +2, **Ref** +7, **Will** +6

Speed 20 ft. in Mithril chain shirt (4 squares); Fly 80 ft. (average);

Melee MW heavy mace +8/+3 (1d8) and

Melee 2 Claws +2 (1d3/X2)

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

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

Atk Options Captivating Song

Combat Gear MW heavy mace

Abilities Str 10, Dex 15, Con 10, Int 7, Wis 12, Cha 17

SQ Darkvision 60 ft.

Feats Dodge, Flyby Attack, Persuasive

Skills Bluff +11, Intimidate +7, Listen +7, perform (oratory) +5, Spot +3

Possessions combat gear plus Mithril Chainshirt

Captivating Song (Su) When a harpy sings, all creatures within 300 feet must make a DC 16 Will save, or be captivated. Those who save are not affected for 24hrs. Those that fail move directly to the Harpy by the most direct route. Should this path be dangerous, then the victim gets a second saving throw. The victims take no action apart from defending themselves. A victim within 5 feet of the Harpy offers no resistance to any of the creatures attacks.

2: YOU SHOULDN'T DRINK TOO

MUCH

MEDUSA
Female

CR 5

LE Medium Humanoid

Init +2; **Senses** Listen +0, Spot +7

Languages Common

AC 15, touch 12, flat-footed 13
(+2 Dex, +3 natural)

hp 24 (6 HD) Already injured

Fort +2, **Ref** +7, **Will** +5

Speed 30 ft. (6 squares), base movement 30 ft

Melee dagger +8/+3 (1d4/19-20) and

Melee Snakes +8 (1d4 plus poison) or

Ranged shortbow +8/+3 (1d6/X3)

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

Base Atk +6; **Grp** +6

Atk Options petrifying gaze, poison

Combat Gear Dagger, shortbow, 20 arrows

Abilities Str 10, Dex 15, Con 10 (12), Int 10 (12), Wis 11 (13), Cha 10 (15) (Intelligence and wisdom reduced by 2 as the medusa is drunk, constitution and charisma have been reduced because of the injuries already inflicted)

SQ darkvision 60 ft

Feats Point blank shot, Precise shot, Weapon finesse

Skills Bluff +7, diplomacy +2, disguise +7 (+9 acting), intimidate +2, move silently +8, spot +7

Possessions combat gear plus map and key

Petrifying Gaze (Su) Turn to stone permanently, 30 feet, fortitude DC 13 negates. The save DC is charisma-based.

Poison (Ex) Injury, Fortitude DC 13, initial damage 1d6 str, secondary damage 2d6 str. The save DC is constitution-based.

6: LET'S MAKE A DEAL

CALLISTE DARKKNIGHT
Female Annis Hag

CR 6

CE large monstrous Humanoid

Init +1; **Senses** Listen +10, Spot +10

Languages Common, Giant

AC 25, touch 10, flat-footed 24
(-1 size, +1 Dex, +5 armor, +10 natural)

hp 53 (10 HD)

SR 19

Fort +6, **Ref** +6, **Will** +6

Speed 40 ft. in +1 Mithril chain shirt (8 squares), base movement 40 ft.

Melee 2 Claws +13 (1d6+7/X2) and

Melee 1 Bite +8 (1d6+3/X2)

Space 10 ft.; **Reach** 10 ft.

Base Atk +9; **Grp** +20

Special Actions Improved Grab, Rake (1d6+7/X2), rend (2d6+10), Spell-like abilities

Combat Gear

Spell-Like Abilities (CL 8th): 3/day

2nd— Fog Cloud

1st— Disguise Self

† Already cast

Abilities Str 25, Dex 12, Con 14, Int 13, Wis 13, Cha 10

SQ DR 2/bludgeoning, Darkvision 60 ft, SR 19

Feats Alertness, Blind-Fight, Great Fortitude, Power Attack

Skills Bluff +8, Diplomacy +2, Disguise +0 (+2 acting), hide +5, Intimidate +2, Listen +10, Spot +10

Possessions combat gear plus +1 mithril chain shirt

Improved Grab (Ex) The Annis must hit a large or smaller opponent with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rake (Ex) Attack bonus +13 melee; damage (1d6+7/X2). An Annis can attack a grappled foe with both claws at no penalty.

Rend (Ex) An Annis that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals 2d6+10 points of damage.

2: YOU SHOULDN'T DRINK TOO

MUCH

MEDUSA

CR 7

Female

LE Medium Humanoid

Init +2; **Senses** Listen +1, Spot +7

Languages Common

AC 15, touch 12, flat-footed 13

(+2 Dex, +3 natural)

hp 42 (6 HD)

Fort +3, **Ref** +7, **Will** +5

Speed 30 ft. (6 squares), base movement 30 ft

Melee dagger +8/+3 (1d4/19-20) and

Melee Snakes +8 (1d4 plus poison) or

Ranged shortbow +8/+3 (1d6/X3)

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

Base Atk +6; **Grp** +6

Atk Options petrifying gaze, poison

Combat Gear Dagger, shortbow, 20 arrows

Abilities Str 10, Dex 15, Con 12, Int 12, Wis 13, Cha 15

SQ darkvision 60 ft

Feats Point blank shot, Precise shot, Weapon finesse

Skills Bluff +9, diplomacy +4, disguise +9 (+11 acting), intimidate +4, move silently +8, spot +8
Possessions combat gear plus map and key

Petrifying Gaze (Su) Turn to stone permanently, 30 feet, fortitude DC 15 negates. The save DC is charisma-based.

Poison (Ex) Injury, Fortitude DC 14, initial damage 1d6 str, secondary damage 2d6 str. The save DC is constitution-based.

5B: WHAT'S A TAVERN DOING OUT HERE?

HOBGOBLIN

CR 2

Male Hobgoblin Warrior 3

CE Medium Humanoid (Goblinoid)

Init +1; **Senses** Listen +3, Spot +3

Languages Common, Goblin

AC 16, touch 11, flat-footed 15

(+1 Dex, +5 armor)

hp 24 (3 HD)

Fort +5, **Ref** +2, **Will** +0

Speed 20 ft. in MW Chainmail (4 squares), base movement 30 ft

Melee MW Longsword (one handed) +5 (1d8+1/18-20) or

Melee MW Great Axe (two handed) +5 (1d12+1/X3) or

Melee MW Greatsword (two handed) +5 (2d6+1/19-20) or

Ranged javelin +4 (1d6+1)

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

Base Atk +3; **Grp** +4

Combat Gear A javelin, and either a longsword, a greataxe or a greatsword, MW Chainmail

Abilities Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8

SQ Darkvision 60 ft

Feats Alertness, Power Attack

Skills Hide -1, Listen +3, Move Silently +1, Spot +3

Possessions combat gear plus MW chainmail

BUGBEAR

CR 4

Male Bugbear Warrior 3

CE medium Humanoid (Goblinoid)

Init +1; **Senses** Listen +5, Spot +6

Languages Common, Goblin

AC 21, touch 11, flat-footed 20

(+1 Dex, +6 armor, +1 shield, +3 natural)

hp 42 (6 HD)

Fort +5, **Ref** +5, **Will** +2

Speed 20 ft. in +1 Chainmail (4 squares), base movement 30 ft

Melee +1 Morningstar with brutal surge +10 (1d8+4/X2) or

Ranged javelin +6 (1d6+3/X2)

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

Base Atk +5; **Grp** +8

Combat Gear +1 morningstar with brutal surge and a javelin, +1 Chainmail, light wooden shield

Abilities Str 16, Dex 12, Con 13, Int 10, Wis 10, Cha 9

SQ Darkvision 60 ft, scent

Feats Alertness, Weapon Focus (Morningstar) , Power Attack

Skills Climb +3, Hide +0, Listen +5, Move Silently +2, Spot +6

Possessions combat gear plus +1 Chainmail, light wooden shield

6: LET'S MAKE A DEAL

CALLISTE DARKNIGHT

CR 7

Female Annis Hag Expert 2

CE large monstrous Humanoid

Init +1; **Senses** Listen +12, Spot +12

Languages Common, Giant

AC 26, touch 10, flat-footed 25

(-1 size, +1 Dex, +6 armor, +10 natural)

hp 69 (10 HD)

SR 19

Fort +6, **Ref** +6, **Will** +9

Speed 40 ft. in +2 mithril chain shirt (8 squares), base movement 40 ft.

Melee 2 Claws +15 (1d8+8/X2) and

Melee 1 Bite +10 (1d6+4/X2)

Space 10 ft.; **Reach** 10 ft.

Base Atk +8; **Grp** +20

Special Actions Improved Grab, Rake (1d8+8/X2), rend (2d8+12), Spell-like abilities

Combat Gear

Spell-Like Abilities (CL 8th): 3/day

2nd— Fog Cloud

1st— Disguise Self

‡ Already cast

Abilities Str 26, Dex 12, Con 14, Int 13, Wis 13, Cha 10

SQ DR 2/bludgeoning, Darkvision 60 ft, SR 19

Feats Alertness, Blind-Fight, Great Fortitude, Power Attack, Improved Natural Attack (Claw)**Skills** Appraise +3, Bluff +10, Diplomacy +2, Disguise +0 (+2 acting) , hide +6, Intimidate +2, Listen +12, Profession (Innkeeper) +6, Spot +12**Possessions** combat gear plus +2 mithril chain shirt

Improved Grab (Ex) The Annis must hit a large or smaller opponent with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rake (Ex) Attack bonus +15 melee; damage (1d8+8/X2). An Annis can attack a grappled foe with both claws at no penalty.

Rend (Ex) An Annis that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals 2d8+12 points of damage.

2: YOU SHOULDN'T DRINK TOO**MUCH****MEDUSA****CR 9**

Female Rogue 2

LE Medium Humanoid

Init +2; **Senses** Listen +0, Spot +7**Languages** Common**AC** 15, touch 12, flat-footed 13

(+2 Dex, +3 natural)

hp 53 (8 HD)**Fort** +3, **Ref** +10, **Will** +6**Speed** 30 ft. (6 squares), base movement 30 ft**Melee** dagger +9/+4 (1d4/19-20) and**Melee** Snakes +9 (1d4 plus poison) or**Ranged** shortbow +9/+4 (1d6/X3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +7; **Grp** +7**Atk Options** petrifying gaze, poison**Combat Gear** Dagger, shortbow, 20 arrows**Abilities** Str 10, Dex 15, Con 12, Int 12, Wis 13, Cha 16**SQ** darkvision 60 ft**Feats** Point blank shot, Precise shot, Weapon finesse**Skills** Bluff +12, diplomacy +5, disguise +12 (+14 acting), intimidate +5, move silently +9, spot +11, tumble +12 **Possessions** combat gear plus map and key**Petrifying Gaze (Su)** Turn to stone permanently, 30 feet, fortitude DC 16 negates. The save DC is charisma-based.**Poison (Ex)** Injury, Fortitude DC 14, initial damage 1d6 str, secondary damage 2d6 str. The save DC is constitution-based.**Sneak attack (Ex)** If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot or 1d6 points of extra damage.**trapfinding (Ex)** Rogues can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Nonmagical traps have a DC of at least 20, or higher if it is well hidden. Finding a magical trap has a DC of 25 + the level of the spell used to create it. Rogues can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.**Evasion (Ex)** Rogues who make a successful reflex saving throw against an attack that normally deals half damage on a successful save will take no damage.**5B: WHAT'S A TAVERN DOING OUT HERE?****HOBGOBLIN****CR 2**

Male Hobgoblin Warrior 3

CE Medium Humanoid (Goblinoid)

Init +1; **Senses** Listen +3, Spot +3**Languages** Common, Goblin**AC** 16, touch 11, flat-footed 15

(+1 Dex, +5 armor)

hp 24 (3 HD)**Fort** +5, **Ref** +2, **Will** +0**Speed** 20 ft. in MW Chainmail (4 squares), base movement 30 ft**Melee** MW Longsword (one handed) +5 (1d8+1/18-20) or**Melee** MW Greataxe (two handed) +5 (1d12+1/X3) or**Melee** MW Greatsword (two handed) +5 (2d6+1/19-20) or**Ranged** javelin +4 (1d6+1)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +4**Combat Gear** A javelin, and either a longsword, a greataxe or a greatsword, MW Chainmail**Abilities** Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8**SQ** Darkvision 60 ft**Feats** Alertness, Power Attack**Skills** Hide -1, Listen +3, Move Silently +1, Spot +3**Possessions** combat gear plus MW chainmail**BUGBEAR****CR 4**

Male Bugbear Warrior 3

CE medium Humanoid (Goblinoid)

Init +1; **Senses** Listen +5, Spot +6**Languages** Common, Goblin**AC** 21, touch 11, flat-footed 20

(+1 Dex, +6 armor, +1 shield, +3 natural)

hp 42 (6 HD)**Fort** +5, **Ref** +5, **Will** +2**Speed** 20 ft. in +1 Chainmail (4 squares), base movement 30 ft**Melee** +1 Morningstar with brutal surge +10 (1d8+4/X2) or**Ranged** javelin +6 (1d6+3/X2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +8**Combat Gear** +1 morningstar with brutal surge and a javelin, +1 Chainmail, light wooden shield**Abilities** Str 16, Dex 12, Con 13, Int 10, Wis 10, Cha 9**SQ** Darkvision 60 ft, scent**Feats** Alertness, Weapon Focus (Morningstar), Power Attack**Skills** Climb +3, Hide +0, Listen +5, Move Silently +2, Spot +6

Possessions combat gear plus +1 Chainmail, light wooden shield

6: LET'S MAKE A DEAL

CALLISTE DARKNIGHT

CR 9

Female Annis Hag Expert 4

CE large monstrous Humanoid

Init +1; **Senses** Listen +14, Spot +14

Languages Common, Giant

AC 26, touch 10, flat-footed 25

(-1 size, +1 Dex, +6 armor, +10 natural)

hp 82 (11 HD)

SR 19

Fort +7, **Ref** +7, **Will** +10

Speed 40 ft. in *mithrilmist* (8 squares), base movement 40 ft.

Melee 2 Claws +17 (1d8+8/X2) and

Melee 1 Bite +12 (1d6+4/X2)

Space 10 ft.; **Reach** 10 ft.

Base Atk +10; **Grp** +22

Special Actions Improved Grab, Rake (1d6+7/X2), rend (2d6+10), Spell-like abilities

Combat Gear

Spell-Like Abilities (CL 8th): 3/day

2nd— Fog Cloud

1st— Disguise Self

‡ Already cast

Abilities Str 26, Dex 12, Con 14, Int 13, Wis 13, Cha 11

SQ DR 2/bludgeoning, Darkvision 60 ft, SR 19

Feats Alertness, Blind-Fight, Great Fortitude, Power Attack, Improved Natural Attack (Claw)

Skills Appraise +6, Bluff +12, Diplomacy +2, Disguise +0 (+2 acting), hide +6, Intimidate +2, Listen +14, Profession (Innkeeper) +11, Spot +14

Possessions combat gear plus *mithrilmist*

Improved Grab (Ex) The Annis must hit a large or smaller opponent with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rake (Ex) Attack bonus +17 melee; damage (1d8+8/X2). An Annis can attack a grappled foe with both claws at no penalty.

Rend (Ex) An Annis that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals 2d8+12 points of damage.

APPENDIX 2: NPCS

1: WHAT'S GOING ON

EZRA FLOOGELSON

CR 3

Male human cleric 3

CG medium humanoid (Flan)

Init +2; **Senses** Listen +3, Spot +3

Aura of chaos and good

Languages Common

AC 17, touch 12, flat-footed 15

(+0 size, +2 Dex, +0 class, +4 armor, +1 shield, +0 deflection, +0 insight, +0 natural)

Miss Chance

hp 18 (3 HD)

Fort +4, **Ref** +3, **Will** +6

Speed 30 ft. in masterwork chain shirt (6 squares), base movement 30 ft.

Melee club +3 (1d6+1)

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

Base Atk +3; **Grp** +3

Combat Gear

Club

Class Spells Prepared (CL 3rd):

2nd—*cure moderate wounds*, *aid*, *barkskin* (d).

1st—*cure light wounds*, *comprehend languages*, ~~*obscuring mist*~~, *protection from law*.

0—*cure minor*, *detect poison*, *detect magic*, *mending*.

D: Domain spell. Deity: Wenta. Domains: Plant, Chaos

‡ Already cast *Obscuring Mist*

Abilities Str 12, Dex 14, Con 12, Int 10, Wis 16, Cha 10

Feats Skill focus (heal), Brew potion, Maximize spell

Skills Concentration +3, Heal +12, Knowledge (arcana) +2, Knowledge (Religion) +6, Spellcraft +2.

Possessions combat gear plus masterwork chain shirt

APPENDIX 3: NEW RULES ITEMS

MAGIC ITEMS

Brutal Surge Weapon Ability

Brutal Surge weapons deal crushing blows and occasionally imbue a strike with a blast of magical force that hurls the affected creature away from the wielder.

Benefit: Once per day, on a successful melee attack, you can activate this ability as a swift action. The ability initiates a bull rush attempt in addition to dealing the weapons normal damage. It does not provoke an attack of opportunity and is resolved using the wielders size, strength and other relevant characteristics. A wielder using two hands gains a +2 bonus.

If successful, the bull rush pushes the affected creature back the maximum distance possible as a result of the opposed checks. The wielder does move with the affected creature. Movement caused by this bull rush attempt provokes attacks of opportunity normally, except for the wielder of the brutal surge weapon.

Prerequisites: Only slashing and bludgeoning weapons can have the Brutal Surge ability.

Source: *Dungeon Masters Guide II* 255.

Mithrilmist Shirt

Forged from silver-white Mithril alloy, a *Mithrilmist shirt* is a +2 *Mithril shirt* that fills the wearer's square with a billowing silver mist on command.

Benefit: 7 times per day, the armour will create a silver mist in the wearer's square. This mist grants the wearer concealment, but does not interfere with his vision. The mist lasts for 1 minute per use.

Also, once per day, the wearer may assume gaseous form for 10 minutes.

Source: *Complete Arcane* 142.

Bracers of Quick Strike

These bracers provide the benefit of incredible speed.

Benefit: Once per day, when making a full attack action, as a swift action the wearer may make one additional attack with any weapon he is holding. The attack is made at the wearer's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a speed weapon or by a *haste* spell, nor does it actually grant an extra action.) The bracers can only be used only after being worn continuously for 24 hours. If they are taken off, they become inactive until they are donned and worn for a full 24 hours.

Source: *Miniatures Handbook* 42.

MUNDANE EQUIPMENT

Candle, Restful

This thick blue candle burns slowly, filling the air with a sweet, relaxing scent for 8 hours. These candles,

although slow to function, have tremendous restorative abilities.

Benefit: Characters that spend a night of rest sleeping within 20 feet of a lit candle heal at twice the normal rate. After a day of light activity, characters that rest under the influence of the candle heal double their level in hit points and 2 points of ability damage. After a day of complete rest, characters that sleep under the influence of the candle heal three times their level in hit points and 2 points of ability damage.

The benefits of a restful candle stack, with those provided by someone, providing long-term care with the Heal skill.

Source: *Arms and Equipment Guide* 33.

Ghostoil

This clear oil has a slight tint of gray, and strange, wispy forms seem to swirl through it.

Benefit: When applied to a weapon, the Ghostoil allows it to affect incorporeal creatures for the next 2 rounds. One flask of Ghostoil contains enough liquid to coat one weapon of large size or smaller. Applying Ghostoil to a weapon of any size is a full-round action.

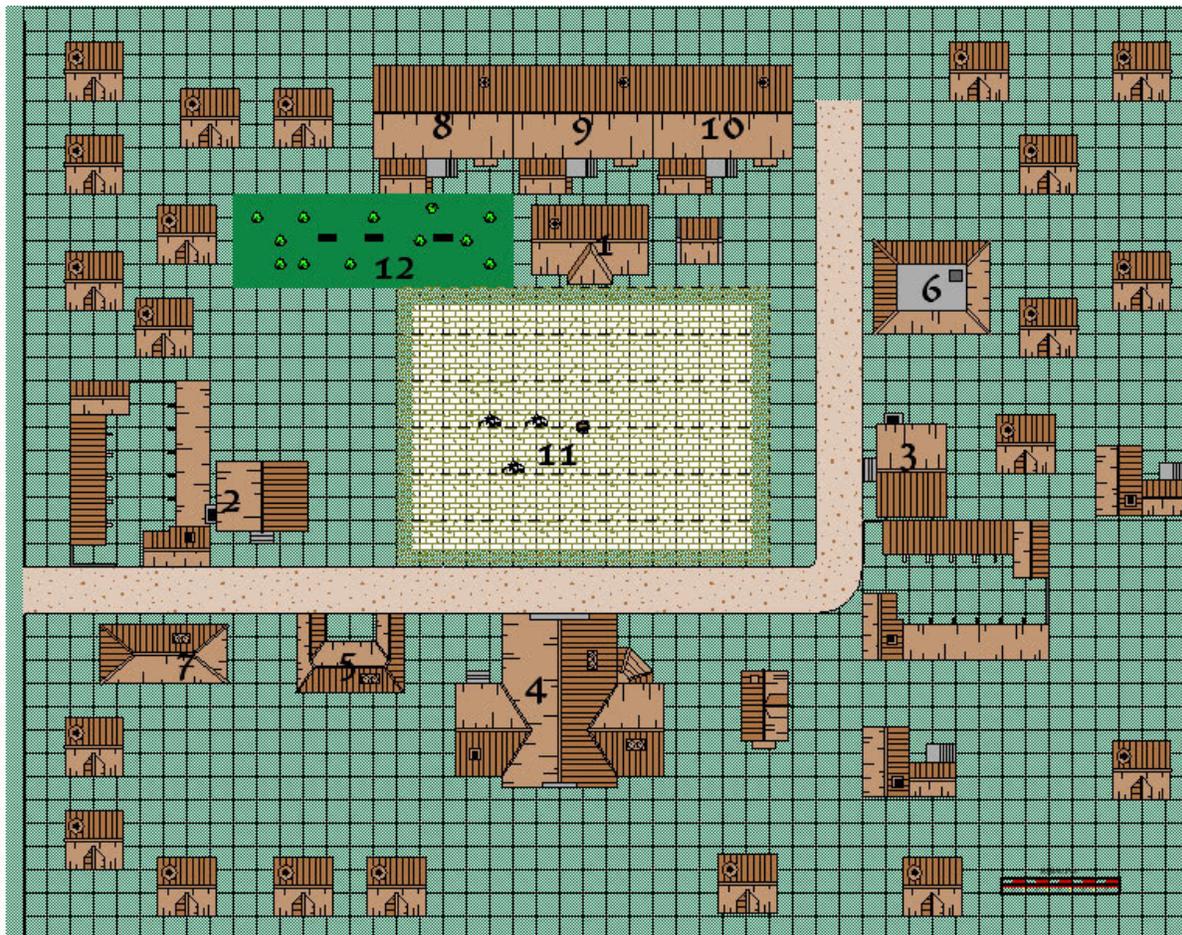
Source: *Arms and Equipment Guide* 34.

Verminbane

This tightly sealed flask contains a pale green smoke.

Benefit: When released into the air, the smoke fills a 5-foot-square area. Most creatures are unaffected by the smoke, although humanoids generally find the smell unpleasant. Vermin, however, find the smoke almost intolerable. To pass through an area filled with Verminbane, vermin must succeed on Fortitude save (DC 15). Verminbane lasts for 1 minute, although strong winds may decrease this duration.

Source: *Arms and Equipment Guide* 35.



Legend:

1. Temple of Wenta
2. Saddle Sore Inn
3. Amber Gold Tavern
4. Warehouse
5. Store – General purpose goods
6. Blacksmith
7. Store – Exotic goods
8. Brewery
9. Distillery
10. Winery
11. Stoned villagers
12. Village common

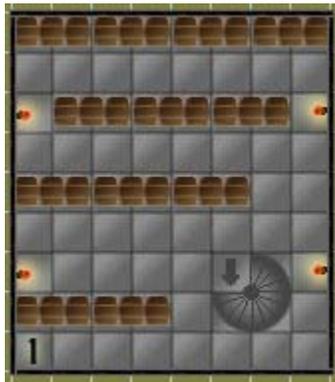
All the rest of the buildings are houses.



Blacksmith shop 1



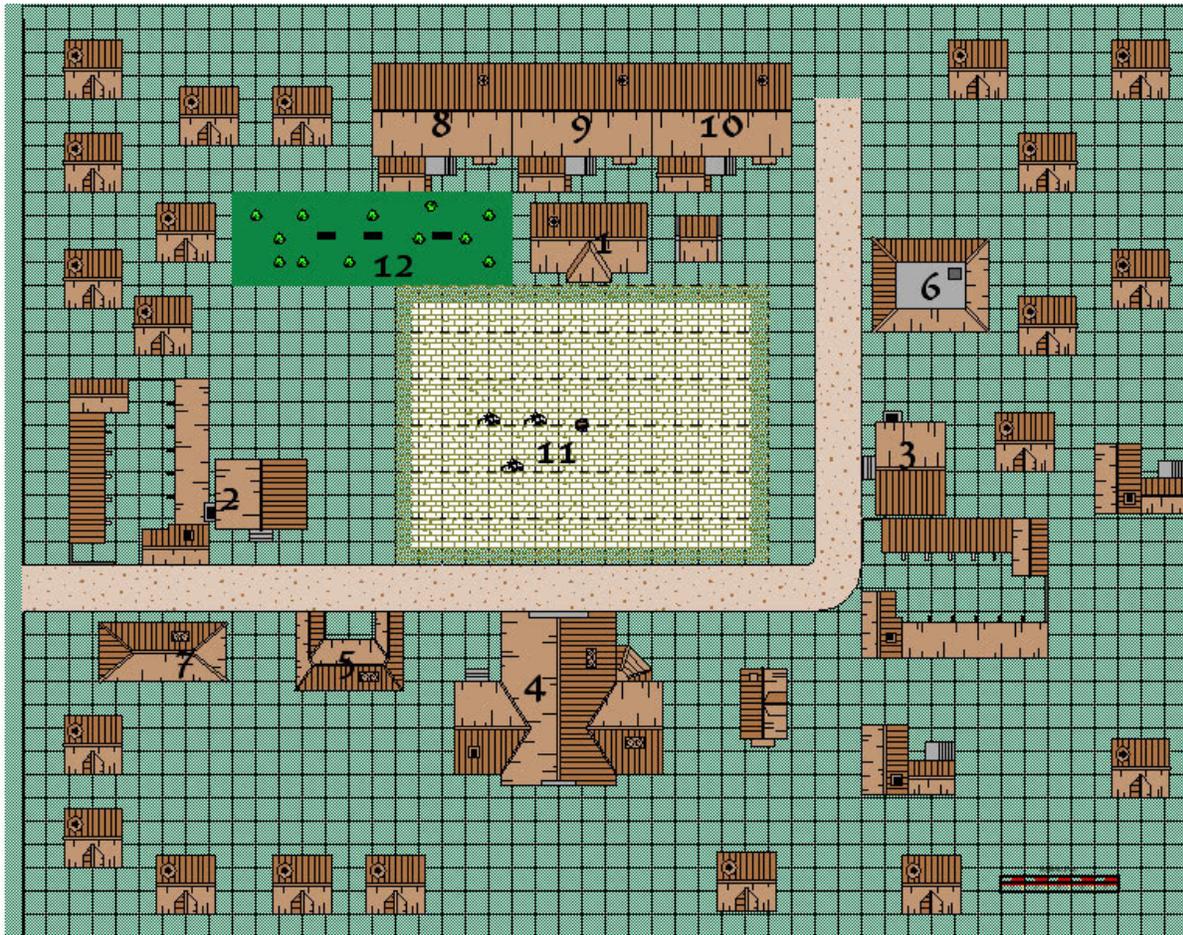
Tavern floor 1



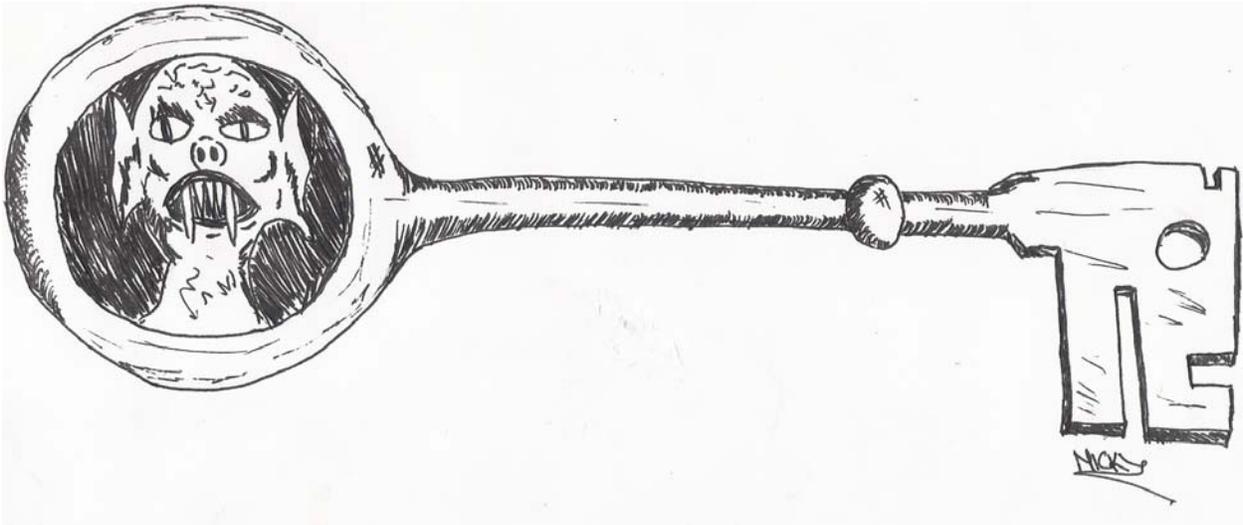
Cellar 1

- i. Secret compartment in wall.

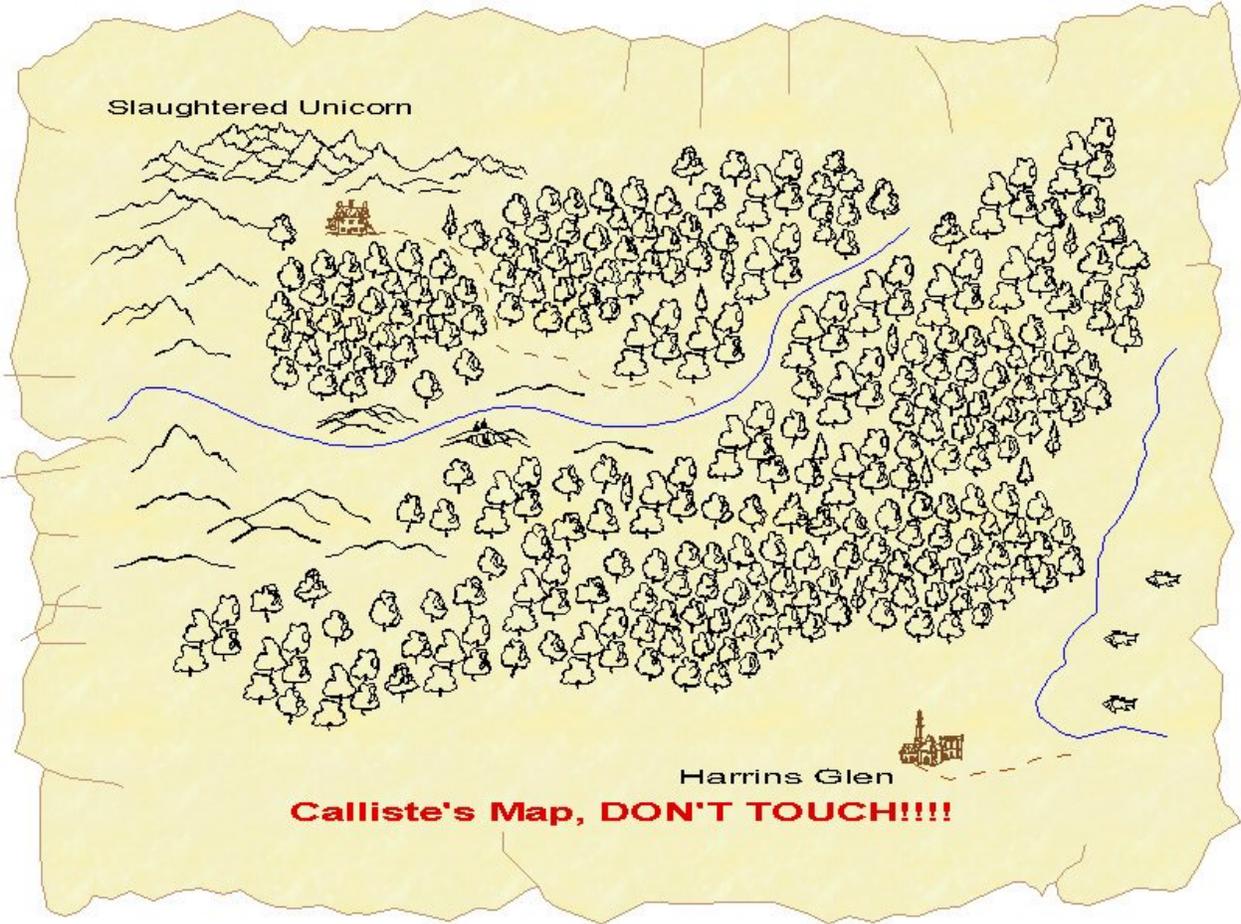
PLAYER HANDOUT 1



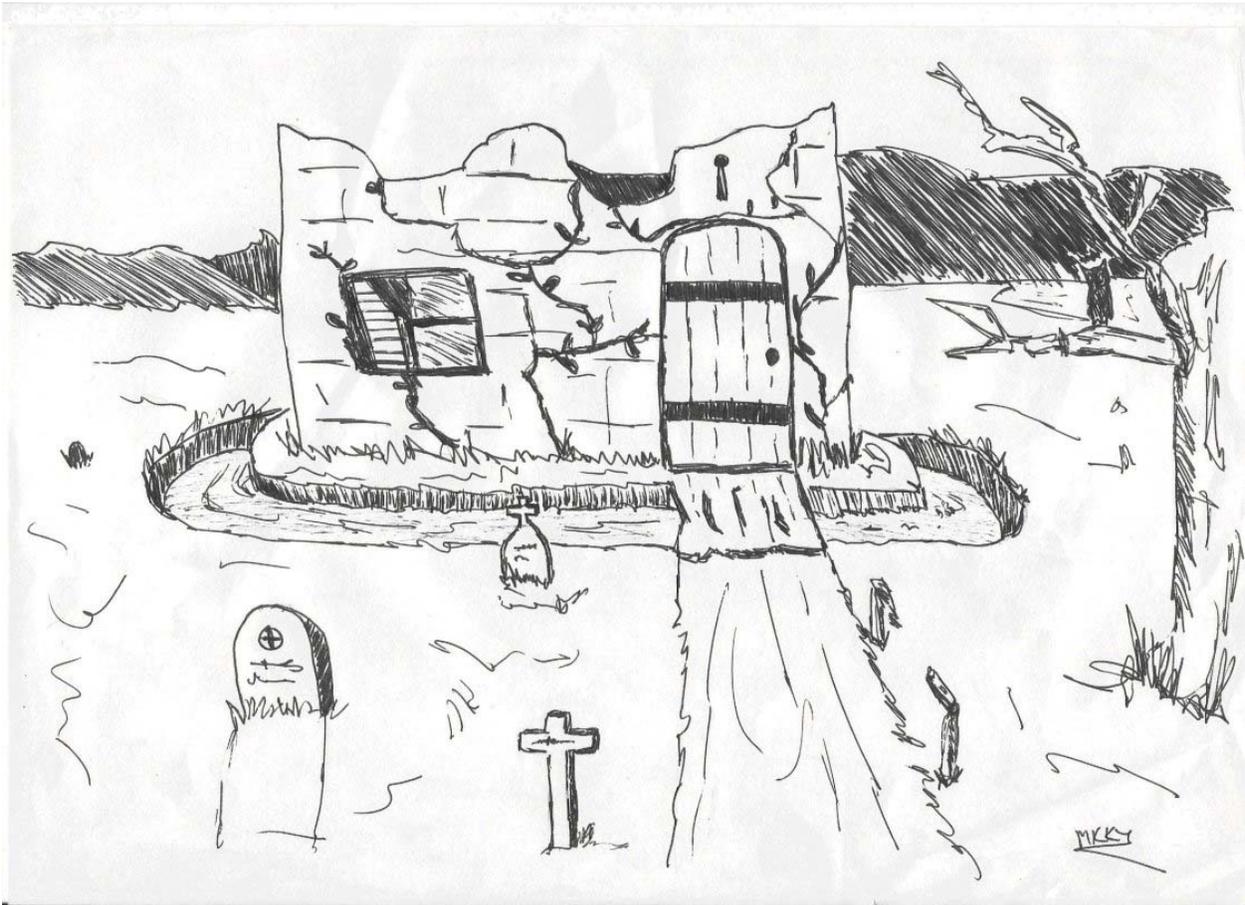
PLAYER HANDOUT 2



PLAYER HANDOUT 3



PLAYER HANDOUT 4



PLAYER HANDOUT 5

