

SHE3-07

The Wrong Corrected

A One-Round D&D LIVING GREYHAWK[®] Sheldomar Valley Meta-Regional Adventure

Version 1.1

by Christopher Reed

With the Slavers' operations uncovered in the Ulekian town of Greutam, numerous folks have been freed and a few Slavers captured. Now you are asked to catch the local ringleader to bring an end to all the disappearances in the area. A Sheldomar Valley meta-regional adventure for APLs 6-12, and Part Three of the Wronged Series.

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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Introduction

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

Preparation

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

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

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

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

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than 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 the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are

not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

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

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

Living Greyhawk Levels of Play

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

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

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

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	

APL also affects the amount of experience

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

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. 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 two things that you can do to help even the score.

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

Time Units and Upkeep

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

Adventure Summary & Background

While the Slavers have been active for the last few years in areas such as Dvyers, they have just recently become active in the Principality of Ulek and Disputed Territory. The slavers have had easy pickings along the coast in the Disputed Territory, but they have decided to move further west to cause additional chaos in the Principality of Ulek. While the Principality of Ulek is currently dealing with an unknown creature known only as the Warlord and the humanoids under him, Turrosh Mak knows that with a little of his assistance, his former minion (the Warlord) will easily fall to the forces of good to his west. While Turrosh Mak and the other Slavelords seek to get rid of the Warlord at the Principality of Ulek's effort, they do not wish for the dwarven nation to continue their campaign further eastward (to the Jewel River and the Pomarj).

The Slavers began operation in the Disputed Territory and the Principality of Ulek shortly after Francinia Martock first approached the true Markessa about such a possibility. Francinia had served the Slavelords since the early days of the original Slavers. Markessa thought Francinia's idea was aggressive but was willing to approach the other Slavelords with it. Markessa did just such but she insisted that yet another elven duplicate of herself (another "Markessa") take the lead in this operation. She was leery of Francinia's motivation, so with someone to watch over Francinia, Markessa felt comfortable with the plan to begin a Slavers operation in the Principality of Ulek and Disputed Territory. The other Slavelords agreed to everything that Markessa suggested.

After the planning of how such an operation would begin, the Slavelords captured a female elf, Valanthe Nailo, who was born in Celene. Due to the Principality of Ulek's recent hatred of Celene for isolation, Valanthe was an easy person to brainwash using drugs and spells. Even before being physically altered to look like the true Markessa, Valanthe had developed a hatred towards dwarfs for their treatment of elves in the Principality of Ulek. Now she is known as Markessa the Gray due to her being a gray elf and the streak of gray hair that now grows from her head as a result of the true Markessa's alterations of her.

Next, several willing folks were needed to handle this new addition of the Slavers operation. Enthusiastic candidates were surprisingly easy to find not only within the Principality of Ulek but also from other countries within the Sheldomar Valley. Additionally, several folks

from the Lordship of the Isles and Scarlet Brotherhood were added to the operation.

Finally, the operation was put into full swing. It has only been several months but rewards are already being reaped in more ways than one.

Currently, Markessa the Gray is in charge of operations in the Principality of Ulek and Disputed Territory. Directly reporting to her are three individuals. The first, a half-ogre from the Pomarj, oversees the Slavers operation in the Disputed Territory. The second, a human originally from the Scarlet Brotherhood, oversees the Slavers operation in the city of Gryrax and nearby surrounding areas. The third, Francinia Martock, oversees the Slavers operation in the western portion of the Principality of Ulek with the potential to expand into eastern Keoland. Under these three individuals are numerous minor Slavelords monitoring small areas, such as towns or villages.

One gentlemen, Roulart Ramado, who was a Slaver several years ago before the original group fell (as seen in the classic Greyhawk adventures, **A1-4 Scourge of the Slavelords**), has just managed to work himself back into the organization with the unwitting assistance of a group of duped adventurers (in **SHE3-05 Righting the Wrongs**). Roulart posed as a reformed villain who sought to right the wrongs he committed. However, the actions he convinced the adventurers to take resulted in the defeat of Jensetzung Jarotta, the local minor Slavelord in the town of Greutam (located within the Principality of Ulek on the Sheldomar River, near the Azure Sea).

Roulart took over for Jensetzung Jarotta and stepped up operations in the town of Greutam. Numerous folks went missing. But a group of adventurers (in **SHE3-06 Seeking the Wronged**) uncovered a portion of the Slavers' operations in Greutam. A temporary transport area, in a cave south of town, was revealed and the slaves there were freed. The local government is now actively seeking to uncover the rest of the Slaver operations in the area. Some success has been found, but Roulart has so far escaped capture. Nonetheless, all Slaver operations in Greutam have been suspended for the time being.

Currently, Roulart is hiding out in a cave south of town. He is merely waiting for things to settle down before he restarts the Slavers operation in this area. Roulart has taken steps to ensure that only a few members of the local Slavers' operation know his hiding place.

Francinia Martock, who oversees the Slavers operation in the western portion of the Principality of Ulek, has learned of both Roulart's hand in the disposal of Jensetzung Jarotta (as seen in **SHE3-05 Righting the Wrongs**) and his failure in the town of Greutam. Thus, Francinia

wishes to eliminate Roulart, leaving this area (town of Greutam) untouched for a period of time before she starts Slavers activity in this area again with a new local leader. Thus, she has sent one of her minions to the town of Greutam to ensure a group of adventurers/heroes is brought together to "handle" Roulart.

Where and how the adventure starts for each PC depends on their home region and whether or not they are military characters. Those from Keoland start in the Keoish city of Gradsul. Bissel and Gran March military PCs along with Principality of Ulek PCs start within the Principality of Ulek in the town of Greutam, sent to assist with the search for the local Slavelord. Other PCs find themselves traveling to the town of Greutam for a variety of reasons (DM's are encouraged to be creative here).

Upon their arrival, military PCs learn that a note has recently been received by local town officials that points to two recently captured Slavers (Waldus and Groyn) that might have information that could assist the search for the local Slavelord.

Other PCs hear about how the leader of the local Slavers is still being sought by the local town officials and any aid/assistance would be greatly appreciated. Once they check with the local officials, they are grouped together with the Bissel, Gran March and the Principality of Ulek military personal to begin their search for the local Slavelord (Roulart Ramado).

The PCs are given the opportunity to interrogate Waldus and Groyn, but only one at a time. The selection of whom they pick first is quite important as when the first ex-Slaver, either Waldus or Groyn, is being interrogated, the other is killed by some of the other captured Slavers.

Both Waldus and Groyn know that Roulart Ramado is hiding out in a cave located south of town. Waldus knows of an entrance to the cave via a marshy spot near the Sheldomar River just south of the town of Greutam. Groyn knows of an entrance to the cave via a well-hidden tunnel on the side of a hill just southeast of the town of Greutam. Both Waldus and Groyn know that there are two entrances but do not know the specifics of the other location.

If desired, the PCs are given a chance to interrogate the other Slavers especially the one who has just recently killed Waldus or Groyn. They likely gain little information here.

If the PCs learned of both sets of information (theoretically possible with access to unusual magic), they have two choices of how to enter the cave that Roulart Ramado is hiding out in. The first (Encounter Five) is a marshy spot near the Sheldomar River just

south of the town of Greutam. The second (Encounter Seven) is through a well-hidden tunnel on the side of a hill just southeast of the town of Greutam. The trip to either of these locations is uneventful.

If the PCs enter the cave that Roulart Ramado is hiding out in from the spot near the Sheldomar River just south of the town of Greutam, they are attacked by several reptilian scraggs (sea trolls). These creatures are guardians of Roulart Ramado's out-of-town hiding place. Once they handle the reptilian scraggs, the PCs encounter a simple mechanical trap.

If the PCs enter the cave that Roulart Ramado is hiding out in from the well-hidden tunnel on the side of a hill just southeast of town of Greutam, several insectile trolls attack them. These creatures are guardians of Roulart Ramado's out-of-town hiding place. Once they handle the insectile trolls, the PCs encounter a simple mechanical trap.

The two different routes converge into one path. To continue onward, the PCs must bypass several natural obstacles. These can be bypassed using a variety of skill checks or via the use of spells.

Pressing onward, the PCs encounter several guard displacer beasts. These are pets of Roulart Ramado. Finally, the PCs encounter Roulart Ramado, the local Slavelord leader of the town of Greutam. PCs who have played the first part of this series (**SHE3-05 Righting the Wrongs**) may remember him. Roulart first tries to discuss the current situation with the PCs. He is willing to reward them if they let him go. However, it is likely the PCs will attempt to capture or kill Roulart. Once this happens, Roulart is not hesitant to kill the PCs. At higher APLs, Roulart is accompanied by several invisible ogre mages.

NOTE: This adventure counts as a Principality of Ulek Royal Army mission.

Introduction

Before starting the adventure:

1. Check to see which region each PC hails from.
2. Check to see which PCs are active members of the Bissel or Gran March military.
3. Check to see which PCs are members of the Royal Army Principality of Ulek meta-gaming organization.

Where and how the adventure starts for each PC depends on their home region and whether or not they are military characters.

Those PCs with a home region of Keoland start in the Keoish city of Gradsul. Continue with the following information for these PCs:

You currently sit within a pleasant inn within the Keoish city of Gradsul. As you feast upon an early evening meal, you can easily hear the conversation of two gentlemen, both of Oeridian descent, at the table next to yours. Both are young, likely in their early twenties.

The first, a man with honey colored hair resembling a mop, and a pale, drained face, starts, "Yeah, I just got done with some work just south of Niole Dra. Draining work, but nothing I couldn't handle. Got myself a good amount of coins, but I could use some new adventure." The other man, with brown hair, replies, "Well, I've heard the Ulekian town of Greutam is searching for some guy in charge of a slaver's ring." The first man responds, "Really? Heard anything else about it?" The second man retorts back, "No, but with all those adventurers who have gone missing trying to help you over there, who cares. You are best to stay in Keoland where it is safer." The first man answers back, "Honestly, I'm not sure anymore."

The two young Oeridian men continue on with discussion of various mundane and trivial matters.

At this point, see if any of the Keoish PCs head to the Ulekian town of Greutam. If not, the adventure is over for them. If so, continue with the following:

Later that day, you book passage to the Ulekian town of Greutam.

One day later you awake in the late morning hour within the town of Greutam. The emptiness in your belly tells you that you need some nourishment. Soon, you find a place called the Worn Boot. While the name is unpleasant, you've decided to give it a try.

Those PCs that are part of the Bissel, Gran March or Principality of Ulek military start in the town of Greutam. Continue with the following information for these PCs:

As part of your military duty, you have been temporarily stationed in the town of Greutam in the southeastern portion of the Principality of Ulek on the Sheldomar River. Your superiors have informed you that several folks have gone missing in the past couple of months, thus the reason you're being sent here. Once you arrive in town you are to report to the local authorities.

Those non-Royal Army PCs with a home region of the Principality of Ulek start in the town of Greutam. Continue with the following information for these PCs:

Having traveled to the town of Greutam in the southeastern portion of the Principality of Ulek on the Sheldomar River, you spend the morning catching some extra sleep and rest after a long, exhausting previous day. At midday, the emptiness in your belly tells you that you need some nourishment. Soon, you find a place called the Worn Boot. While the name is unpleasant, you've decided to give it a try.

Those PCs who are not covered in any of the previous groups start in the town of Greutam. Continue with the following information for these PCs:

You have traveled, seemingly aimlessly, for several days now. By midday, you come upon the town of Greutam in the southeastern portion of the Principality of Ulek on the Sheldomar River. The emptiness in your belly tells you that you need a good lunch. Soon, you find a place called the Worn Boot. While the name is unpleasant, you've decided to give it a try.

At this point, the PCs should be entering the Worn Boot or meeting with the local authorities (if they are military PCs). Continue to Encounter One.

Encounter One: Greutam

Continue with the following for military PCs:

You have arrived in the town of Greutam as ordered. You make way to report in with the local town officials. Checking in, you are introduced to Barness, an aging human male with blue britches and a dirty white shirt.

"I see that you good military folk are going to help us with our little problem of all these missing people. Honestly, I wasn't quite sure what in the world it was but some clues starting coming together and well we figured out that it was some type of Slavers' operation run by a man named Roulart Ramado. An anonymous tip was just recently given to us that two folks who are currently locked up might have information to assist us with catching this Roulart character, who is said to be behind all these disappearances."

"We've asked for some outside help too, so in just a moment, we'll introduce them to you and then we'll let you interview these folks one at a time."

"Any questions?"

Barness doesn't really have much information. The tip was anonymous and the local authority's attempts to look into it further have netted no additional information. All he knows is that the PCs have been granted the right to interview two prisoners who might be able to assist with catching Roulart Ramado.

When these PCs are ready, they join the non-military PCs (see below) and continue with the next encounter.

Continue with the following for non-military PCs:

Having decided to give an inn called the Worn Boot a try as your stomach aches for a morning meal, you take a seat at one of the tables.

You overhear several hushed whispers from a nearby table about several more folks who have gone missing in the past week or so. One of the whispering folks believe it was Noblish, an old goblin tallow-marker who lives in town. The others are not quite as sure.

Caroff, a portly male human, owns the Worn Boot. His business is in heavy competition with Melick's Pub, which resides two streets over. If asked about any rumors and given a few coins, he informs the PCs that he has heard that local government officials are looking for a man named Roulart Ramado. He'll gladly give them directions to the location where the local authorities can be found.

If the PCs seek to talk with the folks who are whispering about the missing folks, they say little but advise the PCs to talk with Caroff, as he usually has some useful information.

Any PC who wishes to spend a little time can take this opportunity to learn of a few rumors by using the Gather Information skill. For every two points a PC gets over DC 10, allow them an extra roll on the following chart (re-roll any duplicates):

1. A lich has been discovered in Keoland.
2. A small Pomarjian force has made their way into the Gran March.
3. The grounds in the Yeomanry shake and many fear that the goddess Joramy will soon unleash her anger.
4. The hills and mountains to the west of Thornward are infested with Derro.
5. The Geoffites have suffered numerous set backs with their fight with the giants.
6. A mysterious man known only as Spyder seeks individuals for a special information gathering organization called the Web.

7. A band of horse thieves, known as the Brotherhood of Assassins, are now living in the town after their tour through the Gran March.
8. A strange droning has been heard by many of the villagers that reside in the northern part of the Principality of Ulek.
9. Noblish, an old goblin tallow-marker, has gone missing. Some folks believe he has died of old age. Others think he has been merely disappeared. And still others believe he is the one behind all the disappearances.
10. The rebirth of the Slavers organization has occurred.

When these PCs head to the local authorities, continue with the following:

Checking with the local authorities, you are introduced to Barness, an aging human male with blue britches and a dirty white shirt.

"I see that you good folk are going to help us with our little problem of all these missing people. Honestly, I wasn't quite sure what in the world it was but some clues starting coming together and well we figured out that it was some type of Slavers' operation run by a man named Roulart Ramado. An anonymous tip was just recently given to us that two folks who are currently locked up might have information to assist us with catching this Roulart character, who is said to be behind all these disappearances."

"We've asked for some military help too, so in just a moment, we'll introduce them to you and then we'll let you interview these folks one at a time."

"Any questions?"

Barness doesn't really have much information. The tip was anonymous and the local authority's attempts to look into it further have netted no additional information. All he knows is that the PCs have been granted the right to interview two prisoners who might be able to assist with catching Roulart Ramado.

When these PCs are ready, they join the military PCs (see above) and continue with the next encounter.

Encounter Two: Interrogation

You are led into a square dull gray room along with several other adventuring types. Eight chairs and a single table reside here. No other furnishings reside here with the exception of several continual light torches.

You are asked to introduce yourself before selecting which prisoner you'll interview first.

Allow the players to give a description of their PC followed by PC introductions. Ensure that spellcasters have already selected their spells for the day.

Once PC descriptions and introductions are complete, Barness informs the PCs that the two folks they will have a chance to interrogate are Waldus Wilderbee and Groyn Gono. He also informs the PCs that they may not cast any spells while in this room nor threaten or cause Waldus or Groyn any harm. If they do, they are immediately dismissed from the mission.

If asked about Waldus or Groyn, Barness can tell the PCs that Waldus is a weak-willed Suel man who resembles a weasel. He was captured during a recent raid on a suspected slaver's house. A young man named Guiotsold was found in captivity there and thus Waldus was taken into custody. Groyn is a snide Suel man who resembles a rat. He was captured on the same raid the Waldus was.

The two prisoners must be interviewed separately, so the PCs must select who they will interview first. Whoever is selected to be interrogated first is important as, while either Waldus or Groyn is being interrogated, the other is killed by some of the other captured Slavers.

If the PCs decide to talk with Waldus first:

A thin Suel man is led into the square dull gray room and sits down upon one of the chairs. His head droops over the table as his eyes jet across the room wildly. He seems quite nervous which is obvious by the beads of sweat that have already started to form upon his brow.

Barness starts, "Waldus, we've been informed you have some information about the whereabouts of Roulart Ramado and are asking you to answer some questions so that we might capture him." Waldus uneasily looks about the room and begins to speak, "Ye-Yeah, I guess I can help but you know I can't go back there. If they hear I've told you anything, I'm a dead man."

"Well, with the recent findings about the Slaver's operation in the town of Greutam, Roulart is hiding in a cave south of town. The entrance to the cave is in a marshy spot near the Sheldomar River. I'll give you specific details of where to find it, so long as you move me somewhere else."

Barness agrees to move Waldus to a jail in a nearby village but only after the PCs have gotten a chance to ask Waldus some questions.

Waldus doesn't know much except the location of one of the two cave entrances. He does know that Roulart likely has taken some precautions such as hiring some usually guards (like ogre mages) or setting up traps of some type. Waldus is honest and forthwith about what he knows and doesn't know. This is mainly out of fear.

If the PCs decide to talk with Groyn first:

A Suel man of average build is led into the square dull gray room and sits down upon one of the chairs. He leans his head back in a cocky fashion as if he is in control of the situation. His eyes confidently scan the room as if he measuring the strength of each of you.

Barness starts, "Groyn, we've been informed you have some information about the whereabouts of Roulart Ramado and are asking you to answer some questions so that we might capture him." Groyn looks at you with a devilish grin. "Is that so? Well, what do I get out of it?"

Groyn waits to hear an answer. If not satisfied, he merely sits in the chair seemingly bored by the entire situation.

Groyn is confident but not stupid. He knows that he cannot return to the prison here. He seeks to be moved to a jail in another part of the Principality of Ulek and have his sentence reduced. If the PCs promise to do their part to meet these wishes, Groyn continues:

"Well, Roulart isn't the smartest man of all. You know he got lucky. Sent some foolish adventurers to do his dirty work and then took the leadership position once Jensen Jarotta was out of the way. About the only dumber folks around are those Keoish people to the west. Always walking around pretending things don't exist when they obviously do. Dumb lot I say. Nothing but a bunch of talking parrots."

Groyn eyes you continuing on, "Well, I know where you can find him, Roulart Ramado that is. He's hiding out in a cave located south of town. There's an entrance to the cave via a well-hidden tunnel on the side of a hill just southeast of town. It should be quite easy to find. Well, provided you aren't some foolish adventurer." With this Groyn wily grins at you with his pearly white teeth. He then continues, "I'm sure you want to know more from me but will that give Roulart enough time to escape and never be heard from again? Hhhmmmm . . ."

Groyn doesn't know much except the location of one of the two cave entrances. He does know that Roulart likely has taken some precautions such as hiring some usually

guards (like ogre mages) or setting up traps of some type. While Groyn sly and egotistical, Groyn realizes that lying won't help him in any fashion.

After the first interrogation:

When the PCs have completed their first interrogation of either Waldus or Groyn, they, along with Barness, are informed that the other person (Waldus or Groyn) has been killed by several other prisoners (Slavers).

The PCs are given the chance to check on the body of the recently deceased. If they do so, they find that the person (Waldus or Groyn) was grabbed and cut with a small metal blade of some type. Then his tongue was cut out. This is to prevent him from talking even after his death (*speaking with dead*).

If the PCs wish to speak with several of the captured Slavers believed to have killed either Waldus or Groyn, continue with the next encounter. Otherwise, continue with Encounter Four.

Encounter Three: Additional Interrogation

If the PCs speak with several of the captured Slavers believed to have killed either Waldus or Groyn, continue with the following:

Several Suel men are lead into the square dull gray room you did your previous interrogation in before. They look at you with stone eyes and gritted teeth.

These men admit they killed Waldus or Groyn (whichever one is appropriate) on Roulart's behalf. However, they do not answer any questions except to tell the PCs that Roulart is "around."

If the PCs start to use magic, please remind them that Barness had previously informed them that they may not cast any spells while in this room. They are also not to threaten or cause these captured Slavers any harm. If they do, they are immediately dismissed from the mission.

When the PCs tire of talking to the uncooperative Slavers and head out to one of the cave entrances, continue with the next encounter.

Encounter Four: Trek Out

When the PCs have gathered all the information they seek and decided to check out the cave that they were informed Roulart Ramado is hiding in, continue with the following:

Having gained all the information you feel is important, you make your way out of the town of Greutam to seek out Roulart Ramado in a nearby cave.

If the PCs decided to enter the cave via a marshy spot near the Sheldomar River just south of the town of Greutam, continue with the following:

You proceed down the banks of the Sheldomar River on the Ulek side. A brisk wind brushes past your face bringing a small tear to your eye. After an hour of travel, you begin to near the location you were informed about.

Proceed with Encounter Five.

If the PCs decided to enter the cave via a well-hidden tunnel on the side of a hill just southeast of the town of Greutam, continue with the following:

You proceed towards a cluster of hills southeast of the town of Greutam. A sandy wind brushes past your face bringing a small tear to your eye. After an hour of travel, you begin to near the location you were informed about.

Proceed with Encounter Seven.

Encounter Five: Reptilian Scrag

If the PCs decided to enter the cave in search of Roulart via the marshy spot near the Sheldomar River just south of town, continue with the following:

Heading onward, you start to near the location of where you were informed the cave entrance might lie. Peering ahead, all you see swampy land.

At this point have the PCs make a Spot and Listen check (DC 11) to notice several reptilian scrag moving about (success on either check means they either see or hear the scrag).

The reptilian scrag were brought here by Roulart, who is using them as guards to the cave entrance. Once the PCs are within sixty feet, they notice the PCs unless the PCs are actively hiding and moving silently (in which case make opposing Spot and Listen checks for the scrag).

Due to the swampy terrain (shallow bog as per the *DMG*, page 88), ground movement is at half speed (and Tumble checks have their DC increased by 2) unless a PC is under the effects of some type of magic like a *freedom of movement* spell. The reduction of movement does not effect the reptilian scrag.

The reptilian scrag attack, focusing on one PC and hoping to rend them to pieces. If any reptilian scrag are

heavily injured in combat, they dive under the water so that their regeneration special quality goes active.

The cave entrance is currently hidden due to a *hallucinatory terrain* spell. PCs who interact with it are allowed a Will save (DC 18) to disbelieve. The cave entrance is just above the water line of the swampy area.

APL 6 (EL 6)

👉 **Reptilian Scrag (1):** hp 68; see Appendix I.

APL 8 (EL 8)

👉 **Reptilian Scrag (2):** hp 68 each; see Appendix I.

APL 10 (EL 10)

👉 **Reptilian Scrag (4):** hp 68 each; see Appendix I.

APL 12 (EL 12)

👉 **Reptilian Scrag (8):** hp 68 each; see Appendix I.

When the PCs have defeated the reptilian scrag and moved into the cave, continue with Encounter Six.

Encounter Six: Simple Trap

Heading into the cave entrance, you proceed forward leaving the swampy land behind you. The tunnel before you ranges from ten feet wide to fifteen feet wide depending on the actual location. The ceiling hangs over you, just a mere ten feet overhead.

A camouflaged pit trap has been built in this tunnel. The pit is ten feet in length and five feet deep. Thus, it is possible for two PCs to be walking side-by-side and both fall within the pit.

Roulart knows about the pit trap and can easily avoid it.

All APLs (EL 2)

👉 **Camouflaged Pit Trap:** CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search (DC 24); Disable Device (DC 19).

Once the PCs have reach the other side of the camouflaged pit trap, continue to Encounter Nine.

Encounter Seven: Insectile Trolls

If the PCs decided to enter the cave in search of Roulart via the well-hidden tunnel on the side of a hill just southeast of town, continue with the following:

Heading onward, you start to near the location of where you were informed the cave entrance might lie. Peering ahead, all you see is a grassy field. The grass lies almost three feet tall.

At this point have the PCs make a Spot and Listen check (DC 13) to notice several insectile trolls moving about (success on either check means they either see or hear the trolls).

The insectile trolls were brought here by Roulart, who is using them as guards to the cave entrance. Once the PCs are within sixty feet, they automatically notice the PCs due to their tremorsense ability, unless the PCs are not in contact with the ground (in which case make opposing Spot and Listen checks for the trolls).

The insectile trolls attack, focusing on one PC and hoping to rend them to pieces.

The cave entrance is currently hidden due to a *hallucinatory terrain* spell. PCs who interact with it are allowed a Will save (DC 18) to disbelieve. The cave entrance is actually on the side of a small hill.

APL 6 (EL 6)

👉 **Insectile Troll (1):** hp 63; see Appendix I.

APL 8 (EL 8)

👉 **Insectile Trolls (2):** hp 63 each; see Appendix I.

APL 10 (EL 10)

👉 **Insectile Trolls (4):** hp 63 each; see Appendix I.

APL 12 (EL 12)

👉 **Insectile Trolls (8):** hp 63 each; see Appendix I.

When the PCs have defeated the insectile trolls and moved into the cave, continue to Encounter Eight.

Encounter Eight: Easy Trap

Heading into the cave entrance, you proceed forward leaving the hills behind you. The tunnel before you ranges from ten feet wide to fifteen feet wide depending on the actual location. The ceiling hangs over you, just a mere ten feet overhead.

A brick trap has been built in this tunnel. The trapped area is ten feet in length and five feet deep. Thus, it is possible for two PCs to be walking side-by-side and both be hit with bricks.

Roulart knows about this trap and can easily avoid it.

All APLs (EL 2)

↗ **Bricks from Ceiling:** CR 2; mechanical; touch trigger; repair reset; Atk +12 melee (2d6, bricks); multiple targets (all targets in each of two adjacent 5-ft. squares); Search (DC 20); Disable Device (DC 20).

Once the PCs have passed the trap located here, continue to Encounter Nine.

Encounter Nine: Natural Obstacles

You soon head into an intersection. Two small tunnels, one of which you have come down seem to lead into a larger main tunnel. Heading down the main tunnel, you find that it curves slightly back and forth. During your trek, you find several small side tunnels and passageways that you discover are empty upon investigation.

Make it clear to the PCs that the other small tunnel likely leads to the other entrance they did not go through. Encourage them subtly to move down the main tunnel. If they insist on going down the other small tunnel, run them through the other two encounters they missed (but do not award xp for them).

At this point, the PCs encounter two natural obstacles that they must bypass to continue their mission. They have been broken down into sub-encounters for ease of running. Once the PCs have successfully bypassed one of the natural obstacles, continue with the next one.

NOTE: Please ensure the PCs take the appropriate armor check penalty into effect when making any skill check.

Stone Bridge

The first natural obstacle the PCs face is a natural narrow stone bridge. They must get from the beginning to the end of it. The downward sloping bridge goes for sixty feet before it bends at a thirty degree and extends for another forty-five feet. The distance to the ground below is dependent on APL.

The PCs can use a variety of ways to safely get from the beginning of the stone bridge to the bottom of it, including walking down (requires a successful Balance check), the use of spells (such as *fly*, *levitate*, etc.) or various wondrous items (such as *slippers of spider climbing*, *boots of flying*, etc.). Those PCs who attempt to walk across it must make one (or more) successful Balance checks (DC noted below). Those who fail the check by 5 or more fall. Those who fail by 4 or less cannot move for one round. See the table below for

details on the stone bridge's width, modifiers, Balance check DC and fall distance:

APL	Width	Modifiers	Balance DC	Fall Distance
6	7-12 inches	Lightly Slippery; Slopped	14	80 feet (8d6)
8	7-12 inches	Lightly Slippery; Slopped	14	100 feet (10d6)
10	2-6 inches	Lightly Slippery; Slopped	19	150 feet (15d6)
12	2-6 inches	Lightly Slippery; Slopped	19	200 feet (20d6)

When the PCs have passed through this area, continue with the next encounter.

Hole in the Ground

The second natural obstacle the PCs face is a large hole in the ground that covers the entire width of the tunnel. There is forty feet for the PC to get a running jump. The length and depth of the hole is dependent on the APL.

The PCs can use a variety of ways to safely get to the other side including jumping (requires a successful Jump check), the use of spells (such as *fly*, *jump*, *levitate*, etc.) or various wondrous items (such as *slippers of spider climbing*, *boots of flying*, etc.). Those PCs who attempt to jump across it must make a running Jump check (DC noted below). Those who fail the check by 5 or less, don't clear the distance but can make a Reflex save (DC 15) to grab on the edge of the hole. Getting up then requires a successful Climb check (DC 15). See the table below for details on the hole's length, Jump DC and hole's depth:

APL	Length of hole	Jump DC	Depth of Hole
6	20 feet	20	30 feet (3d6)
8	25 feet	25	40 feet (4d6)
10	30 feet	30	50 feet (5d6)
12	35 feet	35	60 feet (6d6)

After this second and last natural obstacle, continue with the next encounter.

Encounter Ten: Pets

When the PCs head onward from the two natural obstacles, continue with the following:

Proceeding onward, the winding tunnel before you starts to expand until it is about twenty feet in width and ten feet high. As you turn the next corner, you see several puma-like creatures with two writhing tentacles on their backs.

The puma-like creatures are displacer beasts that have remarkably agreed to stay here and guard this area for Roulart.

Upon noticing the PCs, the creatures immediately attack. They attempt to focus on one PC hoping to down them quickly before delivering the final killing blow.

While in combat, the displacer beasts insult and verbally abuse the PCs, in Common, ensuring to make a great deal of noise. This noise is to alert Roulart that they have intruders.

If any of the displacer beasts are captured, they tell the PCs that Roulart knows they are coming and is likely long gone. The later half is a lie.

APL 6 (EL 6)

☛ **Displacer Beasts (2):** hp 59 each; see *Monster Manual*.

APL 8 (EL 8)

☛ **Displacer Beasts (4):** hp 59 each; see *Monster Manual*.

APL 10 (EL 10)

☛ **Displacer Beasts (8):** hp 59 each; see *Monster Manual*.

APL 12 (EL 12)

☛ **Displacer Beasts (4):** hp 59 each; see *Monster Manual*.

☛ **Displacer Beast Pack Lord (1):** hp 279; see *Monster Manual*.

Encounter Eleven: Roulart

If the Roulart was alerted by the displacer beasts:

Proceeding before you, you see that on the far end of the displacer beast's lair is a twenty feet wide tunnel that leads into another underground area.

Peering through the tunnel, you see that it leads to a spacious underground area. Inside you see two goblins arguing with each other. Upon noticing you, the shorter one begs, "Please come here and help me. This man is not as he seems. He has taken me in hopes of disgracing me, while he walks free."

The taller goblin, perhaps a shade over four feet tall, snaps back, "You lie Roulart!" He then turns his attention to you, "Please do not proceed any further or else I fear we will all die from his evil wrath."

The truth of the matter is that the shorter of the two goblins is Noblish. He was enslaved by Roulart several days ago. The other "goblin" is Roulart Ramado in disguise of a tall goblin via the use of his *hat of disguise*. He is hoping to use this disguise to trick or at least confuse the PCs.

Roulart does not attack, nor does his ogre mage friends, until the PCs attack him or he feels that his disguise has been discovered. Once combat does start, he uses his spells to whatever best fits the situation. If uncovered, but not attacked immediately, he will try to bribe the PCs, if he thinks one of them might accept a deal.

The ogre mages, if any, are currently invisible within the spacious underground area. If combat starts, they first use their *cone of cold* ability hoping to hit as many PCs as possible but ensuring to focus on at least one PC.

If the Roulart was not alerted by the displacer beasts:

Proceeding before you, you see that on the far end of the displacer beast's lair is a twenty feet wide tunnel that leads into another underground area.

Peering through the tunnel, you see that it leads to a spacious underground area. Inside you see a Suel man screaming at an aging goblin that has been bound with some silk rope. "Don't worry my friend. Few folks will miss you. You are after all a warty goblin with limited ability. Now all I must figure out is how to use you best."

At this point in time Roulart likely notices the PCs unless they attempted to Hide and Move Silently into this area (in which case he and the ogre mages, if any, get opposing Spot and Listen checks).

At first he does not attack the PCs, unless they seem like pressing the attack. Instead, he tries to reason with them, putting the blame on Noblish. Once combat does start, he uses his spells to whatever best fits the situation. If not attacked immediately, he will try to bribe the PCs, if he thinks one of them might accept a deal.

The ogre mages, if any, are currently invisible within the spacious underground area. If combat starts, they first use their *cone of cold* ability hoping to hit as many PCs as possible but ensuring to focus on at least one PC.

APL 6 (EL 9)

☛ Roulart, Male Human (Suel) Wiz9 (1): hp 41; see Appendix I.

APL 8 (EL 11)

☛ Roulart, Male Human (Suel) Wiz9 (1): hp 41; see Appendix I.

☛ Ogre Mage Sor1 (1): hp 56; see Appendix I.

APL 10 (EL 13)

☛ Roulart, Male Human (Suel) Wiz9 (1): hp 41; see Appendix I.

☛ Ogre Mages Sor1 (3): hp 56 each; see Appendix I.

APL 12 (EL 15)

☛ Roulart, Male Human (Suel) Wiz11 (1): hp 50; see Appendix I.

☛ Ogre Mages Sor3 (3): hp 69 each; see Appendix I.

Treasure: The PCs can grab the possessions and gold of Roulart and the ogre mages.

Conclusion

If the PCs were captured by Roulart:

You fought to keep yourself alive, which you have done, but unfortunately you have been captured. After being tied up and left for dead for several days, you managed to free yourself. However, upon your return to the town of Greutam, you immediately were questioned about where you have been for the last week. It seems several folks have accused you of stealing and other similar crimes. However, after some time, a month or so, you have managed to clear the matter up so you can resume your adventuring career with the help of your friends.

The PCs spend additional TUs to free themselves and clear their name (see *Captured!* in the Treasure Summary).

If the PCs failed to kill or capture Roulart:

You tried your best but you were unable to kill or capture Roulart. Whatever happened to him time can only tell.

Only the future knows what Roulart is planning next.

If the PCs successfully killed or captured Roulart but did not free/save Noblish:

You have succeeded in capturing a notorious individual known as Roulart Ramado, a past and present member of the Slavers.

The PCs have successfully completed the adventure and have earned the thanks of many, with the one exception of Noblish, an old goblin tallow-marker.

If the PCs successfully killed or captured Roulart and freed Noblish:

You have succeeded in capturing a notorious individual known as Roulart Ramado, a past and present member of the Slavers. Additionally, you have freed Noblish, an old goblin tallow-marker, who lives in the town of Greutam.

The PCs have successfully completed the adventure. They have also earned the *Gratitude of Noblish* (see the Treasure Summary).

The End

Experience Point Summary

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

Encounter Five or Seven

Defeat the trolls or scraggs

APL 6 – 180 xp;

APL 8 – 240 xp;

APL 10 – 300 xp;

APL 12 – 360 xp.

Encounter Six or Eight

Disarm or survive the trap

All APLs – 60 xp.

Encounter Nine

Pass the natural obstacles without suffering damage

All APLs – 30 xp.

Encounter Ten

Defeat the displacer beasts

APL 6 – 180 xp;

APL 8 – 240 xp;

APL 10 – 300 xp;

APL 12 – 360 xp.

Encounter Eleven

Defeat Roulart and the ogre mages

APL 6 – 270 xp;

APL 8 – 330 xp;

APL 10 – 390 xp;

APL 12 – 450 xp.

Discretionary Roleplaying Award

Judge may allocate up to the following for good roleplaying

APL 6 – 180 xp;

APL 8 – 225 xp;

APL 10 – 270 xp;

APL 12 – 315 xp.

Total Possible Experience

APL 6 – 900 xp;

APL 8 – 1,125 xp;

APL 10 – 1,350 xp;

APL 12 – 1,575 xp.

Treasure Summary

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

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

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring

party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Eleven:

APL 6: L: 26 gp; C: 100 gp; M: *amulet of proof against detection and location* (2,917 gp), *hat of disguise* (150 gp), *Roulart's Spellbook I* (55 gp).

APL 8: L: 82 gp; C: 100 gp; M: *amulet of proof against detection and location* (2,917 gp), *hat of disguise* (150 gp), *Roulart's Spellbook I* (55 gp).

APL 10: L: 195 gp; C: 100 gp; M: *amulet of proof against detection and location* (2,917 gp), *hat of disguise* (150 gp), *Roulart's Spellbook I* (55 gp).

APL 12: L: 195 gp; C: 100 gp; M: *amulet of proof against detection and location* (2,917 gp), *hat of disguise* (150 gp), *Roulart's Spellbook I* (55 gp), *Roulart's Spellbook II* (20 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 6: L: 26 gp; C: 100 gp; M: 3,122 gp - Total: 3,248 gp (800 gp).

APL 8: L: 82 gp; C: 100 gp; M: 3,122 gp - Total: 3,304 gp (1,250 gp).

APL 10: L: 195 gp; C: 100 gp; M: 3,122 gp - Total: 3,417 gp (2,100 gp).

APL 12: L: 195 gp; C: 100 gp; M: 3,142 gp - Total: 3,437 gp (3,000 gp).

Special

☛ *Captured!*

This PC was captured and impersonated for a brief time by Roulart Ramado. In addition to the standard TUs the PC spent on this adventure, she also spends 6 additional TUs while she frees herself and then tries to clear her name (representing the time the PC is out of play). The PC does not have to spend Lifestyle costs for the additional 6 TUs but loses all possessions save what she noted at the beginning of this adventure as being 'left at home.' If this PC lost everything, they may choose to invoke the Charity of Friends Clause from the LGCS.

☛ *Gratitude of Noblish*

In thanks for saving him from Roulart, Noblish, an old goblin tallow-maker who lives in the town of Greutam, has offered to sell several of his most prized possessions to the PC. These items can be purchased with Frequency: Regional (Principality of Ulek and Keoland) and Meta-Regional (Sheldomar Valley Meta-Region). If the PC purchases an item, do not void this favor, instead mark the item purchased as no longer available. The items are: *belt of endurance* (A&EG), *candle of truth*, and *lantern of revealing*.

☛ *Roulart's Spellbook I*

1st—[*color spray, disguise self, erase, expeditious retreat, jump, Nystul's magic aura, magic missile, ray of enfeeblement, reduce person, unseen servant*]; 2nd—[*alter self, detect thoughts, glitterdust, invisibility, misdirection, scorching ray*]; 3rd—[*arcane sight, clairaudience/clairvoyance, dispel magic, displacement, lightning bolt, slow*]; 4th—[*greater invisibility, hallucinatory terrain, illusory wall, rainbow pattern*]; 5th—[*dominate person, mirage arcana*].

Market Price: 660 gp; *Weight:* 3 lbs.

☛ *Roulart's Spellbook II*

1st—[*alarm, ventriloquism*]; 5th—[*hold monster, mind fog*]; 6th—[*chain lightning, mass suggestion*].

Market Price: 240 gp; *Weight:* 3 lbs.

APL 8 (APL 6 Items plus):

APL 10 (APL 6, 8 Items plus):

APL 12 (APL 6, 8, 10 Items plus):

- ❖ *Roulart's Spellbook II* (Adventure, see above)

Items for the Adventure Record

Item Access

APL 6:

- ❖ *Amulet of Proof Against Detection and Location* (Adventure, DMG)
- ❖ *Hat of Disguise* (Adventure, DMG)
- ❖ *Roulart's Spellbook I* (Adventure, see above)

Appendix I: NPCs

Encounter 5

Reptilian Scrag: Large Giant (Aquatic, Reptilian); HD 6d8+42; hp 68; Init +2 (Dex); Spd 20 ft., swim 40 ft.; AC 18 (touch 11, flat-footed 16); Atks +10 melee (1d8+7, 2 claws) and +5 bite (1d6+3, bite); SA Rend 2d6+10; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +12, Ref +4, Will +4; Str 25, Dex 14, Con 25, Int 6, Wis 11, Cha 6.

Skills and Feats: Balance +6, Jump +11, Listen +6, Spot +7; Alertness, Iron Will, Track.

Encounter 7

Insectile Troll: Large Aberration; HD 6d8+36; hp 63; Init +2 (Dex); Spd 30 ft., climb 30 ft.; AC 18 (touch 11, flat-footed 16); Atks +9 melee (1d6+6, 2 claws) and +4 bite (1d6+3, bite); SA Rend 2d6+9; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent, tremorsense, wide vision; AL CE; SV Fort +11, Ref +6, Will +4; Str 23, Dex 18, Con 23, Int 6, Wis 11, Cha 6.

Skills and Feats: Listen +6, Spot +11; Alertness, Iron Will, Track.

Tremorsense (Ex): An insectile creature can automatically sense the location of anything within 60 feet that is in contact with the ground.

Wide Vision (Ex): Because of its multiple eyes and wide angle of vision, an insectile creature has a +4 racial bonus on Spot checks and cannot be flanked.

Encounter 11

APL 6, 8 & 10

Roulart (1): Male Human Wiz9; Medium Humanoid (human); HD 9d4+18; hp 41; Init +2 (Dex); Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +4 melee (1d4 [crit 19-20], dagger); AL LE; SV Fort +5, Ref +5, Will +9; Str 10, Dex 14, Con 14, Int 18, Wis 12, Cha 14.

Skills and Feats: Bluff +12, Concentration +11, Diplomacy +7, Disguise +14, Forgery +9, Gather Information +7, Intimidate +4, Spellcraft +16; Charlatan*, Combat Casting, Craft Wondrous Item, Deceitful, Iron Will, Persuasive, Scribe Scroll^B.

Spells Known (4/5/5/4/3/1; base DC = 14 + spell level): 0 – *detect magic, guidance, light, resistance*; 1st – *expeditious retreat, jump, magic missile, magic missile, reduce person*; 2nd – *alter self, detect thoughts, glitterdust, misdirection, scorching ray*, 3rd – *dispel magic, displacement, lightning bolt, slow*, 4th – *greater*

invisibility, rainbow pattern, rainbow pattern, 5th – *dominate person*.

Possessions: masterwork dagger, silk rope, *amulet of proof against detection and location, hat of disguise, Roulart's spellbook I*, 600 gp.

APL 8 & 10

Ogre Mage Sorcerer: Male Ogre Mage Sor1; Large Giant; HD 5d8+1d4+30; hp 56 each; Init +5 (Dex, Improved Initiative); Spd 40 ft., fly 40 ft. (good); AC 19 (touch 10, flat-footed 18); Atks +11 melee (3d6+10 [crit 19-20], greatsword) or +3 ranged (2d6 [crit x3], longbow); Space/Reach 10 ft./10 ft.; SA spell-like abilities; SQ Darkvision 90 ft., low-light vision, regeneration 5, spell resistance 19; AL LE; SV Fort +8, Ref +4, Will +8; Str 24, Dex 12, Con 20, Int 14, Wis 16, Cha 20.

Skills and Feats: Bluff +7, Concentration +14, Listen +11, Spellcraft +11, Spot +11; Improved Initiative, Iron Will, Weapon Focus (greatsword).

Spells Known (5/5; base DC = 15 + spell level): 0 – *acid splash, daze, detect magic, ray of frost*; 1st – *shield, true strike*.

Possessions: masterwork chain shirt, masterwork greatsword, longbow, 20 arrows, weasel familiar.

Spell-Like Abilities: At will – *darkness, invisibility*, 1/day – *charm person* (DC 16), *cone of cold* (DC 20), *gaseous form, polymorph, sleep* (DC 16). Caster level 9th. The save DCs are Charisma-based.

APL 12

Roulart (1): Male Human Wiz11; Medium Humanoid (human); HD 11d4+22; hp 50; Init +2 (Dex); Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +6 melee (1d4 [crit 19-20], dagger); AL LE; SV Fort +5, Ref +5, Will +10; Str 10, Dex 14, Con 14, Int 18, Wis 12, Cha 14.

Skills and Feats: Bluff +13, Concentration +13, Diplomacy +8, Disguise +14, Forgery +9, Gather Information +8, Intimidate +5, Spellcraft +18; Charlatan*, Combat Casting, Craft Wondrous Item, Deceitful, Heighten Spell, Iron Will, Persuasive, Scribe Scroll^B.

Spells Known (4/5/5/5/4/2/1; base DC = 14 + spell level): 0 – *detect magic, guidance, light, resistance*; 1st – *expeditious retreat, jump, magic missile, magic missile, reduce person*; 2nd – *alter self, detect thoughts, glitterdust, misdirection, scorching ray*, 3rd – *dispel magic, displacement, lightning bolt, lightning bolt, slow*, 4th – *greater invisibility, rainbow pattern, rainbow pattern, rainbow pattern*; 5th – *dominate person, mind fog*; 6th – *chain lightning, dominate person*.

Possessions: masterwork dagger, silk rope, *amulet of proof against detection and location*, *hat of disguise*, *Roulart's spellbook I*, *Roulart's spellbook II*, 600 gp.

Ogre Mage Sorcerer: Male Ogre Mage Sor3; Large Giant; HD 5d8+3d4+40; hp 69 each; Init +5 (Dex, Improved Initiative); Spd 40 ft., fly 40 ft. (good); AC 19 (touch 10, flat-footed 18); Atks +12 melee (3d6+10 [crit 19-20], greatsword) or +4 ranged (2d6 [crit x3], longbow); Space/Reach 10 ft./10 ft.; SA spell-like abilities; SQ Darkvision 90 ft., low-light vision, regeneration 5, spell resistance 19; AL LE; SV Fort +9, Ref +5, Will +9; Str 24, Dex 12, Con 20, Int 14, Wis 16, Cha 20.

Skills and Feats: Bluff +7, Concentration +16, Listen +11, Spellcraft +13, Spot +13; Improved Initiative, Iron Will, Weapon Focus (greatsword).

Spells Known (6/7; base DC = 15 + spell level): 0 – *acid splash*, *daze*, *detect magic*, *flare*, *ray of frost*; 1st – *magic weapon*, *shield*, *true strike*.

Possessions: masterwork chain shirt, masterwork greatsword, longbow, 20 arrows, weasel familiar.

Spell-Like Abilities: At will – *darkness*, *invisibility*, 1/day – *charm person* (DC 16), *cone of cold* (DC 20), *gaseous form*, *polymorph*, *sleep* (DC 16). Caster level 9th. The save DCs are Charisma-based.

The Wrong Corrected
Critical Events Summary
For Tables Running at the Premiere

1. *Who did the PCs select to talk with first, Waldus or Groyn?*

2. *What route did the PCs take to enter the cave?*

3. *Were any PCs captured? If so, how many and how? (List the PC and Player Name and RPGA # below)*

4. *Was Roulart alerted to the PCs' presence by the displacer beasts?*

5. *Did the PCs capture or kill Noblish? If so, which one?*

6. *Did the PCs capture or kill Roulart? If so, which one?*

If you run this event in December 2003 or January/February 2004, please e-mail the results from this sheet to Steven Conforti, Circle representative for the Sheldomar Valley, scon40@aol.com, by March 3, 2004.