

YEO5-03

Break My Bones

A One-Round D&D® LIVING GREYHAWK™

Yeomanry Regional Adventure

Version 1.2

by Kevin Freeman

Reviewer: Yeomanry Triad

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Chaos reigns in the Yeomanry! Freeholder Marius Lindon is missing, and controversial Grosspokeswoman Melinda Windomere is taking responsibility to find out what happened. And what, if anything, does the medusa rogue Della know about it? A Yeomanry regional whodunit adventure for PCs of APLs 4-12, and Part Three of the *Cold as Stone* 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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For questions specific to this document and your region please e-mail your triad point of contact (POC) at beldred@midsouth.rr.com. For LIVING GREYHAWK campaign questions email rpgahq@wizards.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, 2006.

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 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 the *Appendices*.

Along with this adventure you'll find a RPGA Table 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.
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.

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

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 the Yeomanry. Characters native to the Yeomanry 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. 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 who 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 Survival check (DC 20), 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.

A NOTE FROM THE AUTHOR

It has been a pleasure being a member of the Yeomanry triad pretty much since the very beginning, and, were I still in Alabama, I would undoubtedly still be serving. I enjoyed my tenure, and please do say hello if you see me! Contact me at kfreeman13@nc.rr.com if you would like to make comments about the adventure (or anything else, for that matter).

ADVENTURE BACKGROUND

ABOUT THE YEOMANRY

The Yeomanry is situated in a valley between the Jotens and the Tors in the southwest corner of the Sheldomar Valley. The moderately sized realm is nearly surrounded by the Crystalmists and its spurs, though its eastern border with Keoland is generally regarded as the eastern bank of the Javan across from the county of Cryllor. Its border continues south to where the great river enters the Hool Marshes and the lands of the Sea Princes. The climate is hot nearly year-round in the central valley, though the temperature moderates as one approaches the foothills, particularly in late fall and winter. The Yeomanry is a land populated primarily by freemen farmers, who are mostly a Suel-Flan mix.

The Yeomanry is one of the few representative democracies in the Flanaess. Any citizen of majority, who has carried the spear for the nation, either now or in the past, is eligible to elect a spokesman on his behalf from his community who serves in the Council of Common Grosspokesmen in Loftwick.

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers. Many Yeomen have served in the Militia and are stout defenders of their homes.

You can learn more about the Yeomanry at its official website: <http://yeomanry.living-greyhawk.com>.

NEWICK (POP. 2,100)

Newick is a walled frontier town located near the border of the Hool Mashas. Its 2,100 residents make their living from farming, fishing, and light forestry. As one of the first sizable towns between seized lands and the relative freedom of the Yeomanry, Newick serves as the (temporary) home for dozens of refugees at any given time. Due to this large transitional population, Newick can get a bit rough at times, and the militia has a reputation for treating lawbreakers harshly. There are a number of hastily-constructed inns and taverns in town -

the one patronized by adventurers is called Haranshire House, named for the region in which Newick stands. It is run by an incredibly irritating gnome named Erdenson, nicknamed "Centipede" due to his ridiculously bushy eyebrows. Rumor has it that he is tolerated because he knows secrets that lead to a huge cache of magical treasure buried somewhere in the Hool.

The town's Grosspokesman is Melinda Windomere, a strong, slim, dark-haired woman in her early 40s who enjoys wearing fine silks. Although she is a bit unorthodox in her governance of the region, she is a woman of law and keeps her promises. As a result, she is respected locally but distrusted amongst other members of the Council. The Yeoman Dustdiggers, led by Olan Demeter, have a very strong presence in the town due to the significant archaeological discoveries that have been found in the region over the last few years.

Recently an important refugee from the Hold of the Sea Princes has taken refuge near Newick. She is Della, the 'Rogue Queen of Monmurg,' and is rumored to be a medusa. A number of local adventurers can confirm this, and as such the local residents give her a wide berth.

LOFTWICK

The capital of the Yeomanry League, Loftwick stands high above the Yeoman Valley, at the southernmost end of the High Crag, a spur of the Jotens. Surrounded by high walls, and by higher peaks, Loftwick is a commanding presence in the western dales of the Yeoman valley. Loftwick serves as a trading center for the western League, and extensive dockworks line the edge of the Wick River, some few miles south of the city.

Loftwick is divided into numerous wards and neighborhoods, including the Leatherworks, Goldsmiths, and Masons wards, identified by the manor guild in the ward, and other residential neighborhoods including the High Cross and Low Cross, Five Points, and Death's Privy. Among Loftwick's well-known landmarks are the Gnome Clockworks, Blacksun Tower, the High Church of Heironeous, and the Fellcrack.

BACKGROUND

Troubling times are afoot in the Yeomanry. The Freeholder, Marius Lindon, is missing, and rumors abound as to what the cause of his disappearance was. This has created some instability in the region, given the enemies seemingly on all sides of the Yeomanry that threaten to seize opportunities at any time.

Melinda Windomere, Grosspokeswoman of Newick, has taken upon herself to try to stabilize the wild and relatively untamed area in the southeastern Yeomanry. However, she has proven to be an unpredictable and somewhat controversial (although very popular to many) ruler over the years, and rumors even have circled that she had something to do with Lindon's disappearance in an effort to solidify her own political position.

Regardless of this, she has assumed de facto control over the investigation, and has decided to recruit people she has worked with before to get to the bottom of Lindon's disappearance before further instability infects the Yeoman League.

ADVENTURE SUMMARY

Introduction:

The PCs are summoned to Newick. They are greeted by Melinda who fills them in on the disappearance of Marius Lindon. Rascals, working undercover in Newick, discovered a stone statue they believe to be a petrified Yeoman soldier. It was secretly brought to Newick where a member of the College of High Magic attempts to reverse the petrification.

Encounter 1:

In a secret chamber in the Co7F, a stone to flesh spell is cast, and sure enough, the statue is restored to reveal Wil, a Yeoman soldier. However, he is near death and succumbs to poison immediately after muttering a single word: "Medusa". A number of snake bites are on his face and arms.

Melinda, furious with rage, is convinced that Della has something to do with this (in fact, she has suspected Della as being a turncoat for some time) and sends the PCs to Della's home to retrieve her—dead or alive.

Encounter 2:

Della, through her contacts, has already heard of Melinda's suspicions and has fled her home to an undisclosed location. Being a practiced thief, she also has left a number of traps to 'discourage' trespassers. But a number of damning clues are found, including a note from a Scarlet Brotherhood agent along with a considerable amount of gems buried in a lockbox in her garden. This should confirm any suspicions the PCs may have.

At this point, the PCs may return to Newick and report their findings or follow her trail south.

Encounter 3:

The PCs follow her trail to an old safehouse in the hills near Melkot. On the road to Della's hideout, the PCs are set upon by scorpions.

Encounter 4:

Upon arriving at Della's hideout, a number of things can occur. If the PCs are aggressive or threatening to Della, she shoots first and asks questions later. This encounter is very open-ended. Whether or not Della is killed has considerable consequence later in the adventure.

Encounter 5:

The PCs return to Newick, with or without Della, dead or alive. The story changes a bit based upon which of these options the PCs choose.

In all cases, the PCs are asked to head to Loftwick and report personally to the Council of Common Grosspokesmen about their findings.

Encounter 6:

As the PCs enter Loftwick late in the evening, there is an altercation at the south gate between the city guard and a covered wagon attempting to leave. The driver refuses to allow the guards to inspect their 'cargo.' The guards press the issue and a battle ensues. Most interestingly, a medusa, clearly not Della, bursts from the wagon and tries to petrify her assailants. They have no identifiable markings. This certainly places Della's perceived guilt in doubt!

Conclusion:

Depending on the status of Della, various endings are possible here.

PREPARATION FOR PLAY

Break My Bones is a role-playing intensive adventure. There are only two planned combats in this adventure. To properly complete this adventure, the PCs must use their wits, skills, and charm to convince others of their actions, and they must work with people whom they might not necessarily want to. Should a group of PCs attempt to hack their way through the adventure, they undoubtedly will miss a number of clues and be unable to complete it.

Should you have a group that likes to 'chop first and ask questions later,' try to steer them in the proper direction. If they fail to get your hints, let the cards fall where they may.

Roleplaying Della

Proper depiction of Della the medusa is integral to the success and enjoyable play of this adventure. Keep in mind that she is Lawful Evil to the core, and she and many of the PCs probably have a past relationship that is anything but amiable.

PC reactions to Della, assuming they are 'in character,' should contribute to the experience points given to them for roleplaying.

Della is a brazen, manipulative thief who has spent her entire life backstabbing and conniving to achieve her status. She is not afraid of the PCs and is more than willing to express her displeasure with them at any time. She considers them below her—mere mercenaries who care only about coin.

She has little compassion for anyone save herself, and has no problem hunting or sacrificing others so long that her own ends are met.

Is This a Military Adventure?

As the defense of the homeland is imperative, at least to some extent, members of the Yeoman military may count this adventure towards any annual TU requirement for their branch of the military.

Is This a Dustdigger Adventure?

This adventure does not involve sites of archeological and historical significance to the Yeomanry. As such, students in the Academy of Lore may NOT count this adventure towards their Academy TU requirement.

Is This a University of Loftwick Adventure?

Since this adventure does not involve the University, students at the University may NOT count this adventure towards any annual TU requirement for the University.

Is This a College of High Magic Adventure?

Members of the College are expected to act in the defense of the Yeomanry and to promote the interests of the College. As such, members can count this adventure toward any annual TU expenditures required by membership in the College.

Is this a Promotion Worthy Adventure?

Heroic deeds in the name of the Yeoman military are possible in this adventure, and as such, the possibility for promotion exists. In order for a PC to be considered for promotion at the end of this adventure, the PC must do the following:

1. The DM and all Yeomanry military PCs present at the table must **unanimously** agree that the PC has performed an action and behaved in a manner that would make them a good leader of men in their unit. There must be at least two other military PCs playing the adventure besides the PC up for advancement. Only one PC can be nominated for advancement per adventure.
2. The player so nominated must then gather the names and email addresses of all Yeomanry military players and the DM at the table.
3. The player must then submit a small summary of what happened in the adventure and why he or she should be considered for promotion. Emailing this information to yeomanry-triad@yahoogroups.com.
4. The Triad will then discuss your promotion and determine whether promotion is granted. You will be notified via email, and a promotion certificate will be sent to you via snail mail.

In order to be considered for promotion, the Yeomanry military character must have spent a minimum of one year of real time at the rank below that being applied for. So in order to be considered for Sergeant, the player must have spent one full year as a Yeoman, and one full year below that as an unranked soldier.

INTRODUCTION

The hot Yeoman sun has burned off the last remnants of an afternoon shower as you enter the riverside city of Newick. A humid steam rises from the cobblestone streets and sticks to your skin like paste. Despite the perspiration, you make your way towards the center of town to once again talk to Melinda Windomere, the Grosspokeswoman of Newick, who once again has summoned you for some sort of service in the name of the Yeomanry.

You know from previous experience that she does not like to be kept waiting.

The summer has not been kind to Newick's government building. A thin layer of green moss has crept its way several inches up from the ground, and pools of brackish water dot the street in places where it is less than level.

As per usual, you flash the parchment marked with the Grosspokeswoman's seal to the frowning guards at the entry and proceed inside.

The foyer has been decorated since you last visited. Six plush leather chairs have replaced the old wooden benches. Maps and charts of the area line the walls, and a portrait of the Grosspokeswoman—new, from the looks of it—is centered on the wall in front of you.

Kiers, the Grosspokeswoman's steward, is busily reading some sort of scroll, but looks up at your entrance and smiles.

"Hello again, my stalwart adventurers," he says. "It is good to see you once again!"

You are unsure by the tone of his voice whether or not he means it.

"You are expected," he says, and motions towards the stairs behind him.

The Grosspokeswoman's chamber has also gone through a transformation, but for the worse. Scrolls and papers are scattered throughout the room in a haphazard fashion.

She looks up at you, straightens herself, and motions you in. You can see dark circles under her black, penetrating eyes— she appears very weary, although she makes an effort to try to hide that fact.

"Ah, my friends. Please, come in. And pardon the mess. I've been calculating the year's taxes and haven't had time to tidy up.

"These are trying times, good people. As you may well have heard, our Freeholder, the noble Marius Lindon, has disappeared. No one knows of his whereabouts, and I want to do everything in my power to make sure that he is found safe and sound.

Our people in Loftwick have been investigating this for a while, and just a few days ago they made a...startling...discovery.

"Before I go any farther, however, you must give me your words that you will speak to no one of this matter. Should word leak of this, the Yeomanry could have civil unrest on its hands, and that is something the entire Council wishes to avoid."

Melinda then presents a contract that she requires everyone to sign before speaks further.

After the document is signed, she tucks it into her dress and continues:

"Good. Now please follow me."

The Grosspokeswoman gets up, leaves her office, heads down the stairs, and exits the building. After a few moments' walking, the PCs and Melinda approach the Church of Seven Faiths. Proceed to Encounter 1.

Note: It is possible that an entire group of PCs have never encountered the Grosspokeswoman or Della in their previous adventures. In this instance, introduce the players to the adventure by saying that the Yeomanry is looking for trustworthy adventurers for a secret mission of the utmost importance. Also alter any references to the PCs meeting these NPCs previously.

ENCOUNTER 1: STONE SPEAK

You arrive at the Church of Seven Faiths. Melinda makes a motion to the acolytes in the sanctuary, and they quickly scatter and disappear.

She then moves to a wall and presses some sort of panel, revealing a secret door. She enters and descends a stone staircase while motioning you to follow.

Allow the PCs an Int Check (DC 10) to remember both the location of the panel and how the door was opened, should they ask.

The staircase descends into a small, unadorned room, apparently used primarily for storage. Crates, boxes, and barrels line the walls. In the center of the room, something roughly man-sized rests under a bright red cloth.

Melinda approaches the cloth and grabs a corner of it. You sense anger in her face and eyes as she looks towards you.

"This, my friends, is why I have summoned you."

With a quick flick of her arm, she pulls away the cloth, revealing a perfectly-sculpted statue of a man in Yeoman livery. What disturbs you, however, is the look of sheer terror on the face of the statue. Its hands are raised towards its face, as if it was trying to shield its gaze from something.

"This is Wil, a decorated Yeoman soldier and one of the Freeholder's personal guards. Our people found him at the bottom of the Wick River near Loftwick. He never leaves the Freeholder's side. This, for obvious reasons, troubles me."

You don't have to be a diviner to read her thoughts at this point.

"I had him brought here immediately. Hopefully no one knows this save us."

The Grosspokeswoman pauses briefly.

"Undoubtedly, I have my suspicions about what, or who caused this. You know of whom I speak. But she is clever, very intelligent, and has eyes and ears everywhere. Thus you know why secrecy is important here."

"Of course, it is possible that this is all a sick joke, and that it is merely a statue. It is also possible that someone, or something else did this. But I have my doubts. Let us find out if this is the case, shall we?"

As if on cue, an elderly, well-dressed gentleman emerges from a small unseen antechamber. He is dressed in 'scholarly' garments and nods at you as he approaches.

Melinda continues to speak.

"This is Gavin, a member of good standing of the College of High Magic. He bases himself here in Newick. I have given him the task of restoring Wil, assuming it is him, to flesh and blood."

With that, Gavin steps forward and approaches the statue. He begins to incant and waves his hands wildly. After a few seconds the stone is replaced by flesh, and Will collapses to the ground in a heap.

Remember that a Fort Save (DC 15) is required in order for Wil to survive the stone to flesh process. You should roll this die out in the open so that everyone can see— let the die fall where it may. Assume he has a Fort save modifier of +4.

Regardless of whether Wil survives the process, the PCs notice a number of small, discolored puncture wounds on the back of his head and neck.

If Wil fails the Fort save, he is dead. There is a priest capable of raising dead in Newick, but it will take a day to summon him and make preparations.

If Wil survives the process, he still lives, but barely. He has been poisoned, apparently by snake bites, and has an effective Str of 0 (meaning he is unconscious).

However, he mumbles one barely-coherent word before succumbing:

"Me...du....sa!"

Note: Whether Wil survives or not is unimportant for the purposes of completing the adventure. Should he be revived (in whatever manner is necessary), he recalls being struck from behind by a small, stinging weapon and immediately becoming woozy. He turned to face his assailant, saw a hideous, snake-haired woman, and then only darkness. He knows nothing else.

In either event, Melinda flies into a rage, her anger unchecked. Embellish these emotions as you see fit. However, she becomes an emotional wreck for several seconds before regaining her composure.

At this time, the PCs may have some questions for the Grosspokeswoman. Add or supplement these answers as you see fit.

Q: Why bring the statue to Newick? Wouldn't it be easier to do this in Loftwick?

"You might think this. But we fear that whoever did this has some connection to the Freeholder's disappearance, and may well have spies in that city. I felt bringing him here was the smartest course of action."

This is true. Melinda also has suspicions that Della might be behind this in some way (in fact, she is almost 100% sure), and believes having this done closer to Della's home would allow her to get a jump on the Medusa, should it come to that. Irrational — but logical in her mind.

Melinda is also subconsciously trying to seize control of the situation by being as much in control of the investigation as possible. Regardless of the outcome, she wants to come out of it looking as good as possible.

Q: What would Della have to gain from taking or killing the Freeholder?

"Plenty! Think about it...she's been in the Yeomanry for four years. She's developed an underground network of spies the likes of which the Yeomanry has never seen from within. She has proven to be untrustworthy on more than one occasion, and, most importantly, the people who have the most to gain from this are people she worked with for years before her 'asylum.'"

"The Freeholder's death could be the one event that might make the Yeomanry ripe for the plucking. Think of the instability it will cause in an already bubbling cauldron!"

“Don’t forget, she’s also a medusa, with a forked tongue, and her motives have always been questionable. I’ve no doubt she’s been paid a considerable sum to see this out. Mercenary to the core, that one...”

Melinda has never trusted nor liked Della. And much of what she accuses Della of is true. However, Della has been (somewhat) loyal to the Yeomanry, and has never betrayed her knowledge to the Scarlet Brotherhood, Hold of the Sea Princes, or any other of the Yeomanry’s traditional enemies.

In short, the Grosspokeswoman is letting her emotions get the best of her in this case. She believes that Della has usurped her authority to some extent in the region, but she truly believes Della has something to do with this.

Q: What do you want us to do about it?

“Simple. Go to Della’s house, find her, and bring her back to me. Dead or alive—I don’t care. I think she’s outlived her usefulness, and her services are no longer a boon to the Yeoman League. While you’re at it, tear her place apart and bring back anything to me that could be considered evidence—that includes anything you find on her person as well as at her house.”

Again, emotion is taking over the Grosspokeswoman’s decisions. Melinda does expect the PCs to hand over Della’s gear, including any magic items she has. Whether Della is killed is up to the PCs.

When the PCs are done with questions, go to Encounter 2.

ENCOUNTER 2: ROCK HARD EVIDENCE

The journey to Della’s house is short and familiar to many of the PCs. From the North Gate of Newick, it takes little more than an hour.

Della’s home sits atop a grassy hill that, beyond the house, drops 40’ via a sheer cliff to the mighty Javan River below. The cottage itself is small, some 20’ square, with wooden walls and a thatch roof. It is surrounded by rich greenery, including trees and bushes. A smaller building, a privy, sits some 25 feet from the house. A small fenced garden is behind the house, partially obscured from your view. The grounds are clean and immaculately kept.

Della is not home, having fled to the south after hearing rumors days earlier that the Grosspokeswoman was considering apprehending her. As such, the PCs are free to explore as they like, although Della has left two traps for anyone snooping around her property.

THE HOUSE

The door to Della’s cottage is locked but not trapped.

All APLs

🔪 **Cottage Door:** 1 in. thick; hardness 5; hp 10; Break DC 15; locked (Open Lock DC 14 + APL).

Inside, Della’s home is simple but comfortable. It appears to have two rooms. The front room has three chairs, a small wooden table, a cupboard for dishes, a desk, and a shelf lined with books. The back room of the cottage contains a small canopy bed, a footlocker, and a small, mirrored vanity. The back room is reached through a narrow doorway.

Della has set a poison dart trap on the doorjamb between the two rooms:

APL 4 (EL 2)

🔪 **Poison Dart Trap:** CR 2; mechanical; location trigger; manual reset; Atk +14 ranged (1d4 plus poison, dart); multiple targets (1 dart per person in a 10’ radius); poison (small centipede poison, DC 11 Fort save resists, 1d2 Dex/1d2 Dex); Search DC 21, Disable Device DC 22.

APL 6 (EL 3)

🔪 **Poison Dart Trap:** CR 3; mechanical; location trigger; manual reset; Atk +17 ranged (1d4 plus poison, dart); multiple targets (1 dart per person in a 10’ radius); poison (small centipede poison, DC 11 Fort save resists, 1d2 Dex/1d2 Dex); Search DC 23, Disable Device DC 24.

APL 8 (EL 5)

🔪 **Poison Dart Trap:** CR 5; mechanical; location trigger; manual reset; Atk +19 ranged (1d4 plus poison, dart); multiple targets (1 dart per person in a 10’ radius); poison (large scorpion venom, DC 18 Fort save resists, 1d6 Str/1d6 Str); Search DC 23, Disable Device DC 24.

APL 10 (EL 7)

🔪 **Poison Dart Trap:** CR 7; mechanical; location trigger; manual reset; Atk +21 ranged (1d4 plus poison, dart); multiple targets (1 dart per person in a 10’ radius); poison (purple worm poison, DC 24 Fort save resists, 1d6 Str/2d6 Str); Search DC 23, Disable Device DC 24.

APL 12 (EL 9)

🔪 **Poison Dart Trap:** CR 9; mechanical; location trigger; manual reset; Atk +23 ranged (1d4 plus poison, dart); multiple targets (1 dart per person in a 10’ radius); poison (purple worm poison, DC 24 Fort save resists, 1d6 Str/2d6 Str); Search DC 25, Disable Device DC 26.

There is nothing unusual or of value in the house — merely basic, mundane, day-to-day items.

THE GARDEN

Behind a few small trees sits a small vegetable garden, perhaps 15 ft. square. It is surrounded by a small picket fence, painted white. It is full of tall tomato plants and watermelon vines—a number of which bear ripe fruit.

The garden appears normal. However, a careful Search (DC 15 + APL) reveals turned earth in the garden, as if something has recently been buried therein.

Should the PCs decide to dig in the earth, they find a small (1 ft. square, 8 in. deep) metal lockbox buried about 18 inches deep in the earth. The box is locked but untrapped.

All APLs

❖ **Metal Lockbox:** 2 in. thick; hardness 10; hp 60; Break DC 28; locked (Open Lock DC 10 + APL).

The box contains a significant amount of damning evidence linking her to Marius Lindon's disappearance.

Treasure: There are a significant number of gems (total value of 120 gp x APL) in the box. Under the gems is a folded piece of paper, apparently torn from a book of some sort. Give the players *Player Handout #1*. It says:

You have served the state well, good Della. Here is half of your payment as promised. Meet at the rendezvous point on this map to receive the other half of your payment and for further instructions.

The note is not signed, and there are no signs of the map in the box. However, the map was drawn on the page of the book immediately preceding the page the note was written upon. A Search or Spot check (DC 15 + APL) on the note reveals a faint impression of the map on it. Clever PCs may use charcoal or some other substance to take a rubbing on the note to view it. The map (*Player Handout #2*) shows a cave in the hills to the northeast of the Free City of Melkot.

The note, gems, and box are a plant, however, placed by the true culprits in Lindon's disappearance. Spies viewed Della's departure from her home southward towards Melkot. After realizing Della would remain there for some time, they planted this evidence to lead the PCs straight to her.

THE PRIVY

This small 5 ft. square wooden structure has two stalls. One is legitimate, being used for waste disposal, while the other is a secret passage leading down to the river, where Della is known to have rendezvoused with passing ships.

Opening the small wooden lid reveals a rope ladder that descends into a small, 5 ft. diameter shaft. It descends some 40 feet to an earthen chamber about 8 ft. in diameter. From there, a rough passage leads 30 feet to a door cleverly disguised on the outside as earth and vegetation. The door is unlocked, and leads to a sandy bank on the shore of the Javan River.

Della has placed another trap on the floor of the earthen chamber directly below the rope ladder. A lightning bolt shoots from the floor straight up the path, hitting anyone in the narrow shaft. Note that the trap resets one second after it is discharged, and is triggered each time the plate (which is 5 ft. square) is touched until disabled or 4 charges are used.

Note that Reflex saves are at a -4 circumstance penalty due to the narrow confines of the shaft. This is already reflected in the DCs listed below:

APLs 4 and 6 (EL 4)

⚡ **Lightning Bolt Trap:** CR 4; magic device; touch trigger (pressure plate); automatic reset; spell effect (lightning bolt, 6th level wizard, 6d6 electricity, DC 18 Reflex save half damage); Search DC 28, Disable Device DC 28.

APLs 8, 10, and 12 (EL 6)

⚡ **Lightning Bolt Trap:** CR 6; magic device; touch trigger (pressure plate); automatic reset; spell effect (lightning bolt, 10th level wizard, 10d6 electricity, DC 18 Reflex save half damage); Search DC 28, Disable Device DC 28.

Treasure: Once the trap is disabled, or all the charges are exhausted, a *wand of lightning bolt* (CL 6th or 10th, depending on the APL) can be found below the pressure plate. It can be taken and used in the adventure if any charges remain.

Should the PCs decide to follow the map, go to Encounter 3. The PCs also may choose to report to the Grosspokeswoman after their findings here. The note and gems further enrage her, and she commands the PCs to find and destroy Della. If the PCs have not found the map at this point, the Grosspokeswoman's people find it for them. In either case, go to Encounter 3.

ENCOUNTER 3: ROCKY ROAD

The map is relatively easy for the PCs to follow. It leads through the swampy lowlands of the southeastern Yeomanry into the broken hills of the Tors.

As the PCs navigate the rough terrain, they are set upon by scorpions:

APL 4 (EL 6)

🐍 **Monstrous Scorpions, Large (3):** hp 38 each; see *Monster Manual*, page 287.

APL 6 (EL 8)

➤ **Monstrous Scorpion, Huge (1):** hp 83; see *Monster Manual*, page 287.

➤ **Monstrous Scorpions, Large (2):** hp 38 each; see *Monster Manual*, page 287.

APL 8 (EL 10)

➤ **Monstrous Scorpion, Gargantuan (1):** hp 165; see *Monster Manual*, page 288.

APL 10 (EL 12)

➤ **Monstrous Scorpions, Gargantuan (2):** hp 165 each; see *Monster Manual*, page 288.

APL 12 (EL 14)

➤ **Monstrous Scorpions, Colossal (2):** hp 330 each; see *Monster Manual*, page 288.

The scorpions have no treasure. After they are defeated, the PCs can continue on to Della's refuge. Go to Encounter 4 and allow the PCs to fully rest along the way as night will fall before they reach their destination.

ENCOUNTER 4: BETWEEN A ROCK AND A HARD PLACE

You follow the map and try to take a somewhat safe path towards Della's rendezvous point. Loose rocks and boulders are balanced precariously everywhere, and it is difficult to get a decent foothold as you navigate the Tors.

After a few hours of this, you see what you believe to be your destination—a low, wide cave mouth atop a rocky hill. Far in the distance, the tall, ominous towers of Castle Melkotia loom in the distance.

Allow Della a chance to hear the PCs as normal. The footing is difficult, but the PCs navigate the path without incident.

Della is innocent of the crimes which the Grosspokesman accuses her of. After hearing, through her connections with the Rascals, that Melinda was considering apprehending and questioning her about Marius Lindon's disappearance, she chose to flee her home to this location. She does not know the extent to which she has been framed, nor does she have any idea who might be interested in framing her in the first place (although the possibilities are innumerable).

A number of things can happen in this encounter:

1. If the PCs take Melinda's advice and attack her without question, she fights to the best of her ability, although she does try to escape should the opportunity arise. She uses all the resources at her

disposal, including her gaze attack, should combat ensue.

2. If the PCs attack or are spiteful to Della and she survives, they are gain the **Enmity of Della** effect on the AR. PCs who protest, do not attack her, or try to stop the combat are exempt from this.

Note: The cave does have an exit at the rear, which leads to an underground stream and emerges nearby in the Tors. As such, you have the option of trying to make her escape, should you so desire. Improvise should this need arise.

If the PCs approach more cautiously and/or hope to talk to Della, she first fires a warning shot with her shortbow from the shadows of the cave entrance.

"Come no further, mercenaries, or the next one does not miss! And I promise you, there is more than meets the eye to those arrows."

PCs who check can see a strange, shiny liquid clinging to the arrow; it is poison (medusa snake venom).

If the PCs stay their ground (a good idea since Della is wound pretty tightly currently) and begin to ask her questions or seem otherwise sympathetic to her plight, she may parley with them. If the PCs are being dishonest, however, she can Sense Motive in an attempt to see through their deception. If she detects deception she seizes the opportunity and attacks when the moment is ripe.

Assuming the parley goes well, there may be some questions that the PCs might want to ask of her. She answers truthfully — if the PCs are being honest with her. Remember, however, that she is also impatient and does not tolerate stupid questions. She does not hesitate to snap at PCs who irritate her.

Q: Where is the Freeholder?

"How should I know? I had nothing to do with it. Whoever is really responsible for it is somehow trying to put the blame on me."

Q: How do you explain this note and these gems?

"I can't. But if I had to guess, I'd say someone is trying to make me look guilty. Clearly someone planted that stuff. What better scapegoat than a 'monster' who no one trusts. It's a perfect foil. Someone's obviously been watching my every move. I can't believe I was so blind to it."

Q: What about the petrified soldier found in Loftwick?

"Do you think I am the sole thing that can turn people to stone? Ignorant fools. There are lots of things that can petrify. Basilisks, gorgons, mage spells. Don't be so narrow-minded!"

Q: If you're so innocent, why flee?

"She's always been predisposed as to my guilt, and has never trusted me. It would have been a farce. I would have been incriminated by blindness. It wasn't a game I could win, so I took the most logical option."

Q: So who is setting you up?

"If I knew that do you think I'd be hiding here? I'm working on it. The question to ask is who would benefit from both the Freeholder's disappearance and my capture."

Q: Is Melinda out to get you?

"Maybe, but I can't be certain. It's no secret that she never liked me, and she accepted my asylum with apprehension, at best. I felt like a prisoner in many cases. But I'm not sure what she would gain by getting rid of me. And she could have done it a long time ago, if she wanted to."

Q: So what do you do now?

"I'm working on that. I might just go back to the Hold and take my chances. Or I could do something else. The possibilities are endless. Why? Are you propositioning me?"

Q: Will you come with us back to Newick and plead your innocence?

"Not a chance. I'm fed up with the games being played here, and I'm tired of being a pawn in those games. Sure, I've established myself in the Yeomanry, but it is time to sever those ties and move on."

Should the conversation be amiable, Della asks the PCs that they do not reveal her location nor their rendezvous to the Grosspokeswoman or anyone else associated with her.

Of course, none of this information is ascertained if Della is slain, unless the PCs have means to communicate with the dead.

It is up to the PCs as to whether or not they believe her, and their next move determines the direction the adventure goes from here. However, she absolutely will not return to Newick willingly.

There are four main options here:

1. The PCs kill Della and return to Newick. Go to Encounter 5, Dead as a Stone section.
2. The PCs subdue Della and take her back to Newick. In this case, they will gain the **Enmity of Della** (see the AR). Go to Encounter 5, Sink like a Rock section.
3. The PCs agree not to reveal her whereabouts nor any conversation they might have had with Della. Go to Encounter 5, Stone Cold Trail section.
4. The PCs agree not to reveal her whereabouts but attempt to plead her innocence to the

Grosspokeswoman. This also earns the PCs the **Enmity of Della**. Go to Encounter 5, Stone-Faced Lie section.

APL 4 (EL 7)

🐙 **Della**: female medusa; hp 41; see Appendix 1.

APL 6 (EL 9)

🐙 **Della**: female medusa Rog2; hp 63; see Appendix 2.

APL 8 (EL 11)

🐙 **Della**: female medusa Rog4; hp 77; see Appendix 3.

APL 10 (EL 13)

🐙 **Della**: female medusa Rog5/Asn1; hp 90; see Appendix 4.

APL 12 (EL 15)

🐙 **Della**: female medusa Rog5/Asn3; hp 104; see Appendix 5.

Treasure: The PCs can take Della's items here, but Melinda will insist they turn them over before the adventure ends (the PCs can not keep these items or sell them).

ENCOUNTER 5: ROCK HARD CHOICES

Depending on the PCs' choices in Encounter 4, proceed to the appropriate section below:

DEAD AS A STONE

This section assumes that Della is dead and the PCs, accompanied by Della's body, return to Newick to report their findings.

In this instance, things transpire very quickly. Della is held responsible for the disappearance of the Freeholder, and the Grosspokeswoman makes no secret of her delight that the medusa is out of her hair once and for all.

The evidence is gathered, a Yeoman Freeknight is summoned to prepare a report, and the PCs are asked to take the evidence, and the report, to the Council of Common Grosspokesmen in Loftwick.

Proceed to Encounter 6.

SINK LIKE A ROCK

This section assumes that the PCs do not believe Della's story, subdue her, and return to Newick to report to the Grosspokeswoman.

Assuming Della is allowed to speak, the return trip is very taxing on the PCs. Della does little but curse and use colorful language on the PCs. She speaks of betrayal, her

innocence, and that she will haunt the PCs for the rest of their lives.

Upon arriving in Newick, she is whisked away from the PCs and placed in an undisclosed location. A Yeoman Freeknight is charged with gathering the evidence against Della and placing judgment based on that evidence.

The trial is very quick, and is performed behind closed doors (i.e. the PCs are not allowed to attend). Della is found guilty of kidnapping the Freeholder and is sentenced to imprisonment for an undetermined amount of time. Melinda hopes for a death sentence, but the Freeknight required further evidence related to the fate of the Freeholder before passing final sentence.

Once the trial is over, the PCs are charged with taking the Freeknight's report personally to Loftwick.

Don't forget that the PCs receive the **Enmity of Della** (see the AR) in this instance.

Proceed to Encounter 6.

STONE COLD TRAIL

This section assumes that the PCs believe that Della is innocent and have decided to let her go. It also assumes that they intend to speak nothing of their encounter with Della to anyone in power.

This section is purposely left somewhat vague. Assuming the PCs say they could not find her, allow Melinda a Sense Motive check to see whether or not she doubts the PCs. Assume her Sense Motive bonus is equal to the APL the adventure is being played at.

So long as she believes the PCs, belief that Della is responsible for the Freeholder's disappearance is further exacerbated. Della will become a wanted person, and a sizeable bounty will be put on her head.

If the Grosspokeswoman has reason to doubt the PCs (i.e. her Sense Motive check is successful), she asks them very specific questions about where they were, what they found, and why they were gone for so long (assuming they didn't return to Newick after their visit to Della's home). She is pressing them on purpose, so don't hold back!

Eventually, however, she asks the PCs to take their evidence, their story, and a copy of her findings to the Council of Common Grosspokesmen in Loftwick.

Proceed to Encounter 6.

STONE-FACED LIAR

This section assumes the PCs believe that Della is innocent, but against her wishes, they make that known to the Grosspokeswoman or whoever else will listen.

Melinda listens with some interest to the PCs' story, and does have trust enough to believe some of what the

PCs have to say. She asks questions at the same time, to try to figure out where Della might be hiding. What concerns her, however, is that Della has not come to dispute these accusations herself.

Furthermore, until Della chooses to defend herself, Melinda considers her to be a fugitive of the state. The Grosspokeswoman, assuming that she has a rough idea where Della can be found, begins a massive manhunt to capture Della so she can speak of her accusations.

Before the manhunt begins, however, she needs to get rid of the PCs, and determines the best way to do that is to send them to Loftwick to report their findings to the Council of Common Grosspokesman.

Don't forget that the PCs receive the **Enmity of Della** (see the AR) in this instance.

Proceed to Encounter 6.

ENCOUNTER 6: ROCK YOUR WORLD

The trip to Loftwick is very pleasant. Virtually the entire journey is blessed by clear skies, warm temperatures, and good conversation. As you cross the rolling grasslands of the interior of the Yeomanry, the elevation gradually increases with each passing hour.

Before long, you see the southern spur of the Jotens looming on the horizon, and directly in front of those mountains, atop a fairly high mesa, rests the Yeomanry's capital—Loftwick. The Wick River, narrow and rapid this close to the mountains, is a blue ribbon at the base of the mesa.

Loftwick, while a small city by Greyhawk standards, is a virtual metropolis to the Yeoman folk, and many goods, exotic and mundane can be found here. The city is compact and efficiently laid out, with thick walls, narrow streets, and tall, sturdy buildings.

The large building that houses the offices and meeting chambers of the Grosspokesmen is not difficult to find—it is a large stone-and-marble building in the center of town next to the dark, ominous Blacksun Tower, which serves as the Councilhall when the full Council of Grosspokesmen meets.

The PCs need only show their sealed documents to the guards posted outside the building, state their business, and they are admitted entry.

There is very little to be done here. The PCs give their message and the evidence to one of the many servants of the Council, are thanked, and are asked to wait in town until dusk for a reply. They are provided food and drink at a reputable local tavern, the Candle, while they wait.

Allow them to eat and drink as much as they like. When they return to the Council chambers, they are silently given a sealed reply, thanked, and sent on their way back to Newick.

As the PCs either return to the Candle (which is close to the South Gate) or begin their return journey, read or paraphrase the following:

Night descends on Loftwick, bringing with it cooling temperatures and mouth-watering smells. You are tired from your long journey, but equally ready to return to Newick and complete your couriers' mission for Grosspokeswoman Windomere.

As you approach the city gates [either to exit the city or return to the tavern] you hear shouting ahead. Looking forward, you see a half-dozen guards in Yeoman livery surrounding a covered wooden wagon. One of the guards, perhaps a Yeoman of the League, is looking over some sort of document in a displeased manner. The driver of the wagon is red-faced and clearly angry.

"These papers aren't in order, sir," the lead guard says. "I'm afraid I can't let you exit the city."

"That's preposterous," replies the driver. "If you read them again you'll see that I have proper clearance. Now step aside and let me pass!"

The guard continues. "This letter bears the seal of Merchant Lilith."

"That's right."

"And it's dated two days ago."

"So? What's your point?"

Anger suddenly appears in the eyes of the soldier. "SO," he says tersely, "Madame Lilith has not been in town for nearly ten days. She personally accompanied her latest shipment to Longspear and hasn't returned! I'm afraid I am going to have to ask you to step down from there and allow us to inspect the contents of your wagon."

The wagon's driver is clearly sweating, despite the cool night breeze, and appears to be looking at no one in particular for guidance.

"ENOUGH!" Says a muffled, feminine voice from inside the wagon. "I'll deal with these mongrels myself!"

The twin doors at the rear of the wagon suddenly burst open, and out steps a petite, thin woman wearing a hooded cloak. The guards, startled by this interruption, look at her in amazement.

Quick as a cat, the driver seizes the opportunity presented him and plunges a long knife into the throat of the Yeoman of the Guard. A sick, choking sound gurgles from his frothing lips and he falls

limp to the ground, a thick fountain of blood pulsing from the terrible wound.

As if on cue, the woman pulls her hood back, and although her back is to you, there is no mistaking what she is— a medusa. Her snakes writhe seductively atop her head, hissing madly.

The remaining guards scream in horror, yet remain transfixed at the woman standing before them. The screams suddenly end, and the flesh and blood that were once men are replaced with stone, their faces frozen in fear.

"Go! NOW!" She says as she leaps aside the driver atop the wagon. The driver screams at the horses, snaps the reigns, and the wagon lurches forward through the open gate and into the night.

Note: There is a considerable amount of flavor text here, and PCs undoubtedly will be itching to interrupt this and act. It is important for the story, however, that this event transpire. If you must, argue that the PCs are too far away, or that it happens too quickly, or something similar.

The wagon can be stopped or slowed in a number of ways, should the PCs decide to do so. Allow the PCs to be creative in this endeavor. The wagon moves away at 2 miles per hour (Dungeon Master's Guide, pg 163) or roughly 20 feet per round. The driver can drive the horses, forcing them to run (x3) for a short stretch, but the drivers knows he can not keep the horses running like that for long, no more than a minute or two.

Once the medusa and her ward realize they are being pursued, they take action to stop their pursuers. Kili, the medusa, launches spells (at higher APLs) or fires her crossbow (at APL 4 and 6) from the wagon while the driver steers. He also may launch gems from his necklace of fireballs. Again, be creative in this encounter, and make it as dramatic as possible.

If the wagon is stopped entirely, they fight to the death and show no mercy.

APL 4 (EL 7)

➤ Kili: female medusa; hp 41; see Appendix 1.

➤ Driver: male human Rog1; hp 6; see Appendix 1.

APL 6 (EL 9)

➤ Kili: female medusa; hp 41; see Appendix 2.

➤ Driver: male human Rog7; hp 42; see Appendix 2.

APL 8 (EL 11)

➤ Kili: female medusa Sor4; hp 63; see Appendix 3.

➤ Driver: male human Rog9; hp 54; see Appendix 3.

APL 10 (EL 13)

➤ Kili: female medusa Sor7; hp 77; see Appendix 4.

➤ **Driver:** male human Rog11; hp 66; see *Appendix 4*.
APL 12 (EL 15)

➤ **Kili:** female medusa Sor9; hp 86; see *Appendix 5*.

➤ **Driver:** male human Rog13; hp 78; see *Appendix 5*.

Treasure: A search of the wagon reveals very little. It appears to be sleeping quarters. The only evidence the PCs find is a sack full of gems similar to those found buried in the box in Della's vegetable garden. However, the PCs should have suspicions that Della might not be as guilty as the Grosspokeswoman might believe. Other than the gems, the possessions of Kili and her servant are the only treasure here.

Proceed to the Conclusion.

CONCLUSION

This adventure has a number of possible endings, depending upon the ultimate fate of Della; proceed to the section corresponding to the PCs' actions towards Della. In any of these cases, it is clear that the sky is the limit to Melinda's political career. Her popularity is at an all-time high at the end of this adventure, and there is little (at the moment) that the PCs can do about it. Proceed to the appropriate section below and then proceed to **Gift of the Gnomes** for a special final encounter for the PCs.

DELLA IS SLAIN

The Grosspokeswoman covers up the fact that the PCs encountered and killed another medusa that could be responsible for the disappearance of the Freeholder. She listens to what the PCs have to say, she nods and agrees accordingly, and then says that the Yeomanry will do 'everything in its power to see that the truth is discovered.' She then releases the PCs from her service.

However, she still lets the rumor spread (secretly, of course) that Della captured the Freeholder and was killed for her actions. Her popularity increases considerably as a result of 'her' actions.

DELLA IS CAPTURED

The PCs may try to show that Della is innocent, and that Kili is the true culprit. Melinda agrees with the PCs and says that she will see to Della's release. She then releases the PCs from her service.

However, she has no intention whatsoever of releasing the Medusa. Della remains imprisoned indefinitely, although the PCs do not find this out until much later.

Melinda proclaims to the people that the Freeholder's captor has been apprehended (although she does not reveal the identity of said captor). Again, she is praised for 'her' actions. Rumor spreads that Melinda will

go far in politics. The PCs should learn of this while still in town.

DELLA IS STILL AT LARGE

Melinda tells the PCs that the case is closed and that Kili is the true culprit. She thanks the PCs for their service, and leaves them to their own devices.

However, she silently continues her vigilant manhunt for Della, unbeknownst to the PCs. Della is a loose cannon to the Grosspokeswoman, and she must be captured and contained.

Melinda receives the credit for bringing part of this saga to an end, which has the potential to further her political career. The PCs should learn this on their way out of town.

GIFT OF THE GNOMES

At the conclusion of the adventure, after the characters have rested up and spent a night or two in a warm bed, each PC is visited individually by a gnome hailing from the Yatil Mountains. The gnome knows the identity of the character, and the read-aloud text below can be paraphrased to include that information. Read the following to the players:

Your last adventure complete, you spend a few days resting and relaxing, enjoying what comforts civilization offers. One day, as you are out walking about, a well-worn gnome traveler dressed in an earthen robe with stitchings of gold waves you down. As he approaches, his face beams with the delight of your attention.

"Good adventurer, I thank you for a moment of your precious time. Allow me to introduce myself. My name is Clegin, Master Illusionist of Gnome Vale. The Laird Gwaylar, our headman, has sent me to search for worthies that may be willing to aid our cause. Having heard of your recent exploits, I must say, I am quite impressed by your actions. You must be one of the stalwarts spoke of in the foretellings of our Chief Cleric. Thus, I have this gift for you, if you will accept it."

Clegin pulls a polished gemstone from one of his robe pockets. The gem has a symbol of arcane power etched in its face. "Please, take this. It is now but an interesting bauble, but I have the power to enchant it into something that would be of greater use than exchange for mere coin. When the time is right, you might find yourself on the path to my home, and then, as is foretold, you will aid my people who have been beset upon by evils thought vanquished. If you are successful in your task to be, I shall reward you by awakening the arcane power within the gem I offer. I and my people thank you for all you've done, and all you've yet to accomplish."

If the character accepts the gemstone:

Clegin hands you the gemstone. The same smile plays upon his face as when he first greeted you. "I have others to seek out. Soon, our paths shall cross again, brave one." He turns from you, and walks down the street, disappearing in the crowd.

If the character does not accept the gemstone:

A look of confusion furrows Clegin's brow. "I am certain you are the one spoken of, yet you do not accept my gift? Are you sure you would not reconsider?"

Give the player another chance to think it over. If they accept, read the acceptance text above. If they continue to decline, read the following:

Clegin resigns himself to a slow smile. "Gift or no, our paths shall meet again. I am certain that something can be arranged at a later time. I must leave now; I have others to seek out. Good day to you, brave one." He turns from you, and walks down the street, disappearing in the crowd.

Characters can make a DC 20 Knowledge (geography) skill check to know that Gnome Vale is a very isolated community of gnomes located deep within the Yatil Mountains.

Clegin has more errands to run, and can't sit and chat any longer with the character. If pressed for more information, he simply says that all will be revealed in due time.

If a character accepts the gift, they receive the **Gnome Vale Gemstone** listed on the AR. If they refuse, cross this item off the AR. Its purpose will become known at a later time.

If a character already has a gemstone, they may receive a second (or third) gemstone if it is of a different color than the ones already possessed by the character. A character may not possess more than one of the same color gemstone.

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 2

Disarm or survive the poison dart trap

APL 4: 30 xp.
APL 6: 90 xp.
APL 8: 150 xp.
APL 10: 210 xp.
APL 12: 270 xp.

Disarm or survive the lightning bolt trap

APL 4: 120 xp.
APL 6: 120 xp.
APL 8: 120 xp.
APL 10: 120 xp.
APL 12: 120 xp.

Find the hidden map

APL 4: 20 xp.
APL 6: 40 xp.
APL 8: 60 xp.
APL 10: 80 xp.
APL 12: 100 xp.

Encounter 3

Defeat the scorpions

APL 4: 180 xp.
APL 6: 240 xp.
APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.

Encounter 4

Keep Della alive

APL 4: 20 xp.
APL 6: 40 xp.
APL 8: 60 xp.
APL 10: 80 xp.
APL 12: 100 xp.

Encounter 6

Defeat the medusa and her bodyguard

APL 4: 210 xp.
APL 6: 270 xp.
APL 8: 330 xp.
APL 10: 390 xp.
APL 12: 450 xp.

Discretionary Roleplaying Award

APL 4: 95 xp.
APL 6: 100 xp.
APL 8: 105 xp.
APL 10: 110 xp.
APL 12: 115 xp.

Total possible experience

APL 4: 675 xp.

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 adventure, 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.

Encounter 2:

APL 4: L: 0 gp, C: 80 gp, M: wand of lighting bolt (CL 6th, 4 charges) (90 gp).

APL 6: L: 0 gp, C: 120 gp, M: wand of lighting bolt (CL 6th, 4 charges) (90 gp).

APL 8: L: 0 gp, C: 160 gp, M: wand of lighting bolt (CL 10th, 4 charges) (150 gp).

APL 10: L: 0 gp, C: 200 gp, M: wand of lighting bolt (CL 10th, 4 charges) (150 gp).

APL 12: L: 0 gp, C: 240 gp, M: wand of lighting bolt (CL 10th, 4 charges) (150 gp).

Encounter 6:

APL 4: L: 58 gp, C: 80 gp, M: potion of invisibility (25 gp), potion of cure light wounds (2 gp), ring of protection +1 (167 gp), mithral chain shirt (92 gp).

APL 6: L: 57 gp, C: 120 gp, M: potion of invisibility (25 gp), potion of bull’s strength (25 gp), potion of cat’s grace (25 gp), potion of cure serious wounds (63 gp), ring of protection +1 (167 gp), mithral chain shirt (92 gp), necklace of fireballs type II (225 gp), +1 mithral chain shirt (175 gp).

APL 8: L: 25 gp, C: 160 gp, M: potion of invisibility (25 gp), potion of bull’s strength (25 gp), potion of cat’s grace (25 gp), potion of cure serious wounds (63 gp), ring of protection +1 (167 gp), necklace of fireballs type III (363 gp), 2 +1 mithral chain shirts (175 gp each), +1 short sword (193 gp), 2 +1 light crossbows (195 gp each), 25 +1 bolts (47 gp each), potion of eagle’s splendor (25 gp), potion of resist energy (fire) 30 (92 gp).

APL 10: L: 25 gp, C: 200 gp, M: potion of invisibility (25 gp), potion of bull’s strength (25 gp), potion of cat’s grace (25 gp), potion of cure serious wounds (63 gp), ring of protection +1 (167 gp), necklace of fireballs type IV (450 gp), +1 mithral chain shirt (175 gp), dagger of venom (692 gp), 2 +1 light crossbows (195 gp each), 25 +1 bolts (47 gp each), potion of eagle’s splendor (25 gp), potion of resist energy (fire) 30 (92 gp), ring of energy resistance – minor (electricity) (1,000 gp), +2 mithral chain shirt (425 gp).

APL 12: L: 25 gp, C: 240 gp, M: potion of invisibility (25 gp), potion of bull’s strength (25 gp), potion of cat’s grace (25 gp), potion of cure serious wounds (63 gp), ring of protection +1 (167 gp), necklace of fireballs type V (513 gp), dagger of venom (692 gp), 2 +1 light crossbows (195 gp each), 25 +1 bolts (47 gp each), potion of eagle’s splendor (25 gp), potion of resist energy (fire) 30 (92 gp), ring of energy resistance – minor (electricity) (1,000 gp), 2 +2 mithral chain shirts (425 gp each), slippers of spider climbing (400 gp), cloak of charisma +2 (333 gp), potion of barkskin +5 (100 gp), pearl of power (1st level spell) (83 gp), wand of unholy blight (CL 8th, 10 charges) (400 gp), wand of dispel magic (CL 10th, 10 charges) (375 gp), brooch of shielding (125 gp), potion of haste (63 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 58 gp, C: 240 gp, M: 376 gp – Total: 674 gp (650 gp).

APL 6: L: 57 gp, C: 240 gp, M: 887 gp – Total: 1,184 gp (900 gp).

APL 8: L: 25 gp, C: 320 gp, M: 2,848 gp – Total: 3,193 gp (1,300 gp).

APL 10: L: 25 gp, C: 400 gp, M: 4,879 gp – Total: 5,304 gp (2,300 gp).

APL 12: L: 25 gp, C: 480 gp, M: 7,071 gp – Total: 7,576 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☞ **Enmity of Della, the Rogue Queen of Monmurg:** As a result of your impulsive actions, you have gained the hatred of Della, a medusa of considerable power. As a result, this PC suffers a -4 circumstance penalty to all Gather Information checks in the Yeomanry, due to Della and her contacts feeding you misinformation. Should Della be announced as deceased by the Yeomanry Triad, this penalty no longer applies.

🔱 **Gnome Vale Green Gemstone:** A gnome calling himself Clegin presented you with a well-cut, human's palm-sized gemstone colored green. Upon the face is etched a symbol of arcane magic signifying the school of transmutation; there is also a lingering aura of this magic upon the gemstone. If sold, it will fetch 50 gold pieces. You do not have to pay for this item. You may only possess one Gnome Vale green gemstone.

Item Access

APL 4 (all of the following):

- *Mithral Chain Shirt* (Adventure; Dungeon Master's Guide)
- *Wand of Lightning Bolt* (CL 6th; Adventure; Dungeon Master's Guide)

APL 6 (all of APL 4 plus the following):

- *+1 Mithral Chain Shirt* (Adventure; Dungeon Master's Guide)
- *Necklace of Fireballs, Type II* (Adventure; Dungeon Master's Guide)

APL 8 (all of APL 4, 6 plus the following):

- *Necklace of Fireballs, Type III* (Adventure; Dungeon Master's Guide)
- *Potion of Resist Energy (Fire)* 30 (Adventure; Dungeon Master's Guide)
- *Wand of Lightning Bolt* (CL 10th; Adventure; Dungeon Master's Guide)

APL 10 (all of APLs 4, 6, 8 plus the following):

- *+2 Mithral Chain Shirt* (Adventure; Dungeon Master's Guide)
- *Dagger of Venom* (Adventure; Dungeon Master's Guide)
- *Necklace of Fireballs, Type IV* (Adventure; Dungeon Master's Guide)
- *Ring of Energy Resistance, Minor - Electricity* (Adventure; Dungeon Master's Guide)

APL 12 (all of APLs 4, 6, 8, 10 plus the following):

- *Brooch of Shielding* (Adventure; Dungeon Master's Guide)
- *Necklace of Fireballs, Type V* (Adventure; Dungeon Master's Guide)
- *Pearl of Power, 1st level spell* (Adventure; Dungeon Master's Guide)
- *Potion of Barkskin* +5 (Adventure; Dungeon Master's Guide)
- *Slippers of Spider Climbing* (Adventure; Dungeon Master's Guide)
- *Wand of Dispel Magic* (CL 10th; Adventure; Dungeon Master's Guide)
- *Wand of Unholy Blight* (CL 8th; Adventure; Dungeon Master's Guide)

APPENDIX 1 – APL 4

ENCOUNTER 4

Della: Female Medusa; CR 7; Medium Monstrous Humanoid; HD 6d8+6; hp 41; Init +2; Spd 30 ft.; AC 20, touch 13, flat-footed 18 (+2 Dex, +3 natural, +4 armor, +1 deflection); BA/Grp +6/+6; Atk +8 melee (1d4/19-20, dagger) or +8 ranged (1d6 plus poison/x3, shortbow) or +8 melee (1d4 plus poison, snakes); Full Atk +8/+3 ranged (1d6 plus poison/x3, shortbow) or +8/+3 melee (1d4/19-20, dagger) and +3 melee (1d4 plus poison, snakes); SA petrifying gaze, poison; SQ darkvision 60 ft.; AL LE; SV Fort +3, Ref +7, Will +6; Str 10, Dex 15, Con 12, Int 12, Wis 13, Cha 15.

Skills and Feats: Bluff +9, Diplomacy +4, Disguise +9 (+11 acting), Intimidate +4, Move Silently +8, Spot +8; Point Blank Shot, Precise Shot, Weapon Finesse.

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

Poison (Ex): Injury, Fort DC 14, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Con-based.

Languages: Common, Ancient Suloise.

Possessions: shortbow, 20 poisoned arrows (medusa snake poison), dagger, *ring of protection +1*, *mithral chain shirt*.

ENCOUNTER 6

Kili: Female Medusa; CR 7; Medium Monstrous Humanoid; HD 6d8+6; hp 41; Init +2; Spd 30 ft.; AC 20, touch 13, flat-footed 18 (+2 Dex, +3 natural, +4 armor, +1 deflection); BA/Grp +6/+6; Atk +8 melee (1d4/19-20, dagger) or +8 ranged (1d8 plus poison/19-20, light crossbow) or +8 melee (1d4 plus poison, snakes); Full Atk +8 ranged (1d8 plus poison/19-20, light crossbow) or +8/+3 melee (1d4/19-20, dagger) and +3 melee (1d4 plus poison, snakes); SA petrifying gaze, poison; SQ darkvision 60 ft.; AL LE; SV Fort +3, Ref +7, Will +6; Str 10, Dex 15, Con 12, Int 12, Wis 13, Cha 15.

Skills and Feats: Bluff +9, Diplomacy +4, Disguise +9 (+11 acting), Intimidate +4, Move Silently +8, Spot +8; Point Blank Shot, Precise Shot, Weapon Finesse.

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

Poison (Ex): Injury, Fort DC 14, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Con-based.

Languages: Common, Ancient Suloise.

Possessions: light crossbow, 20 poisoned bolts (medusa snake poison), dagger, *ring of protection +1*, *mithral chain shirt*, 480 gp.

Driver: Human Male Rog1; CR 1; Medium Humanoid (Human); HD 1d6+2; hp 6; Init +6; Spd 30 ft.; AC 14, touch 12, flat-footed 12 (+2 Dex, +2 armor); BA/Grp

+0/+1; Atk +2 melee (1d6+1/19-20, masterwork short sword) or +3 ranged (1d8/19-20, masterwork light crossbow); Full Atk +2 melee (1d6+1/19-20, masterwork short sword) or +3 ranged (1d8/19-20, masterwork light crossbow); SA sneak attack +1d6; SQ trapfinding; AL LE; SV Fort +2, Ref +4, Will +0; Str 12, Dex 15, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Climb +5, Disable Device +6, Hide +6, Intimidate +4, Listen +4, Move Silently +6, Open Lock +6, Search +6, Spot +4, Tumble +6, Use Magical Device +6; Dodge, Improved Initiative.

Languages: Common, Ancient Suloise, Old Oeridian.

Possessions: leather armor, masterwork short sword, masterwork light crossbow, 20 bolts, *potion of invisibility*, *potion of cure light wounds*.

APPENDIX 2 – APL 6

ENCOUNTER 4

Della: Female Medusa Rog2; CR 9; Medium Monstrous Humanoid; HD 6d8+2d6+24; hp 63; Init +4; Spd 30 ft.; AC 22, touch 15, flat-footed 18 (+4 Dex, +3 natural, +4 armor, +1 deflection); BA/Grp +7/+7; Atk +12 melee (1d4/19-20, masterwork dagger) or +12 ranged (1d6+1 plus poison/x3, +1 *shortbow*) or +11 melee (1d4 plus poison, snakes); Full Atk +12/+7 ranged (1d6+1 plus poison/x3, +1 *shortbow*) or +12/+7 melee (1d4/19-20, masterwork dagger) and +6 melee (1d4 plus poison, snakes); SA petrifying gaze, poison, sneak attack +1d6; SQ darkvision 60 ft., trapfinding, evasion; AL LE; SV Fort +5, Ref +12, Will +7; Str 10, Dex 19, Con 16, Int 14, Wis 14, Cha 18.

Skills and Feats: Bluff +13, Diplomacy +10, Disguise +13 (+15 acting), Gather Information +5, Hide +12, Intimidate +11, Knowledge (local – Sheldomar Valley metaregion) +3, Move Silently +12, Sense Motive +5, Spot +10; Point Blank Shot, Precise Shot, Weapon Finesse.

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fort DC 17 negates. The save DC is Cha-based.

Poison (Ex): Injury, Fort DC 16, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Con-based.

Languages: Common, Ancient Suloise, Olman.

Possessions: +1 *shortbow*, 20 poisoned arrows (medusa snake poison), masterwork dagger, *ring of protection* +1, *mithral chain shirt*.

ENCOUNTER 6

Kili: Female Medusa; CR 7; Medium Monstrous Humanoid; HD 6d8+6; hp 41; Init +2; Spd 30 ft.; AC 20, touch 13, flat-footed 18 (+2 Dex, +3 natural, +4 armor, +1 deflection); BA/Grp +6/+6; Atk +8 melee (1d4/19-20, dagger) or +8 ranged (1d8 plus poison/19-20, light crossbow) or +8 melee (1d4 plus poison, snakes); Full Atk +8 ranged (1d8 plus poison/19-20, light crossbow) or +8/+3 melee (1d4/19-20, dagger) and +3 melee (1d4 plus poison, snakes); SA petrifying gaze, poison; SQ darkvision 60 ft.; AL LE; SV Fort +3, Ref +7, Will +6; Str 10, Dex 15, Con 12, Int 12, Wis 13, Cha 15.

Skills and Feats: Bluff +9, Diplomacy +4, Disguise +9 (+11 acting), Intimidate +4, Move Silently +8, Spot +8; Point Blank Shot, Precise Shot, Weapon Finesse.

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

Poison (Ex): Injury, Fort DC 14, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Con-based.

Languages: Common, Ancient Suloise.

Possessions: light crossbow, 20 poisoned bolts (medusa snake poison), dagger, *ring of protection* +1, *mithral chain shirt*.

Driver: Human Male Rog7; CR 7; Medium Humanoid (Human); HD 7d6+14; hp 42; Init +7; Spd 30 ft.; AC 18, touch 13, flat-footed 18 (+3 Dex, +5 armor); BA/Grp +5/+6; Atk +7 melee (1d6+1/19-20, masterwork short sword) or +9 ranged (1d8/19-20, masterwork light crossbow); Full Atk +7 melee (1d6+1/19-20, masterwork short sword) or +9 ranged (1d8/19-20, masterwork light crossbow); SA sneak attack +4d6; SQ trapfinding, evasion, trap sense +2, uncanny dodge; AL LE; SV Fort +4, Ref +8, Will +2; Str 12, Dex 16, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +5, Climb +11, Disable Device +12, Hide +13, Intimidate +10, Jump +3, Listen +10, Move Silently +13, Open Lock +13, Search +12, Spot +10, Tumble +13, Use Magical Device +12; Dodge, Improved Initiative, Mobility, Spring Attack.

Languages: Common, Ancient Suloise, Old Oeridian.

Possessions: +1 *mithral chain shirt*, masterwork short sword, masterwork light crossbow, 20 bolts, *potion of invisibility*, *potion of cure serious wounds*, *potion of bull's strength*, *necklace of fireballs* (type II), *potion of cat's grace*.

APPENDIX 3 – APL 8

ENCOUNTER 4

Della: Female Medusa Rog4; CR 11; Medium Monstrous Humanoid; HD 6d8+4d6+30; hp 77; Init +4; Spd 30 ft.; AC 23, touch 15, flat-footed 23 (+4 Dex, +3 natural, +5 armor, +1 deflection); BA/Grp +9/+9; Atk +14 melee (1d4/19-20, masterwork dagger) or +14 ranged (1d6+1 plus poison/x3, +1 *shortbow*) or +13 melee (1d4 plus poison, snakes); Full Atk +14/+9 ranged (1d6+1 plus poison/x3, +1 *shortbow*) or +12/+12/+7 ranged (1d6+1 plus poison/x3, +1 *shortbow*) or +14/+9 melee (1d4/19-20, masterwork dagger) and +8 melee (1d4 plus poison, snakes); SA petrifying gaze, poison, sneak attack +2d6; SQ darkvision 60 ft., trapfinding, evasion, trap sense +1, uncanny dodge; AL LE; SV Fort +6, Ref +13, Will +8; Str 10, Dex 19, Con 16, Int 14, Wis 14, Cha 18.

Skills and Feats: Bluff +16, Diplomacy +12, Disguise +16 (+18 acting), Gather Information +9, Hide +14, Intimidate +11, Knowledge (local – Sheldomar Valley metaregion) +4, Move Silently +14, Sense Motive +8, Spot +12; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Finesse.

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fort DC 17 negates. The save DC is Cha-based.

Poison (Ex): Injury, Fort DC 16, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Con-based.

Languages: Common, Ancient Suloise, Olman.

Possessions: +1 *shortbow*, 25 poisoned +1 arrows (medusa snake poison), +1 dagger, ring of protection +1, +1 mithral chain shirt.

ENCOUNTER 6

Kili: Female Medusa Sor4; CR 9; Medium Monstrous Humanoid; HD 6d8+4d4+20; hp 63; Init +4; Spd 30 ft.; AC 23, touch 15, flat-footed 19 (+4 Dex, +3 natural, +5 armor, +1 deflection); BA/Grp +8/+8; Atk +13 melee (1d4/19-20, masterwork dagger) or +13 ranged (1d8+1 plus poison/19-20, +1 *light crossbow*) or +12 melee (1d4 plus poison, snakes); Full Atk +13 ranged (1d8+1 plus poison/19-20, +1 *light crossbow*) or +13/+8 melee (1d4/19-20, masterwork dagger) and +7 melee (1d4 plus poison, snakes); SA petrifying gaze, poison, spells; SQ darkvision 60 ft., summon familiar; AL LE; SV Fort +5, Ref +10, Will +11; Str 10, Dex 18, Con 14, Int 14, Wis 14, Cha 20.

Skills and Feats: Bluff +12, Concentration +10, Diplomacy +11, Disguise +12 (+14 acting), Intimidate +12, Knowledge (arcana) +6, Move Silently +10, Spellcraft +6, Spot +9; Eschew Materials, Point Blank Shot, Precise Shot, Weapon Finesse.

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fort DC 18 negates. The save DC is Cha-based.

Poison (Ex): Injury, Fort DC 15, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Con-based.

Languages: Common, Ancient Suloise, Draconic.

Sorcerer Spells Known (6/8/4, save DC 15 + spell level):
0 – acid splash, dancing lights, daze, flare, ghost sound, ray of frost; 1st – burning hands, enlarge person, shield; 2nd – web.

Possessions: +1 light crossbow, 25 poisoned +1 bolts (medusa snake poison), masterwork dagger, ring of protection +1, +1 mithral chain shirt, potion of eagle's splendor, potion of resist energy (fire) 30.

Driver: Human Male Rog9; CR 9; Medium Humanoid (Human); HD 9d6+18; hp 54; Init +7; Spd 30 ft.; AC 18, touch 13, flat-footed 18 (+3 Dex, +5 armor); BA/Grp +6/+7; Atk +8 melee (1d6+2/19-20, +1 *short sword*) or +10 ranged (1d8+1/19-20, +1 *light crossbow*); Full Atk +8/+3 melee (1d6+2/19-20, +1 *short sword*) or +10 ranged (1d8+1/19-20, +1 *light crossbow*); SA sneak attack +5d6; SQ trapfinding, evasion, trap sense +3, uncanny dodge, improved uncanny dodge; AL LE; SV Fort +5, Ref +9, Will +3; Str 13, Dex 16, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +5, Climb +13, Disable Device +14, Hide +15, Intimidate +12, Jump +3, Listen +12, Move Silently +15, Open Lock +15, Search +14, Spot +12, Tumble +15, Use Magical Device +14; Combat Expertise, Dodge, Improved Initiative, Mobility, Spring Attack.

Languages: Common, Ancient Suloise, Old Oeridian.

Possessions: +1 mithral chain shirt, +1 short sword, +1 light crossbow, 20 bolts, potion of invisibility, potion of cure serious wounds, potion of bull's strength, necklace of fireballs (type III), potion of cat's grace.

APPENDIX 4 – APL 10

ENCOUNTER 4

Della: Female Medusa Rog5/Assassin1; CR 13; Medium Monstrous Humanoid; HD 6d8+6d6+36; hp 90; Init +5; Spd 30 ft.; AC 24, touch 16, flat-footed 24 (+5 Dex, +3 natural, +5 armor, +1 deflection); BA/Grp +9/+9; Atk +15 melee (1d4/19-20, masterwork dagger) or +15 ranged (1d6+1 plus 1d6 fire plus poison/x3, +1 *flaming shortbow*) or +14 melee (1d4 plus poison, snakes); Full Atk +15/+10 ranged (1d6+1 plus 1d6 fire plus poison/x3, +1 *flaming shortbow*) or +13/+13/+8 ranged (1d6+1 plus 1d6 fire plus poison /x3, +1 *flaming shortbow*) or +15/+10 melee (1d4/19-20, masterwork dagger) and +9 melee (1d4 plus poison, snakes); SA petrifying gaze, poison, sneak attack +4d6, death attack (Fort DC 13), spells; SQ darkvision 60 ft., trapfinding, evasion, trap sense +1, uncanny dodge, poison use; AL LE; SV Fort +6, Ref +16, Will +8; Str 10, Dex 20, Con 16, Int 14, Wis 14, Cha 18.

Skills and Feats: Bluff +20, Diplomacy +12, Disguise +18 (+20 acting), Gather Information +12, Hide +15, Intimidate +16, Knowledge (local – Sheldomar Valley metaregion) +4, Move Silently +15, Sense Motive +12, Spot +12, Tumble +7; Persuasive, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Finesse.

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fort DC 17 negates. The save DC is Cha-based.

Poison (Ex): Injury, Fort DC 16, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Con-based.

Languages: Common, Ancient Suloise, Olman.

Assassin Spells Known (1, save DC 12 + spell level): 1st – *obscuring mist*, *true strike*.

Possessions: +1 *flaming shortbow*, 25 poisoned +1 arrows (medusa snake poison), +1 dagger, ring of protection +1, +1 mithral chain shirt.

ENCOUNTER 6

Kili: Female Medusa Sor7; CR 11; Medium Monstrous Humanoid; HD 6d8+7d4+26; hp 77; Init +4; Spd 30 ft.; AC 23, touch 15, flat-footed 19 (+4 Dex, +3 natural, +5 armor, +1 deflection); BA/Grp +9/+9; Atk +14 melee (1d4/19-20, masterwork dagger) or +14 ranged (1d8+1 plus poison/19-20, +1 *light crossbow*) or +13 melee (1d4 plus poison, snakes); Full Atk +14/+9 ranged (1d8+1 plus poison/19-20, +1 *light crossbow*) or +14/+9 melee (1d4/19-20, masterwork dagger) and +8 melee (1d4 plus poison, snakes); SA petrifying gaze, poison, spells; SQ darkvision 60 ft., summon familiar; AL LE; SV Fort +6, Ref +11, Will +12; Str 10, Dex 18, Con 14, Int 14, Wis 14, Cha 21.

Skills and Feats: Bluff +12, Concentration +16, Diplomacy +11, Disguise +12 (+14 acting), Intimidate +12, Knowledge (arcana) +9, Move Silently +10, Spellcraft +9, Spot +9; Eschew Materials, Point Blank Shot, Precise Shot, Rapid Reload (light crossbow), Weapon Finesse.

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fort DC 18 negates. The save DC is Cha-based.

Poison (Ex): Injury, Fort DC 15, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Con-based.

Languages: Common, Ancient Suloise, Draconic.

Sorcerer Spells Known (6/8/7/5, save DC 15 + spell level): 0 – *acid splash*, *dancing lights*, *daze*, *flare*, *ghost sound*, *ray of frost*, *resistance*; 1st – *burning hands*, *enlarge person*, *magic missile*, *ray of enfeeblement*, *shield*; 2nd – *glitterdust*, *mirror image*, *web*; 3rd – *fireball*, *slow*.

Possessions: +1 *light crossbow*, 25 poisoned +1 bolts (medusa snake poison), masterwork dagger, ring of protection +1, +1 mithral chain shirt, *potion of eagle's splendor*, *potion of resist energy (fire)* 30, ring of energy resistance – minor (electricity).

Driver: Human Male Rog11; CR 11; Medium Humanoid (Human); HD 11d6+22; hp 66; Init +7; Spd 30 ft.; AC 19, touch 13, flat-footed 19 (+3 Dex, +6 armor); BA/Grp +8/+9; Atk +10 melee (1d6+2/19-20, dagger of venom) or +12 ranged (1d8+1/19-20, +1 *light crossbow*); Full Atk +10/+5 melee (1d6+2/19-20, dagger of venom) or +12 ranged (1d8+1/19-20, +1 *light crossbow*); SA sneak attack +6d6; SQ trapfinding, evasion, trap sense +3, uncanny dodge, improved uncanny dodge, improved evasion; AL LE; SV Fort +5, Ref +10, Will +3; Str 13, Dex 16, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +5, Climb +15, Disable Device +16, Hide +17, Intimidate +14, Jump +3, Listen +14, Move Silently +17, Open Lock +17, Search +16, Spot +14, Tumble +17, Use Magical Device +16; Combat Expertise, Dodge, Improved Initiative, Mobility, Spring Attack.

Languages: Common, Ancient Suloise, Old Oeridian.

Possessions: +2 mithral chain shirt, dagger of venom, +1 *light crossbow*, 20 bolts, *potion of invisibility*, *potion of cure serious wounds*, *potion of bull's strength*, necklace of fireballs (type IV), *potion of cat's grace*.

APPENDIX 5 – APL 12

ENCOUNTER 4

Della: Female Medusa Rog5/Assassin3; CR 15; Medium Monstrous Humanoid; HD 6d8+8d6+42; hp 104; Init +5; Spd 30 ft.; AC 25, touch 16, flat-footed 25 (+5 Dex, +3 natural, +6 armor, +1 deflection); BA/Grp +11/+11; Atk +17 melee (1d4/19-20, masterwork dagger) or +17 ranged (1d6+1 plus 1d6 fire plus 1d6 electricity plus poison/x3, +1 *flaming shortbow*) or +16 melee (1d4 plus poison, snakes); Full Atk +17/+12/+7 ranged (1d6+1 plus 1d6 fire plus 1d6 electricity plus poison/x3, +1 *flaming shortbow*) or +15/+15/+10/+5 ranged (1d6+1 plus 1d6 fire plus 1d6 electricity plus poison/x3, +1 *flaming shortbow*) or +17/+12/+7 melee (1d4/19-20, masterwork dagger) and +11 melee (1d4 plus poison, snakes); SA petrifying gaze, poison, sneak attack +5d6, death attack (Fort DC 15), spells; SQ darkvision 60 ft., trapfinding, evasion, trap sense +1, uncanny dodge, poison use, +1 save against poison, improved uncanny dodge; AL LE; SV Fort +7, Ref +17, Will +9; Str 10, Dex 20, Con 16, Int 14, Wis 14, Cha 18.

Skills and Feats: Balance +7, Bluff +20, Diplomacy +12, Disguise +20 (+22 acting), Gather Information +13, Hide +17, Intimidate +16, Jump +2, Knowledge (local – Sheldomar Valley metaregion) +4, Move Silently +17, Sense Motive +12, Spot +14, Tumble +10; Persuasive, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Finesse.

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fort DC 17 negates. The save DC is Cha-based.

Poison (Ex): Injury, Fort DC 16, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Con-based.

Languages: Common, Ancient Suloise, Olman.

Assassin Spells Known (3/1, save DC 12 + spell level): 1st – *disguise self, obscuring mist, true strike*; 2nd – *invisibility, undetectable alignment*.

Possessions: +1 *flaming shortbow*, 25 poisoned +1 *shock arrows* (medusa snake poison), +1 *dagger, ring of protection* +1, +2 *mithral chain shirt, slippers of spider climbing*.

ENCOUNTER 6

Kili: Female Medusa Sor9; CR 13; Medium Monstrous Humanoid; HD 6d8+9d4+30; hp 86; Init +4; Spd 30 ft.; AC 24, touch 15, flat-footed 20 (+4 Dex, +3 natural, +6 armor, +1 deflection); BA/Grp +10/+10; Atk +15 melee (1d4/19-20, masterwork dagger) or +15 ranged (1d8+1 plus poison/19-20, +1 *light crossbow*) or +14 melee (1d4 plus poison, snakes); Full Atk +15/+10 ranged (1d8+1 plus poison/19-20, +1 *light crossbow*) or +13/+13/+8 ranged (1d8+1 plus poison/19-20, +1 *light crossbow*) or +15/+10 melee (1d4/19-20, masterwork dagger) and +9 melee (1d4 plus poison, snakes); SA petrifying gaze, poison, spells; SQ darkvision 60 ft., summon familiar; AL LE; SV Fort

+7, Ref +12, Will +13; Str 10, Dex 18, Con 14, Int 14, Wis 14, Cha 21 (23).

Skills and Feats: Bluff +13, Concentration +18, Diplomacy +12, Disguise +13 (+15 acting), Intimidate +13, Knowledge (arcana) +12, Move Silently +10, Spellcraft +12, Spot +9; Eschew Materials, Point Blank Shot, Precise Shot, Rapid Reload (light crossbow), Rapid Shot, Weapon Finesse.

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fort DC 19 negates. The save DC is Cha-based.

Poison (Ex): Injury, Fort DC 15, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Con-based.

Languages: Common, Ancient Suloise, Draconic.

Sorcerer Spells Known (6/8/8/7/5, save DC 16 + spell level): 0 – *acid splash, dancing lights, daze, detect magic, flare, ghost sound, ray of frost, resistance*; 1st – *burning hands, enlarge person, magic missile, ray of enfeeblement, shield*; 2nd – *cat's grace, glitterdust, mirror image, web*; 3rd – *fireball, lightning bolt, slow*; 4th – *charm monster*.

Possessions: +1 *light crossbow*, 25 poisoned +1 *bolts* (medusa snake poison), masterwork dagger, ring of protection +1, +2 *mithral chain shirt, potion of resist energy* (fire) 30, ring of energy resistance – minor (electricity), slippers of spider climbing, cloak of charisma +2, potion of barkskin +5, pearl of power (1st level spell).

Driver: Human Male Rog13; CR 13; Medium Humanoid (Human); HD 13d6+26; hp 78; Init +7; Spd 30 ft.; AC 19, touch 13, flat-footed 19 (+3 Dex, +6 armor); BA/Grp +9/+11; Atk +11 melee (1d6+3/19-20, *dagger of venom*) or +13 ranged (1d8+1/19-20, +1 *light crossbow*); Full Atk +11/+6 melee (1d6+3/19-20, *dagger of venom*) or +13 ranged (1d8+1/19-20, +1 *light crossbow*); SA sneak attack +7d6; SQ trapfinding, evasion, trap sense +4, uncanny dodge, improved uncanny dodge, improved evasion; AL LE; SV Fort +6, Ref +11, Will +4; Str 14, Dex 16, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +5, Bluff +16, Climb +16, Diplomacy +2, Disable Device +16, Hide +17, Intimidate +16, Jump +4, Listen +14, Move Silently +17, Open Lock +17, Search +16, Sleight of Hand +7, Spot +14, Tumble +19, Use Magical Device +18; Combat Expertise, Dodge, Improved Feint^B, Improved Initiative, Mobility, Spring Attack.

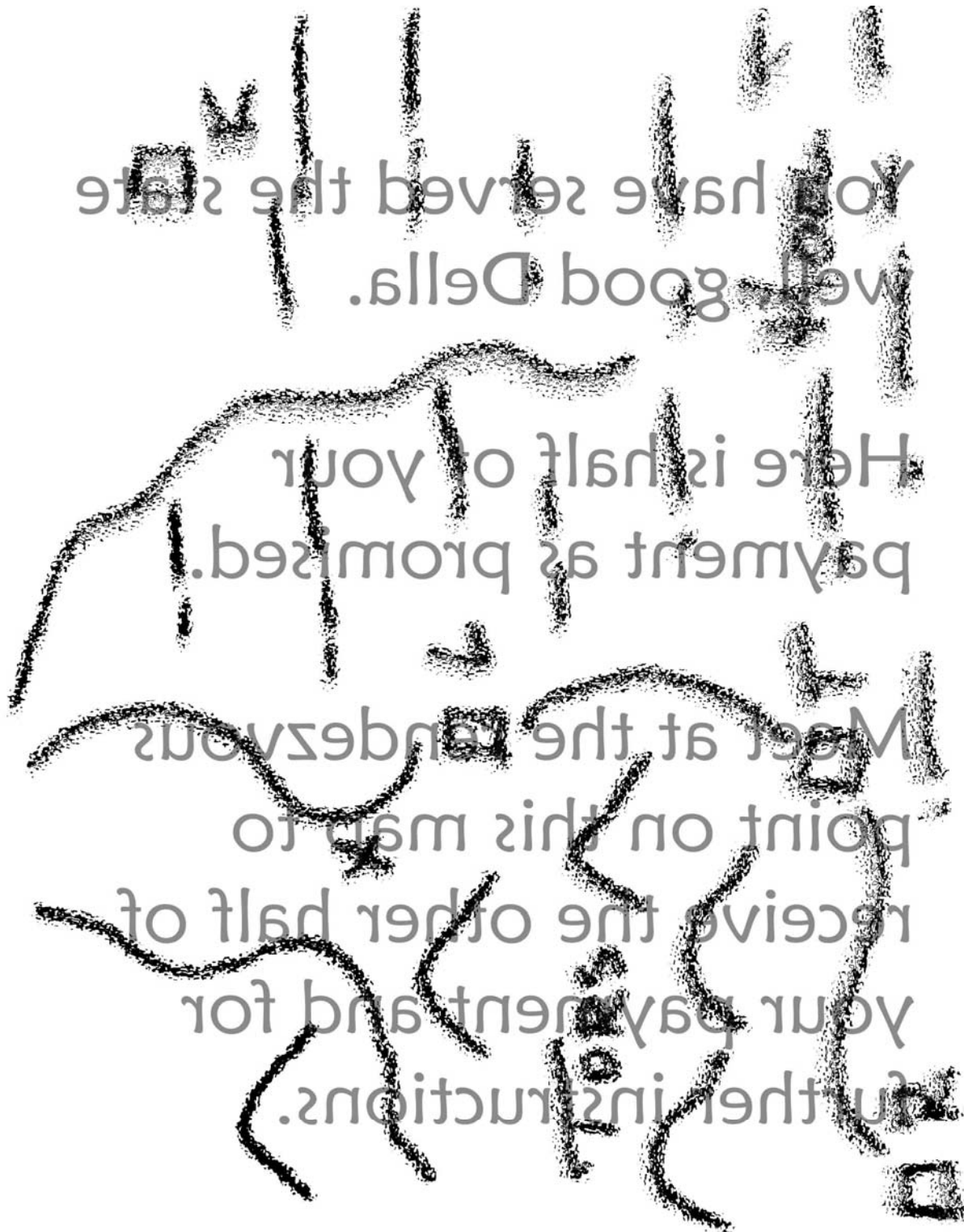
Languages: Common, Ancient Suloise, Old Eeridian.

Possessions: +2 *mithral chain shirt, dagger of venom*, +1 *light crossbow*, 20 bolts, *potion of invisibility, potion of cure serious wounds, potion of bull's strength, necklace of fireballs* (type V), *potion of cat's grace, wand of unholy blight* (CL 8th, 10 charges), *wand of dispel magic* (CL 10th, 10 charges), *brooch of shielding, potion of haste*.

You have served the state well, good Della.

Here is half of your payment as promised.

Meet at the rendezvous point on this map to receive the other half of your payment and for further instructions.



CRITICAL EVENT SUMMARY: YEO5-03 BREAK MY BONES

1. Did the PCs try to bring Della in alive, try to kill her, or try to let her get away?
2. What was Della's fate (slain by PCs, captured and turned over by PCs, pursued by Melinda)?
3. What was the fate of Kili, the female at the gates (killed, captured, escaped)?
4. Were there any other events of note, not covered in the above?

Please e-mail the results from this critical event summary to the Yeomanry Triad (yeomanry-triad@yahoogroups.com), or have your Senior Gamemaster do so. The input from these forms will help to determine future campaign events. Thanks for your assistance.