

NAE6-02

First Bite

A One-Round D&D LIVING GREYHAWK[®] Principality of Naerie Regional Adventure

Version 1.8

Round 1

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(based on initial draft by Mikko Laine & Blaise Pittman)

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The wild yearly carnival of Felten sounds like a fun time. It is a chance to relax, drink heavily, and enjoy the best that the Barony of Schwente has to offer. What could go wrong? One round Principality of Naerie regional module for character levels 1-11 (APL2-8).

Meta-organisations: Nasranite Watch.

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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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, 2007.

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

Players Read No Farther

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

Preparing for Play

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

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

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

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

LIVING GREYHAWK Levels of Play

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

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

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

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

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or

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

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

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

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

Time Units and Upkeep

This is a standard 1-round Regional adventure, set in Naerie. All characters native to Naerie pay 1 Time Unit per round. All other characters pay 2 Time Units per round.

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

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

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

Travel In The United Kingdom Of Ahlissa

In 593 CY, PCs adventuring in the Splintered Sun had several opportunities to receive AR entries that could help or hinder their movement through the United Kingdom of Ahlissa.

For the DM's convenience these are replicated below.

Free Travel Throughout the Kingdom of Ahlissa: The bearer of this document is entitled to travel freely throughout the Kingdom of Ahlissa without molestation. It is signed by Garlann of Naelax.

Wanted! The PCs are known to have slain one or more nobles of The Kingdom of Ahlissa. As such the authorities are actively searching for them.

Wanted In Ahlissa: This PC is wanted in connection with the slaying of several Ahlissan soldiers. This status is in effect in all parts of Ahlissa including the occupied portions of Medegia and the Principalities of Naerie and Innspa but not in the Adri Forest. PCs instantly lose any travel privileges within Ahlissa including the Free Travel Throughout the Kingdom of Ahlissa. At the beginning of a session taking place in Ahlissa the DM should make a secret d20 roll. On a 1 or 2 (a DC 20 Disguise check reduces this to 1) the PC will be captured and must pay total bribes of 100 gp x APL at which the scenario was played to prevent their execution. One favour with a high ranked Ahlissan NPC or powerful organization might be spent instead of the bribes.

Once this bribe is paid, score through this entry. The PC is free to continue the adventure in which he was caught.

Adventure Background

This adventure takes place in the Barony of Schwente and the town of Felten. Felten is the capitol of the Barony and the principal seat of House Eddri. Tanariell Eddri rules House Eddri since her cousin Coriell fled to Irongate to escape the Brotherhood occupation during the Greyhawk wars. Tanariell is reputed to be an intelligent woman who is treated with suspicion by the other nobles of Naerie. Tanariell was captured by the Brotherhood during the Greyhawk wars and seems to have gotten off very lightly, unlike her father who was driven mad by his experiences. The town itself is built on several small islands. Canals run through the town, and it is surrounded by marshlands. Nevertheless, it is a beautiful town cloaked in mist during morning and evening. For more complete information on the region, see Appendix 6-9.

The primary antagonists the PCs encounter are members or ex-members of the Serpent Guard. The Serpent Guards were mercenaries in the service of Mendaos Radoc during the Greyhawk Wars (see Appendix 8). Unlike many of Mendaos's mercenaries, they were not drunken louts; they were capable but they also gained a reputation for cruelty towards both commoners and defeated enemies. At the end of the Greyhawk Wars Mendaos released the Serpent Guards from employment under a cloud of suspicion related to their involvement in blackmail schemes.

After losing employment, the Serpent Guards became bandits and have been using various camps scattered in the Jagged Hills as bases for robbing caravans. They have been attacking caravans seemingly at random. Had their attacks truly been random, they would not be very profitable, since most of the trade in the Barony is farm goods. In reality, they have been receiving information from two different patrons, allowing them to hit caravans that are carrying expensive merchandise amongst their goods. The patrons are a Suel sorceress by the name of Emeria and a faction of

the Felten thieves' guild looking to hinder the other factions by interfering with their business.

Still, the Serpent Guards are risking a lot by operating so close to Felten. They have, so far, successfully evaded the Ahlissan authorities and the Felten Guard by moving frequently from one camp to another. Their leader, Raustus "Fang" Dolcheml (commonly simply called "Fang") believes their contact with Emeria is going to give them their big break, but a few of the Serpent Guards have grown tired of the cold, wet, and dangerous work. Six of the deserters have made their way to Felten to enjoy the carnival before joining another gang.

Recently Emeria tipped off the Serpent Guards to a caravan transporting magic items and books, including several tomes of old lore for Sage Keep. These tomes contained information about ancient Flan ruins somewhere deep in the Jagged Hills. Now that the Serpent Guards have these tomes, Emeria has joined them and the group is preparing to go into these ruins in the Jagged Hills. All they need is one last successful raid and they are equipped for their quest.

As the adventure starts, the Serpent Guards have already split up, with a few members traveling with Emeria, to purchase potions and magic supplies in Gornors Cove (since she is likely under suspicion in Felten) as well as going to receive a map from her contact in that town. The majority of the Guards are getting in place to ambush the Felten-Gansford trade caravan and their hidden encampment is empty except for several wagons full of supplies, Fang, two of his trusted lieutenants, and a couple of guardsmen. The only question is whether the PCs are able to find the leader of the Serpents, before they pull off one last raid and move on with their quest.

Adventure Summary

The PCs go to Felten for its annual carnival. Arriving late, they retire to the Inn at which they had arranged rooms, the Grenak's Feather.

While in the bar, they are witness to and become involved in a bar fight involving some deserters from the Serpent Guards. When the Felten Guard arrives, the surviving ex-mercenaries are taken away and the PCs gain some information on the raids by the Serpent Guards. The PCs then have the opportunity to get involved in hunting the band down.

If the PCs decide to stay in town and investigate, they have the chance to learn some things about the smuggling that occurs in Felten. They also have the chance to learn about some poisons in one of the shipments raided by the Serpent Guards and then may learn about Sage Keep's interest in the Serpent Guard. However, there is not enough information in town to allow the PCs to independently track down the Serpent Guard or discover the motivations behind the attacks. Essentially, the investigation section is not necessary to the plot; it is an opportunity for the PCs to taste some of the flavor of Felten.

Once the PCs head out of town, they eventually find the most recently used, but not current, encampment of the

Serpents. There they encounter a nasty surprise, as a scout releases starving wolves (or at higher APL an angry behir) on the party and then flees. After the wolves are defeated, the party can search some of the supplies, chests and bedding left in the encampment. There is another surprise hidden amongst the equipment: the Serpent Guard has left poisonous vipers.

Eventually, the party is able to find the current encampment of the Serpents. While Emeria has left for Gornors Cove and the majority of the Serpents have left to ambush the Felten-Gansford trade caravan, the leader of the Serpents is in their encampment with a few trusted men overseeing the final loading of supplies.

The party has a chance to kill or capture the leader of the Serpent Guard, but it is not easy.

After the fight, the party uncovers evidence of the planned ambush on the Felten-Gansford trade caravan, including notes indicating that there are far more mercenaries than they can handle alone (eighteen or more battle-hardened mercenaries). Informing the Felten Guard of the planned ambush leads to the crushing of the Serpents once and for all.

Preparation for Play

Depending on the MetaOrgs the PCs are members of, they may have more than one reason for visiting Felten during the carnival. Before the start of play, ask the players for MetaOrg membership information. It is also important to read section below concerning travel time to Encounter 3 & 4.

Travel times between Felten and the Jagged Hills

Most convention play scenarios do not go into detail on precise travel times and distances. For this scenario, to be reasonably easy to run during convention play, several assumptions have been made about the timing of the PC's arrival in the encounter locations in the Jagged Hills.

Specifically, it is assumed that the PCs arrive at Encounter 3 nearing dusk and arrive at Encounter 4 at the end of dusk or under conditions of full darkness.

For home play, game day play, or convention play where the Judges wish to implement the full rules set without any simplifications for the sake of time, the Judge may choose to use all appropriate rules for overland travel. These rules, as they impact this scenario are discussed here.

Between the PCs starting point, Felten, and the campsite in the Jagged Hills, there is an initial 10 miles of road/trail through swampland (x3/4 movement modifier, *Player's Handbook* page 164, Table 9-5). Travel over this section takes about 3.3 hours assuming the entire party is mounted on medium-loaded light horses (speed = 4 mi per hour, *Player's Handbook* page 164, Table 9-6). If any member of the party is on foot, then the trip takes 3.3-6.7 hours, depending on movement speed (see *Player's Handbook* page 162, Table 9-3).

If the party chooses to take a sailboat across Lake Felten to Minnoc, this first leg of the trip takes about 3 hours, saving only 20 minutes by the lake crossing, since water travel is slow (see *Player's Handbook* page 164, Table 9-6).

Once entering the Jagged Hills, the party has about 10 miles of relatively trackless lightly forested hills (x1/2 modifier, *Player's Handbook* page 164, Table 9-5). It therefore takes the party between 5 hours (if all on medium-loaded light horses) and 10 hours (if on foot at 20' movement) to reach the false camp after entering the hills.

Therefore, if the typical party sets out from Felten at 10 in the morning, all on light riding horses, they reach the start of the Jagged Hills by a little after 1 in the afternoon and they reach the site of Encounter 3 by about 6 in the evening. With several miles and the need to track separating Encounter 3 and Encounter 4, the typical party reaches Encounter 4 at about 8 at night.

These are the assumptions that have defined the choices of flavor text and condition setting in Encounters 3 (still light) and Encounter 4 (end of twilight or dark).

If a party has spent a long time investigating round Felten or has particularly slow movement speeds, they may still be traveling to Encounter 3 as the sun sets. In this case, a Judge wishing to apply the full set of rules for overland travel ought to ask about party light sources and, should the party either lack light sources or wish to travel under darkness for stealth, the travel times will be twice as slow, due to the poor visibility (darkness) x2 movement cost (see *Player's Handbook* page 162, Table 9-4).

Slow parties may find themselves fighting both Encounter 3 and Encounter 4 in the dark, as well as being under more extreme pressure when attempting to warn the authorities of the ambush. In this case, a review of the rules on Hustling may be useful (*Player's Handbook* page 162-164).

Fast parties, either with magical means of covering large distances or all on unusually fast mounts, may arrive at Encounter 3 earlier than 6 in the evening and therefore may be able to reach Encounter 4 under full light conditions. This is probably only a slim possibility at APL 8. If this occurs, Judges need to adjust the flavor text and ignore the twilight and darkness effects described in the text.

Finally, the decision point between warning the authorities or staying with the wagons (Encounter 5) is due to the fact that wagons are quite slow (wagon speed is 2 miles/hr, *Player's Handbook* page 164, Table 9-6). Attempting to exit the Hills and return to Felten with the wagons takes at least 16 hrs, even ignoring the x2 movement cost due to poor visibility (darkness) (*Player's Handbook* page 162, Table 9-4). Attempting to take the wagons to Minnac is better, but at ~10 hrs travel time it is still too slow to get a warning to the authorities in time to prevent the slaughter of the Felten-Garnsford trade caravan.

Introduction

The boxed text below provides a general justification for the visit to Felten, while some additional reasons for visiting are provided for members of various meta-organizations. Players are free to come up with other justifications for their characters. Read aloud or paraphrase the text below:

Felten, the beautiful capitol of the Barony of Schwente, holds a once-a-year carnival, loosely based on an old Flan shamanic rite. Over the years, the carnival has become ever more popular and hedonistic, with aristocrat and pauper alike, donning grenak feather masks and letting their inhibitions go. It sounds like a fun time and a welcome break from the usual dangerous life of an adventurer.

Besides, with the water connections to the Azure Sea, through the Shimmering Stream and the Jarlstun Estuary, and points further inland, through the Rivers Ramswash and Minfell, the town of Felten has long been a major inland trading port. The many islands, over which Felten sprawls, and the sheer busyness of trade make Felten ideal for smugglers as well as legal merchants. Be it information or employment possibilities, Felten is rich with possibilities.

If PCs of any of the below meta-organization are seated at the table, pass them a note or mention to them the additional interest that their group takes in Felten.

Aerdy Re-Enactment Company:

Theusus has asked that you to take part in the carnival performances and keep your ears open.

Agent of the Jade Mask / Veil of the Sun / Faith of Johydee / Knights of the Chase:

Your superiors are aware that Felten has long been an active site of support for the Idee Volunteers and other freedom movements. They request that you keep your ears open for information on the smuggling operations within the town and the possibility of coordination with independence movements.

Knight Protector of the Great Kingdom:

Sir Pellidon of Minetha has asked that any Knights who visit should observe this most open and cosmopolitan of cities within the Principality of Naerie. While the hedonism of the carnival is not laudable, Sir Pellidon has been impressed that, in these troubled times, some of the true spirit of the Aerdy can be found within the principality and especially in Felten.

Royal Guild of Merchants of Aerdy:

The Guild has noticed a major increase recently in the levels of banditry preying upon the merchants passing through Felten. Of particular concern has been the viciousness of the attacks, slaughtering not only the guards, but also the merchants. Towrin Ghan, leader of the guild, has asked that you keep your ears open for rumors as to the cause.

Nasranite Watch:

Captain Belva has asked that any available irregular or traveling members of the city watches travel to Felten and volunteer to assist Commander Ottolon's Felten Watch with the security of the carnival.

Before proceeding, offer the PCs the chance to use their Knowledge (the Splintered Suns), Knowledge (history) or Bardic Knowledge skills to learn a little more about Felten before arrival. Characters whose home region is Principality of Naerie get +2 circumstance bonus to these checks.

Please note that most of the information given below is for local flavor and as seeds for future adventures set in and around Felten. None of the information given through these checks is critical for completion of this adventure.

Knowledge (the Splintered Suns) check results:

DC 12 In 592 CY, Tanariell was pronounced the new Baroness of Schwente, but instead took the title of 'Lady'. Her first act was to tear down all the monuments raised by her father Andariell and instead build a large statue of herself near the front gate of Felten. This has resulted in many of Felten's public squares containing impressive monument bases with no monuments upon them.

DC 15 While a lot of trade passes through Felten, the town itself produces very little exportable supplies. The exception to this is the leaf called 'Felten Tobacco', which is harvested around Lake Felten and is famous throughout the Principality for promoting clarity of thought. It fetches a high price among both scholars and nobles. Flan of the town are also trying to cultivate some plants normally found in Tilvanot Peninsula.

DC 18 Many large ships from the Azure Sea anchor at Jarlstun, at the head of the Jarlstun estuary, and their goods are then taken by smaller boats to Felten. Felten's position, well connected to major roadways and sitting at the head of the rivers Ramswash and Minfel, has made Felten a major gateway for trade moving throughout Naerie as well as trade coming from the Azure Sea. Felten's many small canals and side channels have made customs and taxation a nightmare to enforce and so Felten, capitol of the Barony of Schwente is the home to both the largest law enforcement in the Barony and the largest smuggling operations in the Barony.

DC 20 Felten has small temples to every major human religion worshipped in Naerie, except Hextor. These include the Velaeri, Phytan, Osprem, Procan, Heironeous, and even a disused older temple to Xerbo. Good relations with the druids of Minnac have been crucial for the townsfolk as, without the assistance of druidic magic, parts of the town would have long ago subsided back into the marsh.

Bardic Knowledge and Knowledge (history) check results:

DC 12 In ancient times Felten was the site of a Flan village, their huts built upon stilts or artificial islands amongst the marshes. Even today, Felten is little more than a collection of artificial islands.

The town is a colorful and chaotic maze of canals, bridges and narrow streets.

DC 15 Under Andariell Eddri's patronage, the annual Felten carnival, originally a nature celebration based on the rituals of Flan shamen, became an extravagant, debased spectacle. Lady Tanariell has reduced the worst of the excesses and increased the level of law enforcement, but the carnival remains a yearly wild, town-consuming event.

DC 20 There are tales that long ago there was an island in the center of Lake Felten, but the entire island and everyone on it vanished without a trace when the advice and warnings of the druids of Minnac were ignored.

DC 25 Last century, an explorer discovered the ruined remains of a temple to Fharlanghn deep below the surface of lake Felten. Amongst the inscriptions brought to light were references to "The chamber of the Orb", apparently some sort of powerful magical artifact.

Once all questions the players might have on Felten and the carnival are answered, as far as the PCs know the answers anyway, proceed with Encounter 1.

Encounter 1:

Grenak's Feather Gets Ruffled

Read aloud or paraphrase the following:

It was tough going occasionally, the marshlands around Felten being what they are, and the rain didn't help either, but you made it alive and only slightly mud-spattered. Sadly, the combination of bad weather, over enthusiastic patrols and a dose of bad luck delayed your arrival by about two days, causing you to miss the highlights of this year's carnival. You hear news that the first day of the carnival was most impressive and while Prince Barzhaan himself did not attend the carnival, he sent his cousin, Lord Darvander Haxx, and his lovely new bride Lady Theodora to attend the official beginning ceremonies.

Still, a full day after the main revelry, the party continues for some, albeit more slowly and drunkenly. In the streets of Felten, many still wear their grenak-feather masks, drunken men lean against walls, scattered couples are locked in embrace in the side streets, and trash is everywhere. Your lodgings are in a small inn named 'Grenak's Feather', named after a bird species that winters in Lake Felten. The owner, a pleasant-seeming Oeridian human man of middle years named Malfeus Anyrdivania, always seems to know of possible jobs and people willing to do them. He is said to be on good terms with both city guardsmen and those involved in "unofficial trade activities".

It is just before dusk when you finally reach your inn. The Inn is packed with people but Malfeus motions you and a few other adventuring types to a recently cleared table. At least you didn't miss the

carnival completely and you have a chance to clean up and get something to eat.

The Grenak's Feather is located just across the canal from the marketplace and city gates of Felten (see Appendix 6 for information on Felten) and is known to be a hotspot for hiring mercenaries and adventurers.

All PCs are seated at the same table, the one closest to the door on the map in DM's Aid 1, the middle table of the top three. Allow any PCs who do not know each other to meet and introduce themselves now.

After introductions, read the following text:

At the next table over, five men in feathered masks and leather armor were playing a game of cards, but the play has ceased as a loud argument ensues. A big, brutish-looking Oeridian man looms over a slim well-dressed Suel lad, poking a beefy finger in his face. "Oi! Nobody's luck is that good!", he bellows. As the young Suel man starts to stammer a response, he is interrupted as another man at the table says "Of course he cheated, Uloth; he has our money." A third at the table, with scarred knuckles and an ugly grin, suggests "Time to give him his earnings, ain't it?"

The young Suel man has just enough time to look scared before the brutish-looking Oeridian man's fist hits him in the jaw and knocks him to the floor. Big Uloth starts kicking him as two of his companions continue egging him on and the third leans back looking bored.

The men are at the top right table on Grenak Feather map (see DM's Aid 1). The young man was seated closest to the PCs' table. His name is Thell, Uloth is beating him, Xam and Garik are egging Uloth on and cheering, and Lenert is sitting back. Go ahead and roll dice for the beating; this sound of dice may spur the PCs to action. Thell is just attempting to dodge the blows and cover his vitals, while Uloth is applying lethal damage, not nonlethal damage, with kidney kicks and throat stomps. If the sound of dice does not motivate the PCs to involve themselves, then give the PCs Listen and Spot Checks after each round.

Round 1: DC 10 Listen or Spot to notice that the blows are lethal damage (spotting the location of the attacks or hearing bone crack).

Round 2: DC 5 Listen or Spot

Round 3: DC 0 Listen or Spot: The young Suel man has gone completely limp and blood is leaking from his ears, but Uloth keeps kicking.

If any of the PCs object to Uloth's beating of Thell, he snarls at them saying:

Shut your pie-hole and mind your own business, or come over here if you want a piece of this!

He will continue beating Thell until 4 rounds are up (Thell dies after four rounds of beating) or a PC moves to stop him.

Successful opposed Intimidate against Uloth can however cause him to back down. Uloths bonuses are as follows: APL2 1d20+0, APL4 1d20+1, APL6 1d20+2, APL8 1d20+4. Apply the difference in group sizes as circumstance bonus to Uloth. If the Intimidate check is successful, then the Serpents vacate the inn, cause some trouble, run into Felten guard patrol, attempt to flee and get arrested. This does not affect the module much; the guards still wake characters in the morning and so on. The PCs get full experience from this encounter.

It should be clear that none of the commoners nearby want any part of tangling with the big man. The innkeeper, Malfeus, happens to be in backroom as this happens and won't be around to notice the fight, and the waitress, Ewa, runs out the door to summon the Felten Guard after round 1 of the beating. The guard she summons arrive 11 rounds after the beating of Thell starts.

If the PCs do not intervene within 4 rounds of beating, Thell has been kicked to death and the four Serpent Guard deserters hastily leave the inn but get arrested on their way out of town. Naturally PCs do not receive any experience from this encounter. In this case, the guards can still contact characters in the morning and ask their help (they are adventurers and conveniently in town). If they still don't go after Serpent Guard, the adventure is over.

Once any of the PCs announce the intent to stop the beating, roll initiative for the Serpent Guard deserters and have the involved PC(s) roll initiative as well. See below for tactics.

Creatures: The initial enemy combatants are only the four who were seated with Thell, i.e. Uloth, Xam, Garik, and Lenert, but seated at the center table, on the two stools closest to the door are Bennic and Dolg. These two do not initially join any fighting, choosing to blend into the crowd unless the other Serpent Guard deserters start losing. At that point they join the fight, perhaps catching the PCs by surprise and trying to set up their allies for flanking. To determine if they gain surprise on the PCs, grant the PCs a Spot check, with the following DCs: APL2 - DC 19, APL4 - DC 21, APL6 - DC 23, APL8 - DC 23.

The DCs are calculated based on an assumed Hide check of 10, the Hide skill of Bennic and Dolg at the various APLs, a circumstance bonus to Hide of +4 (they did not join the fight initially, but acted the part of the rest of the crowd, and they are dressed and masked similarly to the rest of the crowd) and the -5 "Spotter distracted" Spot penalty to the PCs' checks. If any PC is not engaged in the fight and has stated that they are watching the crowd, then the -5 penalty is not applied and the DCs should be adjusted accordingly.

All six thugs are Oeridian human men wearing grenak feather masks. The masks currently hide the fact that each has the tattoo of a viper high on the right cheekbone. Uloth, the leader of the four, is dim and brutish looking. Xam is an oily-looking short man with his leather armor

died black. Garik has short brown hair, a repeatedly broken nose, and heavy scarring on his knuckles. Of the six, Lenert appears the most clean and “scholarly”, but that is not saying much. Bennic and Dolg are both forgettably average-looking. Except for the viper tattoos, now hidden both by the grenak feather masks and by longish hair brushed forward, they could be any Oeridian commoners.

APL2 (EL3)

👤 **Serpent Guard Deserters (6, Drunk):** Uloth, Xam, Garik, Lenert, Bennic & Dolg; Male Human War1; hp 6; see Appendix 1.

APL4 (EL5)

👤 **Serpent Guard Deserters (6):** Uloth, Xam, Garik, Lenert, Bennic & Dolg; Male human Ftr1; hp 12; see Appendix 2.

APL6 (EL7)

👤 **Serpent Guard Deserters (6):** Uloth, Xam, Garik, Lenert, Bennic & Dolg; Male Human Ftr1/Rog1; hp 18; see Appendix 3.

APL8 (EL9)

👤 **Serpent Guard Deserters (6):** Uloth, Xam, Garik, Lenert, Bennic & Dolg; Male Human Ftr2/Rog2; hp 32; see Appendix 4.

APL2-8 Noncombatants

👤 **Young Man (Thell):** Male human Exp1; see Appendix 5.

👤 **Malfeus Anyrdivyania:** Male human Exp1/Clr3 of Wenta; see Appendix 5. Malfeus arrives on round 7 of the fight and assists characters from that point onward.

👤 **Ewa:** Female human Com2; see Appendix 5.

Tactics: The Serpent Guard deserters work together to attempt to flank individual PCs and do not initially draw weapons. The moment any PC draws a weapon, the Serpent Guard Deserters call out *“You all saw it! They drew weapons first! We didn’t start it!”* and then draw their own weapons.

At APLs 2 and 4, when they do not have Sneak Attack, the deserters grapple the PCs and beat them to death. At higher APLs, the Deserters flank and sneak attack or grapple, whichever is the most efficient at killing the PCs.

When half of them are incapacitated, the rest attempt to flee, diving out windows or doing whatever is necessary to escape. If trapped, they fight to the death.

Note that Jumping out of a window is only a DC 10 Jump check. Failure results in landing prone outside of the inn.

Treasure: No treasure is available here as it is assumed to be taken to custody of Serpent Guard after the fight. PCs receive it in Encounter 2.

Development: 11 rounds after the beating of Thell started, a Felten Officer arrives along with four Felten Guards (see Appendix 5 for details).

If combat has not been resolved, Ewa tells the Felten Guard who are the troublemakers (the deserters) and who are the good guys (the PCs) and the Felten Guard joins the fight on the PCs’ side.

If combat has been resolved, the Felten Officer calls over Malfeus to stabilize the injured and one of the Felten Guard runs to fetch Commander Ottolon. If Thell is dead, then the PCs and a number of nearby inn patrons are held overnight for questioning, but they are cleared of any wrongdoing. Guards still ask them to go after Serpent Guard.

If at least one PC attempted to aid Thell, then move on to the interview with Commander Ottolon in the morning. Alter the flavor text and interview with Commander Ottolon to reflect the fact that he is very angry at the Serpent Guard, at the bar patrons who stood by and did nothing, and at the PCs for failing to save his son. This does not alter the mechanics of the scenario, but should strongly affect the tone of the interview.

If Thell is alive, he is brought to full health by Malfeus’s spells (Malfeus recognizes Thell as Commander Ottolon’s son and heals him before healing any PCs). Thell enthusiastically thanks the PCs who aided him. The PCs have earned the Favor of Commander Ottolon. In this case, Commander Ottolon thanks the PCs and ask them to come to the Felten Guard main barracks in the morning.

If the PCs themselves expend healing on Thell, then they take part in the Optional Encounter: Thell’s Thanks.

Things to do during the evening

Gamble, drink and look for company.

Gambling is pretty common and one can always find a game of cards or dice just about anywhere. If characters have cohorts, they either do not take part in gambling or simply be declared to have equal wins and losses, with no net change in gold.

Card games call for a DC 10 + APL Bluff check, success means character gains 1d4 gold pieces, a failure means the loss of 1d6 gold pieces, due to card tables being frequented by professional players and a few cheats too. A NPC cheater can be spotted with a DC 18 + APL Sense Motive check (the cheats are typically pros, after all). A cheat that is found out is given a scolding and is thrown out the establishment, but nothing more. Everyone knows that a bar brawl is bad for everyone and causes the Guard to show up and arrest everyone, so things rarely escalate that far. If three cheats are spotted and exposed, remaining cheaters play clean rather than risk getting caught. The odds shift to 1d4 gold per win or loss.

If the PCs wish to cheat, then it is only a DC8+APL Bluff check to win at cards. However, for every cheating attempt past the first one, there is a DC20+APL Bluff check to not get caught; the other card sharps are paying attention after the first time.

In any case, keep the gold coin limit earned at 1d4gp a round. If PCs want to gamble solely against each other with massive amounts of money, let them. No commoner joins them.

Games of dice are easy to simulate, the DM and the player bet from 1 to 4 gold pieces and roll a die, higher die takes the gold, re-roll ties. Most people who are losing play maximum of 2 losing rounds, then quit. They are not rich enough to lose much more anyway. Therefore, players can only play two rounds of each game.

Drinking contests are also common, the loser pays (1d4 gold coins) to the winner. Each round, make Fortitude saves of DC 12 + total number of drinks. One failure means character is *fatigued*, 2 failures mean character counts as *exhausted* and the third failure means the character is *unconscious* until morning. Characters with the Diehard feat do not pass out until the fourth failure, and are rewarded by an even bigger headache. Characters who pass out on the third failure count as *fatigued* the next day, while those who pass out on the fourth failure count as *fatigued* and have an additional -2 modifier to all d20 rolls the next day. Dwarves and Halflings receive +2 circumstance modifiers for the drinking contest and PCs with the Endurance feat receive an additional +2 circumstance modifier. For an NPC drinking opponent you can use statistics of a Serpent Guard Deserter. I.e. APL2 - Fort +3, APL4 - Fort +4, APL6 - Fort +4, and APL8 - Fort +5.

Gambling on the winner of a drinking contest is very common, and great fun too. Anyone can bet from 1 to 4 gold pieces on this.

Looking for company is simple, a DC 17 Bluff check and a place to spend the night are all that is needed. Followers of some religions might take a dim view of this sort of behavior but then again other religions may encourage such things. However, said male/female is gone by the time PC wakes up, though PCs personal belongings are not missing.

Lost/Won money in gambling: Note the amount for each PC won or lost and reduce or add this to gold they earn in the adventure. However, they still cannot earn money over the cap. Make sure this amount is filled out under either 'items bought' or 'items sold' as 'gambling' on the AR section as money that player lost or gained over the cap in this module.

Encounter2: Commander Ottolon and investigating around

Note: remember to alter the tone of this encounter in the unlikely event that the PCs intervened but could not prevent Thell's death. Ottolon is angry and grieving, even though he knows it is not the PCs' fault.

In the extremely unlikely case that the entire party sat by and watched Thell get kicked to death without

intervening, alter the text to make it clear that Commander Ottolon considers them to be honorless dogs and it is against his better judgement that he offers them the chance to 'redeem' themselves by locating the "Serpents' Nest".

The main Felten Guard barracks is easy to find and entirely occupies a small island, connected by two bridges to other islands. The barracks themselves are built into the walls, which ring what appears to be a fortified prison. The guardsman at the gates, one of the guards from last night, seems to be expecting you and escorts you into a large but plain room, containing shelves of report scrolls, wall maps of the city and surrounding lands, and a large oak desk. Behind the desk sits Commander Ottolon. Several wooden chairs have been placed opposite it. Commander Ottolon glances up and says, "Please, have a seat and be at ease. I have some information about those troublemakers from the other night."

Allow the PCs to express interest or make their greetings or whatever.

"The men were members of a gang of bandits calling themselves the Serpent Guard. They have preyed upon the trade around Felten off and on for some time now. We have tried tracking them to their hideout, but they appear to move frequently from one hollow to another in the Jagged Hills. They move and conceal their tracks, so there is very little to give them away. I have not been able to spare the men to search enough of the Jagged Hills to find them and the Jagged Hills are too dangerous to send out single trackers to cover the ground. The men you fought could have provided our big break. You are due a reward for their capture."

At this point a Felten Guardsman enters and distributes the rewards for the capture/killing of Serpent Guard members.

Treasure: PCs receive reward for killing Serpent Guard.

APL 2: Loot (0 gp); Coin (100 gp); Magic: (0 gp)

APL 4: Loot (0 gp); Coin (200 gp); Magic: (0 gp)

APL 6: Loot (0 gp); Coin (300 gp); Magic: (0 gp)

APL 8: Loot (0 gp); Coin (400 gp); Magic: (0 gp)

Note: If all the deserters were killed *speaking with dead* was used to gather the information. If any deserters were captured alive, the information was tortured out of them and now they await their execution, which will be carried out as soon as information is known to be correct.

"Those Serpent Guard men you fought eventually named roughly where in the Hills the most recent encampment was. However, they also knew that some big attack was planned very soon, without knowing the details. I would like you to go and check the camp location. If they have moved from that location, follow the trail to their new encampment and report to me. I need them found and I need them found now. The

end of the carnival is about to put a lot of dignitaries and merchants out on the road and I can not protect them all. Any questions?"

Attempt to keep the interview with Commander Ottolon flexible and free flowing. He is a very busy man, but he knows a lot about the area and can answer many questions the PCs may have. In addition to the below questions, he attempts to answer any questions about the area which could reasonably pertain to the task of stopping the Serpent Guard. Possible questions are listed in italic type. Possible answers follow the questions. It is not necessary to read all of these passages verbatim. They are given as suggestions for flavor and DMs should feel free to paraphrase or elaborate as seems appropriate to the table.

Q: What if they lied and it is not the Serpent Guard camp location?

A: "The questioning was most severe. I am certain the information is correct. The only question is whether the bandits have moved their camp. If they have, then there are sure to be reasonably fresh tracks leading to their new location. Find me their current camp and I can act to finally crush these Serpents."

Q: If you know where they are, why don't you send the Felten Guard to wipe them out? Why send us?

A: "Lady Tanariell believes the information is false and designed to lead us on a wild goose chase. She has insisted that my Guard must be used to protect some of the potential targets for the attack, including the various dignitaries who were visiting for the carnival. I believe the information is correct, but I must obey the Lady and it would be politically disastrous if any visiting dignitaries were harmed or kidnapped. I must admit, the Lady's enemies would find it very suspicious if the Felten Guard had men on a wild goose chase and too few protecting visitors, should an attack occur."

Note: If any of the players are Nasranite Watch members or even members of the Felten Guard through that metaorg, then Ottolon assures the PC that they are not currently listed for active duty and therefore are not included in Lady Tanariell's orders.

Q: We don't have any trackers, can you spare one? (Note: Only make the below offer if the PCs think to ask for aid in Tracking, otherwise Ottolon assumes they are competent in Tracking already.)

A: "I don't want to risk the Lady's wrath by disobeying her and sending any of my trackers with you, but there is one local fellow who has helped us out from time to time, without joining the Guard. His name is Pehren of Minnac and he came in for the carnival. I let him stay in the barracks when he is in town so it will be just a minute to summon him. I'll ask him to help you."

Pehren (Exp1, see Appendix 5) agrees to help, if tracking is needed, for the price of 5 + APL gp. However, he makes it clear that he tries to avoid melee combat. He stays back if

violence breaks out, use ranged weaponry, and flee if PCs are defeated.

Q: What more is known about the Jagged Hills?

A: "The Jagged Hills are an area of considerable size. A bleak hilly region as its name well describes. A group of men could feasibly hide among the barren hills for a lifetime, if they so chose. The Shimmering Stream flows through this barren area, the only water route and only easy passage through. Consequently it also attracts derelicts from the surrounding area, robbing, killing and burying lone travelers is not difficult, so the few who chose to travel through the Jagged Hills do so in large groups."

Q: What is in it for us?

A: "Due to the shipments the Serpent Guard have attacked before, there are outstanding bounties that have been offered by the Felten Guard, the Royal Guild of Merchants of Aerdy and the wizards of Sage Keep. Find their encampment and I see to it that you get your share of those bounties, after taxes of course."

Q: What is in it for us? (Section 2 - Read only if Thell survived.)

A: "In addition, if you should qualify and desire the honor, I will be happy to suggest you for a position within the irregulars of the Felten Guard. Should you wish to join some other guard unit; I also have contacts amongst the Nasranite Watch, Heshun Guard, and Ekehold Redswords. I will be happy to put your name forward to these units as well."

Note: The above offer is an introduction to the Nasranite Watch Meta-Organization. Those interested in joining the Nasranite Watch need only print out the membership AR from the Naerie website.

Players who are already Watch members have Ottolon's assurance that their volunteering for this mission is appreciated and will be noted in reports to their superiors.

Q: So how much money are those bounties worth?

A: "For information leading to the capture or death of the leader of the Serpents, the total reward after taxes will be about 600 gold pieces. There are also various bounties on the individual members, if you have the chance to capture or kill any."

Q: What else is known about the Serpent Guard?

A: "They were once mercenaries working for Mendeos over in Radoc, but they have long since left him to become common bandits. They are all human as far as I know. The things that set them apart from most bandit gangs are the tattoos, uncommonly strong discipline, and impressive viciousness. Their strikes seem to be targeted at specific loads and they often kill everyone in a caravan, rather than just the guards.

Q: Specific loads, eh? What did they go after?

A: "Well, I say specific loads only because the list of hit shipments is not long. Shipments on the same path shortly

before or after are not touched. It is clear that the Serpents prepare well in advance, hiding in ambush locations and waiting for the optimum time to attack to prevent the escape of any witnesses. However, it is not clear why they choose to let a silk merchant pass and then attack a load of turnips. Honestly, most of the caravans hit don't make a bit of sense to me and I'm damn glad to finally have a lead on their location instead of trying to guess their attack patterns."

Hand out Player's Handout 1 and then continue with the following.

"Don't get distracted by this stuff. My top men have already combed through it trying to make sense of it. This has not helped us figure out what they are after and it hasn't helped us stop the attacks. I need you to get out there and confirm their position so we can crush them. Read through them if you want, but these invoices aren't going to help you find the Serpents."

Ottolon is correct. Investigation by the PCs is not necessary to the adventure and does not affect the ability of the PCs to locate the leaders of the Serpent Guard. There is not sufficient information given to the PCs to answer many of the outstanding questions. DM's Aid 4 provides the information to help you if the players wish to pursue investigation anyway.

Q. Wait, you just said 'no witnesses'. So how do you know it is the Serpent Guard?

A. "Two things: The attacks fit their tactics from during the Greyhawk Wars and the Aerdy Merchant's Guild convinced High Priest Tejabus to commune with Heironeous to confirm the culprits' identity. Heironeous confirmed the Serpent Guards were responsible."

Q. Is there any information on how many Serpent Guard members there are?

A. "Back during the Greyhawk Wars, they could field as many as seventy, but only about fifty or sixty were tattooed full members. Losses during the Wars put their number at maybe thirty or forty when they left Mendeos. The past years have been hard, scraping out a living in the wilds and hitting caravans. With some losses in the caravan attacks and assuming a few desertions, their number could be anywhere between twenty and thirty. Considering the size of some of the caravans hit, they can not be fewer than fifteen to twenty and are probably more. It seems highly likely that they have had magical aid in their attacks."

Q. What do you mean by 'size' of the caravans?

A. "I mean that some of the hit shipments have had multiple wagons or barges, with drivers and outriders and such. Unless the Serpents have at least twenty men, it seems that we should have had an outrider successfully flee the fight by now."

Knowledge (the Splintered Suns), Knowledge (nobility and royalty) or Bardic Knowledge check results for further information on Mendeos:

DC12 For Mendeos's aid in taking Idee during the Greyhawk Wars, Graf Reydrich awarded the town of Radoc and its immediate surroundings to Mendaos, who then declared himself to be the head of House Radoc.

DC 15 Mendeos is not very efficient or charismatic ruler, but not a tyrant either. Most of the mercenaries he employed during the Greyhawk Wars eventually left him, but a disorderly assortment of the more loyal or more lazy have remained as his personal bodyguard or Radoc town guard.

DC 20 Mendeos is not politically active. He is apparently content to ignore the world outside of Radoc, leaving only for hedonistic trips spending Radoc's tax money on alcohol and women. He is most famous for having many dozens of bastard children spread across the Principality.

Once the questions are out of the way, the interview is over. The PCs have the opportunity to purchase supplies before heading out into the Jagged Hills or they can do so immediately.

The PCs may wish to do some information gathering in town, perhaps talking with the owners of recently attacked caravans or attempting to make contact with smugglers. Improvising some information gathering is reasonable but it should not be allowed to take much game time. In general, there is very little information that can be found in town that Commander Ottolon does not already know. The Serpent Guard policy of killing everyone in a caravan they attack and burning whatever they don't take has succeeded in hiding their numbers and the goods they target. Even the most amoral of the smugglers believes the Serpent Guard are bad for business and should be exterminated.

Troubleshooting: If investigations are taking too much game time, advance the time of day towards evening and remind the players that the Serpent Guard's frequent moves from camp to camp. Point out that if the PCs delay too long, then the Serpents shift locations and the PCs have squandered the opportunity to stop them.

Optional Encounter: Thell's Thanks

This encounter only plays out if the PCs expended healing spells or potions on Thell at the end of the fight in the Grenak's Feather Inn.

Loitering around the exit of the Felten Guard Barracks, you see young Thell. "Good morn' to you, friends! I, uh, have something for you, by way of thanks. Follow me."

He leads you to a decrepit little no-name ale shop tucked up against the side of the Nature's Bounty herb

store and points to a map of the Barony spread across the wooden table.

"I drew it myself as a gift for you. It took all these different colored inks.", he says as he taps red, blue, and black ink bottles with his left hand, getting some ink on his first, second, and third fingers as he does so.

"This is for you, because you are the sort of people who stick up for the little guy who is being oppressed." Rolling up the map with his right hand, he presents it to (PC who provided the most healing).

As he hands it over, he wipes his left hand across your hand, commenting "Oh, that was clumsy of me! Um, no need to wipe it off. Uh, why don't you go wave 'Hello' to my good friend Urnius? He's great with the mandolin and he knows lots of stuff and he's playing in the market square right now. Uh, I have to go now. Thanks and bye."

With that, he hustles out of the tiny ale shop. The ancient Flan woman seated by the ale keg and the cheap wooden cups never roused from her nap during this whole odd performance.

If you want to use a visual aid or if the players want to see the map that Thell has given them, feel free to give the players Appendix 7.

It is a DC 10 Sense Motive check for the PCs to realize that Thell has done a very un-subtle job of marking them with some sort of code and telling them to go wave that code at his contact, Urnius.

If the PCs corner Thell and try to make him explain himself, he starts sweating profusely and stuttering. He knows that Urnius knows some people amongst the Idee Volunteers and some of the city's smugglers, but he does not want to implicate his friend. All he says is that *"Urnius knows interesting people. You should talk to him. He'll know I sent you if you have those ink stripes; it's our code."*

A DC 10 Bardic Knowledge check reveals that dirt smudges, ink stains, and ash marks have been used over the ages by thieves or smugglers as indications of membership or trustworthiness. Perhaps that is the inspiration for this "code".

When the PCs meet Urnius (CN male Brd8), he is careful and he does not trust them immediately. Urnius is aware that Thell's sympathy with the Idee Volunteer movement could be just one more childish rebellion against his father, Commander Ottolon. As such, Urnius has not let Thell make too many contacts with the independence movement and he does not necessarily trust Thell's judgement about the PCs. A diplomacy check by the PCs is needed before he is willing to discuss what he knows. Urnius is a professional, and chooses to discuss things in the busy square acting relaxed rather than furtive. If the PCs want a more private place to talk, he smiles and refuses, saying *"Come now, no one pays attention to a storyteller in a square, but we're sure to attract attention if we go*

rushing off to discuss things in the shadows. Here is fine."

The Diplomacy check receives the following modifiers.

- Aerdy Re-Enactment Company +2 to roll.
- Agent of the Jade Mask / Veil of the Sun / Faith of Johydee / Knights of the Chase +2 to roll or +4 if they identify themselves as such
- Knight Protector of the Great Kingdom: -2 to roll
- Royal Guild of Merchants of Aerdy: -2 if they identify themselves as such
- Nasranite Watch: -2 to roll or -4 if they identify themselves as such.

The above modifiers are intended to reflect general bearing of the character as perceived by someone who is concerned about the affiliation of the people with whom they speak. The comment "if they identify themselves as such" is shorthand for any form of identifier, i.e. if the PC wears a badge or distinctive garment, bears the heraldry on shield or armor, shows a particular identifying handsign, or simply says "I'm interested because I am a Knight Protector of the Great Kingdom". More clear identification of the assumed affiliation leads to stronger modification of the roll.

Troubleshooting: Some parties may speak with Urnius but completely fail their diplomacy check. In this case, Urnius hints that coin may also persuade him. Note that once the party has bribed him for the first hint (costing 100 gp), each additional hint costs 50 additional gold pieces.

Diplomacy results

DC 10 "Ah, yes. The Snakes have been up to quite a bit lately. They've almost run their course. They burned the merchants, robbed the smugglers, pissed off the Guard, and stole from the Sages. All they need to do now is burn a temple and they will be universally hated around here. I wouldn't be surprised if they left the area pretty soon. Hmmm. They are humans, but many attacks have either been at night or at dusk, haven't they?"

DC 15 "I understand they picked up quite a few poisons when they attacked the druids' goods shipment. Those Fangs are sure to have quite some sting now. I hear the woman who ordered the poisons from the druids is nowhere to be found these days. Seems a bit convenient."

DC 20 "Rumor has it that the loss of those turnips was mighty expensive to those Volunteers interested in aiding in rebuilding Onnwal. I heard that a number of them were packed with diamonds instead of turnip pulp. How the Serpents heard of it, I don't know, but I suspect there was a falling out amongst the smugglers and the Serpents were the beneficiaries."

DC 25 "Well, some smugglers have ethics while there are others who have none. The sort who would lay down with Vipers in hopes of getting rich is sure

to get bit in the end. Or maybe he will just lose his right-hand man and a big shipment of pearls hidden in a cod shipment. Serves him right for costing others the diamonds.”

DM's Aid 4 provides the necessary information for you to understand the above comments.

Note: Meeting Thell and Urnius does not delay the PCs exit from the city by much. Independent investigation takes more time.

Encounter 3: This Camp Bites – Part 1

Read out aloud or paraphrase the following once the PCs have left the town. This encounter assumes characters make no special preparations when entering this encounter (such as circling around first). If that happens, you will need to adjust the information below.

It has been a long day, trekking across the occasional patches of swampy ground that mark the edges of the Jagged Hills. The remains of old camp sites and the infrequent undisguised wheel-rut in the middle of the wilderness have served as indications you are in the region used by the Serpent Guard as camp sites. Finally, as the sun is starting to set over the nearby hilltops, there are indications that your information was correct; there are the occasional reasonably recent boot prints or wagon wheel marks along a thin game trail heading around one of the foothills. Rounding the hill, you see in the distance several wagons parked in a low hollow in the hills.

The PCs start at the top center of the map (DM's Aid 2), 80 ft. away from the top two wagons. This puts them initially 150 ft. away from the hidden wolves and a little over 250 ft. away from the scout. The scout has his looking glass aimed on the camp and he releases the wolves/behir once he sees any PC starting to scout the camp. Before laying out the map, carefully read the below descriptions for distances, trigger conditions, listen check DCs, and spot check DCs.

The wagons are 5ft high can provide hard cover to anyone standing behind one. They can be climbed up as move action or jumped with a DC 20 jump check (failure results in falling prone next to a wagon) “impassable terrain” while the bushes, shrubs, chests, etc., may be jumped over with a simple DC 5 Jump check. Failure results in falling prone on the far side of the obstacle. The only exception to this is the shrubbery hiding the wolves. These shrubs are not rooted, but were cut and placed there by the scout. The wolves or PCs can easily knock these loose shrubs aside by simply moving through those squares.

When within 10 feet of the wagons, it can be seen that they are broken down and in disrepair. DC 15 Knowledge (Splintered Suns) skill check to recognize the markings on two of the wagons indicate that they belong to the Barghest

Brewery while the markings on the third belong to Hafgan Craggenhilt's Fine Dwarven Goods Emporium. Members of the Royal Guild of Merchants of Aerdy gain a +5 circumstance bonus on this check, and can make it untrained.

PCs with the Track feat may be able to tell that none of the marks leading to this camp are more recent than two days old (DC 15 Survival)

This is the encampment the deserters described as the last camp that they were at. Right after the deserters left, Fang moved everyone to a new site and set up a nasty surprise in the fake camp left at that site. The chests contain nothing of value (other than a viper or two), the wagons have broken axles or wheels, and the bedrolls are worn out. Once within ~10 feet of the center of the false encampment (marked by the red dot on DM's Aid 2), a DC 15 Listen check reveals a growling sound.

The growling is the sound of several large half-starved wolves that the Serpents tied to some nearby trees, hidden by some shrubs. A Serpent scout is hidden 150 ft. from the “camp”, 100 ft. from the wolves. When he spots people in the “camp”, he will yank a 100 ft. rope to release a slip-knot and free the wolves. The behir is not actually tied anywhere but in this case the rope gives it a mark to get moving. Since he is hiding and scent-breaker has been used between the scout and the wolves, the famished wolves head for the PCs while the scout sneaks away to join his brethren in preparing to ambush the caravan.

Each round the PCs are in the “camp” the scout gets a Spot check versus the Hide of the PCs, a check which he automatically makes when the PCs are not hiding. The scout's Spot check is further modified by his distance and his use of the spyglass, for a total increase in the DC by +8. The scout's Spot skill is +4 at APL 2, +5 at APL 4, +6 at APL 6, and +7 at APL 8. If combat starts, the scout automatically spots the PCs.

The spot check for the PCs to see the wolves from the camp is DC 23 at APL 2, DC 24 at APL 4, DC 25 at APL 6, and DC 26 at APL 8, after adding in the distance penalties and the Hide skill of the scout who attempted to camouflage them behind the shrubbery. If the wolves are spotted and attacked, then the wolves are automatically released from their ropes.

The spot check for the PCs to see the scout is, taking into account the distance modifiers and assuming the scout used ‘take 10’ on his Hide check, +33 at APL 2, +34 at APL 4, +35 at APL 6, and +36 at APL 8.

Creatures: The wolves are mad with hunger and have been also occasionally been on receiving end of Verith's kicks. They charge the PCs and continue to attack the closest target that is still alive. A rushed Wild Empathy check can be used to calm down wolves and worgs. Throwing food grants +2 circumstance bonus to this check. Wild Empathy cannot be used on Behir since it is too intelligent and unlike wolves, has actually received a very good treatment (and many tasty oxen) from Serpent Guard

Tactics: After biting an armored foe and not drawing blood (i.e. a hit sufficient for touch, but not penetration past the armor), the wolves may switch to a “meatier” (i.e. less armored) foe if one is available. The behir looks for a relatively weak looking target, trying to bite it and following it with grapple check, constriction and rake attacks. If it cannot reach any targets because of fly spells and so on, it uses its breath weapon and tries to retreat some distance away and wait for spell duration to end. Behir will power attack for 1d4+1 points every round. Behir flees if reduced to 30 or less hitpoints, using its breath weapon to deter pursuit.

There are vipers here as well, but the vipers do not fight at the same time as the wolves; they stay hidden until the PCs disturb them by searching the encampment. The vipers are a very weak separate encounter. See below for details.

Verith, the scout, is a shifty looking Oeridan man with a scarred face and tattoo of a viper in his right cheekbone. He does not fight. He tries to sneak away during the wolf attack and attempts to flee if spotted. His stat block is included only because there is a tiny possibility that some lucky PC spots him and catches him when he runs. In that case, he meekly surrenders, handing over his weapons and a map to the current encampment.

Since Verith is not being used as an opponent here, the reward for his capture is not experience (which would be appropriate for opponents). Instead, Verith remains a plot device, with his capture providing the possibility of improved conditions in Encounter 4: Verith has a rough map to the current encampment because he has been lying in wait at the old camp since the Serpents left to shift locations. If he is caught, the map allows the PCs to move much more rapidly from Encounter 3 to Encounter 4 because their movement is not halved by tracking efforts. Swift parties are therefore able to potentially arrive at Encounter 4 under or twilight conditions rather than full darkness.

APL 2 (EL 3)

🐾 **Wolves (3):** hp 13; see *Monster Manual* page 283.

🐾 **Serpent Guard Scout, Verith:** Male Human Rog1 hp 8; see Appendix 1.

APL 4 (EL 5)

🐾 **Worgs (3):** hp 30, see *Monster Manual* page 256.

🐾 **Serpent Guard Scout, Verith:** Male Human Rog2 hp 14; see Appendix 2.

APL 6 (EL 7)

🐾 **Dire wolves (4):** hp 45, see *Monster Manual* page 65.

🐾 **Serpent Guard Scout, Verith:** Male Human Rog3 hp 20; see Appendix 3.

APL 8 (EL 9)

🐾 **Advanced behir:** hp 138, see Appendix 4

🐾 **Serpent Guard Scout, Verith:** Male Human Rog4 hp 26; see Appendix 4.

Treasure: The creatures have no treasure but Verith carries some in case he gets captured.

APL 2: Loot (145 gp); Coin (0 gp); Magic: (0 gp)

APL 4: Loot (170 gp); Coin (0 gp); Magic: (0 gp)

APL 6: Loot (159 gp); Coin (0 gp); Magic: +1 *shortsword* (192 gp).

APL 8: Loot (0 gp); Coin (400 gp); Magic: +1 *shortsword* (192 gp), +1 *Studded Leather Armor* (97 gp)

Detect Magic Results: +1 *shortsword* (Faint Evocation), +1 *studded leather armor* (Faint Abjuration).

Development: Once the above combat is over, the PCs may choose to search the camp for clues or loot. It is here that they discover a nasty little joke by the mercenaries; this really is a Serpents encampment, with vipers hidden in the bedding, chests, and wagons. There is nothing of value in the camp, unless you count the second nasty little joke; some poisonous “healing” potions.

If Verith is captured, a successful opposed intimidate check grants details of the Serpent Guards real camp and no track checks are needed. Verith hopes to use his hidden knife (roll his Hide check vs. the PC’s Search, if needed) and his Escape Artist check to flee when the PCs engage “Fang”. He never attempts to fight the PCs.

Note that Verith knows the meeting place of the gang but does not reveal this unless magically compelled, instead being more happy to guide PCs to Raustus since Verith thinks he is more than capable of destroying PCs. Getting the location of the meeting place is enough for Ottolon and allows Felten Guard to destroy Serpent Guard and grants full experience and treasure from last encounter. If Verith escapes, he is assumed to disappear after the ambush or join rest of the Serpent Guard, depending on module outcome.

Encounter 3: This Camp Bites - Part 2

This is an extremely weak encounter and is included almost purely as flavor.

Creatures: Once the wolf/behir attack is over, the PCs have the chance to search for clues in the camp. This is when the PCs find the two tiny vipers and the various poisons. Note that the two tiny vipers are barely an EL1 and should not cause any damage or resource drain to characters at higher than APL2.

If the PCs chose to search the camp, ask the players to specify where they are searching. The things of interest are as follows:

One of the bedrolls will jingle when prodded. A few handfuls of worthless iron slugs have been put in the bottom of the bedroll as a “lure” while the insides of the bedroll have been coated with vegetable matter. This is not a trap as it can be “disarmed” by just dumping out the bedroll, by cutting it open, by wearing gloves or gauntlets when fishing out the iron slugs, or simply declaring, “I’m being careful”.

Before making an incautious PC roll any sort of save, check to see if they are wearing gloves. Gloves and

gauntlets are common items that are frequently worn, even if players don't remember to mention it.

Vegetable matter identity by APL:

- ✦ **APL 2:** Rotten carrots.
- ✦ **APL 4:** Sassone leaf residue (Contact, DC16, Initial 2d12 hp, Secondary 1d6 Con).
- ✦ **APL 6:** Malys root (Contact, DC16, Initial 1 Dex, Secondary 2d4 Dex).
- ✦ **APL 8:** Terinav root (Contact, DC16, Initial 1d6 Dex, Secondary 2d6 Dex).

When tapped, one barrel is empty, but the other barrel sounds full. Opening the top of the filled one, reveals a whole pile of salt cod with a very annoyed tiny viper seated on top, ready to strike at the PC who opened the barrel.

The three fine ashwood chests sitting out are all unlocked. The middle one was three-quarters filled with dirt and has a tiny viper in it atop the dirt pile.

Inside the middle wagon is another ashwood chest. This chest is locked and a lockpick has been broken off in the lock, rendering it unopenable. The lock has to be bashed or pried off the chest. Any attempt to do so is successful. In the locked chest there are two stone vials, tightly capped with stone plugs. They are each clearly labeled in common "Healing Potion". However, the stone prevents visual inspection of the contents. Opening the vials with the intent to examine the contents permits an Craft (Alchemy) check DC 15 to recognize that the potions are probably not healing potions. Opening the vials with the intent to quaff a nice healing potion forces the imbiber to make a Fortitude check. *Detect magic* and *detect poison* spells can of course identify these vials for what they are.

Contents Barrels:

- ✦ **APL 2 & 4:** Foul-tasting swamp water.
- ✦ **APL 6:** Striped toadstool (Ingested, DC11, Initial 1 Wis, Secondary 2d6 Wis + 1d4 Int)
- ✦ **APL 8:** Id moss (Ingested, DC14, Initial 1d4 Int, Secondary 2d6 Int)

APL2-8 (EL 1)

✦ **Snakes, tiny vipers (2):** hp 1; see *Monster Manual* page 280.

Treasure: The snakes have no treasure and the Serpent Guard left nothing of value here other than the poisons.

If the poisons in the "Healing Potion" vials are kept rather than ingested, then they may be identified later and sold

APL 2: Loot (0 gp); Coin (0 gp); Magic: (0 gp)

APL 4: Loot (0 gp); Coin (0 gp); Magic: (0 gp)

APL 6: Loot (30 gp); Coin (0 gp); Magic: (0 gp)

APL 8: Loot (21 gp); Coin (0 gp); Magic: (0 gp)

Development: The Serpent Guard deserters told the truth; this was until recently the campsite of the Serpent Guard. Marks in the earth indicate that many men, several horses,

and a few wagons moved from this spot recently. However, efforts have been made to disguise where they went.

The Track requirements to find the actual encampment, following tracks from the fake camp, are as follows: Survival DC = 10 + APL, and two successful DC 19 Survival checks (Pehren succeeds in this by taking 10 and tracking while moving at half normal speed) are needed to locate the actual camp, which is a bit over 2 miles away. The terrain counts as hills and characters are following a trail (3/4 movement). Each failed check results in an hour's delay in finding the actual encampment.

See the section entitled "Travel times between Felten and the Jagged Hills" for a full discussion of the timing of the party's arrival at the Jagged Hills encounters, with references to the appropriate *Player's Handbook* and *Dungeon Master's Guide* pages.

Essentially, the circumstances of the Encounter 3 (still daylight) and Encounter 4 (twilight or night) were dictated by several assumptions about a typical party. If the typical party sets out from Felten at 10 in the morning, all on light riding horses and moving reasonably quickly, they will reach the site of Encounter 3 by about 6 in the evening. With several miles and the need to track separating Encounter 3 and Encounter 4, the typical party will reach Encounter 4 at about 8 at night.

Therefore, a party that sets out more quickly or moves very quickly may arrive ahead of full darkness (use twilight conditions or twilight transitioning into night), while the average party arrives just as twilight finishes and darkness sets in (use darkness conditions, but the PCs don't give themselves away to the Serpents by needing to use light sources), and a slow party or a party choosing to spend time on investigations in Felten arrive at Encounter 4 at full darkness (and most likely be carrying light sources which reveal them to the Serpents).

Part of the timing is clearly how long it takes to track from Encounter 3 to Encounter 4. A group of creatures moving 30 ft. a round as per overland movement rules while tracking at half-speed covers this distance in two hours. Parties able to succeed at the track check by moving at normal speed (-5 track penalty) or twice normal speed (-20 track penalty) stand a much better chance at being able to conduct the Encounter 4 fight either partially or completely under twilight conditions, assuming the party arrived at Encounter 3 in a timely manner. Most likely, one track check failure results in arrival at the actual encampment during full darkness.

If no one in the party has the Track feat, then they can return to Felten and Commander Ottolon assigns Pehren (Exp1, see Appendix 5) to assist the party. Alternatively, they can head to Minnac, which is far closer than Felten, to look for a tracker. Again, it will be Pehren (or his identical twin) who assists the party.

Heading all the way out to the Jagged Hills before realizing the need for a tracker is a serious time delay. Following all the appropriate rules for overland travel, traveling all the way to Felten and back likely has the party traveling all night and potentially missing their chance to catch the Serpents at Encounter 4. Even traveling to

Minnac and back (about 3 hours, each way assuming riding lightly-loaded light riding horses) is a serious time set-back which likely forces the party to travel at night and arrive at Encounter 4 very late at night or very early in the morning. When tracking late at night, the enemy might be forewarned by Pehren's light source (needed for Tracking) and have time for preparations.

If the party wishes to sleep the night in either Felten or Minnac before attempting to locate the Serpent's new encampment, DMs ought to remind the players that they may then be too late to prevent an attack on the dignitaries or merchants leaving Felten in the morning. If the party still chooses to wait to leave town until morning, then Serpents break camp later that night and the attack occurs as planned in the pre-dawn of that morning. Read the failure flavor text for the conclusion if PCs cannot prevent the attack.

Encounter 4: Head of the Snake

Before reading the following read-aloud text, first verify the time of day. It is probably twilight transitioning into night if the party set out right away, choosing not to independently investigate by visiting the various shops, and succeeded in all track checks. Speaking to Thell and Urnius is quick and does not delay the party. It is most likely night if the party has any members with slow movement, weights enough to encumber a light riding horse, did investigations in town, or failed one or more Survival checks on the way to the proper camp. See the section entitled "Travel times between Felten and the Jagged Hills" for precise details on timing and overland travel conditions. The EL of this encounter assumes a fight under conditions of full darkness, so twilight conditions should only be used if the party truly is unusually fast or used magical means to speed travel. Verify the party's light sources and light needs. If necessary, familiarize yourself with the rules in *Dungeon Master's Guide* regarding the effects of darkness on vision: darkvision (page 292), low-light vision (page 296), and darkness (page 302).

Note that on APL 4–8 the Serpent Guard do not suffer all the usual penalties for the darkness: Vriss went around just before dusk and used up charges from the *wand of darkvision*. On APL 2 he has only given *darkvision* to himself, Raustus "Fang" Dolcheml, and Merkis Telath. The bowmen cannot see the PCs unless the PCs are illuminated by their own light sources or a Bullseye lantern held by Variss. The lantern is lit, but shuttered and sitting on the table where Fang and his bodyguard are sitting. Once unshuttered, it gives 60 ft. bright illumination in a cone and 120 ft. shadowy illumination in a cone. Since the PCs can easily move out of the illumination, it is likely that Varris needs to redirect the beam of light to re-illuminate the PCs. Treat this as a move-equivalent action.

Note that the PCs have already been given warning of the Serpent Guard's ability to operate at night in the notes that Commander Ottolon gave them and possibly in the conversation with Urnius. Also, there is a very good chance

that the PCs have noticed the large number of poisons amongst the stolen goods or had this pointed out by Urnius. The greatbows were also commented on. Clever parties have taken these facts into account, balancing the darkness advantage on APL 4–8.

The trail was not easy to follow. It was skillfully disguised and had several misleading side trails. Finally, you think there might be something in the distance. Through the thin brush scattered across the hillside, a dark regular shape is visible in the uncertain light. A faint snort heard on the wind suggests horses are present. You may have caught the Serpent Guard in the process of switching camps or at least found the stragglers.

A map of the area can be found at DM's Aid 3. The PCs start in the top right corner of the map, 175 ft. away from the center of the camp as marked on the map as the black square indicating a table. This is also 160 ft. away from the top wagon. At APL 4, allow the PCs to start at the first shrub diagonally from the corner (i.e. 145 ft. away from the table, 130 ft. away from the top wagon) and at APL 2, allow the PCs to start at the second shrub diagonally from the corner (i.e. 115 ft. away from the table, 100 ft. away from the top wagon).

Most likely, this encounter occurs in darkness, although it is possible that fast parties are able to reach this point at twilight or just as twilight fades into night. If the encounter occurs at twilight, treat light conditions as giving a -4 Spot penalty and 20% miss chance to any creature without darkvision or low-light vision when using ranged weapons. Creatures with darkvision suffer no penalties when within 60 ft. of their target. Those with low-light vision suffer no penalties. To simulate the conditions of twilight transitioning into night, treat twilight as lasting for the first five rounds and then complete darkness comes. In complete darkness every PC & NPC counts as blinded with all the usual rules associated with it (50% miss changes, no dexterity bonus, etc.), unless they have darkvision or some light source.

The Serpents all are under the *darkvision* spell on APL 4–8 and can see 60ft. Beyond that, they cannot see the PCs. If it is clear that combat happens on APL 2, the archers fire only at PCs who are illuminated by their own light sources or the bullseye lantern light, directed by Variss. If the PCs are carrying light sources then the Serpents have a chance to spot the approach of the PCs. The initial spot DC for the Serpents is 12 (0 + 17 distance penalty -5 circumstance of trying to Spot an approaching light source in the dark)

The Serpents do not carry light sources.

When the encounter starts, Keln Vriss, the Serpent's mage, is in the back of one of the wagons, hidden by the cloth top, putting away a few of the supplies (100% cover unless at the rear of the wagon). Raustus "Fang" Dolcheml is standing at a table with his personal bodyguard, Merkis Telath, going over a map. The map shows the location of the planned ambush on the Felten-Gornor's Cove trade caravan and the location at which Fang's party plans to meet up with the rest of the Serpents after the attack. The

Serpent archers are scattered in a loose guard picket, hiding. DM may assume them to have taken 10 on their Hide checks. The Hide check values are listed under the creatures listing below.

When any of the Serpents see or hear the PCs, they signal the others by making a soft owl call. Fang and his bodyguard both lock their greatswords into their locking gauntlets and Vriss begins casting his spells. When attempting to determine if the PCs hear the preparations, remember to take into account the Listen check modifier of -1 per 10 ft. distance.

Terrain: The bushes, shrubs, etc., can be jumped over with a simple DC 5 Jump check. Failure results in falling prone on the far side of the obstacle. The wagons should be considered “impassable terrain” except from the back where they may be exited or entered with either a DC15 Jump check or a move-equivalent action. Jump check failure while attempting to enter or exit a wagon simply results in needing to expend a move-equivalent action to successfully complete the maneuver. When inside a covered wagon sight of the area is limited. Use a cone template to determine area visible from within the wagon if the covering tarp has not been removed.

There are three covered wagons already hitched up and ready to move. Each is a broad, flat-bottomed design, with a cloth covering supported by wooden ribs fitting over the top and empty barrels affixed by clamps around the outside. The wheels are not the standard thin rims; they appear to have been modified, adding barrel staves around the rims to make wide flat wheel surfaces, suited to leaving little track in swampy ground.

Creatures:

Raustus: Green tattoo lines in a scale pattern cover his whole face. Twin dark tattoo marks give the appearance of fang grooves on his lips. Head to toe chainmail enameled in shades of green give the appearance of scales while helping him blend into the shrubbery of the hillside.

Merkis: He has the tattoo of a viper, high on his right cheekbone. Head to toe chainmail enameled in shades of green give the appearance of scales while helping him blend into the shrubbery of the hillside.

Keln Vriss: Physically fit looking Flan man. He has the tattoo of a viper, high on his right cheekbone. Dresses in traditional flan clothing.

Archers: They have tattoos of a viper, high their right cheekbones. Dressed in chainmail which is enameled in shades of green give the appearance of scales while helping them to blend into the shrubbery of the hillside.

APL 2 (EL 5)

☛ **Raustus “Fang” Dolcheml, Serpents’ Head:** Male human War2/Ftr1; hp 25; Hide +3, Listen +1, Move Silently +0, Spot +1; see Appendix 1.

☛ **Merkis Telath, Serpent Bodyguard:** Male Human War2; hp 9; Hide +0, Listen +0, Move Silently -2, Spot +0; see Appendix 1.

☛ **Keln Vriss, Serpent Mage:** Male Human Wiz1; hp 9; Hide +4, Listen +3, Move Silently +4, Spot +3; see Appendix 1.

☛ **Serpent Guard Archers (2):** Male/Female Human Ftr1; hp 12; Hide +1, Listen +1, Move Silently -1, Spot +1; see Appendix 1.

APL 4 (EL 7)

☛ **Raustus “Fang” Dolcheml, Serpents’ Head:** Male Human War2/Ftr2/Rog1; hp 44; Hide +4, Listen +2, Move Silently +1, Spot +2; see Appendix 2.

☛ **Merkis Telath, Serpent Bodyguard:** Male Human War2/Ftr1; hp 25; Hide +2, Listen +1, Move Silently -1, Spot +1; see Appendix 2.

☛ **Keln Vriss, Serpent Mage:** Male Human Wiz3; hp 19; Hide +5, Listen +4, Move Silently +5, Spot +4; see Appendix 2.

☛ **Serpent Guard Archers (2):** Male/Female Ftr1; hp 12; Hide +1, Listen +1, Move Silently -1, Spot +1; see Appendix 2.

APL 6 (EL 9)

☛ **Raustus “Fang” Dolcheml, Serpents’ Head:** Male Human War2/Ftr2/Rog3; hp 58; Hide +6, Listen +4, Move Silently +5, Spot +4; see Appendix 3.

☛ **Merkis Telath, Serpent Bodyguard:** Male Human War2/Ftr2/Rog2; hp 44; Hide +3, Listen +2, Move Silently +0, Spot +2; see Appendix 3.

☛ **Keln Vriss, Serpent Mage:** Male Human Wiz5; hp 29; Hide +6, Listen +4, Move Silently +6, Spot +5 see Appendix 3.

☛ **Serpent Guard Archers (4):** Male/Female Human Ftr2; hp 20; Hide +1, Listen +1, Move Silently -1, Spot +2; see Appendix 3.

APL 8 (EL 11)

☛ **Raustus “Fang” Dolcheml, Serpents’ Head:** Male Human War2/Ftr2/Rog5; hp 72; Hide +10, Listen +6, Move Silently +9, Spot +6; see Appendix 4.

☛ **Merkis Telath, Serpent Bodyguard:** Male Human War2/Ftr2/Rog3; hp 58; (Hide +5, Listen +4, Move Silently +4, Spot +4; see Appendix 4.

☛ **Keln Vriss, Serpent Mage:** Male Human Wiz7; hp 39; Hide +7, Listen +4, Move Silently +7, Spot +6; see Appendix 4.

☛ **Serpent Guard Archers (4):** Male Human Ftr4; hp 36; Hide +3, Listen +2, Move Silently +1, Spot +4; see Appendix 4.

Tactics: At all APLs, use the Serpents intelligently. They are experienced and have been working together since the close of the Greyhawk Wars. The Serpents use the darkness and their darkvision to the maximum advantage. They initially attempt to separate and kill any PCs that do not seem affected by the darkness. After this they pepper the

PCs with ranged missile fire from the maximum range they can manage in the dark (60 feet). The archers consistently move and retreat to continue peppering the PCs with arrows. If they are being hounded by the PCs, they move towards Raustus and Merkis so that those two can help the Archers.

Raustus and his bodyguard work together to flank opponents and concentrate their attacks. The wizard (Vriss) turns invisible before leaving his concealing wagon (not possible at APL2) and then focusses on spells which enhance or protect Fang (primary) or his bodyguard (secondary), moving after each spell to maintain his invisibility as long as possible. If Vriss is threatened, his familiar, Hiss, attempts to bite his attacker. If the regular archers all die, the Serpent Leaders will try to conduct a fighting retreat if the standing PCs outnumber them.

While Raustus still lives, all except Vriss fight to the death, fearing Raustus more than the PCs. Vriss attempts to flee if in danger of capture or death and fights to the death only if prevented from fleeing. All the Serpents know that capture means execution.

Detailed tactics by APL as follows:

APL 2:

Both Raustus and Merkis move over to the wagon containing Vriss while locking their greatswords into their gauntlets. Vriss uses scrolls to cast *magic weapon* on Raustus's sword and then on Merkis's sword. Vriss then casts *mage armor* from his prepared spells and *shield* from a scroll before exiting the wagon and gaining a clear view of the battlefield. He then takes up the bullseye lantern and uses it to illuminate the PCs so that the Archers can shoot them. Additionally, he starts casting *sleep* whenever he has a chance to catch at least two PCs in the area of effect (though situation might change when spell finally goes off). Since his offensive spells are not impressive, he backs off and uses the heavy crossbow. He casts *touch of fatigue* on any PC that pursues him, so that he can run away.

APL4:

Both Raustus and Merkis move over to the wagon containing Vriss while locking their greatswords into their gauntlets. Vriss uses scrolls to cast *bull's strength* on Raustus and then *magic weapon* on Merkis's sword. Vriss then casts *enlarge person* on Raustus from memory and *invisibility* from a scroll before exiting the wagon and gaining a clear view of the battlefield. He casts *snake's swiftness* (see Appendix 10) on Raustus whenever Raustus is in melee. Only after protecting himself with *alter self* (taking troglodyte shape), *shield*, and *mage armor* does he risk going visible by using the heavy crossbow. *Mirror image* is another defensive spell he uses if any PCs target him after he becomes visible. He casts *touch of fatigue* on any PC that pursues him, so that he can run away.

APL 6:

Both Raustus and Merkis move over to the wagon containing Vriss while locking their greatswords into their gauntlets. Vriss casts *haste* on the three of them, before casting *invisibility* on himself and moving out of the cover

of the wagon. The next spells are *rage* (cast on both Raustus and Merkis as soon as they are in melee) and then a series of spells to make Raustus tougher, including *bull's strength*, *bear's endurance*, and *enlarge person*. Once these 'buff' spells have been used up, Vriss casts *fly* and moves to a safe distance overhead, casting *alter self* (taking troglodyte shape), *shield*, *mage armor*, and *mirror image*, before switching over to his offensive spells. The offensive spells include *ray of enfeeblement*, *fireball*, and *Melf's acid arrow* before he is forced to switch over to the heavy crossbow.

APL 8:

Both Raustus and Merkis move over to the wagon containing Vriss while locking their greatswords into their gauntlets. Vriss casts *haste* on the three of them, before casting *invisibility* on himself and moving out of the cover of the wagon. The next spells are *stoneskin* on Raustus followed by *greater invisibility* on Raustus and then *see invisibility* on himself. *Rage* is cast on both Raustus and Merkis as soon as they are in melee. After these, the next set of spells are all to make Raustus tougher, including *heroism*, *bull's strength*, *bear's endurance*, *cat's grace* and *enlarge person*. Once these 'buff' spells have been used up, Vriss casts *fly* and moves to a safe distance overhead. If there are several dead bodies, near one-another and out of immediate combat, Vriss may cast *animate dead* to create zombies (use statistics for commoner zombies, no matter who was animated) to distract the PCs. While flying overhead, Vriss casts a series of defensive magics, including *alter self* (into troglodyte shape), *protection from good*, *shield*, *mage armor*, and *mirror image*, before switching over to his offensive spells. The offensive spells include *ray of enfeeblement*, *fireball*, and *Melf's acid arrow* as well as the *wand of fireball*.

Treasure:

Following treasure can be found.

APL 2: Loot (343 gp); Coin (0 gp); Magic: 2 scrolls of *magic weapon* (2gp each), *scroll of magic missile* (2 gp), *scroll of shield* (2 gp), *wand of darkvision* (12 charges) (94gp).

APL 4: Loot (356 gp); Coin (0 gp); Magic: +1 greatsword (196 gp), *scroll of bull's strength* (13 gp), *scroll of mirror image* (13 gp), *scroll of snake's swiftness* (13 gp), *scroll of invisibility* (13 gp), *scroll of magic weapon* (2g p), *wand of darkvision* (25 charges) (188 gp).

APL 6: Loot (580 gp); Coin (0 gp); Magic: +1 vicious greatsword (696 gp), +1 greatsword (196 gp), *bracers of armor* +1 (83 gp), *scroll of bull's strength* (13 gp), *scroll of Melf's acid arrow* (13 gp), *scroll of mirror image* (13 gp), *scroll of see invisibility* (13 gp), *scroll of snake's swiftness* (13 gp), *scroll of fireball* (31 gp), *scroll of fly* (3 1gp), *wand of darkvision* (25 charges) (188 gp).

APL 8: Loot (521 gp); Coin (50 gp); Magic: +1 human-bane vicious greatsword (1529 gp), +1 vicious greatsword (696 gp), +1 greatbow (204 gp), +1 serpent scale chainmail (117 gp), *bracers of armor* +1 (83 gp), *ring of protection* +1 (167 gp), *scroll of bull's strength* (13 gp), *scroll of Melf's acid arrow* (13 gp), *scroll of mirror image* (13 gp), *scroll of see invisibility* (13 gp), *scroll of snake's swiftness* (13 gp), *scroll of fireball* (31 gp), *scroll of fly* (31 gp), *scroll of animate dead* (88 gp), *scroll of greater invisibility* (58

gp), wand of darkvision (25 charges) (188 gp), wand of fireball (CL 7th) (1313gp).

Detect magic results: +1 human-bane vicious greatsword (Moderate Conjuration and Moderate Necromancy), +1 vicious greatsword (Moderate Necromancy), +1 greatbow (Faint Evocation), +1 chainmail (Faint Abjuration), bracers of armor +1 (Faint Abjuration), ring of protection +1 (Faint Abjuration), scroll of bull's strength (Faint Transmutation), scroll of Melf's acid arrow (Faint Conjuration), scroll of magic missile (Faint Evocation), scroll of mirror image (Faint Illusion), scroll of see invisibility (Faint Divination), scroll of snake's swiftness (Faint Transmutation), scroll of fireball (Moderate Evocation), scroll of fly (Moderate Transmutation), scroll of animate dead (Moderate Necromancy), scroll of greater invisibility (Moderate Illusion), scroll of magic weapon (Faint Transmutation), scroll of shield (Faint Abjuration), wand of darkvision (Faint Transmutation), wand of fireball (Moderate Evocation).

Development: The adventure assumes the PCs engage the bandits, but they might never do so. If the PCs have been spotted by any of the Serpents, then the Serpents finish their combat preparations and try to hunt down the PCs.

If the PCs choose not to engage and the Serpents have not spotted them, the PCs are able to return to Felten if they wish. Returning to Felten at this point means that the PCs succeed in fulfilling Ottolon's request. Unfortunately the PCs did not gain the information necessary to stop the final attack.

If the PCs choose not to engage and the Serpents have not spotted them, the PCs may be planning to follow the Serpents to their new camp. The wagons move out around 4 in the morning, with the faint snorting of horses and creaking of wagons. Raustus is in the first one, Vriss in the second, and Merkis in the third, with the Archers walking in a loose picket to either side. After about 10 minutes, it should be clear to the PCs that the wagons are not heading to a new camp, but they are heading out of the Jagged Hills. Should the PCs continue to follow, give the Serpents Spot and Listen checks every 10 minutes until they notice the PCs or five hours pass. Do not forget to add the penalties for distance, and remember that PCs with low-light vision have a significant advantage while trailing the caravan.

The wagons continue out of the Jagged Hills, eventually reaching a point halfway between the bend in the Shimmering Stream and Minnac. Crossing the Stream at this point, the wagons keep moving to the north-east until eventually meeting up with the main band of the Serpents at the border to the Barony of Menst a little while after dawn. This adds 15 Serpent Guard archers, 5 Serpent bodyguards, and one more Serpent mage to their number. This is most likely too much for the PCs to attack or risk following over into the Barony of Menst and the Serpents likely escape.

If the PCs somehow recover the needed information, such as by casting *arcane eye*, they earn full experience from this fight, provided they bring the information back to

Ottolon, as well as treasure as reward for being responsible for the death of Serpent Guard.

If the PCs defeat the bandits in a fight, and start investigating the camp, proceed to Encounter 5.

Encounter 5: Decisions, Decisions.

Read out aloud or paraphrase the following when the PCs investigate the table in the center of the camp:

On the table at the center of the camp is a map showing the location of a planned ambush on the Felten-Garnsford trade caravan, a point on the River Minfel halfway between Felten and Garnsford. That's the good news. The bad news is that notes on the map indicate that the attack is scheduled to take place an hour before dawn, just a few hours from now. Other scattered papers indicate that the attack force numbers some 15 archers, 5 melee fighters, and magical support, with the line of retreat for the Serpents taking them across the border to the Barony of Menst. It will take several hours hard ride to beat your way out of the Jagged Hills and make it to Minnac and it would take several more hours to reach Felten before heading up the Minfel to reach the caravan.

It is well known that the druids of Minnac have a means of magical sending to get a message to the Felten Guard, who can then move to protect the caravan. However, the distances involved mean that it will be impossible for you to reach Minnac and get a warning to the Felten Guard if the wagons and nearly all their goods are not abandoned here in these bandit-filled hills. As it is, time is very short and minutes may count.

If the party did not bring their own horses, there are conveniently six light horses yoked to the three wagons, although rushing off now means abandoning the treasure and the bodies unless they have other means to get to or contact Felten or Minnac, such as animal messenger or teleport. Of course, if characters have killed the horses here with careless use of area effect spells, then the horses may not be available. Likewise, the actual map could have been destroyed as well.

So, what do the wagons look like?

There are three covered wagons already hitched up and ready to move. Each is a broad, flat-bottomed design, with a cloth covering supported by wooden ribs fitting over the top and empty barrels affixed by clamps around the outside. The wheels are not the standard thin rims; they appear to have been modified, adding barrel staves around the rims to make wide flat wheel surfaces, suited to leaving little track in swampy ground. They have been loaded with the last of the encampment supplies and most of the treasure the Serpent Guard has amassed. Upon inspection, they bear the mark of the Serpent guard. Upon closer inspection, a

Gnomish makers mark can be found on the wheels and outside barrel clamps, indicating the modifications were made by a "Hodgepest" of the Felten Gnomish Tinker's Association. The wagons themselves may be valuable since they seem to be a working cross between a very small barge and a wagon, capable of crossing waterways without the need for a bridge and perfect for transport around the wetlands surrounding Felten.

So, what's in the wagons?

- The wagons contain several valuable but bulky bales of Felten Tobacco.

Hand out Player's Handout 2. The Felton Tobacco takes up a 1 ft. cube space for 10 lbs. and it is currently baled as 25 lb. bales.

- There are a number of small vials and bottles labeled with the familiar skull and crossbones for poison.

These are transportable, but too fragile to take many without also taking the straw-lined crates they are stored in. Again a bulky, hard to transport treasure.

- In the next wagon are a number of picks, chisels and other mining tools, each with the gleam of adamantite. There are also two barrels of Barghest ale.

These tools are bulky and heavy and sharp. PCs should be warned that bags of holding or Heward's Handy Haversacks may be destroyed by attempting to store such tools.

- In the last wagon are about 15 unstrung, beautifully crafted greatbows.

Note that the wagons each contain a whole lot more stuff than what has just been listed. The above information simply details the valuables that can be seen with a cursory inspection of the cargo. A complete inspection will take 10 minutes per wagon.

Note: If the PCs want a full accounting of the goods in the wagons, first confirm whether the party wants to spend their time warning the authorities about the impending attack or spend their time combing through the goods in the wagons.

What about the bodies?

Looting of the bodies of the fallen takes at least 10 minutes per every 5 enemies, or 2 minutes per body.

If anyone chooses to loot the body of Raustus "Fang" Dolcheml, hand out Player's Handout 3.

The translated notes are a reference to a prophesy given in NAE4-01 *The Living and the Dead*, and inscriptions found in NAE4-02 *The Venomous Temple*. The mention of the Jagged Hills, the old map and the "Five Sisters" is a hint at a future adventure. Emeria does not appear in this adventure, the PCs should be encouraged to look into preventing the final attack, rather than attempting to run off to Gornors Cove.

Any character that has played NAE4-01 *Living and the Dead* can recognize similarities in this note and writing found in the tomb in Satyr's Horn.

Capturing Serpents:

It is possible that characters manage to capture some of the Serpents alive. They can tell following things if successfully intimidated and right questions asked. Characters gain +2 circumstance bonus to their rolls if Raustus is dead. The Serpents get a +2 circumstance bonus to resist if Raustus is alive.

- "We would have beaten you if Thendil had been with us!" Apparently, this "Thendil" was once a member of the band who has since left. Inspired in his viciousness, savagely cunning, and totally ruthless,
- Thendil disappeared one evening years ago with no explanation. The Serpents can not even describe him well, explaining "He always wore a mask, even to sleep. I think it was so his victims could not find him after death...".
- An old hideout that the Serpents once used is near Radoc, located in now sealed cave.
- A beautiful Suel woman Emeria joined their gang recently.
- The main band of the Serpents is currently lying in wait for the Felten-Garnsford trade caravan,
- The ambushers number 15 Serpent Guard archers, 5 tough Serpent Guard melee specialists like Merkis, and one more Serpent Guard mage like Vriss.
- The plan was to meet with the ambushers after their assault, then cross over into the Barony of Menst by dawn and lie low until the next stage of Raustus and Emeria's plan was ready.

Raustus or Vriss can also give following information out.

- Emeria was talking about ruins in Jagged Hills she wanted to investigate and that's why shipment from Sage Keep was robbed.
- They are supposed to meet Emeria later in Jarlstun Estuary, in Quay House tavern once she returns from Gornor's Cove (note, Emeria won't go there at all in case PCs wish to ambush her)
- Emeria is a sorcerer
- The plan Raustus and Emeria have put together is to seek the "Five Sisters" in hopes of gaining power.
- Raustus is not aware where the ruins are. Emeria is going to find out with her contacts, though Raustus does not know a name.
- Thendil gave praises to both Nerull & Erythnul when he was with the Serpents. He was quite charismatic and it was his influence that turned Serpents into the brutal individuals they now are.

In case characters capture Raustus and ask about this meeting place, it is near Jarlstun Estuary. However, Emeria will not be there, having learned through other ways that Serpent Guard has been eliminated.

Development: The aim here is to give the PCs the role-playing choice between getting all the loot or warning the authorities of the impending attack. As this is aimed at

being a role-playing choice, there is no precise timing given for how long is “too long” and how long is “quick enough”.

So long as at least one member of the PCs abandons the treasure and rides off to inform the druids of Minnac and/or the Felten Guard, the success text should be read. If the decision is made too easily, with just one PC staying with the loot or just one PC heading back to tell the authorities, feel free to encourage the players to make a group decision about which path to choose, perhaps by hinting at the fact that single PCs are the perfect opportunity for ambush.

Note that there is no real pressure to leave the treasure if the PCs have access to some means of rapidly (magically) informing the druids of Minnac and/or the Felten Guard of the impending attack. Any successful transmission of the information results in the success text. It should be clear to the PCs that warning the Felten Guard is a far better option than sending a warning to the caravan only, since the Serpents are prepared to annihilate the caravan whereas the Felten Guard can provide both reinforcements and magical warning to the caravan.

If the PCs have some magical means of rapid transport then may be able to inform the Felten Guard or the caravan directly. Since Felten is between the PCs and the caravan ambush point, going directly to the caravan would be going out of the way to avoid informing the Felten Guard and would result in a situation where the caravan and PCs would be without reinforcements from the authorities.

Attempting to take the wagons out “quickly” is still going to be too slow for the purposes of warning of the attack, since wagons are three times slower than light horses (Player’s Handbook page 164, Table 9-6) and taking the wagons to Minnac will take ~10 hrs.

No matter what the PCs chose, the treasure remains unmolested and can be claimable at the end of the adventure, but the PCs don’t need to know that.

If no PC attempts to warn the druids of Minnac and/or the Felten Guard, then read the failure flavor text of the conclusion.

Conclusion:

Success: The PCs have found the map detailing the attack and have rushed to deliver it to the Felten Guard.

Your information was timely. A quick sending spell by Maros the Learned, the representative of Sage Keep, alerted the post-Carnival Felten-Gansford trade caravan of the impending attack. Prepared, they put up a bloody fight that delayed the Serpents long enough for the Felten Guard and nearby army unit to arrive in force. Just as no mercy had been offered to the caravan guards, the Serpents sought and were offered none. All that remained of the Serpent Guard by the end of the battle were a scattering of bloody corpses bobbing on the waters. The personal secretary Lady Tanariell visits you in person to offer the Lady’s thanks for ‘striking the head from a dangerous viper’.

The thanks is both verbal and in the form of a small purse of 50 gold coins minted with the profile of Lady Tanariell

on one side and the crest of the Barony of Schwente on the other. The motto “Honor Through Service” is inscribed around the rim.

Characters receive favor from Ottolon & Lady Tanariell.

Failure: The PCs have been defeated, or not found the map detailing the Serpent’s attack plans or simply failed to deliver it to the Felten Guard.

The post-Carnival Felten-Gansford trade caravan was attacked and massacred. The horror of the scene was etched in the minds of all who saw it; many of the merchants who had attended the Carnival were returning home with their wives and children on the barges. The tiny childrens’ bodies in festival dress bobbed on the waters in mute recognition that the Serpent Guard had no mercy for even the youngest. In the following weeks, no more is seen of the Serpent Guard, despite thorough searches of the nearby lands and waterways, directed by Lady Tanariell herself. The Serpents have gone to ground and the only certainty is that they will surface again, more bold and dangerous than before.

Upon hearing of the Felten-Gansford trade caravan massacre, Lady Tanariell has decreed that never again will banditry or lawlessness be allowed to fester anywhere near Felten. Martial law has been declared, and a number of suspected smugglers have been arrested in late-night raids.

Characters receive no favor from Ottolon or Lady Tanariell.

Campaign Consequences

Please answer the following questions and send results to sampo@haarlaa.fi

1. Were PCs successful or not in preventing the Felten-Gansford trade caravan attack?
2. Did any Serpent Guard members, not including Verith, escape?

Comments about the module can be sent to author at kerrismort@yahoo.com or to Triad at sampo@haarlaa.fi

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 role-playing) to each character.

Encounter 1: Grenak's Feathers

Killing or capturing Serpent Guard

APL2	90 XP
APL4	150 XP
APL6	210 XP
APL8	270 XP

Encounter 3: This Camp Bites – part 1

Killing creatures

APL2	90 XP
APL4	150 XP
APL6	210 XP
APL8	270 XP

Encounter 3: This Camp Bites – part 2

Killing snakes and not being poisoned by your own foolishness.

APL2	30 XP
APL4	40 XP
APL6	50 XP
APL8	60 XP

Encounter 4: Head of the Snake

Killing or capturing Serpent Guard leaders.

APL2	150 XP
APL4	210 XP
APL6	270 XP
APL8	330 XP

Discretionary Role-playing Award

APL2	90 XP
APL4	125 XP
APL6	160 XP
APL8	195 XP

Total Possible Experience:

APL2	450 XP
APL4	675 XP
APL6	900 XP
APL8	1,125 XP

Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to

loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

Encounter 2: Commander Ottolon & Investigating around

APL 2: Loot (0 gp); Coin (100 gp); Magic: (0 gp)

APL 4: Loot (0 gp); Coin (200 gp); Magic: (0 gp)

APL 6: Loot (0 gp); Coin (300 gp); Magic: (0 gp)

APL 8: Loot (0 gp); Coin (400 gp); Magic: (0 gp)

Encounter 4: This Camp Bites

APL 2: Loot (0 gp); Coin (0 gp); Magic: (0 gp)

APL 4: Loot (0 gp); Coin (0 gp); Magic: (0 gp)

APL 6: Loot (30 gp); Coin (0 gp); Magic: (0 gp)

APL 8: Loot (21 gp); Coin (0 gp); Magic: (0 gp)

Encounter 5: Head of the Serpent

APL 2: Loot (343 gp); Coin (0 gp); Magic: *scroll of magic weapon* (2) (2gp), *scroll of magic missile* (2gp), *scroll of shield* (2 gp), *wand of darkvision* (CL 3rd, 12 charges) (94gp)

APL 4: Loot (356 gp); Coin (0 gp); Magic: +1 *greatsword* (196gp), *scroll of bull's strength* (13gp), *scroll of mirror image* (13gp), *scroll of snake's swiftness* (13gp), *scroll of invisibility* (13gp), *scroll of magic weapon* (2gp), *wand of darkvision* (CL 3rd, 25 charges) (188gp).

APL 6: Loot (580 gp); Coin (0 gp); Magic: +1 *vicious greatsword* (696gp), +1 *greatsword* (196gp), *bracers of armor* +1 (83gp), *scroll of bull's strength* (13gp), *scroll of acid arrow* (13gp), *scroll of mirror image* (13gp), *scroll of see invisibility* (13gp), *scroll*

of snake's swiftness (13gp), scroll of fireball (31gp), scroll of fly (31gp), wand of darkvision (CL 5th, 25 charges) (313gp).

APL 8: Loot (521 gp); Coin (50 gp); Magic: +1 human-bane vicious greatsword (1529gp), +1 vicious greatsword (696gp), +1 greatbow (204gp), +1 chainmail, serpent scale, (117gp), bracers of armor +1 (83gp), ring of protection +1 (167gp), scroll of bull's strength (13gp), scroll of acid arrow (13gp), scroll of mirror image (13gp), scroll of see invisibility (13gp), scroll of snake's swiftness (13gp), scroll of fireball (31gp), scroll of fly (31gp), scroll of animate dead (88gp), scroll of invisibility, greater (58gp), wand of darkvision (CL 7th, 25 charges) (438 gp), wand of fireball (CL 7th) (1313gp).

Conclusion:

APL 2-8: Loot: 0 gp; Coin: 50 gp; Magic: 0 gp

Total Possible Treasure

APL 2: Loot: (343 gp); Coin (150 gp); Magic (102 gp) - Total: 595 gp (max cap is 450 gp)

APL 4: Loot(356 gp); Coin (250 gp); Magic (435 gp); - Total: 1042 gp (max cap is 650 gp)

APL 6: Loot (610 gp); Coin (350 gp); Magic (1413 gp) - Total: 2373 gp (max cap is 900 gp)

APL 8: Loot (542 gp); Coin (500 gp); Magic (5429 gp); - Total: 6471 gp (max cap is 1300 gp)

Special

The Songbook of Shale Weisparkel: It is not currently clear what the pin markings in this text signify. It may be useful or worthless. Only time will tell.

Commander Ottolon's Influence: Interested PCs are trained in one new feat, either Distracting Attack, Hurling Charge or Powerful Charge. All these feats appear in Miniatures Handbook. Characters who are members of the Nasranite Watch Metaorganisation may chose to be trained in the Exercises of Arnd instead. This feat can be found in Dragon Magazine 317. Cross this favor off when it is used.

Influence point with House Eddri: House Eddri mages are willing to upgrade one weapon with the *returning* enhancement, in return for normal pay. This favor can also be used as 1 influence point with the Church of Heironeous. Cross off this favor when used for either.

Serpent Scale Mottled Chainmail: This distinctive full chainmail armor is specially made of enameled metal links of different shades of green, causing it to resemble green snakeskin. The unusual coloration grants a +2 circumstance modifier to Hide checks made in areas of dense green foliage.

Note: This is an Alchemical modification that is applied to normal, masterwork, or magical full chainmail. It can not be applied to other types of armor and remain effective.

Cost: Armor cost + 100 gp. Craft (Alchemy) DC 25

Items for the Adventure Record

Item Access

APL 2

- ❖ Wand of darkvision (Adventure, 12 charges, CL 3rd, 1125 gp D MG)
- ❖ Focusing candle (Felten Tobacco) (Regional, 100 gp, CV)
- ❖ Masterwork serpent scale chainmail (Adventure, 400 gp)
- ❖ Small centipede poison (Adventure, 90 gp DMG)

APL 4 (All of APL 2 plus the following)

- ❖ Spellbook of Keln Vriss (Adventure, 900 gp, PHB)
- ❖ Arcane scroll of snake's swiftness (Adventure, CL 3rd 150 gp, MH)
- ❖ Wand of darkvision (Adventure, 25 charges, 2250 gp DMG)
- ❖ Greatbow (Adventure, 450 gp, CW)
- ❖ Medium spider venom (Adventure, 150 gp, DMG)

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

- ❖ Spellbook of Keln Vriss (Adventure, 1950 gp, PHB)
- ❖ +1 vicious greatsword (Adventure, 8350 gp, DMG)
- ❖ Giant wasp poison (Adventure, 210 gp DMG)

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

- ❖ Spellbook of Keln Vriss (Adventure, 2600 gp, PHB)
- ❖ +1 serpent scale chainmail (Adventure, 1400 gp)
- ❖ +1 human-bane vicious greatsword (Adventure, 18350 gp, DMG)
- ❖ +1 greatbow (Adventure, 2450 gp, CW)
- ❖ Wand of fireball (Adventure, 50 charges, CL 7st, 15750 gp DMG)
- ❖ Purple worm poison (Adventure, 700 gp, DMG)

Appendix 1: APL 2

Encounter 1: Grenaks Feather Gets Ruffled

Serpent Guard Deserters (Uloth, Xam, Garik, Lenert, Bennic, and Dolg): Male Human (Oeridian) War1; Medium Humanoid (human); CR 1/2; HD 1d8+1; hp 6; Init +0; Spd 30 ft.; AC 11 (touch 8, flat-footed 11); Base Atk +1; Grp +4; Atk +1 melee (1d8+1/19-20, masterwork longsword) or +0 melee (1d3+1, unarmed strike) or +0 ranged (1d6/x3, masterwork shortbow); Full Atk; +1 melee (1d8+1/19-20, masterwork longsword) or +0 melee (1d3-1, unarmed strike) or +0 ranged (1d6/x3, masterwork shortbow); AL NE; SV Fort +3, Ref +0, Will -1; Str 13, Dex 11, Con 12, Int 10, Wis 8, Cha 9;

Skills and Feats: Climb +0, Intimidate +0, Jump +0, Listen -2, Ride -1, Spot -1, Swim +1; Improved Grapple, Improved Unarmed Strike.

Drunk: Due to having been drinking heavily, the Serpent Guard Deserters have a -2 penalty to AC, attack rolls, and skill checks. This has already been taken into account in the stat block.

Possessions: Masterwork longsword, short sword, dagger, masterwork shortbow, 10 arrows, masterwork studded leather armor.

Encounter 3: This Camp Bites

Serpent Guard Scout, Verith: Male Human (Oeridian) Rog1; Medium Humanoid (Human) CR 1; HD 1d6+2, hp 8; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Base Atk +0; Grp +0; Full Atk: +1 melee (1d6/19-20, masterwork short sword) or +3 ranged (1d8/19-20, masterwork light crossbow); SA Sneak attack +1d6; AL NE; SV Fort +2, Ref +4, Will +0; Str 11, Dex 14, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Bluff +4, Climb +2, Disable Device +4, Escape Artist +6, Gather Information +4, Hide +8, Listen +4, Move Silently +8, Search +4, Sense Motive +4, Spot +4, Tumble +6, Use Rope +4; Run, Stealthy.

Possessions: Dagger, masterwork light crossbow, 20 bolts, masterwork short sword, leather armor, mottled green cloak, spyglass (note: halves distance penalties to spot).

Encounter 4: Head of the Serpent

Raustus "Fang" Dolcheml, Serpents' Head: Male human (Suel) War2/Ftr1; Medium Humanoid (human); CR 2; HD 2d8+1d10+6; hp 25; Init +2; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Base Atk +3; Grp: +5; *Atk +7 melee (2d6+3/19-20, masterwork greatsword) or +6 ranged (1d10/19-20, masterwork heavy crossbow); *Full Atk +7 melee (2d6+3/19-20, masterwork greatsword) or +6 ranged (1d10/19-20, masterwork heavy crossbow); AL NE; SV Fort +7, Ref +2, Will +0; Str 14, Dex 14, Con 14, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +0, Handle Animal +1, Hide +3, Intimidate +3, Jump -6, Listen +1, Move Silently +0, Ride +3, Spot +1, Swim -4; Combat Reflexes, Power Attack, Weapon Focus (greatsword).

* *Poisoned weapons:* All edged weapons and all crossbow bolts have been poisoned with Small centipede poison (Injury, DC10, Initial 1d2 Dex, Secondary 1d2 Dex).

Possessions: Masterwork greatsword, masterwork shortsword, dagger, masterwork heavy crossbow, 10 crossbow bolts, masterwork serpent scale mottled chainmail** locking gauntlet.

** See appendix 10 – new rules items

Merkis Telath, Serpent Bodyguard: Male human (Oeridian) War2; Medium Humanoid (human); CR 1; HD 2d8; hp 9; Init +1; Spd 20 ft.; AC 16 (touch 11, flat-footed 15); Base Atk +2; Grp: +4; *Atk +5 melee (2d6+1/19-20, masterwork greatsword) or +4 ranged (1d10/19-20, masterwork heavy crossbow); *Full Atk +5 melee (2d6+1/19-20, masterwork greatsword) or +4 ranged (1d10/19-20, masterwork heavy crossbow); AL NE; SV Fort +3, Ref +1, Will +0; Str 13, Dex 12, Con 11, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb -2, Handle Animal +0, Hide +0, Intimidate +1, Jump -8, Listen +0, Move Silently -2, Ride +2, Spot +0, Swim -6; Power Attack, Weapon Focus (greatsword).

* *Poisoned weapons:* All edged weapons and all crossbow bolts have been poisoned with Small centipede poison (Injury, DC10, Initial 1d2 Dex, Secondary 1d2 Dex).

Possessions: Masterwork greatsword, masterwork shortsword, dagger, masterwork heavy crossbow, 10 crossbow bolts, serpent scale mottled chainmail**, locking gauntlet.

** See appendix 10 – new rules items

Keln Vriss, Serpent Mage: Male human (Flan) Wiz1; Medium Humanoid (Human); CR 1; HD 1d4+5; hp 9; Init +2; Spd 30 ft.; AC 12, (touch 12, flat-footed 10); Base Atk +0; Grp -1; *Atk -1 melee (1d4-1/19-20, dagger) or +2 ranged (1d10/19-20/x2, heavy crossbow); *Full Atk -1 melee (1d4-1/19-20, dagger) or +2 ranged (1d10/19-20, heavy crossbow); SA Spells; AL NE; SV Fort +2, Ref +2, Will +2; Str 9, Dex 14, Con 14, Int 16, Wis 10, Cha 8.

Skills and Feats: Bluff +5, Concentration +6 (+10 when casting on the defensive), Hide +4, Listen +3, Move Silently +4, Spellcraft +7, Spot +3; Combat Casting, Toughness.

* *Poisoned weapons:* The dagger and all crossbow bolts have been poisoned with Small centipede poison (Injury, DC10, Initial 1d2 Dex, Secondary 1d2 Dex).

Spells Prepared (3/2; base DC = 13 + spell level): 0—Daze, Ray of Frost, Touch of Fatigue]; 1st—Mage Armor, Sleep.

Spellbook: 0—acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue; 1st—mage armor, magic missile, magic weapon, shield, sleep.

Possessions: Quarterstaff, dagger, heavy crossbow, 10 crossbow bolts, spell component pouch, scroll of magic missile, 2 scrolls of magic weapon, scroll of shield, wand of darkvision (Cl 3, 12 charges left).

Hiss, Tiny Viper Familiar: Tiny Magical Beast; HD 1/2; hp 4; Init +7; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 18 (touch 15, flat-footed 15); Base Atk +0; Grp -11; Atk +5 melee (1 plus poison, bite); Full Atk +5 melee (1 plus poison, bite); Space/Reach 2-1/2 ft./0 ft. SA Poison; SQ Scent, alertness, improved evasion, share spells, empathic link; AL N; SV Fort +2, Ref +5, Will +2; Str 4, Dex 17, Con 11, Int 6, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +11, Hide +17, Listen +6, Spot +6, Swim +5; Improved Initiative, Weapon Finesse (Bite).

Poison (Ex): A viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con. The save DC for a tiny viper is DC 10 Fortitude.

Serpent Archers (2): male/female human (Flan) Ftr1; Medium Humanoid (human); CR 1; HD 1d10+2; hp 12; Init +2; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Base Atk +1; Grp: +3; *Atk +5 ranged (1d8/x3, masterwork longbow) or +3 melee (1d10+3/19-20, bastard sword); *Full Atk +5 ranged (1d8/x3, masterwork longbow) or +3 melee (1d10+3/19-20, bastard sword); AL NE; SV Fort +4, Ref +2, Will +0; Str 14, Dex 15, Con 14, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +1, Listen +1, Move Silently -1, Spot +1; Point Blank Shot, Precise Shot, Weapon Focus (longbow).

* *Poisoned weapons:* All edged weapons and all arrows have been poisoned with Small centipede poison (Injury, DC10, Initial 1d2 Dex, Secondary 1d2 Dex).

Possessions: Masterwork longbow, bastard sword, dagger, quiver with 20 poisoned arrows, serpent scale mottled chainmail**.

** See appendix 10 – new rules items

Appendix 2: APL 4

Encounter 1: Grenaks Feather Gets Ruffled

Serpent Guard Deserters, (Uloth, Xam, Garik, Lenert, Bennic, and Dolg): Male Humans (Oeridian) Ftr1; Medium Humanoid (human): CR 1; HD 1d10+2; hp 12; Init +1; Spd 30 ft; AC 15 (touch 11, flat-footed 14); Base Atk +1; Grp +7; Atk +5 melee (1d8+2/19-20, masterwork longsword) or +3 melee (1d3+2, unarmed strike) or +3 ranged (1d6/x3, masterwork shortbow); Full Atk +5 melee (1d8+2/19-20, masterwork longsword) or +3 melee (1d3+2, unarmed strike) or +3 ranged (1d6/x3, masterwork shortbow); AL NE; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8;

Skills and Feats: Climb +3, Hide +2, Intimidate +3, Jump +3, Ride +2, Spot +2, Swim +3; Improved Grapple, Improved Unarmed Strike, Weapon Focus (longsword)

Possessions: Masterwork longsword, masterwork short sword, masterwork dagger, masterwork shortbow, 10 arrows, +1 studded leather armor.

Encounter 3: This Camp Bites

Serpent Guard Scout, Verith: Male Human (Oeridian) Rog2; Medium Humanoid (human): CR 2; HD 2d6+4, hp 14; Init +2; Spd 30 ft; AC 15 (touch 12, flat-footed 13); Base Atk +1; Grp +1; Atk: +2 melee (1d6/19-20, masterwork shortsword) or +4 ranged (1d8/19-20, Masterwork light crossbow); Full Atk: +2 melee (1d6/19-20, masterwork shortsword) or +4 ranged (1d8/19-20, masterwork light crossbow); SA Sneak attack +1d6; SQ Evasion; AL NE; SV Fort +2, Ref +5, Will +0; Str 11, Dex 14, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Bluff +5, Climb +2, Disable Device +5, Escape Artist +7, Gather Information +5, Hide +9, Listen +5, Move Silently +9, Search +4, Sense Motive +5, Spot +5, Tumble +7, Use Rope +5; Run, Stealthy.

Possessions: Masterwork dagger, masterwork light crossbow, 20 bolts, masterwork short sword, masterwork studded leather armor, mottled green cloak, spyglass (note: halves distance penalties to spot).

Encounter 4: Head of the Serpent

Raustus "Fang" Dolcheml, Serpents' Head: Male human (Suel) War2/Ftr2/Rog1; Medium Humanoid (human); CR 4; HD 1d6+2d8+2d10+10; hp 44; Init +2; Spd 20 ft; AC 17 (touch 12, flat-footed 15); Base Atk +4; Grp +6; *Atk +8 melee (2d6+4/19-20, +1 greatsword) or +7 ranged (1d10/19-20, masterwork heavy crossbow); *Full Atk +8 melee (2d6+4/19-20, +1 greatsword) or +7 ranged (1d10/19-20, masterwork heavy crossbow); SA Sneak attack +1d6; AL NE; SV Fort +8, Ref +4, Will +0; Str 14, Dex 15, Con 14, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +0, Handle Animal +1, Hide +3, Intimidate +5, Jump -6, Listen +2, Move Silently +0,

Ride +4, Sense Motive +1, Spot +2, Swim -3; Cleave, Combat Reflexes, Improved Toughness**, Power Attack, Weapon Focus (greatsword).

* *Poisoned weapons:* All edged weapons have been poisoned with Black Adder venom (Injury, DC11, Initial 1d6 Con, Secondary 1d6 Con) and all crossbow bolts have been poisoned with Medium spider venom (Injury, DC12, Initial 1d4 Str, Secondary 1d4 Str).

Possessions: +1 greatsword, masterwork shortsword, masterwork dagger, masterwork heavy crossbow, 10 crossbow bolts, masterwork serpent scale mottled chainmail**, locking gauntlet.

** See appendix 10 – new rules items

Merkis Telath, Serpent Bodyguard: Male human (Oeridian) War2/Ftr1; Medium Humanoid (human); CR 2; HD 2d8+1d10+6; hp 25; Init +2; Spd 20 ft; AC 17 (touch 12, flat-footed 15); Base Atk +3; Grp: +5; *Atk +7 melee (2d6+3/19-20, masterwork greatsword) or +6 ranged (1d10/19-20, masterwork heavy crossbow); *Full Atk +7 melee (2d6+3/19-20, masterwork greatsword) or +6 ranged (1d10/19-20, masterwork heavy crossbow); AL NE; SV Fort +7, Ref +2, Will +0; Str 14, Dex 14, Con 14, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb -1, Handle Animal +1, Hide +2, Intimidate +3, Jump -7, Listen +1, Move Silently -1, Ride +3, Spot +1, Swim -5; Combat Reflexes, Power Attack, Weapon Focus (greatsword).

* *Poisoned weapons:* All edged weapons have been poisoned with Black Adder venom (Injury, DC11, Initial 1d6 Con, Secondary 1d6 Con) and all crossbow bolts have been poisoned with Medium spider venom (Injury, DC12, Initial 1d4 Str, Secondary 1d4 Str).

Possessions: Masterwork greatsword, masterwork shortsword, dagger, masterwork heavy crossbow, 10 crossbow bolts, serpent scale mottled chainmail**, locking gauntlet.

** See appendix 10 – new rules items

Keln Vriss, Serpent Mage: Male human (Flan) Wiz3; Medium Humanoid (human); CR 3; HD 3d4+9; hp 19; Init +2; Spd 30 ft; AC 12 (touch 12, flat-footed 10); Base Atk +1; Grp +0; *Atk +0 melee (1d4-1/19-20, dagger), or +3 ranged (1d10/19-20, heavy crossbow); *Full Atk +0 melee (1d4-1/19-20, ddagger), or +3 ranged (1d10/19-20, heavy crossbow); SA Spells; AL NE; SV Fort +3, Ref +3, Will +3; Str 9, Dex 14, Con 14, Int 16, Wis 10, Cha 8.

Skills and Feats: Bluff +4, Concentration +8 (+12 when casting on the defensive), Hide +5, Listen +4, Move Silently +5, Spellcraft +9, Spot +4; Combat Casting, Dodge, Toughness.

* *Poisoned weapons:* The dagger has been poisoned with Black Adder venom (Injury, DC11, Initial 1d6 Con, Secondary 1d6 Con) and all crossbow bolts have

been poisoned with Medium spider venom (Injury, DC12, Initial 1d4 Str, Secondary 1d4 Str).

Spells Prepared (4/3/2; base DC = 13 + spell level): 0—acid splash, daze, ray of frost, touch of fatigue; 1st—enlarge person, mage armor, shield; 2nd—alter self, snake's swiftness.

Spellbook: 0—acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue; 1st—enlarge person, mage armor, magic missile, magic weapon, protection from good, ray of enfeeblement, shield, sleep; 2nd—alter self, bull's strength, invisibility, mirror image, snake's swiftness**.

Possessions: Quarterstaff, dagger, heavy crossbow, 10 crossbow bolts, spell component pouch, scroll of bull's strength, scroll of invisibility, scroll of magic weapon, scroll of mirror image, scroll of snake's swiftness**, wand of darkvision (caster level 3, 25 charges left).

** See appendix 10 – new rules items

Keln Vriss, Serpent Mage (Troglodyte Form): AC 18; Full Atk +0/+0 claws (1d4-1, claw) and -2 (1d4-1, bite); Hide +9 (+13 in rocky or underground settings); Multiattack^B.

Hiss, Tiny Viper Familiar: Tiny Magical Beast; HD 1/2; hp 9; Init +7; Spd 15 ft, climb 15 ft., swim 15 ft.; AC 19 (touch 15, flat-footed 16); Base Atk +2; Grp -9; Atk +7 melee (1 plus poison, bite); Full Atk +7 melee (1 plus poison, bite); Space/Reach 2-1/2 ft./0 ft. SA Poison; SQ Scent, deliver touch spells, improved evasion, share spells, empathic link; AL N; SV Fort +2, Ref +5, Will +2; Str 4, Dex 17, Con 11, Int 7, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +11, Hide +17, Listen +6, Spot +6, Swim +5; Improved Initiative, Weapon Finesse (bite).

Poison (Ex): A viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con. The save DC for a tiny viper is DC 10 Fortitude.

Serpent Archers (2): Male/Female human (Flan) Ftr1; Medium Humanoid (human): CR 1; HD 1d10+2; hp 12; Init +2; Spd 20 ft.; AC 17, (touch 12, flat-footed 15); Base Atk +1; Grp: +3; *Atk +4 ranged (1d10/x3, masterwork greatbow) or +3 melee (1d10+3*/19-20, bastard sword); Full Atk +4 ranged (1d10, masterwork greatbow) or +3 melee (1d10+3*/19-20, bastard sword); AL NE; SV Fort +4, Ref +2, Will +0; Str 14, Dex 15, Con 14, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +1, Listen +1, Move Silently -1, Spot +1; Exotic Weapon Proficiency (greatbow), Point Blank Shot, Precise Shot.

* **Poisoned weapons:** All edged weapons have been poisoned with Black Adder venom (Injury, DC11, Initial 1d6 Con, Secondary 1d6 Con) and all greatbow arrows have been poisoned with Medium spider venom (Injury, DC12, Initial 1d4 Str, Secondary 1d4 Str)

Possessions: Masterwork greatbow**, bastard sword, dagger, serpent scale mottled** chainmail, quiver with 20 poisoned arrows.

** See appendix 10 – new rules items

Appendix 3: APL 6

Encounter 1: Grenak's Feather Gets Ruffled

Serpent Guard Deserters, (Uloth, Xam, Garik, Lenert, Bennic, and Dolg): Male Humans (Oeridian) Ftr1/Rog1; Medium Humanoid (human): CR 2; HD 1d10+1d6+4; hp 18; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +1; Grp +7; Atk +5 melee (1d8+3/19-20, masterwork longsword) or +3 melee (1d3+2, unarmed strike) or +3 ranged (1d6/x3, Masterwork shortbow); Full Atk +5 melee (1d8+3/19-20, masterwork longsword) or +3 melee (1d3+2, unarmed strike) or +3 ranged (1d6/x3, masterwork shortbow); AL NE; SA Sneak Attack +1d6; SV Fort +4, Ref +3, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8;

Skills and Feats: Climb +3, Hide +4, Intimidate +4, Jump +3, Spot +2, Swim +3, Tumble +6; Improved Grapple, Improved Unarmed Strike, Weapon Focus (longsword).

Possessions: +1 longsword, masterwork short sword, masterwork dagger, masterwork shortbow, 10 arrows, +1 studded leather armor.

Encounter 3: This Camp Bites

Serpent Guard Scout, Verith: Male human (Oeridian) Rog3; Medium Humanoid (human); CR 3; HD 3d6+6, hp 20; Init +6; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Base Atk +2; Grp +2; Atk +3 melee (1d6+1/19-20, +1 short sword) or +5 ranged (1d8/19-20, masterwork light crossbow); Full Atk +3 melee (1d6+1/19-20, +1 short sword) or +5 ranged (1d8/19-20, masterwork light crossbow); SA Sneak attack +2d6; SQ Evasion; AL NE; SV Fort +3, Ref +5, Will +1; Str 11, Dex 14, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Bluff +5, Climb +2, Disable Device +6, Escape Artist +6, Gather Information +6, Hide +10, Listen +6, Move Silently +10, Search +5, Sense Motive +6, Spot +6, Tumble +8, Use Rope +6; Improved Initiative, Run, Stealthy.

Possessions: +1 short sword, dagger, masterwork light crossbow, 20 bolts, masterwork studded leather armor, mottled green cloak, spyglass (note: halves distance penalties to spot).

Encounter 4: Head of the Serpent

Raustus "Fang" Dolcheml, Serpents' Head: Male human (Suel) War2/Ftr2/Rog3; Medium Humanoid (human); CR 6; HD 1d6 + 2d8 + 2d10 + 14; hp 58; Init +2; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Base Atk +6; Grp +8; *Atk +10 melee (2d6+4+2d6/19-20, +1 vicious greatsword) or +9 ranged (1d10/19-20, masterwork heavy crossbow); *Full Atk +10/+5 melee (2d6+4+2d6/19-20, +1 vicious greatsword) or +9 ranged (1d10/19-20, masterwork heavy crossbow); SA Sneak attack +2d6; SQ Evasion (unusable due to medium

armor); AL NE; SV Fort +9, Ref +5, Will +1; Str 14, Dex 15, Con 14, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +0, Handle Animal +1, Hide +5, Intimidate +5, Jump -2, Listen +4, Move Silently +4, Ride +4, Sense Motive +1, Spot +4, Swim +1, Tumble +2; Cleave, Close-Quarters Fighting**, Combat Reflexes, Improved Toughness, Power Attack, Weapon Focus (greatsword).

* *Poisoned weapons:* All edged weapons have been poisoned with Blue Whinnis (Injury, DC14, Initial 1 Con, Secondary Unconsciousness) and all crossbow bolts have been poisoned with Giant wasp poison (Injury, DC14, Initial 1d6 Dex, Secondary 1d6 Dex).

Possessions: +1 vicious greatsword, masterwork shortsword, masterwork dagger, masterwork heavy crossbow, 10 crossbow bolts, masterwork serpent scale mottled chainmail**, locking gauntlet.

** See appendix 10 – new rules items

Merkis Telath, Serpent Bodyguard: Male human (Oeridian) War2/Ftr2/Rog1; Medium Humanoid (human); CR 4; HD 1d6+2d8+2d10+10; hp 44; Init +2; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Base Atk +4; Grp +6; *Atk +8 melee (2d6+4/19-20, +1 greatsword) or +7 ranged (1d10/19-20, masterwork heavy crossbow); *Full Atk +8 melee (2d6+4/19-20, +1 greatsword) or +7 ranged (1d10/19-20, masterwork heavy crossbow); SA Sneak attack +1d6; AL NE; SV Fort +8, Ref +4, Will +0; Str 14, Dex 15, Con 14, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +0, Handle Animal +1, Hide +3, Intimidate +5, Jump -6, Listen +2, Move Silently +0, Ride +4, Sense Motive +1, Spot +2, Swim -3; Cleave, Combat Reflexes, Improved Toughness, Power Attack, Weapon Focus (greatsword).

* *Poisoned weapons:* All edged weapons have been poisoned with Blue Whinnis (Injury, DC14, Initial 1 Con, Secondary Unconsciousness) and all crossbow bolts have been poisoned with Giant wasp poison (Injury, DC14, Initial 1d6 Dex, Secondary 1d6 Dex).

Possessions: +1 greatsword, masterwork shortsword, masterwork dagger, masterwork heavy crossbow, 10 crossbow bolts, serpent scale mottled chainmail**, locking gauntlet.

** See appendix 10 – new rules items

Keln Vriss, Serpent Mage: Male human (Flan) Wiz5; Medium Humanoid (human): CR 5; HD 5d4+13; hp 29; Init +2; Spd 30 ft.; AC 13 (touch 12, flat-footed 11); Base Atk +2; Grp +1; *Atk +1 (1d4-1/19-20, dagger) or +4 ranged (1d10/19-20, heavy crossbow); *Full Atk +1 (1d4-1/19-20, dagger) or +4 ranged (1d10/19-20, heavy crossbow); SA Spells; AL NE; SV Fort +3, Ref +3, Will +4; Str 9, Dex 14, Con 14, Int 17, Wis 10, Cha 8.

Skills and Feats: Bluff +5, Concentration +10 (+14 when casting defensively), Hide +6, Listen +4, Move

Silently +6, Spellcraft +11, Spot +5; Combat Casting, Dodge, Still Spell, Toughness.

* *Poisoned weapons*: The dagger has been poisoned with Blue Whinnis (Injury, DC14, Initial 1 Con, Secondary Unconsciousness) and all crossbow bolts have been poisoned with Giant wasp poison (Injury, DC14, Initial 1d6 Dex, Secondary 1d6 Dex).

Spells Prepared (4/4/3/2; base DC = 13 + spell level): 0—acid splash, daze, ray of frost, touch of fatigue; 1st—enlarge person, mage armor, ray of enfeeblement, shield; 2nd—alter self, bear's endurance, invisibility; 3rd—haste, rage.

Spellbook: 0—acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue; 1st—enlarge person, mage armor, magic missile, magic weapon, protection from good, ray of enfeeblement, shield, sleep; 2nd—alter self, bear's endurance, bull's strength, invisibility, acid arrow, mirror image, see invisibility, snake's swiftness**; 3rd—fireball, fly, haste, rage, sepia snake sigil.

Possessions: Quarterstaff, dagger, heavy crossbow, 10 crossbow bolts, spell component pouch, bracers of armor +1, scroll of bull's strength, scroll of acid arrow, scroll of mirror image, scroll of see invisibility, scroll of snake's swiftness**, scroll of fireball, scroll of fly, wand of darkvision (25 charges left).

** See appendix 10 – new rules items

Keln Vriss, Serpent Mage (Troglodyte Form):

AC 19; Full Atk +1/+1 melee (1d4-1, claw) and -1 melee (1d4-1, bite); Hide +10 (+14 in rocky or underground settings); Multiattack^B.

Hiss, Tiny Viper Familiar: Tiny Magical Beast; HD 1/2; hp 14; Init +8; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 21 (touch 16, flat-footed 17); Base Atk +4; Grp -7; Atk +10 melee (1 plus poison, bite); Full Atk +10 melee (1 plus poison, bite); Space/Reach 2-1/2 ft./0 ft. SA Poison; SQ Scent, deliver touch spells, improved evasion, share spells, speak with master, empathic link; AL N; SV Fort +2, Ref +6, Will +2; Str 4, Dex 18, Con 11, Int 8, Wis 12, Cha 2.

Skills and Feats: Balance +12, Climb +11, Hide +18, Listen +6, Spot +6, Swim +5; Ability Focus (Poison), Improved Initiative, Weapon Finesse (bite).

Poison (Ex): A viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con. The save DC for a tiny viper is Fort DC 12.

Serpent Archers (4): Two male and two female human (Flan) Ftr2; Medium Humanoid (human); CR 2; HD 2d10+4; hp 20; Init +2; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Base Atk +2; Grp +4; *Atk +6 ranged (1d10/x3, masterwork greatbow) or +5 melee (1d10+3/19-20, masterwork bastard sword); *Full Atk +6 ranged (1d10/x3, masterwork greatbow) or +5 melee (1d10+3/19-20, masterwork bastard sword); AL NE; SV Fort +5, Ref +2, Will +0; Str 14, Dex 15, Con 14, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +1, Listen +1, Move Silently -1, Spot +2, Swim -7, Exotic Weapon Proficiency (greatbow), Point Blank Shot, Precise Shot, Weapon Focus (greatbow).

* *Poisoned weapons*: All edged weapons have been poisoned with Blue Whinnis (Injury, DC14, Initial 1 Con, Secondary Unconsciousness) and all crossbow bolts have been poisoned with Giant wasp poison (Injury, DC14, Initial 1d6 Dex, Secondary 1d6 Dex).

Possessions: Masterwork greatbow**, Masterwork bastard sword, dagger, serpent scale mottled chainmail**, quiver with 20 poisoned arrows.

** See appendix 10 – new rules items

Appendix 4: APL 8

Encounter 1: Grenaks Feather gets

Ruffled

Serpent Guard Deserters, (Uloth, Xam, Garik, Lenert, Bennic, and Dolg): Male Humans (Oeridian) Ftr2/Rog2; Medium Humanoid (human): CR 4; HD 2d10+2d6+8; hp 32; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +3; Grp +9; Atk +7 melee (1d8+4/19-20, +1 *longsword*) or +5 melee (1d3+2, unarmed strike) or +5 ranged (1d6/x3, Masterwork shortbow); Full Atk +7 melee (1d8+4/19-20, +1 *longsword*) or +5 melee (1d3+2, unarmed strike) or +5 ranged (1d6/x3, masterwork shortbow); AL NE; SA Sneak attack +1d6; SQ Evasion; SV Fort +5, Ref +4, Will +1; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8;

Skills and Feats: Climb +3, Hide +4, Intimidate +6, Jump +8, Listen +3, Ride +3, Spot +3, Swim +4, Tumble +8; Earth's Embrace**, Improved Grapple, Improved Unarmed Strike, Power Attack, Weapon Focus (longsword)

Possessions: +1 *longsword*, masterwork short sword, masterwork dagger, masterwork shortbow, 10 arrows, +1 *studded leather armor*, +1 *ring of protection*.

** See appendix 10 – new rules items

Encounter 3: This Camp Bites

Advanced Behir: CR 9; Huge Magical Beast; HD 12d10+72; hp 138; Init +1; Spd 40 ft., climb 15ft; AC 20 (touch 9, flat-footed 19); Base Atk +12; Grp +28; Atk +18 melee (2d4+12, bite); Full Atk +18 melee (2d4+12, bite); Space/Reach 15ft./10ft.; SA Breath weapon, constrict 2d8+8, improved grab, rake 1d4+4, swallow whole; SQ Can't be tripped, darkvision 60ft, immunity to electricity, low-light vision, scent; AL N; SV Fort +14, Ref +7, Will +7; Str 26, Dex 13, Con 22; Int 7, Wis 14, Cha 12.

Skills and Feats: Climb +16, Hide +5, Listen +4, Spot +4, Survival +2; Alertness, Cleave, Iron Will, Power Attack, Track.

Breath Weapon (Su): 20-foot line, once every 10 rounds, damage 7d6 electricity, Reflex DC 20 half.

Constrict (Ex): A behir deals 2d8+8 points of damage with a successful grapple check. It can make six rake attacks against a grappled foe as well.

Improved Grab (Ex): To use this ability, a behir must hit a creature of any size with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to constrict the opponent or swallow the opponent in the following round.

Rake (Ex): Six claws, attack bonus +18 melee, damage 1d4+4.

Swallow Whole (Ex): A behir can try to swallow a grabbed Medium or smaller opponent by making a successful grapple check.

A behir that swallows an opponent can use its Cleave feat to bite and grab another opponent.

A swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the behir's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A behir's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Skills: Behirs have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Serpent Guard Scout, Verith: Male Human (Oeridian) Rog4; Medium Humanoid (human); CR 4; HD 4d6+8, hp 26; Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 16); Base Atk +3; Grp +4; Atk +5 melee (1d6+2/19-20, +1 *short sword*) or +5 ranged (1d8/19-20, masterwork light crossbow); Full Atk +5 melee (1d6+2/19-20, +1 *short sword*) or +5 ranged (1d8/19-20, masterwork light crossbow); SA Sneak attack +2d6; SQ Evasion, uncanny dodge; AL NE; SV Fort +3, Ref +6, Will +1; Str 14, Dex 14, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Bluff +6, Climb +3, Disable Device +7, Escape Artist +9, Gather Information +7, Hide +11, Listen +7, Move Silently +11, Search +5, Sense Motive +7, Spot +7, Tumble +9, Use Rope +7; Improved Initiative, Run, Stealthy.

Possessions: Dagger, masterwork light crossbow, 20 bolts, +1 *short sword*, +1 *studded leather armor*, mottled green cloak, Spyglass (note: halves distance penalties to spot)

Encounter 4: Head of the Serpent

Raustus "Fang" Dolcheml, Serpents' Head: Male human (Suel) War2/Ftr2/Rog5; Medium Humanoid (human): CR 8; HD 5d6+2d8+2d10+18; hp 72; Init +3; Spd 20 ft.; AC 18 (touch 12, flat-footed 16); Base Atk +7; Grp +9; *Atk +11 melee (2d6+4+2d6/19-20, +1 *human-bane vicious greatsword*) (+2 to hit and 2d6 damage vs. humans) or +9 ranged (1d10/19-20, masterwork heavy crossbow); *Full Atk +11/+6 melee (2d6+4+2d6/19-20, +1 *human-bane vicious greatsword*) (+2 to hit and 2d6 damage vs. humans) or +9 ranged (1d10/19-20, masterwork heavy crossbow); SA Sneak attack +3d6; SQ Evasion (unusable due to medium armor), uncanny dodge; AL NE; SV Fort +9, Ref +7, Will +1; Str 14, Dex 16, Con 14, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +0, Handle Animal +1, Hide +10, Intimidate +5, Jump +0, Listen +6, Move Silently +9, Ride +5, Sense Motive +1, Spot +6, Swim +3, Tumble +7; Cleave, Close-Quarters Fighting**, Combat Reflexes, Dodge, Improved Toughness, Power Attack, Weapon Focus (greatsword).

* *Poisoned weapons:* All edged weapons have been poisoned with Large Scorpion Venom (DC14, Initial 1d4 Con, Secondary 1d4 Con) and all crossbow bolts have been poisoned with Purple worm poison (Injury, DC25, Initial 1d6 Str, Secondary 2d6 Str).

Possessions: +1 human-bane vicious greatsword, masterwork shortsword, masterwork dagger, masterwork heavy crossbow, 10 crossbow bolts, +1 serpent scale mottled chainmail**, locking gauntlet.

** See appendix 10 – new rules items

Merkis Telath, Serpent Bodyguard: Male human (Suel) War2/Ftr2/Rog3; Medium Humanoid (human); CR 6; HD 3d6+2d8+2d10+14; hp 58; Init +2; Spd 20 ft.; AC 17 (touch 12, flat-footed 16); Base Atk +6; Grp +8; *Atk +10 melee (2d6+4+2d6/19-20, +1 vicious greatsword) or +9 ranged (1d10/19-20, masterwork heavy crossbow); *Full Atk +10/+5 melee (2d6+4+2d6/19-20, +1 vicious greatsword) or +9 ranged (1d10/19-20/x2, masterwork heavy crossbow); SA Sneak attack +2d6; SQ Evasion (unusable due to medium armor); AL NE; SV Fort +9, Ref +5, Will +1; Str 14, Dex 15, Con 14, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +0, Handle Animal +1, Hide +5, Intimidate +5, Jump -2, Listen +4, Move Silently +4, Ride +4, Sense Motive +1, Spot +4, Swim +1, Tumble +2; Cleave, Close-Quarters Fighting**, Combat Reflexes, Improved Toughness, Power Attack, Weapon Focus (greatsword).

* *Poisoned weapons:* All edged weapons have been poisoned with Large Scorpion Venom (Injury, DC14, Initial 1d4 Con, Secondary 1d4 Con) and all crossbow bolts have been poisoned with Purple worm poison (Injury, DC25, Initial 1d6 Str, Secondary 2d6 Str).

Possessions: +1 vicious greatsword, masterwork shortsword, masterwork dagger, masterwork heavy crossbow, 10 crossbow bolts, serpent scale mottled chainmail**, locking gauntlet.

** See appendix 10 – new rules items

Keln Vriss, Serpent Mage: Male human (Flan) Wiz7; Medium Humanoid (human); CR 7; HD 7d4+17; hp 39; Init +2; Spd 30 ft.; AC 14 (touch 13, flat-footed 12); Base Atk +3; Grp +2; *Atk +2 melee (1d4-1/19-20, dagger) or +5 ranged (1d10/19-20, heavy crossbow); *Full Atk +2 melee (1d4-1/19-20, dagger) or +5 ranged (1d10/19-20, heavy crossbow); SA Spells; AL NE; SV Fort +4, Ref +4, Will +5; Str 9, Dex 14, Con 14, Int 17, Wis 10, Cha 8.

Skills and Feats: Bluff +6, Concentration +12 (+16 when casting defensively), Hide +7, Listen +4, Move Silently +7, Spellcraft +13, Spot +6; Combat Casting, Craft Wand, Dodge, Still Spell, Toughness.

* *Poisoned weapons:* The dagger has been poisoned with Large Scorpion Venom (Injury, DC14, Initial 1d4 Con, Secondary 1d4 Con) and all crossbow bolts have been poisoned with Purple worm poison (Injury, DC25, Initial 1d6 Str, Secondary 2d6 Str).

Spells Prepared (4/5/4/3/1; base DC = 13 + spell level): 0—acid splash, daze, ray of frost, touch of fatigue; 1st—enlarge person, mage armor, protection from good, ray of enfeeblement, shield; 2nd—alter self, bear's endurance, cat's grace, invisibility; 3rd—haste, heroism, rage, 4th—stoneskin.

Spellbook: 0—acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue; 1st—enlarge person, mage armor, magic missile, magic weapon, protection from good, ray of enfeeblement, shield, sleep; 2nd—alter self, bear's endurance, bull's strength, invisibility, cat's grace, Melf's acid arrow, mirror image, see invisibility, snake's swiftness**; 3rd—fireball, fly, haste, heroism, rage, sepia snake sigil; 4th—animate dead, invisibility, greater, stoneskin.

Possessions: Dagger, heavy crossbow, 10 crossbow bolts, spell component pouch, granite and 250 gp worth of diamond dust (for Stoneskin), onyx worth 25gp (2) for animate dead, bracers of armor +1, ring of protection +1, scroll of bull's strength, scroll of acid arrow, scroll of mirror image, scroll of see invisibility, scroll of snake's swiftness**, scroll of fireball, scroll of fly, scroll of animate dead, scroll of invisibility, greater, wand of darkvision (25 charges), wand of fireball (CL 7th).

** See appendix 10 – new rules items

Keln Vriss, Serpent Mage (Troglodyte Form): AC 20; Full Atk +2/+2 melee (1d4-1, claw) and +0 melee (1d4-1, bite); Hide +11 (+15 in rocky or underground settings); Multiattack^B.

Hiss, Tiny Viper Familiar: Tiny Magical Beast; HD 1/2; hp 14; Init +8; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 22 (touch 16, flat-footed 18); Base Atk +5; Grp -6; Atk +11 melee (1 plus poison, bite); Full Atk +11 melee (1 plus poison, bite); Space/Reach 2-1/2 ft./0 ft. SA Poison; SQ Scent, deliver touch spells, improved evasion, share spells, speak with master, speak with animals of it's kind, empathic link; AL N; SV Fort +2, Ref +6, Will +2; Str 4, Dex 18, Con 11, Int 8, Wis 12, Cha 2.

Skills and Feats: Balance +12, Climb +11, Hide +19, Listen +6, Spot +6, Swim +5; Ability Focus (poison), Improved Initiative, Skill Focus (hide), Weapon Finesse (bite).

Poison (Ex): A viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con. The save DC for a tiny viper is Fort DC 12.

Serpent Archers (4): Male/Female human (Flan) Ftr4; Medium Humanoid (human) CR 4; HD 4d10+8; hp 36; Init +2; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Base Atk +4; Grp: +6; *Atk +8 ranged (1d10+3/x3, +1 greatbow) or +7 melee (1d10+3/19-20, bastard sword);

Full Atk +8 (1d10+3/x3, +1 *greatbow*) or +6/+6 (1d10+3/x3, +1 *greatbow*) or +7 (1d10+3/19-20, bastard sword); AL NE; SV Fort +6, Ref +3, Will +2; Str 14, Dex 15, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +3, Listen +2, Move Silently +1, Spot +4, Swim -5, Exotic Weapon Proficiency (*greatbow*), Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (*greatbow*), Weapon Specialization (*greatbow*).

* *Poisoned weapons*: All edged weapons have been poisoned with Large Scorpion Venom (Injury, DC14, Initial 1d4 Con, Secondary 1d4 Con) and all crossbow bolts have been poisoned with Purple worm poison (Injury, DC25, Initial 1d6 Str, Secondary 2d6 Str).

Possessions: +1 *greatbow****, masterwork bastard sword, dagger, masterwork serpent scale mottled chainmail**, quiver with 20 poisoned arrows.

** See appendix 10 – new rules items

Appendix 5: NPCs of Felten

Malfeus Anyrdivyania: Male Human (Oeridian) Clr3/Exp1; Medium humanoid (human); CR 4; HD 1d6+3d8+8; hp 29; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Base Atk +2; Grp +2; Atk +2 melee (1d4/19-20, dagger) or +2 melee (1d6, club); Full Atk +2 melee (1d4/19-20, dagger) or +2 melee (1d6, club); SA Turn undead 3/day; SQ Spontaneous healing; AL CG; SV Fort +5, Ref +1, Will +8; Str 11, Dex 10, Con 14, Int 10, Wis 16, Cha 10.

Skills and Feats: Bluff +2, Concentration +5, Diplomacy +4, Gather Information +4, Knowledge (arcana) +1, Knowledge (Splintered Suns) +4, Knowledge (religion) +3, Sense Motive +7, Speak Language +4 (Common, Dwarven, Elven, Gnomish, Orcish), Spellcraft +2; Alertness, Brew Potion, Scribe Scroll

Spells Prepared (4/4/3; base DC = 13 + spell level):
0—create water, cure minor wounds, guidance, mending;
1st—bless, omen of peril, protection from evil*, sanctuary;
2nd—aid*, calm emotions, shield other.

Domain spell; Deity: Wenta; Domains: Good (cast good spells at +1 caster level), Chaos (cast chaos spells at +1 caster level).

Possessions: Dagger, club, spell component pouch, wooden holy symbol of Wenta.

Physical Description: A slightly pudgy, balding, pleasant-seeming Oeridian human man of middle years, wearing an innkeeper's apron and a wooden holy symbol of Wenta.

Ewa: Female Human (Suel) Com2; Medium Humanoid (human); CR 1; HD 2d4+4; hp 8; Init +5; Spd 30 ft.; AC 11 (touch 11, flat-footed 10) [+1 Dex]; Base Atk +1; Grp +1; Atk +1 melee (1d6, club) or -3 melee (1d4/19-20, dagger); Full Atk +1 melee (1d6, club) or -3 melee (1d4/19-20, dagger); AL CG; SV Fort +2, Ref +1, Will +1; Str 10, Dex 12, Con 14, Int 10, Wis 13, Cha 14.

Skills and Feats: Listen +6, Spot +5; Alertness, Improved Initiative, simple weapon proficiency (club).

Possessions: Dagger, club (left behind the bar), wooden holy symbol of Wenta.

Physical Description: a crimson haired, buxom Suloise human woman in her mid twenties.

Thell, son of Ottolon: Male Human (Suel) Exp1; Medium Humanoid (human); CR 1; HD 1d6+1; hp 7; Init +5; Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+2 armor, +1 Dex]; Base Atk +0; Grp -1; Atk -1 melee (1d6-1, light mace), or -1 melee (1d4-1/19-20, dagger) or +1 ranged (1d4-1, sling); Full Atk -1 melee (1d6-1, light mace), or -1 melee (1d4-1/19-20, dagger) or +1 ranged (1d4-1, sling); AL N; SV Fort +1, Ref +1, Will +1; Str 9, Dex 12, Con 12, Int 16, Wis 8, Cha 14;

Skills and Feats: Bluff +6, Gather Information +6, Knowledge (geography) +7, Knowledge (history) +7, Knowledge (Splintered Suns) +7, Knowledge (nature) +7, Listen +3, Profession (gambler) +3; Sleight of Hand +7, Spot +3; Deft Hands, Improved Initiative

Possessions: Light mace, dagger, sling, 10 sling bullets, leather armor, 100 gp in gold coins.

Physical Description: This naive young Suel man has the look of a long-time bookworm attempting the swagger of a hustler. His pale face is dusted with freckles, making him appear even more youthful than his 16 years.

Felten officer: Human War2; CR 1; Medium humanoid (Human); HD 2d8; hp 10; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15); [+3 armor, +1 Dex, +2 shield]; Base Atk +2, Grp +3; Atk +4 melee (1d6+1/x3, shortspear) or +4 ranged (1d6+1/x3, shortspear); Full Atk +4 melee (1d6+1/x3, shortspear) or +4 ranged (1d6+1/x3, shortspear); AL LG/LN/N/CG; SV Fort +3, Ref +1, Will +0; Str 12, Dex 13, Con 11, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +4, Intimidate +4, Listen +2, Profession (soldier) +2, Spot +2, Swim +4 (+2 in armor); Alertness, Weapon Focus (shortspear).

Possessions: Dagger, shortspear (2), heavy wooden shield, studded leather armor, signal whistle, lantern, *potion of cure light wounds*.

Felten guard: Human War1; CR 1/2; Medium Humanoid (human); HD 1d8; hp 5; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15) [+3 armor, +1 Dex, +2 shield]; Base Atk +1, Grp +2; Atk +3 melee (1d6+1/x3, shortspear) or +3 ranged (1d6+1/x3, shortspear); Full Atk +3 melee (1d6+1/x3, shortspear) or +3 ranged (1d6+1/x3, shortspear); AL LG/LN/N/CG; SV Fort +2, Ref +1, Will +0; Str 12, Dex 13, Con 11, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +4, Intimidate +3, Listen +2, Profession (soldier) +1, Spot +2, Swim +4 (+2 in armor); Alertness, Weapon Focus (Shortspear).

Possessions: Dagger, shortspear (2), heavy wooden shield, studded leather, signal whistle, lantern.

Commander Ottolon: Male Human (Suel) War12; Medium Humanoid (human); CR 11; HD 12d8+12; hp 60; Init +2; Spd 30 ft.; AC 21 (touch 12, flat-footed 19); Base Atk +12, Grp +14; Atk +16 melee (1d6+3, shortspear) or +15 ranged (1d8+1/x3, masterwork mighty composite longbow); Full Atk +16/+11/+6 melee (1d6+3, shortspear) or +15/+10/+5 ranged (1d8+1/x3, masterwork mighty composite longbow); AL N; SV Fort +9, Ref +6, Will +4; Str 14, Dex 14, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +7, Diplomacy +4, Handle Animal +5, Intimidate + 8, Jump +5, Listen +3, Profession (soldier) +3, Ride +5, Spot +3, Swim +7; Alertness, Distracting Attack, Hurling Charge (uses shortspear when doing this), Quickdraw, Powerful Charge, Weapon Focus (Shortspear),

Possessions: Masterwork silver heavy mace, masterwork mighty composite longbow (+1 str), 20 arrows, +1 *shrinking cold iron shortspear* (2) (carried in belt like batons), +2 *Quick-Release chainshirt*, +1 *heavy wooden shield*, *gauntlets of ogre power*, *cloak of resistance* +1, signal whistle, lantern, alchemist fire (2), holy symbol of Kord.

Physical Description: Ottolon is almost pureblood Suel, with blond hair and piercing blue eyes. Only his skin is slightly tanned, hinting Oeridian blood. He venerates Kord as his patron deity and wears a wooden holy symbol of Kord around his neck, even though his alignment does not really match up.

Pehren: Male Human (Flan) Exp1; CR 1/2; Medium Humanoid (human); HD 1d6+1; hp 5; Init +2; Spd 30 ft.; AC 14(touch 12, flat-footed 12) [+2 armor, +2 Dex]; Base Atk +0; Grapple +1; Full Atk +1 melee (1d6+1, shortspear) or +1 melee (1d4+1/19-20, dagger), or +2 ranged (1d8/19-20, light crossbow); AL N; SV Fort +1, Ref +2, Will +4; Str 13, Dex 14, Con 12, Int 10, Wis 15, Cha 8.

Skills and Feats: Climb +5, Hide +6, Knowledge (Nature) +4, Move Silently +6, Survival +9, Swim +5; Skill Focus (Survival), Track.

Possessions: Dagger, light crossbow, 20 bolts, shortspear, leather armor, lantern, 2 pints of oil, flint and steel, backpack, bedroll.

Physical Description: A lean Flan man of maybe 17 summers, wearing leather armor and a wooden holy symbol of Obad-Hai.

Appendix 6: The map of Felten and location notes



👑 Felten (Small Town): Conventional (House Eddri); AL LN; 800gp limit; Assets 49,920gp; Population 1268; Mixed (Humans O/S/F (1085), Halflings (64), Elves (62), Gnomes (57).

Authority figures: Lady Tanariell (LN female Exp5/Ari7), Head of House Eddri.

Important persons: Ottolon (LN male War12), leader of the Felten Guard. Chanit (CG female Clr7), priestess of Phyton. Mishktolan (CN male Drd8), leader of the Druidic Circle. Maros the Learned (male Wiz7/Loremaster 2). Venderun (LG male Marshall

5/Pal3), leader of the Heironean Sword School. Tejabus (LG male Clr10), High Priest of Heironeous in Naerie. Ernurt (N Clr 8), High Priest of Fharlanghn in Naerie.

Felten is known as 'the township of twenty isles'. The town is divided into two districts, Bastion and Haven, which are separated by the broad canal. There are no bridges over this canal so travel from one district to the other is done by boat. This document details various locations and NPCs that can be met in them.

1. The gatehouse.

A massive stone gatehouse guards the only overland entrance into Felten. Near the entrance to the city gates, at the splitting of the roads to Garnsford and Minetha, is a shrine to Fharlanghn. Ernut, the High Priest of Fharlanghn, can often be found here.

☛ **Ernut, high priest of Fharlanghn in Naerie:** Male human Clr 8 (AL N).

2. The marketplace.

Goods are brought here by wagon and boat so 'outsiders' can trade within the safety of the walls, without entering the islands of Felten. A massive polished marble statue of Lady Tanariell keeps watch over the square. While there are no permanent buildings within the square, it is daily the home of a fantastic assortment of tents and wooden stands selling commodities of every sort imaginable.

3. Felten keep.

This large stone keep protects the bridges connecting the islands to the main land. It is home to the elements of the Aerdy armed forces attached to Felten. One of the towers is home to a flock of sea eagles, captured as chicks from eyries on the sea cliffs of the Jagged Hills.

4. Church of Heironeous and Sword School of Heironeous

This is a major temple and the grounds include not only the Sword School, but also small shrines to lesser deities sympathetic to or associated with Heironeous. The largest of the minor shrines is dedicated to Mayaheine, the Shield Maiden.

☛ **High Priest Tejabus, high priest of Heironeous in Naerie:** Male human Clr10 (AL LG)

☛ **Sir Venderun, leader of the Heironean Sword School:** Human male Marshall 5/Pal3 (AL LG).

5. The Lonely Isle.

The private mansion and gardens of the Barons of Schwente. The only way of reaching or leaving this island is by boat.

☛ Lady Tanariell, head of House Eddri: Human female Exp5/Ari7 (AL LN),

6. The Manse.

This building marks the centre of the graveyard where the residents of Felten are buried. It is rumoured that the old Suel woman who acts as groundskeeper is really a priestess of Wee Jas, but this has not been confirmed.

Due to the swampy ground surrounding Felten, the dead of the city are not buried below ground but are buried in above-ground mausoleums. The rich have massive, ornately decorated stone buildings while the poor have squat brick buildings that could be mistaken

for windowless warehouses. Towards the center of the graveyard are the oldest of the buildings, many of which have settled over time and partially sunken into the soft ground. In the very center is the Manse, a tall structure which appears to be as old as the settlement of Flan in the area. Two and a half stories project above the ground and, given the fact that at least half a story has sunk beneath the earth, it is not known how much of the building lies below ground. Wooden steps lead up to the current entrance to the Manse, through what was surely once a balcony.

An aged old Suel woman cheerfully waves at you as you approach the Manse. Although her hair has gone pure white with age and her face and hands are quite wrinkled, she moves with the grace and energy of a woman in her prime. An elegant close-fitting dress and black hair ribbons lend a girlish air to the odd old woman as she finishes her task of hanging black funeral shroud cloth across a nearby mausoleum using it for decoration, like bunting.

"Now, what can I do for you all?"

Within the manse, she has a few things for sale, including wreaths, funeral shroud, cloth, candles, incense, and minor decorations, like a miniature skull carved from granite. She does not admit to having devotion to any particular deity, but expresses respect for all the deities in general. The only one she will speak against is Nerrull, saying "He and his nasty little 'Midnight Darkness' cult just won't let the dead rest. That is really not right." If pressed about why she lives there, she will say "My neighbors are quiet, I don't have to pay rent, and I like helping out when people have lost a loved one."

7. The Grenak's Feather Inn

The Grenak's Feather is located just across the canal from the marketplace and city gates of Felten and is known to be a hotspot for hiring mercenaries and adventurers. It is a solid two-storey building consisting of stone and local clay, painted with scenes of the Grenak birds in flight, feeding or nesting. The first storey is a rather large tavern while the second storey has rooms to rent as well as being the home of the owner, Malfeus Anyrdivyania, and his barmaid Ewa. For information about what Malfus Anyrdivyania might know about the local smugglers, see DM Aid Five.

8. The Temple of the Velaeri

This temple contains shrines to the five Oeridian gods of sun and rain. These include:

- Telchur - God Of Winter And The North Wind, "The Breath Of The North"
- Atroa - God Of Spring And The East Wind, "The Bringer Of Spring" or "Herald Of Storms"
- Sotillon - God Of Summer And The South Wind, "Lady Of Summer" or "The Sun Bearer"

- Wenta - God Of Autumn And The West Wind, "The Corn Maiden" or "The Alewife"
- Velnius - God Of Sky And Weather, "Arch Of The Sky" or "Sender Of Rains"

9. The Temple of Osprem

This stately building is dedicated to Osprem, the Lady of the Waves, the Suel goddess of the seas. The temple has a minor alter to Xerbo, father of Osprem, as well as a small library of coast and sea charts.

10. The Temple of Procan

Procan, the Stormlord, the Oeridian wrathful god of the seas has a large, solidly built temple. The design is circular, with all rooms and niches facing into a central large pool of seawater. The destruction of the churches of Procan throughout Onnwal is regularly brought up during sermons and the priests actively recruit sailors for ships supporting the fight against the Scarlet Brotherhood on Azure Sea. It is a place capable of holding far more worshipers, priests and alcolytes than are present now. Many have apparently gone to Onnwal to aid in the rebuilding of Procan's temples there.

11. The Temple of Phytan

This temple to Phytan, Suel god of Beauty and Nature, is run by Priestess Chanit.

 **Chanit:** Human female Clr7 (AL CG).

12. The Guesthouse of Sage Keep

The Guesthouse of Sage Keep, run by Maros the Learned, is a large building that serves as the town quarters for numerous visiting scholars as well as representatives of Sage Keep, when they choose to stay in the capitol of the Barony. Here one can find not only visiting scholars but also local sages and minor nobility interested in the intellectual pursuits. Evenings, the sitting room is home to an eclectic collection of individuals arguing magic theory, discussing philosophy, and comparing research strategies. The guesthouse is overseen by Maros the Learned (male Wiz7/Loremaster 2).

13. Nature's Bounty

This shop offers herbs and other natural goods gathered by the druids of Minnoc and is run by Crag Barksniffer (CN Adp6 male Half-orc). Walking in, one is impressed by the dense and bizarre array of goods on offer. In addition to more expected items, the shelves are home to oddities such as a piece of dinosaur jaw bone, a disk of polished bone, a bowl of marble chips, a wolf jawbone with teeth, a trilobite fossil, a copper dragon scale, granite pebbles, a preserved red dragon's eye in a large glass jar, and several mannequins made of leaves, twigs and roots. Mishktolan (CN male Drd8), the leader of the Druidic Circle, is known to visit occasionally.

14. Hafgan Craggenhilt's Fine Dwarven Goods Emporium

This low, wide, solidly built structure is clearly a dwarven establishment. It has thick, solid walls and a few small windows, with stairs down from street level to the sunken first floor. Once at the lower landing and able to view the whole shop, it is clear that it is bigger below-ground than above ground, with the hallway splitting and signs in common and dwarven indicating the way to the "Fine metals and minerals", "Smithy, tools, and tool repair", and "traditional dwarven foodstuffs". An armored dwarf stands at the landing, to welcome and direct visitors.

Entering the "Fine metals and minerals", you are greeted by Hafgan Craggenhilt himself, seated on a stool next to an inspiring display of gems, including emeralds, sapphires, bloodstones, topaz, jade, sunstones, onyx, agates, rubies and diamonds. It is almost eye-catching enough to make one forget that the display is sealed behind a solid quartz sheet and the room also contains two armed dwarves attempting to look innocuous. On shelves about the room are bins marked powdered silver, powdered emerald, ruby dust, platinum dust, copper dust, silver dust, gold dust, diamond dust.

Entering the "Smithy, tools, and tool repair" area, you find a small working smithy at the back of the room as well as a fine selection of dwarven tools and weapons. Over by the smithy, there is a sweating dwarf (Veit Craggenhilt) hammering out an urgrosh axe blade and another (Brottir Craggenhilt) chipping away at granite slabs, apparently making stone armor. There is a fine selection of picks and chisels under the sign "Real dwarven mining tools", but the area under the sign "New! Adamantine Mining Tools!" is empty. The dwarf working on the granite slabs comments "Sorry. We're all out of adamantine goods at the moment. We shipped our full allotment to Teban of Radoc, but the damn bandits took it. Veit is working like a devil to make more now, but it's slow work."

Entering the "traditional dwarven foodstuffs" area, you find exactly what was promised. There are kegs of strong mushroom ale and a wide selection of the sorts of food that will test the intestinal fortitude of any non-dwarf.

15. Elvish Wood Crafts

Run by Fel'thas Naitharn (male Elf)

16. Barghest Brewery

Run by Marigold Popwicket (female Halfling)

17. The Crimson Albatross Tavern

This is clearly a partially renovated warehouse. The large, open space is subdivided into smaller spaces by old sails nailed to the overhead beams and the full size of the place is not initially clear. The clientell is a scarred-and-well muscled cross section of dock-workers, drovers, sailors, and people of questionable occupation. In one corner, near the bar, is the brewing

equipment, hung with a sign reading “The Crimson Albatross Tavern: Home of the Grenak Stout”. A still nearby shows that they also distill a more potent set of drinks. The man behind the worn and battered counter is the owner and barkeep, a man called Marchesi.

Note: Marchesi knows just about everything there is to know about the smuggling operations in and around Felten. However, his is a dislikable and wary man. If questioned about any sort of smuggling or banditry, treat him as unfriendly. If questioned by people associated with the Felten Guard or any other sort of local authorities, treat him as hostile.

18. The Old Distillery.

This decrepit old building in the Wharf District was once a thriving distillery, but it has been shut down for many years. It was bought a decade ago by a wheat merchant and used as a warehouse for a few years, but it was eventually shut down again. Recently, it was bought as space for occasional brewing of Grenak Stout for the Crimson Albatross Tavern.

“The distillery is a large circular stone building that occupies an entire city block along the wharf. You can smell the acrid sent of malt and hops wafting through the air as you approach the pair of large wooden doors that mark the main entrance. To your surprise there is a heavy chain attached to the handles by a large lock, and a sign on the doors that reads: “Closed until further notice.”

There is a small brewing operation being run in the front of the building, closest to the doors. Past this is a veritable wall of old crates and moldering bales of wheat straw. Behind that is a clearing house of smuggled goods of all kinds. This rear area is primarily accessed through a trapdoor leading to the storm drain system underneath this island. Slim one-man boats slip through the drain system and out into Lake Felten at night.

19. The Felten Guildhouse of the Aerdy Merchant’s Guild

This three-story gothic building sports banners from dozens of different merchants and is guilded and ornamented in clear advertisement of the success and profitability of the Guild members. The Felten Guildhouse is run by a dapper grey-haired man named Borrent Volz.

20. The Gnomish Tinker’s Association

The large squat building is clearly the home of the Gnomish Tinker’s Association, as may be seen by the smoke-blackened sign hanging sideways across the front of the building. It is run by Miss Noddsalot Flintwiss Heyawotsthat Pokezap Smokeypipe Geargrabber Brightemerald Dimbbell Badgerfriend Mayormooner Glimwick Hodgepest (female Gnome), but most locals call her “Noddy”

for short. Clanging and hammering resound from the building while one of the six chimneys emits smoke that seems to shift colors. All the windows have heavy shutters across them, apparently designed to contain explosions.

Looking in the open doorway, you see a cluttered profusion of different workspaces. In one area, a tiny male gnome is sits amid an array of objects, including a miniature drum, small wooden worgs, and a tiny shield made of glass.

In another area, a female gnome is hammering away at some sort of bizarre cross between a boat and a wagon.

In a third area, a gnome is chanting while peering intently at an floating array of components, with silver wire, a tuning fork, an iron bell, a glass lantern orb, a two inch square glass cube, a gold amulet shaped like a phoenix, a silver shuriken shaped like a snowflake, a matched pair of magnets, a set of glass marbles, and a miniature hand sculpted from clay all forming some sort of arcane engine.

Note: The female gnome is “Noddy” Hodgepest. She was asked a few months ago to modify a couple of wagons to make them able to travel on water, land, and wetlands. They paid her rather a lot of money to travel all the way down to Jarlstun and make the modifications. She hasn’t seen them since and she assumes that they attempted to take the wagon-barges out into the Azure Sea and sank. She is trying to make a version that can handle short ocean trips as well as calm water travel. She will be absolutely horrified if she finds out she made the wagon-barges for the Serpent Guard.

21. The Trade-house of Onnwal’s Merchant Sailors Guild

This two-story dock-side building is solidly made of heavy, polished wood. Inside are several desks and shelves displaying a tasteful array of the treasures of the sea, with polished, rainbow-hued abalone shells, coral, shark’s teeth, and dried ocean sponges all sharing space. Wall decorations of harpoons and ship’s wheels give a rustic feel to the space, but the Guildmaster, Abelard Stormborne, is clearly a wealthy man, with alternating white and black pearls stiched as trim on his tunic.

22. The Half-Open Eye

“The store-front is in a neighborhood that was once middle-class, but is now slowly becoming a bit seedy. The door beneath a hand-painted picture of an owl stands open. Within is a cramped room full of shelves, books, scrolls, stuffed animals, jars and glass vials. An elderly Flan man wrapped in a threadbare blanket sits at a large desk covered in papers, apparently attempting to fit together a number of wooden fragments. They may form a picture or they may

form an abstract sigil. He has not progressed far enough for the result to be clear. Looking up from the puzzle, he peers over his gnomish spectacles for a moment before greeting you."

This is a scholar's resource shop selling history books, scrolls, quills, etc., run by Willhun the Erudite. Willhun plays the part of a friendly, slightly befuddled old man quite well. In reality, he is quite sharp and is the current head of the smugglers wishing to support the various freedom and independence movements.

23. Poden's Miscellany Thrift Shop

The old woman, who must be Granny Poden, snoozing in the sunlight by the shop window is the only humanoid in this unused, dusty little shop. It seems to be the home of a dozen lazy cats and the sort of knick-knaks that can be found in old lady's parlors. There are dusty perfume bottles, a variety of inks: green, red, blue, black, and purple, all in decorative inkwells, and a collection of figurines of dancing gnomes. The shop seems to make up only the front third of the building. Looking through the beaded curtain leading to the back, you see a long hallway lined with shelves containing yet more useless junk including a yellowed poster for "Mel Poden's Miraculous Babu-oil: It cleans everything! (Use sparingly)"

Note: this store is a front for the warehouse used by the smugglers associated with the various freedom and independence movements.

24. Thick eastern marshes.

Polling through the thick reeds of the marshes, you come across and old Oeridian man who is apparently spearing frogs for food. He spits off the right side of his little boat and gives you a friendly three-fingered wave.

The man is a contact from the "Unofficial Merchants' Guild". People who respond to his code (the wave and spitting) with the correct counter-signal will be directed to the transfer spot where the smugglers hand off goods transferring them to or from smugglers who are working guard duty on legitimate shipments.

25. Thick western marshes.

Polling through the thick reeds of the marshes, you come across and old Flan woman who is apparently netting marsh birds for food. She holds up the weighted chain that makes up the edge of the net, readying for another throw, and then pauses to give you a friendly wave.

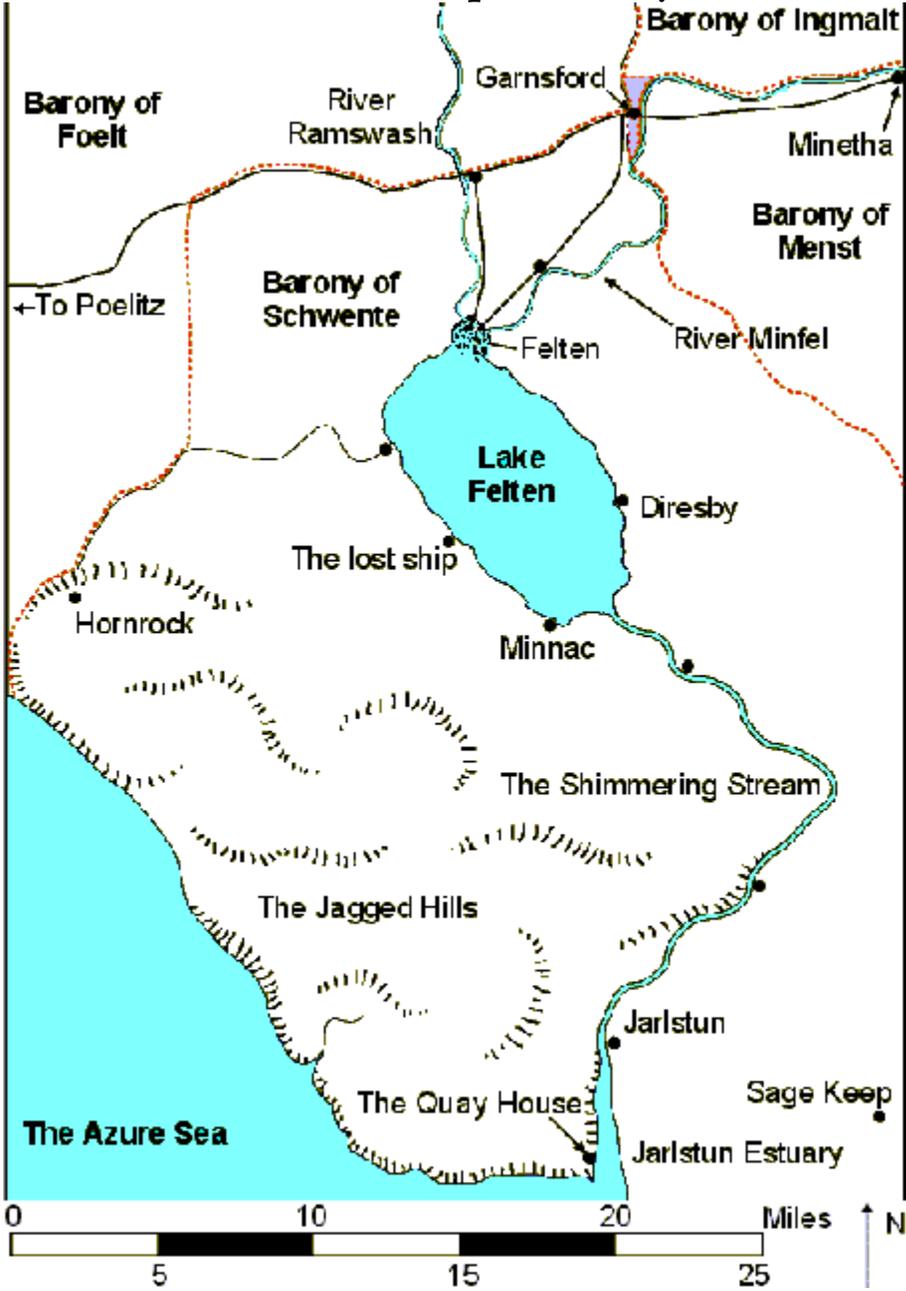
The woman is a contact from the "Under-table Discounter's Society". People who respond to her code (DC 20 Spot, the chain has a repeating decorative-seeming pattern of four polished links then one blackened link) with the correct counter-signal will be

directed to the transfer spot where the smugglers associated with the Idee Volunteers hand off goods transferring them to or from smugglers who are working guard duty on legitimate shipments.

26. The Felten Guard Barracks

The Felten Guard barracks entirely occupies its own small island, connected by two bridges to other islands. The barracks themselves are built into the walls which ring what appears to be a fortified prison. The barracks themselves are tidy and utilitarian, much like their master, Commander Ottolon (LN male War12), leader of the Felten Guard.

Appendix 7:
Map of Barony of Schwente



Appendix 8: The Barony of Schwente, town of Felten & village of Radoc

Barony of Schwente

Geographic information

The Barony of Schwente lies between Foelt and Monne on the coast of the Principality. The land is rolling with much of it swampy or waterlogged, but very fertile. It is the domain of House Eddri, who were once the rulers of all Idee.

Felten is the capital of the Barony of Schwente. It is a small town built upon the marshy shores of a lake bearing the same name. Lake Felten is fed by the rivers Minfell, which flows through Minetha from the northeast, and Ramswash, which drains from the Iron Hills in the north. The lake is the breeding ground for the grenak bird, a waterfowl distinguished by its pale blue or gray feathers, and a long, bright yellow or orange beak. The grenak is common in Schwente but quite rare everywhere else. Lake Felten is a popular hunting site since thousands of these birds winter over on the lake, then find mates and lay eggs in the spring.

The water of the lake is slightly saline as Lake Felten is drained by a tidal river, the Shimmering Stream, that flows seven leagues to the Azure Sea. The rivers' name comes from its peculiar, yet attractive appearance, the result of its shallow depth and the glistening sandbars that are exposed at low tide. These features make the river difficult to navigate by sea-going vessels. Many large ships anchor at Jarlstun, at the head of the Jarlstun estuary, their goods then being taken by smaller boats to Felten.

The southwestern quarter of the barony is dominated by the Jagged Hills, a range of steep hills and scarps some ten leagues in length. These hills are known to harbor dangerous creatures still, and the Barons of Schwente have paid mercenaries to mount expeditions into them from time to time. The western fringes of the Jagged Hills mark the border between the Baronies of Schwente and Foelt.

Political information

For centuries, Felten and the surroundings lands have been in possession of House Eddri. In 446 CY, the County of Idee (the former name of the Principality of Naerie) revolted against the rule of the Great Kingdom and joined the Iron League. The new Count, Havershall, was the Head of House Eddri, and the family also took control of the Barony of Foelt.

The fortunes of the family were to change again during the Greyhawk Wars. Count Fedorik's nephew, Coriell, fled to Irongate where he remains to this day, while his brother, Contill Eddri, the Baron of Schwente, was assassinated by Brotherhood agents, as happened with many other members of House Eddri. However, local resistance managed to free Andariell Eddri, Coriell's half-brother, and his family from a Brotherhood prison before they were executed. The

family managed to flee to Sunndi by following the coast. Even then, there were rumors that Andariell had become mentally unstable by his imprisonment.

Schwente was temporarily leaderless after the Greyhawk Wars, but a Paladin of Heironeous, Staceus, stepped forward and agreed to govern the Barony for a year and a day. In 587 CY, Andariell was named Baron of Schwente by the new Prince of Naerie. Very soon, Andariell started making bizarre and draconian edicts. He raised statues of himself across Felten (in which he was disingenuously depicted as the liberator of Schwente), and his patronage of the annual carnival saw it become an extravagant, debased spectacle. These excesses so disgusted Staceus that he petitioned Prince Barzhaan to intervene.

The Prince did not act, and Staceus realized that Barzhaan actually wanted to have this dangerous fool in power. Staceus finally decided to rebel and formed the Idee Volunteers to resist Ahlissan rule.

Then, in 591 CY, harsh taxation across the Barony funded a lavish wedding in which Andariell was betrothed to his own eldest daughter, Clemena. Within a matter of months Clemena was no longer seen at public functions and, soon after, Andariell married his second daughter, Tanariell. In 592 CY, Andariell was stabbed to death during the carnival, his murderer escaping in the crowd. Tanariell was pronounced the new Baroness of Schwente, but instead took the title of 'Lady'. Her first act was to tear down all the monuments raised by Andariell and instead build a large statue of herself near the front gate of Felten.

Lady Tanariell is regarded with some degree of suspicion by the nobility in Naerie. Some have not forgotten that her forefathers led the successful revolt against the Great Kingdom and wonder whether Tanariell could repeat such a feat. Others watch for signs that she has inherited the unstable mind of Andariell. Yet others marvel that she was unscathed by her imprisonment and wonder whether she might have made some sort of bargain with the Brotherhood.

The Town of Felten

👑 Felten (Small Town): Conventional (House Eddri); AL LN; 800gp limit; Assets 49,920gp; Population 1268; Mixed (Humans O/S/F (1085), Halflings (64), Elves (62), Gnomes (57).

Authority figures: Lady Tanariell (LN female Exp5/Ari7), Head of House Eddri.

Important persons: Ottolon (LN male War12), leader of the Felten Guard. Chanit (CG female Clr7), priestess of Phytan. Mishktolan (CN male Drd8), leader of the Druidic Circle. Maros the Learned (male Wiz7/Loremaster 2). Venderun (LG male Marshall 5/Pal3), leader of the Heironean Sword School. Tejabus (LG male Clr10), High Priest of Heironeous in Naerie. Ernut (N Clr 8), High Priest of Fharlanghn in Naerie.

Modern Felten

Felten is little more than a collection of artificial islands. The town appears to be a maze of canals, bridges and narrow streets. However, it is considered by many to be quite beautiful.

Felten has small temples to every major human religion worshipped in Naerie, except Hextor. These include the Velaeri, Phyton, Osprem, Procan, Heironeous & Xerbo. Good relations with the druids of Minnac have been crucial for the townsfolk as, without the assistance of druidic magic, parts of the town would have long ago subsided back into the marsh. The whole of one small island is owned by the church of Heironeous, who have built a chapel and a 'Sword School' upon it.

Each year there is a carnival, apparently echoing back to the rituals of the Flan shamans, when the townsfolk go about dressed in masks made from the plumage of the grenak bird. The reputation of the town and the carnival attracts many visitors (including the Prince of Naerie). The carnival became increasingly debased, excessive yet extremely popular under the patronage of the former baron, Andariell Eddri.

Only a handful of merchants have an interest in Felten, as it produces little else than foodstuffs. However, the so called 'Felten's Tobacco' which is harvested around Lake Felten is famous throughout principality and fetches a high price among nobles.

Felten in the distant past

In ancient times the site was a Flan village, their huts built upon stilts or artificial islands amongst the marshes. These fens provided the Flan with everything they needed: fish and fowl to eat, protection, and access to the watery highways across the lake.

Many centuries ago, Suel refugees led by Zellif Al-Zol discovered Lake Felten. They forcefully settled in a number of Flan villages, including one which they called Feln Othen. Over time, that name has been contracted to Felten, and, as the settlement grew in importance, Felten gave its name to the lake.

When the Oeridians arrived in Idee, they conquered Felten and began building a temple to Fharlanghn upon an island in the center of Lake Felten, as thanks for that god's protection on their long migration (or more likely as trophy of their victory of Suel, but that's the official story). The Flan wise men warned the Aerdi that the island was sacred to their own gods and cited numerous myths and prophecies regarding a mysterious orb of great power that the gods had hidden upon it. These warnings only served to heighten the Oeridians interest in the island.

One day the isle simply vanished. Years of work and hundreds of lives were lost in an event that awed the Aerdi. It was only last century that an explorer discovered the ruined remains of a temple to Fharlanghn deep below the surface of lake Felten.

Amongst the inscriptions brought to light were references to "The chamber of the Orb".

This tragedy scarred the consciousness of the local Aerdi. Ever after, they paid greater respect to the Flan shamans. To this day, a community of druids has been allowed to live in peace in their enclave, Minnac, upon the southern shore of the lake. Some of these have foretold that the island will one day reappear.

The Village of Radoc (in the Barony of Derevendt)

👑 Radoc (Village): Conventional (Mendaos, feudal ruler with almost unlimited power within the village); AL LN/LE/CN; 200gp limit; Assets 8,760gp; Population 876; Isolated (Humans O/S (825), Dwarf (26), half-orc (17), elf (8)).

Authority figures: Mendaos of House Radoc (NE male Ari3/War7).

Important characters: Teban (LG male dwarf Clr5 of Jascar), leader of the miners. Gowre Haxx (LN male Ftr6), Envoy of Prince Barzhaan.

Mendaos of Prymp was a down on his luck noble when Graf Reydrich invaded Idee. Putting his remaining fortune at risk, he hired a large group of (cheap) mercenaries, some whose main qualification was a fancy sounding name, and thundered into Idee alongside Reydrich's forces with his rag-tag company.

While in southern Idee, he came across the town of Radoc, some 30 miles south-east of Naerie City, which was lightly defended by a group of Scarlet Brotherhood soldiers preparing to retreat. Thankfully, Mendaos' company outnumbered the Brotherhood 4 to 1. He still lost nearly half his host when his mercenaries charged the town and engaged the Scarlet Brotherhood Hepmonalanders in vicious melees. Nobody really knows what happened next, but Reydrich awarded the town and its immediate surroundings to Mendaos, who immediately declared himself the Head of House Radoc.

This state of affairs that has lasted ever since, Barzhaan being content to receive the normal share of taxes and profits from the village's copper mine (the main source of local revenue). Mendeos is not a very efficient or charismatic ruler, though not a tyrant either. Most of the time he is content to use his share of the tax money on pleasures such as cheap women, and it is rumored that he has bastard children all over the Principality.

Most of his mercenaries eventually left him or were sacked, but the most loyal were hired as his personal bodyguard, while others gained employment in the town guard. Drunken brawls occasionally break out between them, but Mendeos does not seem to mind. General Morres once visited Radoc after Mendeos had offered some of his 'finest' for the Naerie garrison. Morres laughed in his face after seeing his half-drunk 'army', and neither man wants to have anything to do with the other anymore.

Regular people (miners mostly) in the village stay out of harms way, and the mercenaries don't usually bother them. Barzhaan has assigned Gowre Haxx, a minor noble of House Haxx, to act as his envoy to Radoc, and to keep an eye on Mendaos and make sure that situation stays beneficial to House Haxx.

Appendix 9: The Felten Thieve's Guild

The Felten Thieves' Guild has broken into two factions. There is no open warfare between the factions, yet, since neither side wants to draw the attention of the authorities, but they are definitely competing with one another for dominance and there is a lot of tension. Operating within the capitol of the Barony, under the very noses of the Felten Guard and the military might of the Barony of Schwente, the Thieves' Guild has specialized in the subtle crimes of smuggling, blackmail, and highly selective cat-burglary.

The Guild used to be the usual mixed bag, with cat-burglars and blackmailers working alongside ordinary smugglers who simply wanted to avoid paying taxes on their goods. One day, there was the opportunity to sell a shipment of weapons intended for the Onnwal resistance to an Aerdy mercenary unit for a much higher profit. Disagreements broke out and about half the Guild revealed themselves "principled", with loyalty to the cause of aiding the Idee Volenteers and the Onnwal resistance. The other half declared that loyalty to outlawed causes is unprofitable, risky, and stupid because it is likely to draw more attention from the authorities than simple smuggling or thievery. Both sides are well aware that, because they were once one organization, they know each other well and have informants in each group.

One faction has taken to calling themselves the "Unofficial Merchants' Guild" or UMG. The Unofficial Merchants' Guild is the more traditional Thieves' Guild faction, with money-making being their first and almost only concern. In an attempt to put the competing faction out of business, they have sometimes informed outside bandit gangs about shipments that are particularly rich in goods being smuggled by the competing faction. One of those bandit gangs was the Serpent Guard, but the Serpent Guard have now brought too much official attention to Felten and they have angered the UMG by hitting a caravan on which the UMG had secreted some valuables. The UMG is run by a man named Marchesi and is headquartered in the The Crimson Albatross Tavern (Location 17 on the Map of Felten). They use the Old Distillery (Location 18) as a warehouse. The territory claimed by this faction is mostly on the east side of the city.

The other faction has taken to calling themselves the "Under-table Discounter's Society" or UDS and they are mostly on the western side of the city. The Under-table Discounter's Society includes many who are either full members or unofficial members of the Idee Volenteers or the Onnwal resistance. Since breaking with the UMG faction, they have cleaned house, ceasing all cat-burglary and blackmail operations and focusing entirely on smuggling and information gathering to further the rebel causes. Having lost several valuable shipments due to

interference by the UMG, they are considering how they can exact retribution without bringing down too much attention. The UDS is run by a man called Willhun the Erudite and is headquartered in the Half-Open Eye, a scholar's shop (Location 22). They use Poden's Miscellany Thrift Shop as a warehouse (Location 23).

Appendix 10: New Rules Items

Feats

Close-Quarters Fighting (General)

You are skilled at fighting close range and resisting grapple attempts.

Prerequisites: Base attack bonus +3

Benefit: You gain an attack of opportunity whenever an opponent attempts to grapple you, even if the enemy has a special ability or feat that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless he has Improved Grapple feat or a special ability such as Improved Grab. If the enemy has such an ability, you may add you're the damage you deal as a bonus to your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity during a round or allows you to make an attack of opportunity when you would be denied one for being surprised, helpless or in a similar situation. For example, an ogre tries to grapple Tordek. Tordek takes attack of opportunity, hits and causes damage. Since an Ogre does not have any special grappling ability, it fails to start a grapple. Then an Ankheg – a creature with Improved Grab attempts to grapple Tordek. He takes an attack of opportunity, hit and deals 10 points of damage to the Ankheg. Tordek then adds +10 to his opposed check to resist being grappled.

Normal: Creatures with Improved Grapple, improved grab or similar feats do not provoke attacks of opportunity when they attempt to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his bonus feats.

Source: *Complete Warrior*, page 97.

Earth's Embrace (General)

Prerequisites: Str 15, Improved Grapple or improved grab, Improved Unarmed Strike.

Benefit: When grappling, if you pin your opponent, you deal an extra 1d12 damage in each round you maintain the pin. You must hold your opponent immobile as normal (with an opposed grapple check), but you must also remain immobile, giving opponents (other than the one you're pinning) a +4 bonus on attack rolls against you (but you are not helpless). You do not gain this extra damage against creatures that are immune to critical hits.

Normal: You may deal normal damage to a pinned opponent by making a successful grapple check.

Source: *Complete Warrior*, page 97.

Spells

Snake's Swiftnes

Transmutation

Level: Drd 1, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One allied creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject can immediately make one melee or ranged attack. Taking this action doesn't affect the subject's normal place in the initiative order. This is a single attack and follows the standard rules for attacking.

This spell does not allow the subject to make more than one additional attack in a round. If the subject has already made an additional attack, due to a prior casting of this spell, from the haste spell, or from any other sources, this spell fails.

Arcane Material Component: A few scales from a snake.

Source: *Miniatures Handbook*

Items

Serpent Scale Mottled Chainmail

This distinctive full chainmail armor is specially made of enameled metal links of different shades of green, causing it to resemble green snakeskin. While not providing any additional armor bonus, the unusual coloration grants a +2 Circumstance modifier to Hide checks made in areas of dense green foliage.

Note: This is an Alchemical modification that is applied to normal, masterwork, or magical full chainmail. It cannot be applied to other types of armor and remain effective. The only changes in the armor are that it now costs 100 gp more than usual and it grants a specific, limited circumstance bonus.

Cost: standard armor cost + 100 gp.

Craft (Alchemy) DC: 25

Greatbow

You need at least two hands to use a bow, regardless of its size. A greatbow sized for a Medium character is 6 feet or more in length when strung. A greatbow is too unwieldy to use while mounted. Like other bows, if you have a penalty for low Strength, apply it to damage rolls when you use a composite greatbow (see below) but not a regular greatbow.

Exotic ranged weapon

Cost: 150 gp

Dmg (S): 1d8

Dmg (M): 1d10

Critical: x3

Range Increment: 120 ft.

Weight: 6 lb.

Type: Piercing.

Source: *Complete Warrior*, page 154.

Greatbow, Composite

You need at least two hands to use a bow, regardless of its size. A composite greatbow is too unwieldy to use while mounted. A composite greatbow sized for a Medium character is 6 feet or more in length when strung. Composite greatbows follow all of the normal rules for composite bows, including strength ratings. Each point of Strength bonus granted by the bow adds 200 gp to the cost.

Exotic ranged weapon

Cost: 200 gp

Dmg (S): 1d8

Dmg (M): 1d10

Critical: x3

Range Increment: 130 ft.

Weight: 6 lb.

Type: Piercing.

Source: *Complete Warrior*, page 154.

Felten Tobacco

Functions exactly like a Focusing Candle, except that it is a tarry, aromatic tobacco. A small brazier filled with hot coals is used to burn the Felten tobacco leaves like incense, filling the air with a fresh, crisp odor. See below for the description of a Focusing Candle.

Candle, Focusing

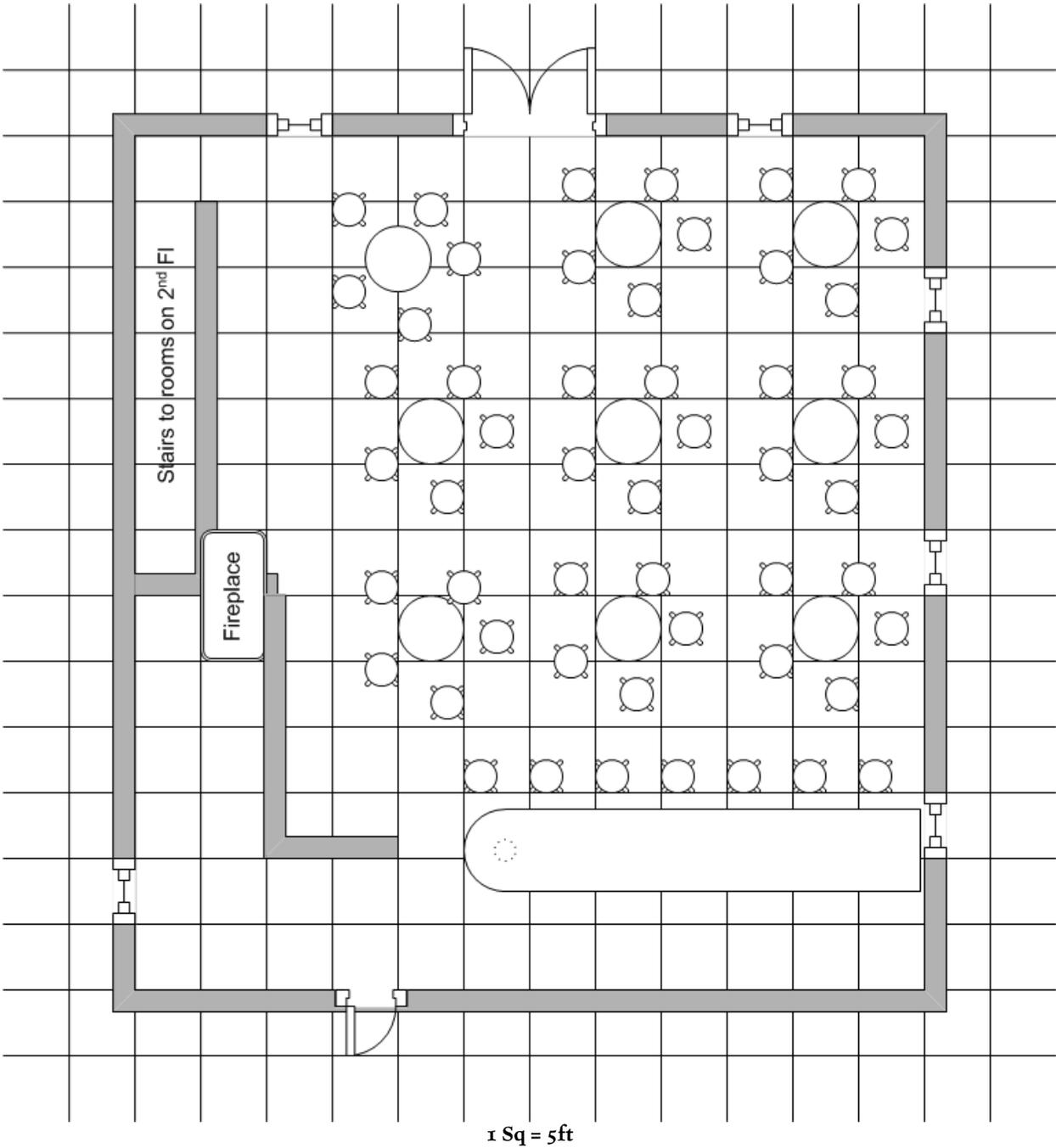
This large green taper burns quickly, lasting only 1 hour despite its size. While burning, a focusing candle fills the air with a fresh, crisp odor. The candle is a great boon to those engaged in strenuous mental activity. Characters within 20 feet of a burning candle gain a +1 circumstance bonus on Appraise, Decipher Script, Forgery, and Search checks. When making a skill check that takes more than one action to complete (such as Decipher Script), characters gain the bonus from a focusing candle only if they spend the entire duration of the check within 20 feet of the burning candle.

Cost: 100 gp; **Weight:** 1 lb; **Duration:** 1 hr.

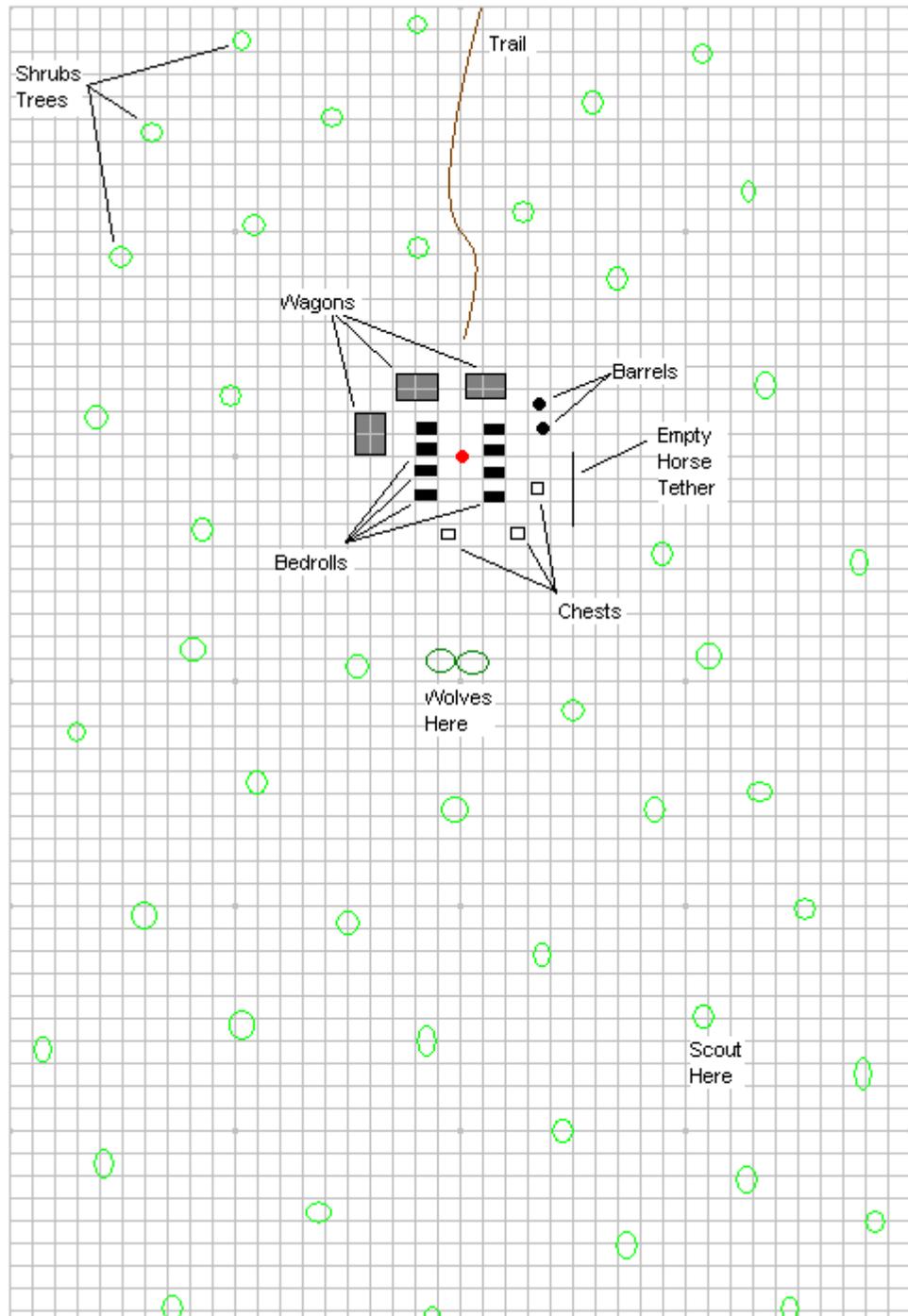
Craft (Alchemy) DC: 25

Source: *Complete Adventurer*, page 118.

DM's Aid 1
Map 1: First Floor of Grenak Feather

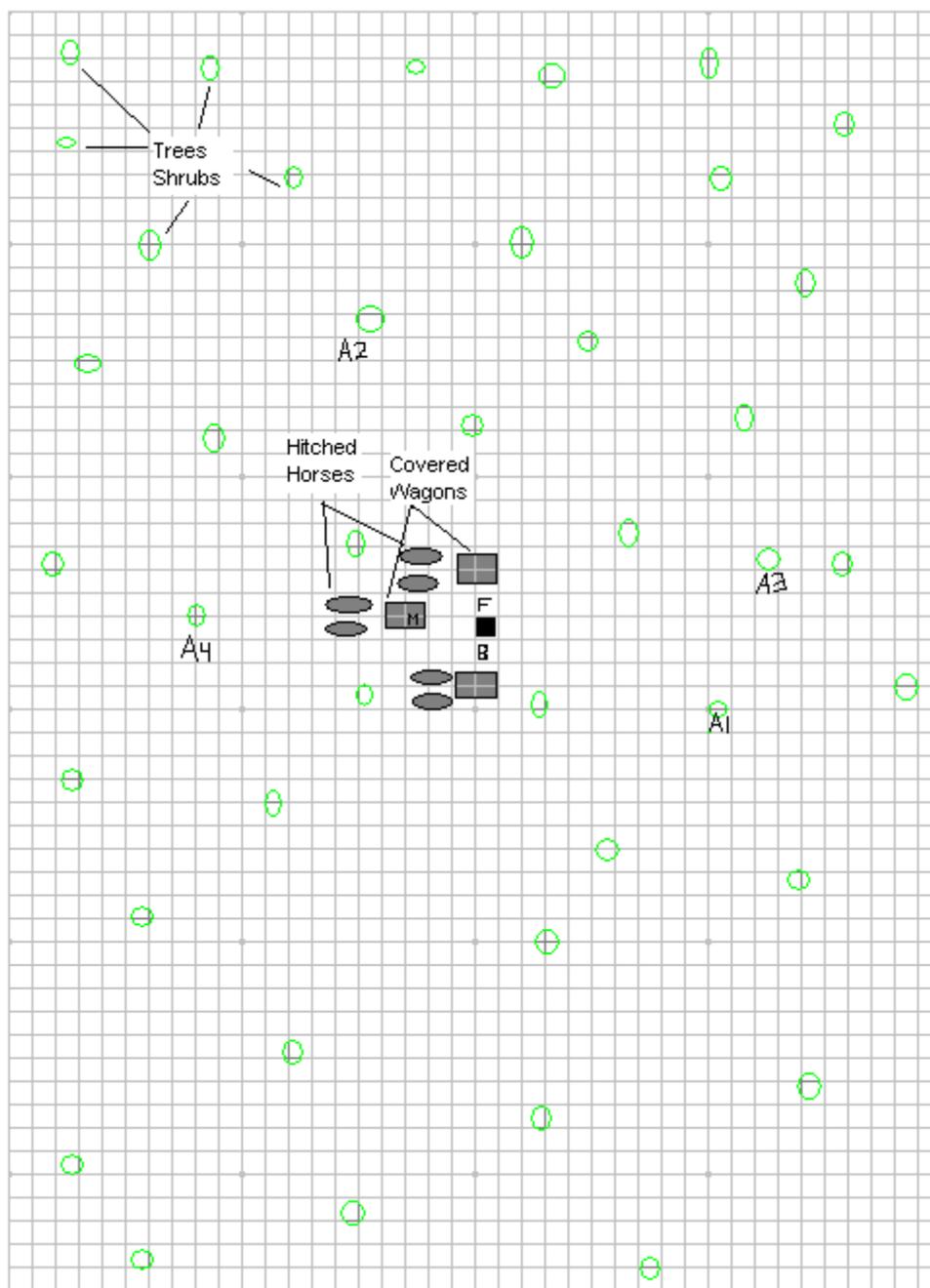


DM's Aid 2: Map 2: False Camp



The PCs start at the top center of the map, 80 ft. away from the top two wagons. This puts them initially 150 ft. away from the hidden wolves (at 50 ft. from the center of camp) and a little over 250 ft. away from the scout (he is 150 ft. from the “camp” and 100 ft. from the wolves). The encounter events are most likely to occur only once the PCs have entered the camp site to investigate. 1 square = 5ft.

DM's Aid 3: Map 3: The Real Camp



The PCs enter this map at the top right corner. This puts them at 160 ft. away from the top wagon. At APL4, allow the PCs to start at the first shrub diagonally in from the corner (i.e. 130 ft. away from the top wagon) and at APL 2, allow the PCs to start at the second shrub diagonally in from the corner (i.e. 100 ft. away from the top wagon).

Be sure to note light sources and light conditions. M = Serpent Mage, B = Serpent Bodyguard, F = Raustus "Fang" Dolcheml, A1, A2, A3, and A4 = Serpent Archers. The Archers are all within 60 ft. of the table and therefore can see any activity in the camp. At APL2 and APL4, only A1 and A2 are present.

The investigation notes behind Player's Handout 1

Target One: Turnip Shipment

Turnip shipment being handled by members of the Aerdy Merchant's Guild. This was a set of four barges just passing through Felten on the way from Ramswash to Minfel. It was attacked while on the Ramswash, about half an hour from reaching Felten.

Invoice: ~380 lbs turnips

Targeted goods: shipment of smuggled diamonds of "Raise Dead" quality.

Possible locations to visit: The Aerdy Merchant's Guild (location 19), The Half Open Eye (location 22), or The Crimson Albatross Tavern (location 17).

Who knew what: Borrent Volz of the Aerdy Merchant's Guild will happily go on at length about the clever multisided trade which involved the turnips, but he has no idea about the diamonds.

Marchesi was aware that the diamonds were being smuggled by Willhun the Erudite, to fund the rebuilding of Onnwal and to fund the activities of the Idee Volunteers. It was Marchesi who told the Serpent Guard about the smuggled diamond shipment.

Willhun suspects, but does not know for certain that Marchesi informed bandits about the diamond shipment.

Target Two: Nature's Bounty natural products shipment.

This was a shipment of natural products from Mishktolan's circle in Minnoc to Nature's Bounty in Felten. It was destined for Nature's Bounty Shop, with some of the Felten Tobacco and spell components being destined for transport on to Sage Keep. It was hit while on the west coast of Lake Felten, while the barges were being polled through the shallows.

Invoice: Lots of different spell components and natural products including Felten tobacco and a number of different poisons from plant and animal sources.

Targeted goods: the poisons and spell components.

Possible locations to visit: Nature's Bounty (location 13), the Guesthouse of Sage Keep (location 12), or The Half Open Eye (location 22).

Who knew what: Crag Barksniffer knows that the shipment contained lots of spell components, hard to find natural products, and the Felten tobacco.

"It was quite a loss. A lot of different people had requests in for items in that shipment. Even old Willhun managed to put together the coin for a couple of bales of Felton Tobacco."

If questioned about the fact that the shipment contained a lot of different poisons, he says

"Oh, yes. The lady Emeria of Sage Keep ordered some pretty large quantities of range of different poisons for her research into creating an Arcane version of Neutralize Poison. She's staying at the Guesthouse, although I have not seen her lately."

Maros has not seen Emeria lately. He is quite worried about her because she simply disappeared one day, and her room was cleaned out when he checked it. Maros knows nothing about poison studies and believed Emeria to be a student of Flan history.

Willhun knows that some codebooks destined for use by the Idee Volunteers were hidden in two bales of Felton Tobacco, but he has no idea why the shipment was targeted by the Serpent Guard.

Emeria arranged to shipment of a whole lot of poisons and some very pricy spell components and then informed her Serpent Guard allies about the timing of the shipment after sweet-talking the details out of Crag.

Target Three: Barghest Ale

A large shipment of Barghest Ale – from the Barghest Brewery to Sage Keep. It was attacked while on the east side of the Shimmering Stream, just a little south of Lake Felten, as the wagons were on the stream-side road.

Invoice: Twenty barrels of Barghest Ale and a handful of books being returned to Sage Keep.

Targeted goods: The Sage Keep books and papers.

Possible locations to visit: Barghest Brewery (location 16) or the Guesthouse of Sage Keep (location 12).

Who knew what: Marigold Popwicket will express amazement that people think her Ale is so good it is worth killing for. She knows nothing other than that her next shipment will have more guards.

Maros will be able to describe the books being sent back to Sage Keep: an old spell book written in an early dialect of draconic, several star-charts, a set of notes on early Druidic holy sites, partial notes from a scholar studying the Grimoire Arcanamach (a copy was captured from Scarlet Brotherhood and is now kept under guard at Sage Keep), and "Migrations patterns of the Ur-Flan" by Kalif the Grey.

Emeria needed the star charts, the notes on Druidic holy sites and "Migrations patterns of the Ur-Flan" to successfully decipher the location of the ruins in the Jagged Hills. Rather than laboriously copy everything by hand, she handed them over to be returned to Sage Keep, made sure she knew which wagon driver had been handed the papers, and then slipped away to join her Serpent Guard allies in attacking the shipment and seizing everything.

Target Four: Dwarven-made mining tools

Invoice: Dwarven-made mining tools. It was attacked at night while the wagons were on the lakeside road on the west side of Lake Felten.

Targeted goods: The mining tools.

Possible locations to visit: Hafgan Craggenhilt's Fine Dwarven Goods Emporium (location 14)

Who knew what: None of the Craggenhilt's (Hafgan, Veit, or Brottir) know anything of use.

A non-tattooed member of the Serpent Guard came in looking for mining tools and found out from Brottir that the adamantine mining tools were due to be shipped out late the next evening. She (the Serpent Guard member) pretended disinterest and left. The Serpent Guard did their own investigations and found the timing and path of the delivery. They threw most of the shipment (including the *urgrosh*) deep into Lake Felten and took enough equipment to set themselves up for cave and ruin exploration. If the ruins require excavation they plan on kidnapping a bunch of miners and equipping them with the tools.

Target Five: Forest products

These goods were primarily imported goods destined for Fel'thas Naitharn's Elvish Wood Crafts shop, although it also contained a shipment of Greatbows and arrows for the Felten Guard. It was attacked dusk while the barge was being pulled on the east side of Lake Felten. Shipment originated from Ekehold, where local people harvested the wood from Sarwych Forest.

Invoice: Wood elf-made greatbows, 40, fine ashwood chests, 12, lightning-struck oak branches, 18, sandalwood beads, 3 cases.

Targeted goods: the greatbows

Possible locations to visit: Elvish Wood Crafts (location 15), Felten Guard Barracks (location 26), or The Crimson Albatross Tavern (location 17)

Who knew what: Fel'thas Naitharn knows of no reason for this shipment to be particularly targeted, although he knows the druids value unworked lightning-struck oak branches for use as staffs.

Crag and the druids know nothing of value.

Ottolon has already revealed all he knows in his notes.

Marchesi learned of the shipment of bows through a contact in the Felten Guard. He told the Serpent Guard about the greatbows hoping they would attack the shipment to prevent the greatbows from part of the Felten Guard's equipment. Marchesi didn't like the idea of the long reach of the law getting even longer. Also, he cut a deal with the Serpents, where they would get the bows, but Marchesi's men would be given the ashwood chests and the sandalwood beads and such.

Target Six: Fish

This is the last hit to date. It was attacked in the late evening, just after dusk, as the barges were floating down the Shimmering Stream towards an evening port at Minnac. From there, they were due to go on to Trade-house of Onnwal's Merchant Sailors Guild.

Invoice: Salt Cod, 20 barrels

Targeted goods: a smuggled shipment of ocean pearls

Possible locations to visit: The Trade-house of Onnwal's Merchant Sailors Guild (location 21) or The Crimson Albatross Tavern (location 17).

Who knew what: Abelard Stormborne knows nothing of value, stating "The only thing not on the manifest was a copy of 'The Beginner's Guide to Speaking Aquan' that poor Lartan was returning to me."

Marchesi sent his right-hand man, Thomassi, to collect Marchesi's cut of the goods from the last attack, but the Serpent Guard had no intent of handing over anything. Instead of turning over the chests, they tortured Thomassi for information before killing him. Thomassi tried to buy his life by telling the Serpents about a shipment of magic-quality (i.e. high value) ocean pearls hidden in with the salt cod shipment. Marchesi is very angry, having lost both his right-hand man and a very valuable pearl shipment.

Note: One location worth mentioning is the Gnomish Tinker's Association.

There are gnomes here who have worked to make the most unusual boat-wagons being used by the Serpent Guard. Miss "Noddy" Hodgepest was asked a few months ago to modify a couple of wagons to make them able to travel on water, land, and wetlands. She does not know who the humans were, but they paid her rather a lot of money to travel all the way down to Jarlstun and make the modifications. She hasn't seen them since and she assumes that they attempted to take the wagon-barges out into the Azure Sea and sank. She is feeling terribly guilty that she forgot to warn them not to take the wagon-barges out in harsh weather or big waves. Currently, Noddy is trying to make a version that can handle short ocean trips as well as calm water travel. She will be absolutely horrified if she finds out she made the wagon-barges for the Serpent Guard.

DM's Aid 5:

Malfus Anyrdivania's knowledge of the smugglers

Since the PCs have as background information the fact that Malfus Anyrdivania knows stuff, they may decide to question him. He is not going to spill his guts about smuggler contacts to just anyone; it will take a diplomacy check. The Diplomacy check receives the following modifiers:

- Agent of the Jade Mask / Veil of the Sun / Faith of Johydee / Knights of the Chase +2 to roll or +4 if they identify themselves as such
- Knight Protector of the Great Kingdom: -2 to roll
- Royal Guild of Merchants of Aerdy: -2 to roll or -4 if they identify themselves as such
- Nasranite Watch: -2 to roll or -4 if they identify themselves as such

Note: The above modifiers are intended to reflect general bearing of the character as perceived by someone who is concerned about the affiliation of the people with whom they speak. The comment "if they identify themselves as such" is shorthand for any form of identifier, i.e. if the PC wears a badge or distinctive garment, bears the heraldry on shield or armor, shows a particular identifying handsign, or simply says "I'm interested because I am a Knight of the Kingdom". More clear identification of the assumed affiliation leads to stronger modification of the roll.

No matter what Malfus reveals, he is telling the truth when he says that he himself is law-abiding. He may know ways of contacting the smugglers, but he has not involved himself and is in clear of offence in the eyes of the law.

DC 15: "Well, Felten is home to a goodly number of folk who don't wish to pay taxes on all the stuff that flows around and through these islands every day. These days, I've heard rumor that there are two batches of them, dividing the illegal trade of the city between them. They aren't at war, but they are none too friendly with each other. One is full of cut-purses and the other is full of folk who say they are doing it for some cause or other. Neither group is the sort that a good law-abiding citizen like myself will associate with. I've told you all I know and that's as much as most people around here know. Can I help you with any law-abiding requests?"

DC 20: "Well, the thieves of Felten split in two about a year or two back. One faction has taken to calling themselves the "Unofficial Merchants' Guild" or UMG. They are mostly on the east side of the city. The other faction has taken to calling themselves the "Under-table Discounter's Society" or UDS and they are mostly on the west side of the city. They aren't at war, but they are none too friendly with each other. The UMG is full of amoral thieves while the UDS seems to have ties to the Idee Volunteers and the Onnwal resistance. I'm a law-abiding citizen and have never contacted either faction, but I hear that they have eyes and ears in the pubs. If you want to talk to them, go bar-hopping on the east or west side of Felten and chat with the bartenders. I'm sure the people you want will overhear you and decide for themselves about whether to talk to you."

DC 25: "Well, the thieves of Felten split in two about a year or two back. One faction, the "Unofficial Merchants' Guild" or UMG, is mostly on the east side of the city. The other faction, the "Under-table Discounter's Society" or UDS, is mostly on the west side of the city. They aren't at war, but it may come to that. The UMG is full of amoral thieves while the UDS has ties to the Idee Volunteers and the Onnwal resistance. If you want to know more, you can chat with Marchesi at The Crimson Albatross Tavern on the east side or Willhun the Erudite at the Half-Open Eye on the west side. Do not mention my name; we are not having this conversation and I don't know you."

Player's Handout 1: Ottolon's notes on Serpent Guard attacks

Target One: Turnip Shipment

Turnip shipment being handled by members of the Aerdy Merchant's Guild. This was a set of four barges just passing through Felten on the way from Ramswash to Minfel. It was attacked while on the Ramswash, about half an hour from reaching Felten.

Invoice:

~380 lbs turnips

Ottolon's Comment:

"As I understand it, this was one part of a five-way deal between merchants swapping turnips, fabric, dyes, salt and spices, and leather. This was just a stop-over point for a few hundred pounds of turnips. It may have been a mistake that the Serpent Guard hit this one. Commoners reported seeing hundreds of turnips bobbing on the waters of the waters of the Ramswash after the attack."

Target Two: Natural products shipment.

This was a shipment of natural products from Mishktolan's circle in Minnoc to Nature's Bounty in Felten. It was destined for Nature's Bounty Shop, with some of the Felten Tobacco and spell components being destined for transport on to Sage Keep. It was hit while on the west coast of Lake Felten, while the barges were being polled through the shallows.

Invoice:

Minerals - amber (large chunk), flint arrowheads, lodestones, phosphorus, saltpeter, sulfur

Plant products - cattails dried black roses, dried carrots, felten tobacco, incense, ivy leaves, mint leaves, malyss root, moss (bog), moss (common), moss (id), mushrooms, pine cones, pine resin, reed baskets, rose thorns, sassone leaf, tea leaves, terinav root

Balms/oils - a balm of honey and lotus flowers

Dried insects - bees, centipedes, cockroaches, flies, spiders (nonpoisonous), spiders (poisonous), wasps,

Insect products - bees' wax candles, death's head moth cocoons, silkworm cocoons, spider silk,

Live insects - caterpillars, fireflies, glowworms,

Skins/Hides - bear skins, boar skins, bulette skin, carp scales, deer pelts, goldfish scales, a rust monster skin, snake skin, snake scales, xorn scales,

Fur/Hair - black sheep fleece, girallon hair, nixie's hair, porcupine quills,

Feathers - bluebird, canary, cockatrice, eagle, falcon, and raven

Claws/teeth - asp fangs, bear teeth, bear claws, copper dragon's wing claw, falcon claws, hill giant fingernail clippings, tigers' claws

Animal products, other - bat guano, bear fat, deer antlers, deer blood, dried bat-wings, dried chicken gizzard, dried goat intestine, eggs (robin), eggs (snake) goblin bones, gorgon blood, pemmican trail rations, ram's horn, rat's tails

Ottolon's Comment:

"Again, this target makes little sense. Most of the goods are pretty low value. Only the Felten Tobacco has a good high price, but it is not easy to transport that much of the stuff and the Serpent Guard have to be pretty mobile. Many of the things had some value as spell components, but only a few of them were of especially rare and the Serpent Guard has not been known to go after spell components. Talking to the Druids, they mentioned that there were some rare, valuable oils and unguents present that were not on the manifest, but these were intended for a Reincarnation rite and were not so valuable as to motivate an attack."

Target Three: Barghest Ale

Ottolon's Notes: A large shipment of Barghest Ale, twenty barrels— from the Barghest Brewery to Sage Keep. It was attacked while on the east side of Shimmering Stream, just a little south of Lake Felten, as the wagons were on the stream-side road.

Barghest Ale advertisements read "From a secret recipe stolen from the goblins – so good it'll make you howl."

Ottolon's Comment:

"This might not another case of the nonsensical attacks. If it were some other mercenary bandit band, I would think that this were just so the gang could get drunk, but the Serpent Guard are not like that. I'm convinced that there is something more there. Maros the Learned from Sage Keep mentioned that there were

some books that were accompanying the Ale shipment, being moved from their guesthouse library to their main library, but they can not see any pattern connecting the books to the Serpent Guard's other targets."

Target Four: Dwarven-made mining tools

Dwarven-made mining tools destined for Radoc. 50% paid up front by Mendaos of House Radoc, shipment to be received by one Teban, the dwarf head of Radoc's Miner's Guild. This shipment contained pitons, hammers, rope, picks, sledge hammers, etc. It was attacked at night while the barge was being polled on the west side of Lake Felten.

Invoice:

Picks, normal, 10. Picks, adamantine, 10. Hammers, 20. Pitons, 3 crates. Rope, 800 ft., Chisels, normal, 20. Chisels, adamantine, 20. Urgrosh, adamantine, 1.

Ottolon's Comment:

"Another hit that does not seem to make sense. These goods are too heavy and bulky to easily transport and resell for a profit and the urgrosh is too distinctive to resell."

Target Five: Forest products

These goods were primarily imported goods destined for Fel'thas Naitharn's Elvish Wood Crafts shop, although it also contained a shipment of Greatbows and arrows for the Felten Guard. It was attacked dusk while the barge was being polled on the east side of Lake Felten.

Invoice:

Wood elf-made greatbows, 40, fine ashwood chests, 12, lightning-struck oak branches, 18, sandlewood beads, 3 cases.

Ottolon's Comment:

"This attack was a direct challenge to me and my men. Those bows were special ordered and they were already marked as Felten Guard property. If I ever find out how the blazes they knew to hit that shipment, then the responsible people will think that Hextor himself is on the warpath after them!"

Target Six: Fish

This is the last hit to date. It was attacked in the late evening, just after dusk, as the barges were floating down the Shimmering Stream towards an evening port at Minnac. From there, they were due to go on to Trade-house of Onnwal's Merchant Sailors Guild.

Invoice:

Salt Cod, 20 barrels.

Ottolon's Comment:

"When the druid's nets started filling with saltwater cod, they thought it was one of Zagyg's little jokes. Then they noticed the barrel fragments and the bodies of the sailors and guardsmen. I am beginning to believe the Serpent Guard have gone crazy to a man and are now following the will of Erythnul. That best explainst these attacks."

Player's Handout 2: The Songbook of renowned bard and thespian Shale Weisparkel

A stack of songbooks is found sticking out of the center from an unbound bale of Felten Tobacco. Others are trampled into the mud nearby. Apparently, the Serpent Guard found them when taking some leaves from the bale. Below is a description.

This thin manuscript is a collection of songs and poems by Shale Weisparkel. Shale gained some fame for singing songs of independence and freedom throughout the region once known as Idee. He disappeared a few years ago and it is not known whether he joined the Idee Volunteers or was simply eliminated by people angered by his muckraking.

A representative piece of his work is on the first page, a poem called simply "S."

*there was once a noble soul,
a man set to put the world to rights
and on his quest, led by the Light
he paid a heavy toll*

*His baron made mad by sights he'd seen
by monks in cloth of crimson sheen
built a statue in Felten town
and his Folly too, is still around*

*the noble knight asked of his king
my liege rid us of this obscene thing
that looks like man and talks as one
but in his mind has come undone*

*the king told this paladin fair
i think i truly like him there
he will stay put and so will you
or we shall know which one's the fool*

It is clearly a thinly veiled reference to Staceus the Paladin, the founder of the Idee Volunteers.

The most interesting thing about this songbook is that there is a pinhole passing straight through all the pages of the book, hitting a letter on each page. Nothing is spelled out by the pin-holed letters or words, but every one of these songbooks has an identical pinhole hitting the exact same letters.

Player's Handout 3: Intriguing Note

Raustus "Fang" Dolcheml has a scroll tucked in his belt pouch. It contains notes in a feminine hand, apparently a partial translation of Ancient Sueloise writing, as is clear from some of the translation notes on the margins of the scroll. The note reads:

MY DEAR RAUSTUS,

THANKS TO THE CHARTS AND HISTORICAL RECORDS WE CLAIMED FROM SAGE KEEP, I HAVE PARTIALLY TRANSLATED THE ANCIENT SUELOISE SCROLL YOU FOUND. BELOW ARE THE SALIENT POINTS:

"VENOMOUS MASTER" (PYREMIUS?) SENT MESSAGE TO "THE ORACLE".

THE "VENOMOUS MASTER" JOINED THE "GREAT SERPENT BRIDE" IN THE TEMPLE AT THE "LAND OF HILL AND HOLLOW" (JAGGED HILLS) SOMETIME IN 300 CY.

THERE, THEY SUBSEQUENTLY PRODUCED THE "FIVE SISTERS" (WEAPONS? DEFINITELY ARTIFACTS OF POWER).

ONE OF THE "FIVE SISTERS" WAS STORED AT THE TEMPLE FOUND IN THE "LAND OF HILL AND HOLLOW"

OUR CONTACT IN GORNORS COVE WILL HAVE THE NEEDED OLD FLAN MAP. MEET ME AFTER FINAL ATTACK. ELIMINATE ALL WITNESSES AND WE WILL DISAPPEAR BEFORE THE FELTEN GUARD CAN EVEN COUNT THE DEAD.

- EMERIA