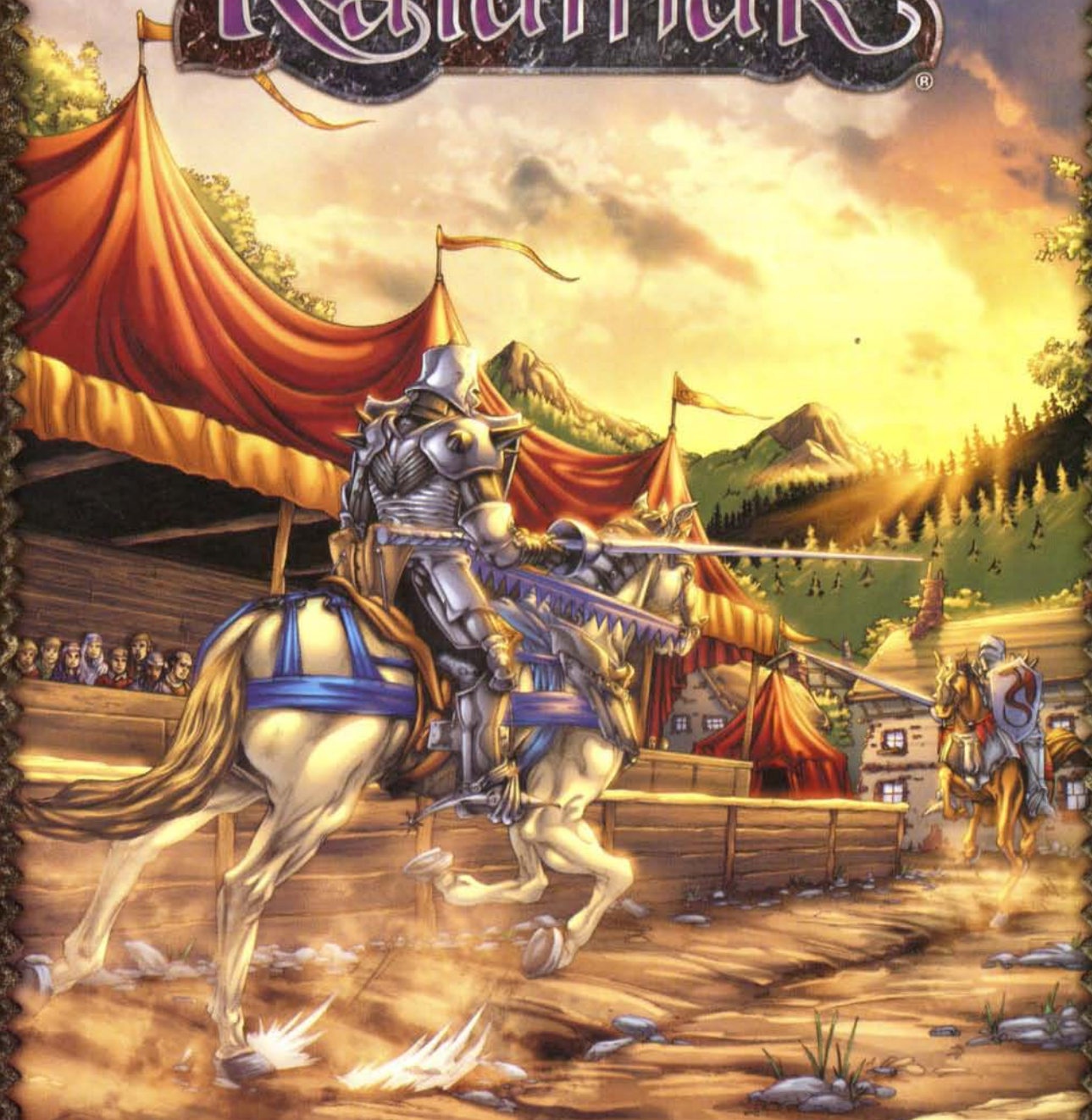




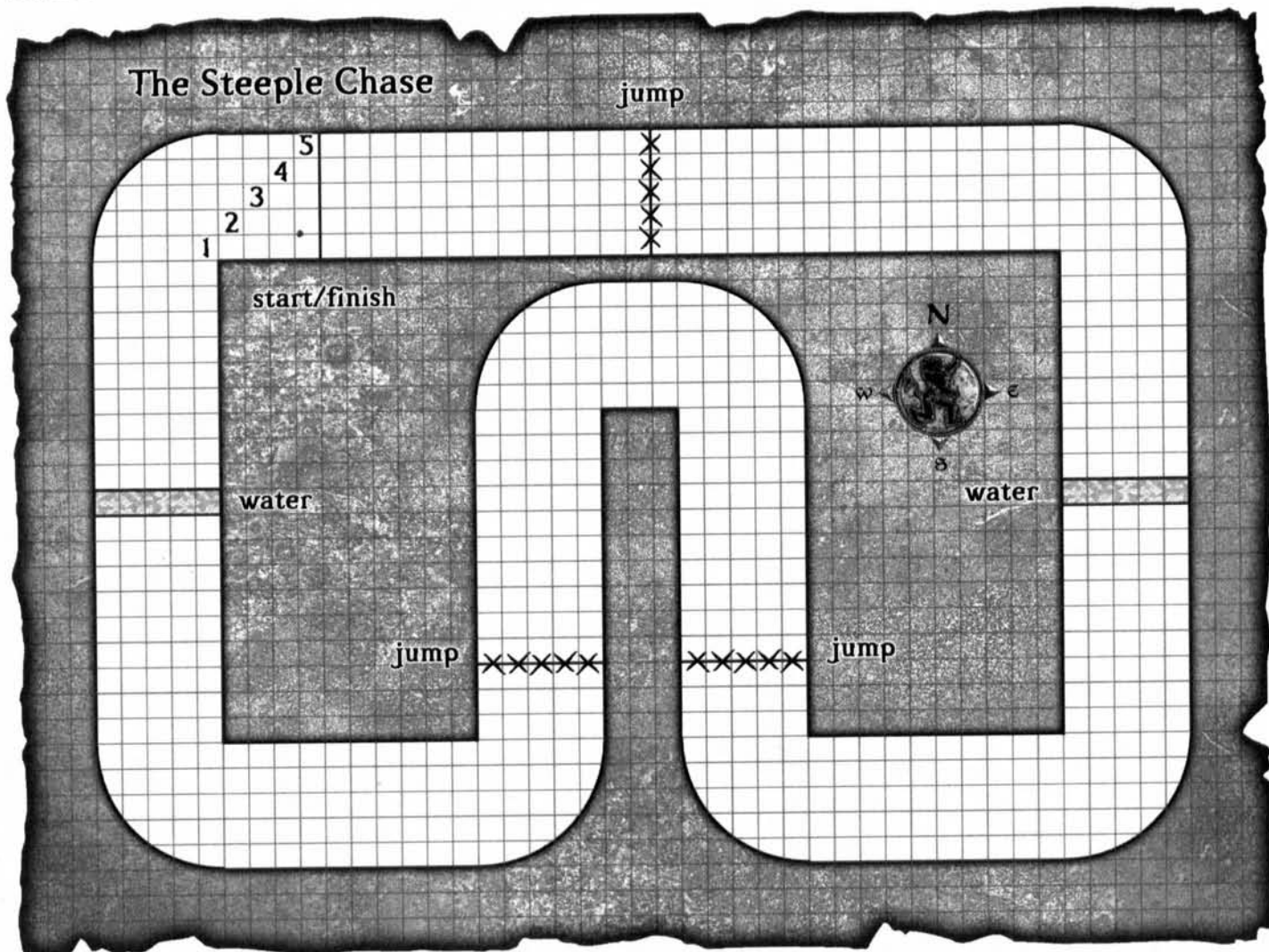
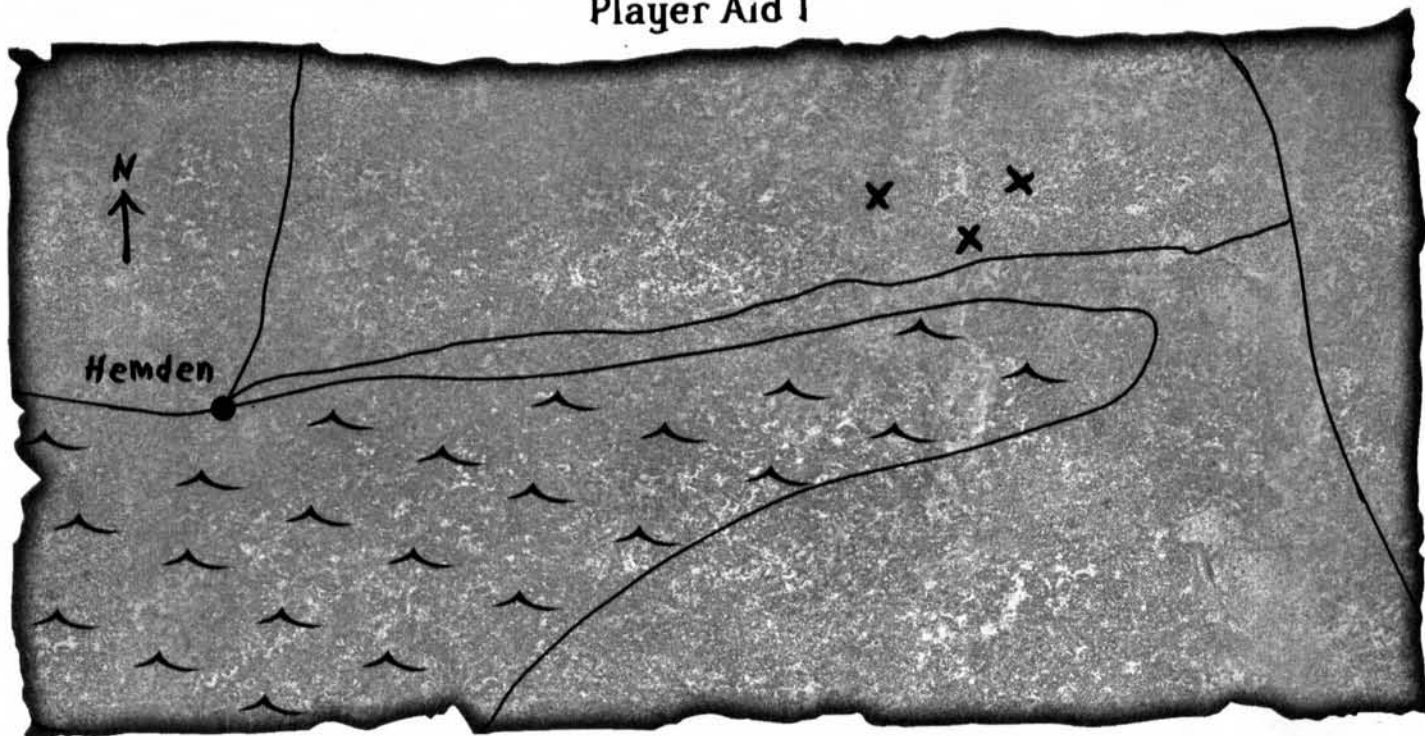
Kingdoms of Kalamar



STAND AND DELIVER

BY BRIAN JELKE

Player Aid 1



stand and DELIVER

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PUBLISHER'S NOTE:

This is a work of fiction. Names, characters, places and incidents either are the product of the authors' imaginations or are used fictitiously, and any resemblance to actual persons, living or dead, events or locales is entirely coincidental.

INTRODUCTION

Stand and Deliver is a KINGDOMS OF KALAMAR® Dungeons & Dragons® adventure for four to six first level adventurers. The Player Characters (PCs) can be of any class but should not be of evil alignment. The adventure takes place in the Village of Hemden in the Kingdom of Eldor although it can be adapted to any fantasy campaign setting or another region of Tellene by changing the names.

The Dungeon Master (DM) will need a copy of the D&D® *Player's Handbook*, *Dungeon Master's Guide* and the *Monster Manual* for this adventure. This product uses updated material from the v.3.5 revision of the D&D rules. The Appendix lists statistics for monsters and key Non-Player Characters (NPCs). As the adventure takes place in the KINGDOMS OF KALAMAR campaign setting, the DM should also have the *KINGDOMS OF KALAMAR campaign setting sourcebook*. *Dangerous Denizens: The Monsters of Tellene* is also useful since some of the monsters used in this adventure are fully described in that book. Any spells, items, feats or skills used herein that are not described in the D&D core rulebooks are referenced by an abbreviation for the appropriate book. For example, the *Kalamar Player's Guide* is abbreviated KPG. If you do not have the book that contains the description of the item or rule in question, simply substitute another item, skill, feat or spell as appropriate from the core rules. For your convenience, we have included detailed descriptions of creatures that have been used from the *Dangerous Denizens* book in an appendix.

This book features the ImageQuest™ adventure illustrator for easy use during game play. ImageQuest is a picture book that helps a DM actually show what the boxed text describes to his or her players. Throughout the adventure, cues refer to a DM

Revised Rules

In the revised version of the D&D rules, some skills and feats have been eliminated while some have been renamed. The following list indicates revised names:

Old skill or feat	New skill or feat
Alchemy	Craft (Alchemy)
Expertise	Combat Expertise
Pick Pocket	Sleight of Hand
Sunder	Improved Sunder
Wilderness Lore	Survival

Furthermore, the revised *Player's Handbook* includes the possibility of a wide variety of weapon sizes for the D&D game. A weapon does different damage depending on its size and using a weapon that is not sized properly for the attacker can affect one's probability to hit. Unless otherwise specified, assume all weapons found or used in this adventure are of the appropriate size for the person using it. If no one uses it, assume the weapon is sized for medium creatures, unless otherwise specified.

map and indicate when to show a featured illustration or distribute *Player's Aids*.

PROLOGUE

On a moonlit night, star-crossed young lovers held each other close in the privacy of the manor stables. True, someone could stumble upon them at any time, but it was late and no one usually bothered with the horses after sundown. They giggled a bit as they led one another by the hands into an unused stall. "I don't know how long we can keep meeting like this," said Talla, the young lady of the house. "Surely our luck will run out and someone will see us come here one night."

"Then let us make this night last forever," replied Jerand, her poor but handsome suitor. With that he kissed her. It wasn't the kind of kiss that an old couple does to remind themselves that they were once in love. It was the kiss of youth, of first love, of true love. It was the kind of kiss in which pressing the lips together is only the beginning. This kind of kiss stirs the whole body. It starts as a spark that moves down through the arms causing them to pull the other person tight. It shot through their legs making them weak in the knees. It made their toes tingle and by the time it had worked its way back up to their minds, they were dizzy and felt the need for a breath of fresh air. Still they clung to one another, neither wanting to be the first to pull back.

A noise startled them and broke their embrace. "Hoo. Hoo." the night owl called. They heard a rush of air and the flutter of wings and began to laugh at themselves. "'Tis but an owl, my love." Jerand proclaimed. "A sentinel of our love wardi..."

A gruff booming voice interrupted him. "Damn ye boy! Get your hands off my daughter at once!" They gasped and reeled as the door flew open and the fury of a man of middling years encroached upon them. "And you girl. Get thee back to the house!" the man shouted with authority.

"But father!" When she tried to speak he advanced upon her even more threateningly. "I'll have none of it. Get!"

With the man's attention focused on Talla, young Jerand seized the opportunity to bolt for the door. He gained a good jump and before the man realized it, Jerand had begun his sprint across the manor grounds. "Thank Delneb he didn't lose the dogs this time," Jerand thought to himself as he huffed in the cool night air.

"Oh father! Must you be so stubborn?" Talla blurted out before she began to sob.

"No daughter of mine will wed a barrel maker. I'll not have it. Now get thee in the house," he boomed and led her away by the arm while she cried and protested.

As each lover lay in their separate beds that night, they shared the same thoughts. "Surely there must be some way."

Background

This adventure presents the PCs with three loosely related plots. The first is their potential involvement in a local contest of skill that is set to determine the possibility for courtship among two young lovers of different social standings. This part of the scenario presents some fantastic opportunities for role-playing as the PCs get to know the characters involved and try to influence the outcome.

The second plot involves the ruins of a fledgling town. The town of Guvlven was deserted under mysterious circumstances and nearly all that remains is a ruined fort. It is currently populated with animals and monstrous inhabitants, but the background of this place offers great opportunities upon which the DM can expand. Will the PCs discover the reason for the mysterious disappearance of the original inhabitants?

The final plot in this adventure involves assisting local tribesmen in eradicating the humanoids who have desecrated one of their ancestral burial tombs. If the PCs are successful, they may gain a favorable alliance with the local Mashony people.

These stories can weave together or each can serve as a subplot to another. Either way, they provide a fantastic springboard for any DM to start a new D&D campaign.

ADVENTURE SYNOPSIS

The player characters arrive in the town of Hemden and hear of a local jousting competition occurring in several days. Then, as the player characters are relaxing in a local tavern, a hooded figure approaches them. The frail voice of the cloaked figure reveals that she is a woman as she asks their permission to be seated. Once seated, she drops her hood and reveals her beautiful features. Her name is Talla Duvelna and she explains that she is in need of the service of a champion to save the life of her beloved suitor, Jerand. Jerand is but a simple cooper but they are deeply in love. Jerand's pursuit of Talla has angered her well-to-do father because of the difference in the social standing of the pair. Her father, Frompir, has declared that if Jerand wishes to continue the courtship, the young man must defeat her father's body guard, Gruthal, in single combat. Without formal combat training, Jerand is no match for the powerful Gruthal, yet Jerand feels he must agree to the duel in order to protect his honor and show his love for Talla. In order to save her beloved's life, Talla wishes to find a champion who may have a chance of beating Gruthal. She feels that if Jerand does lose the challenge in this way then at least he will not be physically harmed. She begs those she identifies as potential candidates to participate in the name of defending true love, for what cause could be nobler than that?

Gruthal is a skilled fighter who would likely defeat any one of the PCs in single combat. If they agree to help, the PCs face a daunting task as they figure out a way to win the duel. Frompir will allow a single champion to be chosen on behalf of the young man Jerand. If Gruthal wins, Talla's father Frompir will forbid his daughter from seeing Jerand ever again. If Jerand or his champion wins, Frompir will attack the suitor himself in a fit of rage. In either case, Jerand and Talla will attempt to elope and flee the village by heading east toward the ruins of the town of Guvlven.

If the PCs explore the wilderness to the east they find the pair held captive by the denizens that inhabit the ruins of Guvlven. The PCs may have a difficult time attempting to free the young

lovers but a local tribe of Deji people, the Mashony, come to their aid.

The Mashony are a secret tribe of Deji that live in the swampy environs of Prawdin Sound. They have kept their presence in the area largely unknown for many hundreds of years. But now they too are in need of help and thus they have become emboldened in showing themselves to outsiders. By helping the PCs against the denizens of the ruins of Guvlven, they hope to convince the PCs to help them with a problem they are having at one of their ancestral temples. Ratfolk have overrun one of these sacred sites. The Mashony need the assistance of the PCs to help them rid the site of this sacrilegious influence and return it to their control.

ADVENTURE HOOKS

The player characters find themselves in this area either because they are local to Eldor or they have come here during a brief stop on a longer ship voyage. If you choose the ship voyage explanation as to why the PCs come to Hemden, there are several reasons the ship might stop here. The captain of the ship that the PCs have booked passage on could be either lost, having been blown off course by storms or he may have intentionally stopped off in Hemden to conduct some business or to visit a sick relative. Their ship could be in need of repairs that will take at least several days and perhaps even weeks to complete.

After you have defined a reason for the PCs to be in the village, use one of the following adventure hooks to get them involved in one or more of the plots.

- 1) The PCs have heard of the local Skill Fair contest and have come to compete.
- 2) The PCs enter town and find out about the contest by reading about it. See Encounter 0.
- 3) Jadurdo, the head of the local fisherman's guild, has a score to settle with the Duvelna family. He carefully observes any newcomers in town with the intent to enter them into the Skill Fair to defeat Duvelna's man. See Encounter 2.
- 4) The PCs go to the Fireside Inn and meet Talla Duvelna. See Encounter 3.
- 5) The PCs hear rumors of a rash of grave robberies and have come to investigate. See Encounter 4.

THE VILLAGE OF HEMDEN

Population: 616 (see KINGDOMS OF KALAMAR Atlas p25)

At a Glance: The Village of Hemden is a typical Eldoran settlement in the heart of Eldor. Humans of Brandobian descent primarily populate the town, with some citizens having the merest hint of elven ancestry. On the surface, most people appear disdainful of non-Brandobians, as is the tradition of their culture. However, most of the common folk quickly shed this facade once in private or if shown particular courtesy by an outsider. Many of them do not strongly believe in the racism prevalent in their culture but keep public appearances up for

The Village of Hemden

the sake of tradition and fear of attracting negative attention to themselves. The only other race found in the town with any significant frequency is halflings. For more information on the Country of Eldor, see page 17 of the *KINGDOMS OF KALAMAR* campaign setting sourcebook.

Government: The Village of Hemden is a population center that is run by an Eldoran military governor, Major Gladhald Stendahl. He is steadfastly loyal to the king in Dalen and was awarded his comfortable position after years of loyal service in the Eldoran military. While the Crown has knighted him, he does not own any of the land in or around the city. He merely administers it on behalf of the king and his title is not hereditary. Stendahl is a fair man who tries to ensure that his village maintains its peaceful state and loyalty to the Crown. Hemden also governs the rural areas within about a dozen miles of the village. Beyond that point jurisdiction transfers over to neighboring villages. There is also a royal magistrate who lives at the governor's castle. Transen Dirstidur is a native of Bronven to the west, but has been assigned here to hear both criminal and civil matters on behalf of the Crown.

Economy: The economy of the local area is primarily agricultural with corn as the staple crop. Within the village this is supplemented by considerable fishing, as the waters of Edros Bay offer plentiful shellfish, tuna and other fish. The local merchants and the Parish of the Prolific Coin frequently work together to maintain the local economy, which is generally friendly and accessible to trade, though they are sometimes thwarted by subversive acts of the Courts of Inequity.

Guilds: Local guilds include a Theater Guild, a Fisherman's Guild and a local branch of the Golden Alliance merchant's guild. These guilds primarily exist to protect the interests of their members and in the case of the Theater Guild to promote availability and interest in the performing arts. The head of the Theater Guild is Frelbo Nurdin and the head of the Fisherman's Guild is a fisherman named Jadurdo. Frompir Duvelna leads the local chapter of the Golden Alliance.

Military: There are no Eldoran troops stationed in Hemden, though daily law enforcement activities are handled by five constables. Pernid Whipwind heads the constable staff and reports directly to Magistrate Dirstidur.

Major Temples: With congregations devoted to the Parish of the Prolific Coin, the Theater of the Arts, the Church of the Life's Fire and the Courts of Inequity, there are seven clerics who permanently reside in town. The two biggest followings belong to the Parish of the Prolific Coin and the Church of the Life's Fire, with the Parish of the Prolific Coin boasting a fifth level cleric as the head of their local congregation. If necessary, he is willing to cast spells such as Cure Disease to help a party of adventurers for an appropriate donation (and assuming they don't cause too much trouble). See the *Dungeon Master's Guide* for guidelines on costs associated with NPC spellcasting. The Parish of the Prolific Coin holds their prices firm. The Church of the Life's Fire is willing to negotiate prices depending on the

character of the PCs, but they only have a third level cleric available.

Mages & Sages: Fern Wendolholm is an old man who spends much of his time talking to visiting travelers at the Fireside Inn. He is a retired adventurer (wizard 5) who also knows much of the local history. Fern is always in the mood for a good story, whether telling or listening.

Underworld: A group that considers itself the local thieves' guild consists of about a half dozen rogues. A human rogue named Bartul leads this troupe. Most of their activity involves petty thievery, primarily from travelers visiting their village. They tend to avoid burglary, as they don't want to attract any unnecessary attention from the local constabulary. They also sometimes shakedown visiting merchants for protection money. This group is closely allied with the Courts of Inequity as both have an interest in preying on foreigners.

Interesting Sites: The ruins of Guvlven (see Special Notes below) lie in an area shrouded in mystery about 19 miles to the east of Hemden. Also, Mulgond Swamp on the northern shores of Prawdin Sound is the home of a secretive tribe of Deji people called the Mashony. The Mashony have taken great care to remain undetected by the Eldoran government over the years.

The Old East Downs lie just outside the village. These fair grounds are used periodically to host a regional contest called the Skill Fair. Hosting of the fair rotates among the neighboring villages and towns. Villagers and merchants from other towns come to see the contest. Thus, at the fair one may find some goods that would not otherwise be available in Hemden under ordinary circumstances.

Special Notes: The town of Guvlven was officially founded in the year 193 Y.K., when it became a stopping point on the road from Dalen to Ospolen. Though the area around Prawdin Sound had been settled for years, it was around this time that the road south from Randolen was constructed. A Brandobian garrison was established at the intersection of the new Randolen road and the Edros pike (from Dalen to Ospolen) that had been constructed and in use many years before. The area's inhabitants (mostly fishermen, farmers and hunters) eventually began to settle closer to the garrison and the crossroad because of the increased security and the opportunities to trade with those traveling on the roads.

This meager economy persisted for hundreds of years until the post was temporarily abandoned in 523 Y.K., when nearly all Brandobian troops were called to battle the Kalamarans in the Napalago Hills. Within a couple of years, the surviving troops of the Brandobian garrison were ordered to return to their post at Guvlven, no longer being needed to ward off the non-existent Kalamaran threat at Napalido. When the captain and his men returned, they found the village and their wooden fort had been mysteriously burned with no trace of the inhabitants. The humbled veterans camped out and sent word to Eldor of the disappearance of the citizenry. When the king in Dalen sent additional troops and an order to rebuild the fort, the reinforce-

ments discovered an abandoned campsite in the ruined village. The Dalen infantry could find no trace of the villagers or the war veterans who had recently returned home. They again sent word of the mystery to Dalen and began to hastily rebuild their fort in earnest. After hearing news of a second mysterious disappearance in the area, the furious Brandobian King quickly sent more troops and a team of skilled craftsmen who were to build a secure stone castle at the crossroad. By the time this troupe could be assembled and reached the former site of the Village of Guvlven, they too found the place devoid of human inhabitants. A wooden fort with a stone foundation had been half built but no men could be found. It was as if they all suddenly vanished. The frightened workers returned to the capital with the news. The perplexed King decided that supernatural forces were at work, declared the area to be haunted and forbade further attempts to investigate. Shortly thereafter, he commissioned a new road that would bypass the old road by heading north at a point farther to the west, near the settlement of Hemden.

A stone castle was successfully completed near the site of the new crossroad several miles west of the original settlement of Guvlven in the year 545 Y.K. In 682, when Brandobia attacked the elves of the Lendelwood, the creek that ran near the castle was diverted to form a moat. This was done to make it harder to lay siege because of expected retaliation by the elves. No such attack ever came. During the Brandobian Civil War of 705 and the years of chaos that ensued, the wealthy villagers who lived next to the castle insisted upon building a stone wall around their neighborhood to protect their homes from invaders. With royal Eldoran funding, the wall was completed in 708, just as the Brandobian empire split into three separate kingdoms.

To this day, no one knows what happened to the original inhabitants of Guvlven, or the two contingents of soldiers who returned to find the abandoned village. Ever since that time, locals have been heard to say that bad events happen in threes. Mulgond Swamp, the murky estuary northeast of Hemden has endured as a forbidden area. Now the Village of Hemden remains situated at an important intersection of the roads connecting Dalen and Randolen to Inolen, Ranven and ultimately the country of Mendarn.

Because of the swampy and shallow nature of Prawdin Sound, it never saw much sea trade. Tiny fishing villages dot the southern shore but the north and western banks remain largely uninhabited (as far as most Eldorans know). Those fishermen who do navigate the estuary stay clear of the origin of the bay because of its reputedly haunted nature and the fact that it is illegal to tread there.

PCs may be able glean some or all of the above through successful role-playing interactions with the locals, or the following successful skill checks: Gather Information (DC 15), Knowledge (local – if the PCs are local to the area) (DC15), Knowledge (history) (DC 20), Knowledge (nobility) (DC 25). If the PCs attempt to garner other information about the town,

roll on the table below to randomly determine what they learn, or simply pick a piece of information

**RUMORS AVAILABLE IN THE VILLAGE OF HEMDEN
(1D20)**

- 1) "The Theater Guild meets on Katarday (in two days)." (true)
- 2) "A half-elven bard named Lanolin used to live in town. Some say he sired a child over at the Duvelna estate. Gruthal was the boy's name." (false)
- 3) "The bi-monthly fair should be a good one this time. I heard there's a score to be settled." (true)
- 4) "Avoid the orphans by the well. They're trouble. They'll put a hex on ye." (false)
- 5) "The merchants of the Golden Alliance have a strong presence in southern Eldor from Inolen to Dralven. In fact, they are looking for hired hands in Dralven." (true)
- 6) "If you hear strange noises in your house or barn at night you might have a haunting. Be sure to set out some bread and milk to appease the spirits and they'll treat you right. If not, they'll set a plague upon your house." (true – these rumors are about the urban fairy living in the ruins of Guvlven that often visits Hemden to cause mischief.)
- 7) "There's a ghost horse that roams the grounds at the grave yard." (true)
- 8) "Young maid Maurin is with child but she won't say who the father is." (true)
- 9) "Gruthal is sweet on young maid Maurin." (true)
- 10) "Lord Stendahl is up to no good in that keep of his. He scarcely comes out except at night and looks all pale." (false)
- 11) "The corn might have trouble this year. Sum'a the farmers been seein' too many locust in their fields." (true)
- 12) "That Church of the Coin's been corrupted. 'Tis the work of the Addler. The way they tax their people, it just ain' right." (false)
- 13) "I hear old man Wendolholm is trying his hand at penning a play for the theater to put on this spring." (true)
- 14) "There's good prices on furs right now." (true)
- 15) "I caught a good-fur-nuthin' halfling with his hand inside me bag tha' odder day. Id a wholloped 'oim good but I lost 'im in the crowd at the market." (true)
- 16) "I saw some pointy-ears coming into town the other day. I don't know what they think they're doing here. That's some nerve they've got. (true – refers to the group of elves that recently arrived in town)
- 17) "A sideshow man was showing a winged beast in a covered cart over in the market square. Said it was for sale." (true)
- 18) "Muridnay was down by the market one night a while back, drunk a'course. He said he seen a man with a rat face rootin' around in the dark. But I think it was him that was rat-faced, if ya know what I mean." (true – refers to a ratfolk that was in town).

The Village of Hemden

- 19) "Those Mendarns are buildin' up their army. Might come a day when they come knockin' at our door and we won't even be ready for 'em." (false)
- 20) "That Mulgond Swamp has got monstrous animals and vermin ten times the size they should be. It's not safe to go there." (partially true)

THE FIRESIDE INN

The Fireside Inn is a reasonably priced inn and tavern located in the heart of the Village of Hemden on the southeast corner of the Edros pike and Harbor Street. It offers a lively, yet comfortable atmosphere for the weary traveler. The menu includes roast venison (3 sp), stew, (5 cp), pork (2 sp), a few tasty cheeses (1 sp) and raisin bread (3 cp). Stabling for mounts can be had for 5 sp/day while rooms cost 1 sp/day for common and 5 sp/day for semi-private. Beer (4 cp/pitcher) and wine (2 sp/pitcher) are most popular, though they do serve stronger spirits to those so inclined (1 gp/drink). Fern Wendolholm is an old man who frequents the inn and knows many stories about local history and events. The innkeeper's name is Thurgald.

THE MARKET TAVERN (EL 1)

The Market Tavern is more of a rough and tumble place than the Fireside Inn. Local thieves sometimes prey on drunken clientele, but prices are somewhat cheaper than elsewhere. Wine and beer can be purchased by the pitcher for 2 cp and 1 sp, respectively. Stabling is 3 sp/day and rooms range from 2 cp/day for common to 2 sp/day for semi-private. The proprietor's name is Bertnar. If the PCs choose to enter the Market Tavern, they may encounter a man named Stedman, a member of the clergy of the Courts of Inequity. He sits near the fire at the end of a worn oaken table with several others talking and making boisterous merriment. He knows Talla and has always desired to have his way with her. He would love nothing more than to have Jerand quietly out of the way so he can make his move, deflower her and then dump her.

Stedman, Follower of the Eye, cleric of Enard, god of injustice, male human (Brandobian) Clr1: CR 1; Size M (5 ft., 6 in. tall); HD 1d8+2; hp 10; Init +1 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; Base Atk +0; Grp +1; Atk +1 melee (1d6+1, quarterstaff), or +1 ranged (1d4, sling); AL LE; SV Fort +4, Ref +1, Will +5; Str 13, Dex 12, Con 15, Int 9, Wis 16, Cha 14.

Language Spoken: Brandobian (Eldor).

Skills and Feats: Balance +1, Bluff +2, Concentration +6, Diplomacy +6, Disguise +2, Escape Artist +1, Forgery -1, Gather Information +2, Heal +3, Hide +1, Intimidate +2, Jump +1, Listen +3, Move Silently +1, Perform +2, Ride +1, Sense Motive +3, Spot +3, Survival +3, Swim +1, Use Rope +1; Combat Casting, Improved Initiative.

Possessions: Noble's outfit with brown tunic, quarterstaff, sling, silver holy symbol, healer's kit, backpack, jeweled necklace (150 gp), 72 gp.

Cleric Domains: Evil, Trickery (adds Bluff, Disguise and Hide to cleric class skills).

Cleric Spells Per Day: 3/2+1. oth – inflict minor wounds, cure minor wounds, resistance; 1st – cause fear, inflict light wounds; Domain – disguise self.

ENCOUNTER 0: The Notice

The PCs spot a column in the marketplace upon which notices are posted. If they look closely read the following text.

As you enter the Village of Hemden you come to a column in the center of the market upon which notices are posted. There is but one of interest. It reads, "Come to the bi-monthly Skill Fair hosted by Lord Stendahl. See the competition of archery, jousting, riding and personal combat on the 5th of the month of Sowing at mid day on the old east downs. Entrants must have noble or guild sponsorship by the day of the event to qualify for the purse of 400 golden sovereigns."

ENCOUNTER 1: The Run Away Wagon

If the PCs are not native to Eldor or non-human they may face some significant discrimination at the hands of the close-minded locals. This could manifest in the form of 10-50% higher prices and extremely limited cooperation in the form of providing information or services such as lodging. However, if an outsider proves his good character then the locals are more likely to treat that person as an equal. Use this encounter to give the PCs an opportunity to do a good deed and gain popularity within the village.

As you stand on the streets of Hemden, you see a man and a young boy in a wagon down the road. With a loud whinny, the horse rears up and bolts, knocking the man off the wagon. The horse begins racing out of control toward you as the frightened child holds on for dear life.

The man who was driving the wagon is named Fern Wendelholm. He is a retired wizard who is very popular among the locals. Anyone who helps him would surely gain the respect of many of the common townfolk. The boy in the wagon is his grandson.

There are numerous ways the PCs might try to resolve this situation. Certainly there might be several spells that would be effective in calming the horse. If the party has no spellcasters or chooses not to use spells, they may try to jump on the wagon or the spooked horse to gain control of it. Jumping on the wagon requires a DC 15 Jump check. Jumping on the horse requires a DC 20 Ride check. Once a PC has mounted the horse it requires

a DC 10 ride check to bring it under control. Attempting to control the horse from the wagon requires a DC 15 Handle Animal check. Characters who have Wild Empathy may use it to attempt to calm the horse without mounting it or the wagon. If the PCs attack the horse treat it as a standard light horse.

The horse will calm down after a couple minutes of running amok in the town. The boy remains safe although you should make sure the PCs think he could be violently flung from the wagon at any moment. Even if the PCs are unsuccessful in calming the horse, Fern Wendelholm will be grateful that they tried to help and he will spread good word about the PCs among the townsfolk.

ENCOUNTER 2: The Fish Monger

Use this encounter if you want to introduce the PCs to the adventure by having the fisherman's guild offer to sponsor them in the Skill Fair.

As you stand near the wharf you notice a man peering throughout the crowd of people who tread there. He appears to be looking for someone or something. Upon spotting you, he smiles and beings to approach.

If the PCs await to meet the man approaching them read the following (assuming they understand his language).

When the man approaches within earshot he speaks in Merchant's Tongue. "Hello good sirs. Welcome to Hemden. I trust being new to town you are looking for work, yes?"

If the PCs indicate they are not looking for work, he leaves to go find someone else. Otherwise, he continues by telling them about the contest.

I represent the local fisherman's guild and we are looking for a capable candidate to represent our guild in a contest that is to take place five days from now. If any of you are skilled in archery, jousting, riding or combat I'd like to talk to you about entering the competition.

If the PCs continue their discussion with Jadurdo, he tells them the details of the contest and if they have a candidate who seems promising (likely a fighter or similar class), he offers to sponsor that person and asks only for the contest entrance fee to be refunded if the individual wins. The other awards of the contest are his to keep.

Jadurdo normally has very little interest in such contests but he has heard that Frompir Duvelna is entering a man in the contest. Jadurdo and Duvelna often butt heads over trading prices and fishermen's rights versus merchant's rights. Thus, Jadurdo would like to see Duvelna's man lose the contest just out of spite for the old man.

ENCOUNTER 3: The Young Lady

Use this encounter if the PCs go to the Fireside Inn. Even if they avoid the Inn you may use this encounter elsewhere if you want to give them the opportunity to help Talla Duvelna. The Fireside Inn is a meeting place where travelers and locals alike go to share stories and enjoy the warm food and tasty beer. It is a two-story stone building that provides a comfortable place to stay for those with sufficient funds. The PCs may meet Talla there.

As you are relaxing in the Fireside Inn, a hooded figure approaches you. The soft voice of the cloaked figure reveals that she is a young lady. "Hello good sirs, may I be seated?"

If the PCs agree to let her sit continue reading the next boxed text section. If the PCs refuse, she leaves in disappointment and continues to seek someone to help her in the remaining time she has left before the contest.

Once seated, she drops her hood and reveals her beautiful features. Eyes glancing to each side as if perhaps nervous, she says, "Hello, my name is Talla Duvelna and I am in need of the service of a champion."

After testing the reaction of the group she has approached, she continues her story if their behavior appears honorable.

"The noble deed with which I need assistance will save the life of my beloved suitor, Jerand. Jerand makes his living as a simple cooper but we are deeply in love. Our courtship has angered my old-fashioned father because of the difference in our family's social standing. My father has declared that if Jerand wishes to continue the courtship, he must defeat my father's man, Gruthal, in single combat. Without formal combat training, Jerand is no match for the powerful Gruthal yet I know Jerand will agree to the duel in order to defend his honor. In order to save my beloved's life, I wish to find a champion who may at least have a chance at defeating Gruthal."

If the PCs try a Sense Motive check on Talla, they may be able to find out she is being sincere in her request and has no ulterior motives (DC 15). If the PCs refuse to help, she leaves in disappointment and continues to seek someone to help her in the remaining time she has left before the contest. If the PCs agree to help she gives them any details of the contest to which she is privy, including the time and place.

The site of the contest will be outside of town to the east of the Sangros River just south of the old east trail. The contest is to take place five days from when the PCs meet Talla. See the encounter describing The Contest for information on the rules. The PCs will likely need to buy a horse to participate in the contest. If they are too poor to do so or if they learn of its existence through Gather Information skill checks (DC 17), you may use the encounter with the Phantom Steed below. Alternatively, Talla may be able to convince her father to rent a mount to Jerand's champion. See the details of Encounter 9: The Contest for more information.

ENCOUNTER 4: The Grave Yard

The village graveyard lies to the northwest of town. If the PCs heard rumors of grave robberies in the area and decide to investigate the graveyard read the following.

As you leave the confines of the village buildings to the northwest, the ground rises to a low hill. The hillside is spotted with numerous small tombstones though most of them are flat and only become visible upon a close approach. Besides the graves, there are two distinct features of the graveyard. One is a small masoleum and the other is a statue of a powerful looking warhorse.

I. THE MASOLEUM

If the PCs approach the masoleum read the following.

A stone building with a wooden roof overhanging one side stands amid the silent graves. The building itself is about 10 feet by 20 feet on the outside with the roof extending another five feet on one side. The wall under the roof contains a series of rectangular stones that seal off the burial chambers within the structure.

If the PCs look closely, they may make a Search check (DC 5) to notice that one of the sealing stones looks brand new though the date of death carved in it is about 15 years ago. The names on the stones are written in Brandobian (Eldor). If the PCs try to find the name on the new-looking tombstone, they find out it is Gurthun I. There are no discernable tracks in the area.

This grave was robbed recently by the ratfolk who are hiding out in the Mashony Tomb. See Encounter 12. They broke open the grave and stole a jeweled belt after overhearing some of the village inhabitants comment on how Gurthun I had been buried with it. Gurthun I is the father of Gurthun the garment peddler who lives in Hemden (building 29 on the Village of Hemden building key). If the PCs question Gurthun, he has no idea who is behind the robbery but finds it appalling that a robber would stoop to disturbing the dead. If the PCs ask, Gurthun can describe the missing belt.

2. THE PHANTOM STEED

If the PCs approach the statue of the horse read the following and DISPLAY ILLUSTRATION 1 ON PAGE IQ1.

A statue of a large, powerful-looking warhorse stands near the top of the hill. An inscription on the statue, written in Brandobian, reads, "I will come for that which only a hero can offer."



After the PCs have a chance to read and ponder the inscription read the following text.

As you look at the statue you notice a curious sight in the distance at the bottom of the hill. A mighty horse much like the one depicted by the statue paces back and forth, seemingly observing you. It carries itself with an unnatural intelligence.

After a few minutes of observation or if the PCs try to approach the horse, it rides away and disappears as it becomes ethereal. If the PCs approach the statue at a later time, it will reappear and continue to observe them from a distance, repeating its behavior until someone solves the riddle of the inscription.

The beautiful yet weathered statue has been there longer than anyone can remember. The locals say that Storich Duvelna, a paladin of some renown, commissioned it centuries ago. Those who frequent the area claim to have seen a frightening phantom horse roaming the area around the statue. The phantom may be

seen grazing, galloping or rearing up on its hind legs from time to time, yet it remains in the vicinity of the statue and so far there is no discernable pattern to its appearances. This rare creature is a ghost-like apparition of the former paladin's warhorse. Its spirit form was created when it was slain dishonorably by one of Storich's rivals. He buried the horse there and had the statue erected in its honor. Because it was murdered before its time, it has remained frozen in a state between life and death, waiting for an opportunity to serve a hero one last time. Until a hero calls the phantom steed with the appropriate solution to the statement on the statue, it is bound to the vicinity of its earthly remains. In this state, only those who can roam the ethereal plane can physically interact with it. Once released from the bounds of its mortal remains, it can travel any distance without fatigue and serve its master until it has helped accomplish a noble deed. Once it has helped its master accomplish a noble deed, at the first opportunity, the horse rides off to the outer planes in search of its long-dead original master.

The answer to the riddle is "A hero's welcome". The person who wishes to successfully solve the riddle must be of noble heart and must make the horse feel welcome by inviting it to join his or her service for the purpose of fulfilling a noble cause. If the PCs are able to free the steed, they can use it in the contest to assist Jerand or his champion. See the New Monsters Appendix for statistics.

ENCOUNTER 5: Elves Come to Town (EL 1)

When the PCs are in town and preparing for the pending duel, the Dungeon Master may wish to liven things up with some random encounters or interactions with the locals. If this is the case, he or she may wish to experiment with the role-playing scenario of a small group of elves coming to town. These young elven men are traveling to Eldor (perhaps all the way to the capital in Dalen) to test the reactions of the local inhabitants. They have heard the stories of the rift between the two neighboring peoples yet wish to experience the feelings on their own, just to see how bad things really are. The elves are nothing but courteous and polite to all whom they meet. They are well dressed and do carry arms, with which they will defend themselves if necessary (and they have purchased papers giving them the right to bear these arms; available to all freemen for 1 gp per weapon).

The reaction of the townsfolk will be curiosity at first, followed by contempt. Should the elves react in a civilized manner in spite of the contempt of the townsfolk, many of the people will warm up to them (possibly with open disregard for local custom). However, there is one patron named Bertrold who will not let their presence go unchallenged. He insists that they leave both the Inn and village immediately. It is expected that the PCs might come to the aid of the elves and confront Bertrold for his bold demands. As such, his statistics are included below. If the situation escalates into a bar room

brawl, use the statistics for the thugs in Encounter 6 should it become necessary.

Bertrold, male human Rogr: CR 1; Size M (5 ft., 6 in. tall); HD 1d6+2; hp 8; Init +3 (+3 Dex); Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather armor), touch 13, flat-footed 13; Bas Atk +0; Grp +2; Atk +2 melee (1d6+2, handaxe), or +3 ranged (1d4 + poison, crossbow); SA sneak attack +1d6; SQ trap finding; AL NE; SV Fort +2, Ref +7, Will +2; Str 14, Dex 16, Con 15, Int 12, Wis 15, Cha 8.

Languages Spoken: Brandobian (Eldor), Merchant's Tongue.

Skills and Feats: Balance +5, Disguise +1, Escape Artist +5, Hide +3, Jump +6, Listen +2, Move Silently +7, Open Lock +7, Search +3, Sense Motive +6, Sleight of Hand +7, Spot +6, Tumble +7, Use Rope +7; Lightning Reflexes, Point Blank Shot.

Possessions: *Potion of darkvision*, handaxe, hand crossbow, 3 needle bolts (poisoned), 3 doses of chokevine milk poison (Injury DC 13, Initial damage 1d3 Str, Secondary damage 1d3 Str, 100 gp each), masterwork studded leather armor, 17 gp.

Another reason that Thenius and his elven companions are in town is that the tomb of one of their long-dead elven leaders was robbed recently and they found a fragment of a journal including a map near the scene, which led them to Hemden. If the PCs ask to see the map show them Player's Aid #1. They are interested in any clues they might uncover that would reveal the location of any elven artifacts in the local area. Many of the stolen items can be found with the ratfolk encountered later in this adventure. The ratfolk represent a ring of tomb robbers operating from Lendelwood to Edros Bay.

When the PCs encounter the elves read the following boxed text.

As you relax over flavorful refreshment you hear the door to the establishment open. In a moment, a hush falls over the crowd as you see a group of men with pointed ears enter the room. They smile at the prying eyes and quietly take a seat at their own table.

Thenius, cleric of Selandi, Lord of Silver Linings, god of healing, hope and mercy, male elf (high) Clr: CR 1; Size M (5 ft., 4 in. tall); HD 1d8+1; hp 9; Init +2 (+2 Dex); Spd 30 ft.; AC 17 (+2 Dex, +5 breastplate), touch 12, flat-footed 15; Base Atk +0; Grp +2; Atk +2 melee (1d6+2, quarterstaff), or +2 ranged (1d4, sling); AL NG; SV Fort +3, Ref +2, Will +5; Str 14, Dex 15, Con 12, Int 8, Wis 16, Cha 13.

Languages Spoken: Merchant's Tongue, Elven.

Skills and Feats: Concentration +5, Hide +2, Listen +5, Move Silently +2, Search +1, Spot +5; Heighten Spell.

The Village of Hemden

Possessions: Sky blue robe, quarterstaff, sling, masterwork breastplate, silver holy symbol, healer's kit, backpack, *potion of levitate*, 168 gp.

Cleric Domains: Luck (can re-roll one roll once per day), Renewal (if brought to zero hit points regains 1d8+1 hit points once per day – KPG).

Cleric Spells Per Day: 3/2+1. oth – *create water, detect magic, guidance*; 1st – *comprehend languages, faith shield* (KPG); Domain – *charm person*.

Thenius holds the rank of "Gentle" within the Church of Everlasting Hope. The group looks to him for leadership because of their reverence and faith. Although the elven society from which they hail is polytheistic, the elven people of the Lendelwood hold clerics representing traditional elven values in high regard.

Erel, male elf (high) Rgr1: CR 1; Size M (4 ft., 11 in. tall); HD 1d8; hp 8; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 20 (+3 Dex, +5 breastplate, +2 shield), touch 13, flat-footed 17; Base Atk +1; Grp +3; Atk +5 melee (1d8+3, masterwork longsword), or +5 ranged (1d10, masterwork heavy crossbow); SA favored enemy: goblinoids; SQ wild empathy; AL CG; SV Fort +2, Ref +5, Will +1; Str 16, Dex 17, Con 11, Int 14, Wis 13, Cha 13.

Languages Spoken: Merchant's Tongue, Draconic, Elven, Orc.

Skills and Feats: Climb +7, Concentration +4, Diplomacy +3, Heal +5, Hide +3, Knowledge (nature) +6, Listen +3, Move Silently +3, Search +4, Spot +3, Swim +6, Use Rope +7, Survival +3; Improved Initiative, Track.

Possessions: breastplate, heavy steel shield, masterwork longsword, masterwork heavy crossbow (10 bolts), backpack, *potion of bull's strength*, 12 gp, weapon permits.

Youran, male elf (high) Ari1/Rogr1: CR 1; Size M (4 ft., 11 in. tall); HD 1d8 + 1d6; hp 10; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 19 (+4 Dex, +5 chain shirt), touch 14, flat-footed 15; Base Atk +0; Grp +0; Atk +0 melee, or +4 ranged; AL NG; SV Fort +0, Ref +6, Will +5; Str 10, Dex 19, Con 11, Int 12, Wis 16, Cha 16.

Languages Spoken: Merchant's Tongue, Elven, Gnoll.

Skills and Feats: Forgery +3, Handle Animal +7, Hide +4, Intimidate +4, Knowledge (nature) +5, Knowledge (religion) +3, Listen +5, Move Silently +4, Search +3, Sense Motive +7, Spot +5, Swim +1, Survival +4, Tumble +6, Use Rope +6, Use Magic Device +8; Improved Initiative.

Possessions: 26 gp, +1 chain shirt, masterwork rapier, masterwork composite longbow, 20 arrow, backpack, weapon permits.

Ferrelo, male elf (high) Ftr1/Wiz1: CR 2; Size M (4 ft., 11 in. tall); HD 1d10 + 1d4; hp 13; Init +1 (+1 Dex); Spd 30 ft.; AC

11 (+1 Dex), touch 11, flat-footed 10; Base Atk +1; Grp +2; Atk +2 melee, or +2 ranged; AL CG; SV Fort +2, Ref +1, Will +2; Str 13, Dex 12, Con 11, Int 14, Wis 11, Cha 13.

Languages Spoken: Merchant's Tongue, Elven, Orc, Sylvan.

Skills and Feats: Forgery +4, Hide +1, Intimidate +2, Jump +4, Knowledge (nature) +6, Knowledge (religion) +5, Listen +2, Move Silently +1, Search +5, Spot +2; Improved Unarmed Strike, Quick Draw, Scribe Scroll^B.

Possessions: 77 gp, masterwork rapier, brooch of shielding, 100 gp pearl, backpack, spellbook, weapon permit.

Wizard Spells Known (3/2): oth – *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*. 1st – *identify, mage armor, shield, silent image*.

Wizard Spells Memorized: oth *daze, flare, ghost sound*, 1st: *mage armor, silent image*.

ENCOUNTER 6: Thugs (EL 2)

If the PCs accepted the assignment from Talla they will no doubt begin formulating a plan. When they do, locals who are friends with Gruthal, or who have something against Talla or Jerand, may overhear them. Thus depending on the nature of their planning and the secrecy with which they conduct it, some potentially irate locals approach them and encourage them to mind their own business. It does not help if the PCs hail from outside of town. At the very least, the local ruffians will be unhappy with their interference in the matter and make their position known to the PCs.

When the thugs confront the PCs, **DISPLAY ILLUSTRATION 2 ON PAGE 101**.



Nurand, male human Com1: CR 1/2; Size M (5 ft., 7 in. tall); HD 1d4; hp 4; Init +1 (+1 Dex); Spd 30 ft.; AC 12 (+1 Dex, +1 shield), touch 11, flat-footed 11; Base Atk +0; Grp +1; Atk +1 melee (1d6+1, club), or +1 ranged; AL LN; SV Fort +0, Ref +1, Will +2; Str 12, Dex 12, Con 11, Int 11, Wis 15, Cha 15.

Languages Spoken: Brandobian (Eldor).

Skills and Feats: Hide +1, Listen +2, Move Silently +1, Profession (farmer) +9, Spot +6, Use Rope +5; Shield Proficiency, Skill Focus (Profession).

Possessions: club, small wooden shield, 9 sp.

Lostrum, male human Warr: CR 1/2; Size M (5 ft., 6 in. tall); HD 1d8+1; hp 9; Init +3 (+3 Dex); Spd 30 ft.; AC 18 (+3 Dex, +5 chain shirt), touch 13, flat-footed 15; Base Atk +1; Grp +4; Atk +4 melee (1d6, rapier) or +4 ranged; AL N; SV Fort +3, Ref +3, Will +0; Str 17, Dex 16, Con 13, Int 16, Wis 11, Cha 12.

Languages Spoken: Brandobian (Eldor), Oldor (Halfling), Merchant's Tongue, Deji (Malavlan).

Skills and Feats: Balance +5, Bluff +3, Climb +5, Disguise +3, Gather Information +1, Hide +3, Listen +0, Move Silently +3, Search +5, Spot +0, Use Rope +5; Dodge, Endurance.

Possessions: chain mail, rapier, 9 gp, gold chain (50 gp).

Smulken, male human Exp: CR 1/2; Size M (6 ft., 1 in. tall); HD 1d6-1; hp 5; Init +1 (+1 Dex); Spd 30 ft.; AC 14 (+1 Dex, +3 hide armor), touch 11, flat-footed 13; Base Atk +0; Grp -1; Atk -1 melee (1d6-1, quarterstaff), or +1 ranged; AL N; SV Fort -1, Ref +1, Will +1; Str 9, Dex 12, Con 8, Int 15, Wis 9, Cha 8.

Languages Spoken: Merchant's Tongue, Brandobian (Eldor), Sylvan.

Skills and Feats: Craft (trapmaking) +5, Disable Device +9, Escape Artist +3, Forgery +6, Heal +3, Hide +1, Knowledge (religion) +6, Listen +3, Move Silently +1, Search +6, Sleight of Hand +4, Spot +3; Point Blank Shot, Skill Focus (Disable Device).

Possessions: tanglefoot bag, quarterstaff, flask of oil, flint and steel, hide armor, 39 sp.

Trenmer, male human Com: CR 1/2; Size M (5 ft., 8 in. tall); HD 1d4+3; hp 7; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +0; Grp +3; Atk +3 melee (1d6+3, club), or +0 ranged; AL N; SV Fort +3, Ref +0, Will +3 Str 17, Dex 11, Con 16, Int 14, Wis 12, Cha 11.

Languages Spoken: Brandobian (Eldor), Merchant's Tongue, Dwarven.

Skills and Feats: Concentration +5, Handle Animal +6, Hide +0, Knowledge (nature) +4, Listen +1, Move Silently +0, Ride +4, Search +4, Spot +1; Iron Will, Skill Focus (Handle Animal).

Possessions: 9 sp, club, backpack, hemp rope.

use this encounter, give the PCs an opportunity to make a Spot check (DC 15). If they succeed, read the following boxed text.

As you walk down one of the lanes of the village you notice a small person climbing out of a first floor window opening.

This person is Botolo the halfling rogue. If the PCs confront him about his business he invents a story about how he lives in this building and his front door was stuck shut. The local kids are always playing practical jokes like that on him, he muses. He has a sack full of 50 sp that he has just stolen from this residence.

Botolo, male halfling (lightfoot) Rog: CR 1; Size S (3 ft., 1 in. tall); HD 1d6; hp 6; Init +4 (+4 Dex); Spd 20 ft.; AC 17 (+4 Dex, +1 Size, +2 leather armor); Base Atk +0; Grp -6; Atk -1 melee (1d3-2, small dagger), or +5 ranged (1d6, small light crossbow); SA sneak attack +1d6; SQ trap finding; AL CG; SV Fort +1, Ref +7, Will +1; Str 7, Dex 19, Con 10, Int 12, Wis 11, Cha 10.

Languages Spoken: Merchant's Tongue, Goblin, Oldor (Halfling).

Skills and Feats: Balance +8, Climb +0, Decipher Script +5, Forgery +3, Handle Animal +2, Hide +12, Jump +0, Listen +4, Move Silently +6, Sense Motive +4, Spot +6, Survival +2, Tumble +8, Use Magic Device +2; Alertness, sneak attack +1d6.

Possessions: leather armor, eight bolts, dagger, backpack, large sack (50 gp).

One round after the PCs confront Botolo, a new group of rogues makes their presence known by coming out of hiding from around the corner and attempting to deliver sneak attack non-lethal damage to Botolo and his "gang of thieves" using unarmed strikes. Have the PCs make Listen checks (DC 14) to determine if they are surprised. If the PCs defend themselves with lethal weapon attacks, the rogues quickly draw weapons and attack in kind – though they are not out to kill the group, just to teach them a lesson about committing burglary without "guild" membership.

If the fight is not going in their favor (any one of them is knocked out or killed, or they sustain 50% or more of their hit points in damage) the rogues flee.

Altamir, male human Rog: CR 1; Size M (6 ft., 2 in. tall); HD 1d6+1; hp 7; Init +6 (+2 Dex, +4 Improved initiative); Spd 30 ft.; AC 14 (+2 Dex, +2 leather armor); Base Atk +0; Grp +1; Atk +2 melee (1d6+1, rapier), or +2 ranged (1d6+1, javelin); SA sneak attack +1d6; SQ trap finding; AL CE; SV Fort +1, Ref +4, Will +1; Str 12, Dex 14, Con 13, Int 14, Wis 13, Cha 11.

Languages Spoken: Brandobian (Eldor), Merchant's Tongue, Elven, Oldor (Halfling).

ENCOUNTER 7: Caught in the Act (EL 3)

Have the PCs stumble onto a two-bit thief in the process of burglarizing a residence. Just as the PCs try to stop him, a small group of rogues attack in retaliation for discovering him and "his gang" (the PCs) working freelance. This band of rogues holds little power in the town and would thus not really be considered a thieves' guild. However, they like to think they are a thieves' guild and behave territorially as a consequence. If you

Skills and Feats: Appraise +6, Bluff +4, Craft (locksmithing) +6, Hide +6, Listen +3, Move Silently +6, Profession (farmer) +5, Ride +4, Search +6, Sense Motive +5, Spot +5, Swim +3, Tumble +6; Alertness, Improved Initiative.

Possessions: masterwork rapier, leather armor, 2 javelins.

Vrindon, male human Rogr: CR 1; Size M (5 ft., 8 in. tall); HD 1d6+1; hp 7; Init +1 (+1 Dex); Spd 30 ft.; AC 17 (+1 Dex, +4 chain shirt, +2 shield); Base Atk +0; Grp +1; Atk +1 melee (1d6+1, rapier), or +1 ranged (1d6+1, javelin); SA sneak attack +1d6; SQ trap finding; AL CG; SV Fort +1, Ref +3, Will +0; Str 12, Dex 12, Con 12, Int 13, Wis 10, Cha 9.

Languages Spoken: Merchant's Tongue, Brandobian (Eldor).

Skills and Feats: Appraise +5, Decipher Script +5, Disguise +3, Escape Artist +5, Hide +1, Listen +0, Move Silently +1, Open Lock +3, Perform (dance) +3, Profession (driver) +4, Sense Motive +4, Spot +0, Swim +5, Use Magic Device +1, Use Rope +5; Run, Shield Proficiency.

Possessions: chain shirt, heavy wooden shield, rapier, 2 javelins.

Ichil, male human Rogr: CR 1; Size M (5 ft., 11 in. tall); HD 1d6-1; hp 5; Init +2 (+2 Dex); Spd 30 ft.; AC 16 (+2 Dex, +4 chain shirt); Base Atk +0; Grp +0; Atk +0 melee (1d6, rapier), or +2 ranged (1d6, javelin); SA sneak attack +1d6; SQ trap finding; AL CN; SV Fort -1, Ref +4, Will +4; Str 11, Dex 15, Con 9, Int 12, Wis 14, Cha 10.

Languages Spoken: Merchant's Tongue, Brandobian (Eldor).

Skills and Feats: Appraise +5, Bluff +4, Climb +4, Concentration +3, Gather Information +4, Hide +2, Listen +4, Move Silently +6, Sense Motive +6, Sleight of Hand +6, Profession (farmer) +6, Spot +4; Iron Will, Run.

Possessions: chain shirt, rapier, 2 javelins, backpack.

Brendol, male human Rogr: CR 1; Size M (6 ft., 4 in. tall); HD 1d6+1; hp 7; Init +3 (+3 Dex); Spd 30 ft.; AC 17 (+3 Dex, +4 chain shirt); Base Atk +0; Grp +0; Atk +1 melee (1d6+1, rapier), or +3 ranged (1d6+1, javelin); SV Fort +1, Ref +7, Will +3; SA sneak attack +1d6; SQ trap finding; AL CN; Str 13, Dex 17, Con 13, Int 16, Wis 17, Cha 9.

Languages Spoken: Brandobian (Eldor), Merchant's Tongue, Dwarven, Gnome.

Skills and Feats: Bluff +3, Climb +5, Decipher Script +7, Disguise +3, Forgery +7, Hide +3, Intimidate +3, Listen +7, Move Silently +3, Open Lock +7, Search +7, Sense Motive +5, Spot +3, Swim +5, Tumble +7, Use Magic Device +1; Blind-fight, Lightning Reflexes.

Possessions: chain shirt, rapier, 2 javelins, backpack, tangle-foot bag.

ENCOUNTER 8: The Captive Beast (EL 1)

If things seem to be going slowly while the PCs make preparations for the duel, use this encounter to liven things up. A traveling merchant has brought a "trained" hippogriff with him into town. He uses it to raise money as people pay to gawk at the beast. He is also looking to sell it if the price is right (3,000 gp or equivalent). Unfortunately, at an inopportune time, it will break free from its bonds and run amok in the streets, threatening ordinary citizens. If the PCs fail to help or choose to help defeat it and the fight is going poorly, the elves from Encounter 5 help – if they are still around. Within five minutes a constable and a traveling cleric arrive on the scene to assist. If the PCs help subdue the beast or at least drive it off, those involved in the fight along side them will be grateful.

A side show barker stands in the market square aside a covered wagon. "Step right up, see the fantastic hippogriff! It's a magnificent, magical winged beast the likes of which you'll never forget! Just one copper stone for an exciting glimpse that will last a lifetime." A small crowd of about eight people begins to mill around the cart and fumble through their coin pouches to find their payment. Just then, there is a terrible screech from inside the cart and a popping sound. Before you know it, a flying beast emerges, with broken chains on its limbs and an angry scowl.

Hippogriff: CR 2; Large Magical Beast; HD 3d10+9; hp 25; Init +2 (+2 Dex); Spd 50 ft., fly 100 ft. (average); AC 15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13; Base Atk +3; Grp +11; Atk +6 melee (1d4+4, claw); Full Atk +6 melee (1d4+4, two claws) and +1 melee (1d8+2, bite); SQ darkvision 60 ft., low-light vision, scent; AL N; SV Fort +6, Ref +5, Will +2; Str 18, Dex 15, Con 16, Int 2, Wis 13, Cha 8.

Skills and Feats: Listen +4, Spot +8; Dodge, Wingover.

Fortind, human merchant, Exp 1, CR 1/2; Size M (6 ft. tall); HD 1d6; hp 3; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d4, dagger) or +0 ranged (1d8, light crossbow); AL N; SV Fort +0, Ref +0, Will +3; Str 11, Dex 10, Con 10, Int 16, Wis 12, Cha 12.

Languages Spoken: Brandobian (Eldor), Merchant's Tongue, Brandobian (Mendarn), Brandobian.

Skills and Feats: Appraise +7, Balance +0, Bluff +5, Climb +0, Concentration +0, Diplomacy +5, Disguise +1, Escape Artist +0, Forgery +3, Gather Information +5, Handle Animal +5, Heal +1, Hide +0, Intimidate +1, Jump +0, Knowledge (geography) +4, Knowledge (local) +4, Listen +1, Move Silently +0, Pantomime +1, Perform +1, Ride +0, Search +6, Sense Motive +5, Spot +5, Survival +2, Swim +0, Use Magic Device +5, Use Rope +0, Bazaar Veteran (KPG, +4 bonus to Appraise common goods/+2 for rare goods, +2 Bluff when bartering for common goods), Dragon

Blood (KPG, you can detect magic on items within 30 feet (Search check DC 20) or when held (Search check DC 15)).

Possessions: 6 gp, dagger, backpack, covered cart, mule and harness.

Crendar, Constable, male human War: CR 1/2; Size M (6 ft. tall); HD 1d8+2; hp 6; Init +2 (+2 Dex); Spd 30 ft (+10 ft. for 14 rounds due to Sprint feat); AC 18 (+4 chain shirt, +2 Dex, +2 Shield), touch 12, flat-footed 16; Base Atk +1; Grp +4; Atk +4 melee (1d8+3, battle axe); AL LN; SV Fort +4, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 8, Wis, 10, Cha 8.

Languages Spoken: Brandobian (Eldor)

Skills and Feats: Appraise -1, Balance +2, Bluff -1, Climb +3, Concentration +2, Craft (all skills) -1, Diplomacy -1, Disguise -1, Escape Artist +2, Forgery -1, Gather Information -1, Heal +0, Hide +2, Intimidate +3, Jump +3, Knowledge (all skills) -1, Listen +0, Move Silently +2, Mime +0, Perform -1, Ride +2, Search -1, Sense Motive +0, Spot +0, Survival +2, Swim +3, Use Rope +2, Sprint (see *KINGDOMS OF KALAMAR Player's Guide* page 91) and Hammer and Anvil (see *KINGDOMS OF KALAMAR Player's Guide* page 86).

Possessions: Chain shirt, large steel shield, battle axe.

Avil, cleric of Fornor the Speaker of the Word, female human Clr: CR 1; Size M (5 ft., 5 in. tall); HD 1d8+4; hp 12; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 chain shirt), touch 11, flat-footed 14; Base Atk +0; Grp +1; Atk +1 melee (1d8+1, heavy mace), or +1 ranged (1d4, sling); SV Fort +3, Ref +1, Will +4; SQ spontaneous casting, turn undead; AL LG; Str 13, Dex 12, Con 12, Int 9, Wis 14, Cha 13.

Languages Spoken: Brandobian (Eldor).

Skills and Feats: Appraise -1, Balance +1, Bluff +1, Climb +1, Concentration +1, Craft (bookbinding) +3, Diplomacy +1, Disguise +1, Escape Artist +1, Forgery -1, Gather Information +1, Heal +2, Hide +1, Intimidate +1, Jump +1, Listen +2, Move Silently +1, Open Lock +2, Perform (oratory) +1, Profession +4, Ride +1, Search -1, Sense Motive +2, Spot +2, Survival +2, Swim +1, Use Rope +1; Extra Turning, Toughness.

Possessions: 90 gp, chain shirt, divine focus (canon book The Word), mace, sling, 10 bullets, backpack, healer's kit.

Cleric Domains: Strength (+1 Str for one round once per day), Knowledge.

Cleric Spells Per Day: 3/2+1. oth: *detect magic, guidance, resistance*, 1st: *cause fear, divine favor*, Domain: *enlarge person*.

than one range increment) with points assigned depending on the region of the target the arrow hits. The point values for all the shots will be added together with the highest total winning. The winner of the archery contest earns one point in the overall competition.

The second contest will be a test of horsemanship. The contestants will compete in a steeple chase with the shortest time earning one point for this portion of the event. The next event requires prowess in lance use. Each contestant makes three attempts at hooking a ring with a lance while charging on a horse. The horseman with the most accurate catches out of three tries wins this portion of the event and two points. The contest closes with a battle of personal combat, in which pairs of contestants face one another. The combatant who forces his opponent to yield wins his duel and advances to face the winner of another duel until there is one champion. Three points go to the winner of the final round. The personal combat event will still take place even if a contestant has won all of the earlier events and thus cannot be beaten in the overall competition. Those not winning an event gain no points. The winner of the overall event gains the favor of the Duweln family, the purse of 400 gp and the mount, armor and weapons the losers used in the contest.

The judges deal harshly with direct overt intervention by a person who is not competing in the event. An example of this would be a direct attack on any of the participants. Magical aid is not prohibited but the rules on direct intervention apply. For example, shooting Gruthal down with a *lightning bolt* would most certainly bring a swift penalty and nullify the contest results. However, spells such as *bull's strength* or *aid* cast on the participants prior to the contest would be acceptable, as would healing magic used between duels.

Frompir selects the pairing of combatants for the final event. If Jerand participates in the personal combat event, he will most certainly face Gruthal. If there is an even number of contestants, they each fight another person in a single elimination battle. If there is no single champion, the winners continue with new bouts until a single winner emerges. If there is an odd number of contestants, the individuals with the lowest point scores must fight and the victor will be paired up with the contestant having the highest point score in the next round of battle.

Frompir has directed Gruthal to kill Jerand in personal combat if it can be made to look like an accident. Gruthal has mixed feelings about this since he is fiercely loyal to Frompir, yet he does not wish to be held in contempt by the observers of the duel if it appears that Jerand has been slain without mercy. That is to say, Gruthal will not murder Jerand if he clearly surrenders, but Gruthal will not hold back any blows during what would be perceived as a fair and honorable fight. If he fells Jerand with less than a clearly mortal blow, in the heat of battle he even goes so far as to threaten interveners who wish to save Jerand's life by coming to his aid. This behavior is dictated by

ENCOUNTER 9: The Contest

The duel takes place five days from when the player characters meet Talla in the field outside the village to the east (known as the Old East Downs). The participants compete in four contests of skill. The first will be a contest of archery. Each contestant is allowed three shots at a target from 150 feet (which results in a -2 to hit penalty for a longbow due to being greater

his battle frenzy and he will certainly feel remorse if it results in his dishonor or criminal charges.

In any case, each battle in the final event is one-on-one, with the winner moving on to fight the next winner after a sufficient rest period. The final winner of all combats receives the points for the event. Short of a mortal wound, assume that Gruthal will be healed to full hit points between each battle by the clerics and magic potions provided by Frompir Duvelna.

Additional contestants may enter the event at a cost of 100 gp per additional participant and they must have sponsorship from a noble family or a guild. A single sponsor may back up to two entrants. Thus, Frompir Duvelna backs his own man Gruthal and either Jerand or his chosen champion on behalf of the local merchant's guild, the Golden Alliance. If any non-humans wish to enter the event in such a fashion, the price of entry will be increased to 1,000 gp and Frompir will go to great lengths to secure magical aids against the non-human entrants. If the DM deems it necessary, Frompir has access to any first to third level cleric spell, up to four potions and any first level arcane spell that will aid Gruthal's chances in the contest. He gains these services from his trusted advisors, allies and local friends. Note that Gruthal refuses any magical aids (except healing) unless he has clear evidence that his opponents are using such aid.

If approached with a reasonable argument in the interest of fairness and appearances, Frompir can also be convinced to allow Jerand to rent a suit of half or full plate for use during the personal combat competition. This service requires a payment (or debt) of 100 gp in Jerand's name. Note that the PCs might be better off just loaning him a suit of armor from their own group if they can find an adequate fit. If necessary, the PCs can purchase an appropriately sized suit of chainmail at the standard price on Jerand's behalf from one of the visiting merchants who is in town to attend the fair. Note that Jerand cannot afford this on his own and is too embarrassed to ask for the plate armor loan from Frompir on his own. The Duvelna family will rent the use of any type of standard horse available in the Player's Handbook for half the market price, to be used for the duration of the event only. In the event that a contestant cannot equip himself properly for a particular event, he forfeits that event.

When the PCs are ready to go to the contest, read the following text.

As you arrive at the Old East Downs you see a crowd starting to build as they attempt to find good seating near the contest sites. A jovial, carnival-like atmosphere pervades the event as merchants peddle wares, drinks and food, jugglers and acrobats entertain onlookers and minstrels please the crowd. Beyond the crowds you see a tent that bears the sign of the contest official.

When the PCs enter the contest official's tent, they must present their entrance fees and evidence of an appropriate noble or guild sponsorship. The contest officials remind the PCs that it is traditional to use non-lethal attacks during the personal combat portion of the contest.

EVENT 0 – WRESTLING (EL 1)

Prior to the main events, there will be various wrestling matches presented to warm up the crowd (See Transen under the Additional Contestants section for a sample wrestling opponent.). If the PCs come to watch the wrestling, Transen tries to goad them into fighting him. His standard wager with his opponents is 5 gp. His assistant holds the bets. Additional members of the crowd might be willing to take side bets. This is not part of the official activities, though it is quite popular. Note that Transen gains +2 to hit in melee due to the presence of at least 100 cheering onlookers (gladiator extraordinary ability, KPG p 41).

EVENT 1 – ARCHERY

The archery contest uses the standard to-hit rules. Treat the target as if it has three regions of different Armor Class. Each contestant may fire three arrows from 150 feet away. Hit rolls that hit AC 10 strike the target in the outer ring. Hit rolls that hit AC 15 strike the target in the second ring. Hit rolls that hit AC 20 or better strike the target in the smallest innermost ring. A natural hit roll of 20 strikes the target directly in the center. For purposes of scoring, count misses as zero points, hits to the outer ring as one point, the next inner ring as two points, the inner ring as three points and hits to the center as five points. There may be more than one hit to the center. The contestant with the highest total point score wins. In the case of a tie, each tied contestant gains three more shots until one prevails. Regardless of his or her final point total, the winner of the archery contest earns only one point in the overall competition.

EVENT 2 – STEEPLE CHASE

A relatively easily negotiated array of fencing and barriers has been set up to use as a racecourse. The track resembles a rectangle with a square section indented into one of its longer sides. There are a total of eight turns, three barriers (of equal height) to jump and two water-filled pits to cross (thirteen required Ride checks). See the map provided. Unless Jerand or his champion rides the phantom steed described later, it is assumed that Gruthal and Jerand are provided with horses of relatively equal speed (e.g. a light horse with a speed of 60 ft.) and agility. However, Gruthal is a skilled rider. Up to five contestants can race on the track at one time. Interference with the other racers results in disqualification from this event. Should more than five contestants be allowed in the contest, several races can be held with the winners competing in the

final race. The first contestant to complete the course and cross the finish line with his mount wins the race.

Resolve the race by taking the following steps.

- 1) Randomly determine the starting position of each contestant based on the numbered locations drawn on the map of the race track.
- 2) Have each contestant roll for initiative.
- 3) Have the contestants determine if they are spurring their mounts for greater speed and make any necessary Ride checks. See the Ride skill in the Player's Handbook.
- 4) Have the contestants determine if they want to have their horse use the run action (4x movement). Note that running movement must be in a straight line and may require a Constitution check.
- 5) Each player should take his movement in the order of initiative. Resolve Ride checks for barriers, turns and water hazards for each player as he or she moves. Keep in mind that jumping barriers and water hazards count as 2 squares of movement (10 feet) in addition to the squares taken up by the obstacle. Leaping an obstacle does not count as an action, it is part of the mount's movement.

Each barrier and water pit requires the contestants to make a Ride check (DC 15). Remember that failing a Ride check during a leap results in the rider falling off the horse (resulting in 1d6 points of damage). For the water filled pits, this damage is nonlethal damage. Note that those who fall will be prone and must use a move action to stand up. It takes another move action for a fallen rider to mount his horse again, although the rider may attempt a DC 20 Ride check to achieve a fast mount as a free action.

Each bend in the track requires a Ride check (DC 10). For purposes of this race, making a successful Ride check on a turn grants the contestant an extra five feet of movement. If a contestant makes his Ride check on a bend and also has the highest

Ride check of all the contestants, he or she gains an additional five feet of movement.

EVENT 3 – RING JOUSTING

This is a fairly straightforward event. Each contestant gets three attempts at hooking a ring with a lance while charging forth on a horse. The horseman with the most accurate catches out of three tries wins this portion of the event and two points. The tiny ring should be considered to have Armor Class 23 with standard to-hit rolls made accordingly. If there is a tie among the contestants with the greatest number of rings hooked, each tied contestant gets three additional tries, until one emerges as the victor.

One's skill at riding can have an influence on how well he or she is able to hit something while mounted. In this contest, this fact is reflected by the ability of each contestant to make Ride checks that can influence his or her to-hit rolls. Prior to attempting to hook the ring, have each contestant make a Ride check. Those who reach a DC 20 gain a +1 circumstance bonus to their hit roll. Those who reach a DC 25 gain a +2 circumstance bonus and those who reach DC 30 or better gain a +3 circumstance bonus to hit. These bonuses are non-cumulative. A Ride check is effective for a single hit attempt only.

EVENT 4 – PERSONAL COMBAT (EL 2)

This event takes place unmounted, with squires allowed to assist by providing weapons and helping an armored participant to his feet if necessary. However, squires are not allowed to directly engage other contest participants in battle. Note that if the squire is a spellcaster it may be possible for him or her to covertly heal a fallen combatant under the guise of helping him to his or her feet. However, if Gruthal becomes aware of such activity, he may attack the person responsible in order to put an end to it. The contestants may use any simple, martial or exotic melee weapons including unarmed combat. It is traditional to attack for non-lethal damage during such contests.

The distance from the combatants to the edge of the arena is 25 feet. Because most eyes in the place are focused on the action in the arena, it may be possible for someone to cast certain spells (such as *daze*, for example) from the stands while going unnoticed.

When a contestant appears to yield or is knocked out, a contest official will come out to the site of the battle, tend to the wounded if necessary and declare a victor.

ADDITIONAL CONTESTANTS

Obviously there must be four contestants in order to match the purse. The Duvelna family and the Golden Alliance sponsor both Gruthal and Jerand or his representative (though if a champion represents Jerand that person must come up with his own entry fee). If none of the other PCs wish to enter the competition personally, use the following contestants as necessary and give the players an opportunity to roll for these competitors.

Riding the Phantom Steed

If the PCs are clever enough to gain the service of the phantom steed and use it in the steeple chase they will be faced with a minor speed disadvantage but also gain certain advantages. The disadvantage of riding the steed is its speed of 50 feet. This is slower than the standard light horse that has a speed of 60 ft. However, because of its undead status the phantom steed can use a run action indefinitely and never has to make a Constitution check for doing so. Perhaps best of all, the rider of the phantom steed need not make a Ride check when jumping barriers in the race because even if he fails the check, the steed effortlessly glides through the barrier with its incorporeal legs. The phantom steed gladly accepts Ride checks made to spur it to greater speed. Because of its incorporeal nature, it cannot be harmed by such actions. Finally, if the steed is close to losing the race, it will use its frightful moan special attack in an attempt to panick the opposing contestants and their mounts.

Chired the Purifier, cleric of Brovadol, god of chivalry, honor and valor, male human (Brandobian) Clr1: CR 1; Size M (5 ft., 8 in. tall); HD 1d8+2; hp 10; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+1 Dex, +5 chainmail), touch 11, flat-footed 15; Bas Atk +0; Grp 2; Atk +3 melee (2d6+3, greatsword); SQ spontaneous casting, turn undead; SV Fort +4, Ref +1, Will +4; AL LG; Str 14, Dex 12, Con 14, Int 10, Wis 15, Cha 13.

Languages Spoken: Brandobian (Eldor).

Skills and Feats: Appraise +0, Balance +1, Bluff +1, Concentration +6, Diplomacy +1, Disguise +1, Escape Artist +1, Forgery +0, Gather Information +1, Heal +2, Hide +1, Intimidate +1, Jump +2, Listen +3, Move Silently +1, Perform (all skills) +1, Ride +6, Search +0, Sense Motive +2, Spot +3, Survival +2, Swim +2, Use Rope +1; Combat Casting, Martial Weapon Proficiency B (greatsword), Skill Focus (Ride), Weapon Focus^B (greatsword).

Possessions: Chainmail, white tunic, greatsword, silver holy symbol, healer's kit, backpack, 20 gp.

Cleric Domains: War, Nobility (Inspire Allies, KPG p 155).

Cleric Spells Per Day: 3/2+1. oth: *guidance, resistance, virtue*
1st: *divine favor, shield of faith*, Domain: *magic weapon*.

Chired is a traveling cleric of Brovadol, the Knight of the Gods (god of chivalry, honor and valor). If he learns of the contest, like everyone else, he certainly becomes interested in attending the event as an observer. He is also willing to entertain ideas that he should compete in one or more of the events as Jerand's champion. He could be convinced to do this if he learns of the sincerity of the relationship between Jerand and Talla and he secures a donation to his church, the Halls of the Valiant.

Munvaln, male human Warr1: CR 1/2; Size M (6 ft. tall); HD 1d8+1; hp 9; Init +4 (+4 Dex); Spd 30 ft.; AC 16 (+2 leather armor, +4 Dex), touch 14, flat-footed 12; Base Atk +1; Grp +1; Atk +2 melee (1d6+1, shortsword); or +5 ranged (1d8, longbow); AL LN; SV Fort +3, Ref +4, Will -1; Str 12, Dex 18, Con 12, Int 8, Wis 8, Cha 9.

Languages Spoken: Brandobian (Eldor)

Skills and Feats: Appraise -1, Balance +4, Bluff -1, Climb +5, Concentration +1, Craft (all skills) -1, Diplomacy -1, Disguise -1, Escape Artist +4, Forgery -1, Gather Information -1, Heal +0, Hide +4, Intimidate -1, Jump +5, Knowledge (all skills) -1, Listen -1, Move Silently +4, Pantomime -1, Perform (all skills) -1, Ride +4, Search -1, Sense Motive -1, Spot -1, Survival -1, Swim +1, Use Rope +4; Point Blank Shot (+1 to hit and damage for ranged attacks within 30 ft.), Far Shot (increase range increment by 50% with bow or 100% with hurled weapons).

Possessions: Leather armor, longbow, shortsword, 40 arrows and quiver, light horse and basic tack.

Nandten, male human Warr1: CR 1/2; Size M (6 ft. tall); HD 1d8+1; hp 9; Init +3 (+3 Dex); Spd 30 ft.; AC 17 (+4 scale mail, +3 Dex), touch 13, flat-footed 14; Base Atk +1; Grp +4; Atk +5 melee

(1d8+3, lance) or +4 melee (1d8+3, longsword) or +4 ranged (1d8, longbow); AL LN; SV Fort +3, Ref +3, Will -1; Str 16, Dex 16, Con 12, Int 8, Wis, 8, Cha 9.

Languages Spoken: Brandobian (Eldor)

Skills and Feats: Appraise -1, Balance +3, Bluff -1, Climb +3, Concentration +1, Craft (all skills) -1, Diplomacy -1, Disguise -1, Escape Artist +3, Forgery -1, Gather Information -1, Handle Animal +3, Heal -1, Hide +3, Intimidate -1, Jump +3, Knowledge (all skills) -1, Listen -1, Move Silently +3, Pantomime -1, Perform (all skills) -1, Ride +7, Search -1, Sense Motive -1, Spot -1, Survival -1, Swim +3, Use Rope +3; Knock Prone (see KINGDOMS OF KALAMAR Player's Guide page 87), Weapon Focus (lance).

Possessions: Scale mail armor, lance, light warhorse and basic tack, studded leather barding, longsword and longbow.

Transen, male human gladiator 1 (see KPG page 41): CR 1; Size M (6 ft tall); HD 1d10+1 hp 11; Spd 30 ft.; AC 17 (+4 Dex, +3 hide armor), touch 14, flat-footed 13; Base Atk +1; Grp +3; Atk +3 melee (1d8/1d8, two-bladed sword) or +5 ranged (1d8, longbow); SQ Center of Attention (gains +2 to hit in from of an audience of 100 people); AL CG; SV Fort +3, Ref +6, Will +0; Str 14, Dex 18, Con 13, Int 12, Wis 10, Cha 13.

Languages Spoken: Brandobian (Brolenese), Merchant's Tongue

Skills and Feats: Appraise +1, Balance +4, Bluff +5, Climb +2, Concentration +1, Craft (all skills) +1, Diplomacy +1, Disguise +1, Escape Artist +6, Forgery +1, Gather Information +1, Handle Animal +1, Heal +0, Hide +4, Intimidate +5, Jump +6, Knowledge (all skills) +1, Listen +0, Move Silently +4, Pantomime +0, Perform (all skills) +1, Ride +4, Search +1, Sense Motive +0, Spot +0, Survival +0, Swim +2, Use Rope +4; Dodge (+1 to AC against one opponent), Exotic Weapon Proficiency^B (two-bladed sword), Two Weapon Fighting (gets only -2 to hit with each attack from two-bladed sword),

Possessions: Hide armor, lance, light horse and basic tack, two-bladed sword and longbow.

THE CONTEST EPILOGUE (EL 1)

If the PCs or Jerand get lucky and defeat Gruthal, Frompir flies into a rage and attacks the victor. He uses his Commanding Presence feat to frighten away anyone who tries to interfere (Will save DC 13). This fight could be trouble for the PCs if they seriously injure or kill Frompir Duvelna, even though the fight would be considered self-defense. In this case, they would be arrested and tried for battery (or murder).

If the PCs are discovered cheating or inflicting lethal damage more than once (unlawful dueling) each is disqualified, banned from further competition in Hemden and assessed a fine of 50 gp. Those who cannot pay the fine are jailed in the dungeons of the governor's keep until they can pay the fine.

If the PCs win the contest and fend off Frompir Duvelna using non-lethal means, Talla will be very grateful. She has a

silver tiara worth 50 gp that she offers the PCs as a token of her gratitude.

If the PCs lose the contest, Talla and Jerand will run off into the wilderness together. They head east and end up getting captured either by one of the denizens of the ruins of Guvlven (the urban fairy or the grimlocks) or the ratfolk in the Mashony Tomb. Choose which one captures the pair depending on whether or not the PCs already defeated those creatures in the days leading up to the duel.

When Talla and Jerand disappear, Frompir Duvelna and Gruthal begin to frantically search the Old East Downs for her. After a few minutes they approach the PCs and demand to know the whereabouts of Talla as they believe the PCs have something to do with her disappearance.

ADVENTURES IN THE WILDERNESS

If the PCs make a foray into the ruins of Guvlven and do not require the assistance of the Mashony tribesmen (Encounter 11), be sure to introduce them to the PCs anyway as the PCs leave the ruins so that the PCs have a reason to return to the wilderness and the Mashony Tomb following their adventures in the ruins.

ENCOUNTER 10: The Ruins of Guvlven

The Old East Trail out of Hemden leads to the ruined town of Guvlven about 19 miles away. As one moves further east, the terrain off the trail becomes more swampy, though the ground in and around the ruins of Guvlven is solid. PCs moving with an average speed of 30 feet should reach the ruins in just over 6 hours.

I. APPROACHING THE RUINED TOWN OF GUVLVEN

As you walk along the old trail you come to a clearing in the trees. The partial remains of wooden structures show clearly through the undergrowth, revealing that this meadow was once a town. The largest structure that appears substantially intact is a wooden fort with a stone foundation.

If the PCs search for tracks in this area, they can discern none. If the PCs proceed toward the fort read the following.

The meadow is alive with ordinary insects, wildflowers and tall grasses and shrubs. Every once in a while you see movement in the distance but you're not sure if it's just the wind, a tiny animal retreating into its burrow or something more insidious. As you pass the crumbled remains of the town well, the fort comes into better view.

2. THE WELL (EL 1)

The PCs might wish to investigate the town well at this point. If so read the following boxed text. If not, skip ahead to the Approaching Fort Guvlven section.

The well is a narrow hole in the ground about three feet in diameter. It is surrounded by a crumbling patch work of stacked stones. Its depth is difficult to determine, but it appears to be at least 20 feet down to the surface of water.

The well is the home of a pack of eleven dire rats. With their natural climbing ability they can easily move in and out of the rough well opening. At the bottom near the level of the water is a recessed area that the rats have tunneled out to use as their burrow. If the PCs linger in the area too long (three rounds) or investigate the well, three of the rats climb out and attack. The rest of the pack does not emerge at this time, but will defend themselves if threatened in their burrow. If the PCs retreat and return later, three more rats from the pack emerge and attack them. This continues until the PCs leave the rats alone or the population of the pack is exhausted.

3 Dire Rats: CR 1/3; Small Animal; HD 1d8; hp 5; Init +3 (+3 Dex); Spd 40 ft., climb 20 ft; AC 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12; Base Atk +0; Grp -4; Atk +4 melee (1d4+disease (filth fever - Fortitude save DC 11), bite); Full Atk +4 melee (1d4+disease, bite); AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse (bite).

3. THE REST OF THE VILLAGE (EL 2)

If the PCs go off the main path to the fort, they encounter a pair of giant bees. In this case, read the following boxed text.

As you walk among the meadow grass, you see most of the other buildings are identifiable as such only by the faint outline of what was once a foundation. There are some stacked stones here and there and a few planks of rotten timber lying at haphazard angles.

Give the PCs an opportunity to make a Listen check (DC 15). If successful, they begin to hear a buzzing sound. If not, allow them a Spot check (DC 10) to see if they notice a pair of giant bees approaching them from behind a pile of stones. If the PCs fail both checks, they are surprised. There is a cache of honey

Treating Poison With the Heal Skill

Note that if the giant bees in Encounter 3 sting one of the party members, there is a chance he or she could die (with some unlucky rolls and an average or low Constitution). If this looks like it is shaping up to be the case, keep in mind that the Heal skill can be used to treat poison and allow the person using the skill to replace the saving throw against at least the secondary damage. Also note that it is possible to take 10 on the Heal skill check, so that anyone with a bonus in healing (+1 or better) would be able to successfully treat the poison from the giant bees (DC 11).

(about 2 gallons, 4 gp/gallon, 8 lbs./gallon) available in a hole in the ground on the other side of the stone pile from which they came.

2 Giant Bees: CR 1; Medium-size Vermin; HD 3d8 (13 hp); Init +2 (+2 Dex), Spd 20 ft., 80 ft. fly (good); AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; Base Atk +2; Grp +2; Atk +2 melee (1d4 + poison, sting); SA poison (DC 11, initial and secondary damage 1d4 Con); SQ darkvision 60 ft., vermin traits; AL N; SV Fort +3, Ref +3, Will +2; Str 11, Dex 14, Con 11, Int -, Wis 12, Cha 9.

Skills and Feats: Spot +5, Survival +1.

4. APPROACHING FORT GUVIVEN

As the PCs get closer to the fort, **DISPLAY ILLUSTRATION 3** ON **PAGE IQ2** and read the following text.

As you move closer to the ruins of the fort you see that the majority of it is overgrown with vines. You can make out a central entryway with no doors that leads into a courtyard with a building inside. A pair of rounded structures that could have been guard towers when the fort was in use flank each side of the structure. The whole structure looks dilapidated and unsound.



If the PCs circle the fort or somehow fly above it they find that the entire structure is a single story and about 50 feet square.

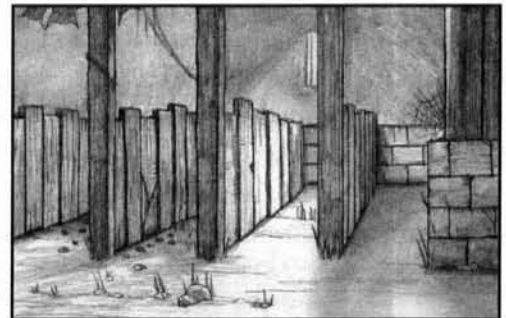
5. THE COURTYARD

As you enter the courtyard you notice several features of the ruined fort surrounding you. To your left and right stand a pair of rickety wooden staircases that lead up to a catwalk some 10 feet above the floor. In front of you is a building with a door and a closed, shuttered window opening on its west side. Next to the building on the west side is a row of several walled compartments that look as though they were once used as stables.

6. THE STABLES (EL 3)

If the PCs investigate this area, **DISPLAY ILLUSTRATION 4** ON **PAGE IQ3** and read the following text.

These divided compartments look as though they were once used for stabling mounts.



The catwalk rafters above the stables are the home to a colony of 12 bakkas, or plague bats. The bakkas come out at night to hunt in groups of 3, but are inactive during the day. They are difficult to see from the courtyard during the day (Spot DC 15) but defend themselves if they feel threatened. The tarantubats from the east guard tower (Area 9) have laid some very fine webbing in front of the stables as they try to trap the bakkas in order to prey on them. For statistics on the bakkas see Appendix B: New Monsters.

If the PCs approach the stables to investigate them more closely, there is a chance they walk right into the webbing spun by the tarantubats. The tarantubats periodically construct a sheet of sticky webs that extend from the west wall to the end of the stables. Creatures who stumble into the webs (Spot check DC 20) become trapped as though by a successful net attack. The web anchors the target in place, allowing no movement.

Victims can escape or burst from the web with the following difficulty classes: Escape Artist DC 15; Break DC 21. Each five-foot section has 1 hit point. All webs have damage reduction 4/fire.

Anyone who enters the webs increases his chances of seeing the bakkas in the rafters of the stable compartments (Spot DC 5). However, this also disturbs them enough to put them on the offensive. Similarly, they will be disturbed if anyone burns the webs. There are two to three bakkas in each stable stall. Disturbing the bakkas in one stall does not necessarily disturb those in other stalls.

7. THE BARRACKS (EL 4)

The door to this room is a barred simple wooden door (Strength check DC 25 to open). The adjacent window frame is covered by barred wooden shutters (thickness 1/2 in., hardness 4, hit points 8) which requires a Strength check (DC 25) to open. If the PCs are unable to break open the door or the shutters on the first try, they alert the gruang inside who then becomes invisible.

If the PCs are able to enter the room, read the following text (modify with a description of the gruang if he is not alerted).

This simple room looks like it was once used as a barracks. There are three wooden bunks, a wooden bowl full of nuts and a small barrel in the corner. You see another door and a stairway leading up to a trap door on the east wall.

This room is the home of a solitary gruang, or urban fairy (see *Dangerous Denizens* p 53). A gruang is a well-dressed, long-haired fairy. It enjoys mischief and observing the many strange peculiarities of big folk. Thus, it often visits Hemden when it wants to have some fun. If disturbed in its home, it immediately becomes invisible, then casts *grease* on or near the floor where the intruders stand followed by *summon swarm* (rats). If its swarm is defeated, it casts *tongues*, *ventriloquism* or *ghost sound* in an attempt to drive invaders away. If this fails, it casts additional *grease* spells and then enters *melee* (flying, of course, so as to avoid the *grease*). Although it can't inflict much damage, it is a confident combatant due to its damage reduction quality. If it is unable to drive off intruders with these spells or it suffers any damage, it flies away and becomes invisible again as soon as possible. Thereafter it may follow the PCs to exact revenge at a later date.

Rat Swarm: CR 2; Tiny Animal (Swarm); HD 4d8 (18 hp); Init +2 (+2 Dex), Spd 15 ft., climb 15 ft., swim 15ft.; Base Atk +0; AC 14 (+2 size, +2 Dex); Atk swarm (automatic to creatures in same space, 1d6 + disease); SA filth fever (Fortitude DC12); SQ low light vision, scent, swarm traits (half damage from slashing

and piercing, not subject to critical hits or flanking, etc.), distraction; AL N; SV Fort +4, Ref +6, Will +2; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Hide +14, Move Silently +10, Swim +10; Weapon Finesse.

Distraction (Ex): Living creatures within the swarm must make a Fort save (DC 12) or be nauseated for 1 round. Spellcasting or concentrating on spells requires a Concentration check (DC 20 + spell level). Use of a skill that involves patience or concentration requires a Concentration check DC 20.

1 Gruag (urban fairy): CR 2; Tiny Fey; HD 1d6+4 (7 hp); Init +3 (+3 Dex), Spd 20 ft., fly 60 ft. (perfect); AC 15 (+2 size, +3 Dex), touch 15, flat-footed 12; Base Atk +1; Grp -10; Atk +7 *melee* (1d3-2, tiny shortsword +1); SA mimicry; SQ damage reduction 10/cold iron, low light vision, spell-like abilities; AL N; SV Fort +3, Ref +3, Will +3; Str 4, Dex 17, Con 12, Int 11, Wis 13, Cha 16.

Skills and Feats: Balance +6, Escape Artist +6, Hide +15, Listen +6, Search +5, Spot +6, Survival +2 (+4 when tracking), Use Rope +3 (+5 on bindings), Toughness^B, Weapon Finesse.

Languages Spoken: Sylvan.

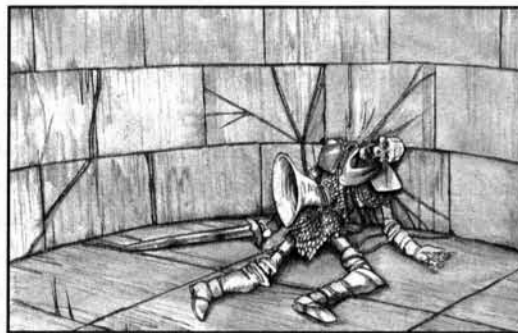
Spell-like Abilities: At will – *ghost sound*; 3/day – *grease*, *invisibility* (self only), *tongues*, *unseen servant*, *ventriloquism*; 1/day – *summon swarm*.

Possessions: +1 tiny shortsword.

8. THE WEST GUARD TOWER (EL 1)

The simple wooden door to this area is ajar. When they approach, have the PCs make Listen checks (DC 5). If successful, they hear a humming sound coming from inside the guard tower. If the PCs look inside, DISPLAY ILLUSTRATION 5 ON PAGE IQ3 and read the following text.

This plain stone room contains the skeletal remains of a human wearing armor. A strange mushroom-like growth protrudes from its chest.



The skeleton in this room is the victim of a vase thelephone plant that infected him with its spores. He sought refuge in this chamber before he died. The humming sound comes from a

symbiotic breed of tiny beetle that makes its home among the vase thelephore growths. The human skeleton wears a chain shirt, boots and still holds a +1 *longsword*. The chain shirt is in very poor condition. A small pouch underneath its armor holds 11 sp and a map (Player's Aid #1).

Each letter X on Player's Aid #1 indicates the location of a Mashony tomb. The center tomb on Player's Aid #1 is the one detailed in Encounter 12: The Desecrated Cairn. Each tomb is comparable to the one detailed in this book, though the others would likely have different inhabitants. Detail on the other two tombs is left to the development of the DM. The Mashony tribesmen try to stop anyone whom they discover attempting to enter their other tombs but will not pursue anyone inside.

1 Vase Thelephore: Medium Plant; CR 1; HD 3d8+3; hp 20; Init +0 (-4 Dex, +4 Improved Initiative); Spd 0 ft.; AC 16 (+1 size, -4 Dex, +9 natural), touch 7, flat-footed 16; Base Atk +1; Grp -2; Atk 5 spores -2 ranged (1); SA Spores; SQ plant traits, tremorsense; AL N; SV Fort +4, Ref -4, Will +0; Str 13, Dex 2, Con 13, Int 2, Wis 11, Cha 5.

Skills and Feats: Listen +5, Spot +5; Improved Initiative.

Spores (Ex): Range 10 ft., cause 1 point of damage if removed. Maximum 20 spores per combat. A character wounded by a spore must make an immediate Fortitude save (DC 13). A failed save indicates that the spore's genetic material has worked its way into the bloodstream. For full statistics on the vase thelephore and information on further damage caused by spore genetic material see Appendix B: New Monsters.

9. THE EAST GUARD TOWER (EL 2)

The simple wooden door to this guard tower is stuck shut (Break DC 13). If the PCs open the door read the following text.

You peer into the room to see a colony of four tiny dull-black winged creatures with hairy bodies and legs similar to those of a tarantula. Upon sensing you they take to the air with a fluttery flying style reminiscent of bats.

The space just inside the door in this area is covered by a thin mass of tarantubat webs. Creatures who stumble into the webs (Spot check DC 20) become trapped as though by a successful net attack. The web anchors the target in place, allowing no movement. Victims can escape or burst from the web with the following difficulty classes: Escape Artist DC 15; Break DC 21. Each five-foot section has 1 hit point. All webs have damage reduction 4/fire. The tarantubats attack anyone caught in the webs. If injured, they retreat out of one of the several holes in the ceiling. For a full description of tarantubats see *Dangerous Denizens* p 143).

4 Tarantubats: CR 1/2; Tiny Magical Beast; HD 1/2 d10 (2 hp); Init +3 (+3 Dex), Spd 20 ft., climb 10 ft., fly 40 ft. (average); AC 15 (+2 size, +3 Dex), touch 15, flat-footed 12; Base Atk +0; Grp -12; Atk +5 melee (1d3-4 + poison, bite); SA cocoon, frightful presence, web; SQ bunching, darkvision 60 ft; AL N; SV Fort +2, Ref +5, Will +2; Str 3, Dex 17, Con 10, Int 2, Wis 14, Cha 4.

Skills and Feats: Climb +4, Hide +15, Jump +4, Listen +5, Move Silently +4, Spot +10; AlertnessB, Weapon Finesse.

Bunching: As tiny, flying creatures, tarantubats swarm their opponents with ease. Up to five tarantubats can occupy the same 5-foot-by-5-foot space.

Cocoon (Ex): Victims paralyzed by Strength loss will be encased in a cocoon (Break free with a Strength check DC 21). It takes a tarantubat about an hour to encase a victim in a cocoon if the victim is the same size or smaller than the tarantubat. Larger victims can take twice as long per size category (two hours for a Small creature, four for a Medium, etc.).

Frightful Presence (Ex): Seeing three or more tarantubats flying is so unnerving to the viewer that he or she must make a Will saving throw (DC 10) or become shaken (see the *D&D Dungeon Master's Guide*) for as long as he or she sees the tarantubats flying. Shaken creatures suffer a -2 morale penalty on attack rolls, weapon damage rolls and saving throws. This ability can affect creatures with up to 1 HD (up to 2-3 HD for small tarantubats).

Poison (Ex): Bite, Fortitude save (DC 10); initial and secondary damage 1 Str.

10. THE SUPPLY CORNER

This corner of the fort contains boxes and crates stacked neatly against the walls and interior building.

Most of the crates and boxes contain supplies meant for use by the inhabitants of the fort. There is: a barrel full of water, 10 candles, a rotted bolt of canvas, a crowbar, flint and steel, a hammer, a 10-foot long wooden ladder (rotted), a flask of oil, a miners pick, 10 pitons, an iron pot, a rotted rope, three spades (with rotted handles), 6 hand axes (with rotted handles), a rotted tent, 6 rotted torches, a rotted waterskin, a whetstone, three vials of holy water and a smoke stick. Unless an item is indicated as being rotted, the materials appear to be salvageable.

11. THE CELLAR (EL 3)

The rickety wooden stairs lead down to a square dirt cellar. A narrow crack in the northeast corner of the room extends into a rough dark passageway. Seemingly out of nowhere, a creature made of shadow manifests

itself and advances threateningly. It has a humanoid-shaped torso but floats through the air as its body parts swirl and flicker like black flames dancing out of the pits of hell.

The allip is the spectral remains of a suicide victim driven to his grisly deed by madness. It craves revenge against those who tormented it in life, which according to its twisted mind includes pretty much anyone who happens along. It haunts various areas of the ruins of Guvlven but always returns to this cellar, where it ended its mortal life.

Though the allip is incorporeal, the PCs may be able to injure it with the gruaug's tiny magical shortsword, the magic longsword from Area 8 or magic (see the *Monster Manual* for details on incorporeal traits). Even when hit by spells, magic weapons or holy water, it has a 50% chance to avoid damage caused by corporeal sources.

Note that this might be a very difficult monster for the PCs to defeat, but it will not kill them as it is incapable of causing physical harm. However, anyone completely drained of Wisdom by the allip's attacks goes into a deep sleep filled with nightmares. PCs left by the allip in this vulnerable state likely fall prey to the grimlocks that inhabit the natural tunnels beyond this worked chamber (Area 12).

1 Allip (Medium Undead, Incorporeal): CR 3; HD 4d12 (26 hp); Init +5 (+1 Dex, +4 Improved Initiative), Spd fly 30 ft., (perfect); AC 15 (+1 Dex, +4 deflection), touch 15, flat-footed 14; Base Atk +2; Atk +3 melee (1d4 Wisdom drain); SA babble, madness; SQ +2 turn resistance, darkvision 60 ft., undead traits; AL NE; SV Fort +1, Ref +4, Will +4; Str -, Dex 12, Con -, Int 11, Wis 11, Cha 18.

Skills and Feats: Hide +8, Intimidate +7, Listen +7, Search +4, Spot +7, Survival +0 (+2 tracking); Improved Initiative, Lightning Reflexes.

Wisdom Drain (Su): On each successful attack, the allip gains 5 temporary hit points in addition to the Wisdom drain inflicted.

12. THE CAVERNS (EL 3)

If the PCs are able to defeat or avoid the allip (Area 11) read the following boxed text.

The cracked wall in the fort cellar leads to a narrow, twisting passageway with a natural dirt floor and stone walls. It turns in various directions including up and down in sections. Eventually it opens into a larger pocket of space where you can stand upright. The passage continues beyond the chamber.

If the allip defeats the PCs, they are knocked unconscious (zero Wisdom) for a day, until they regain a point of Wisdom from rest. During that time, the grimlocks from the caverns sneak into the cellar and take the PCs deeper into their lair. They bind them with tight rope woven from plant roots (2 hp, burst DC 23 Strength check).

The grimlocks in this area are part of a larger pack that inhabits the narrow tunnels under the ruins of Guvlven and beyond. The tunnel network is extensive. This pack periodically comes to spy on the allip chamber because they know it sometimes leaves living victims in a helpless state.

The grimlocks ultimately intend to keep any PCs they find as slaves. Most likely the slaves will be put to work mining additional tunnels in their ever-growing subterranean warren. If the PCs manage to escape and make it to the cellar or the surface, the grimlocks do not pursue, since they prefer to remain underground.

In each area marked by the number 12 on the map of the caverns there are two more grimlocks. Use the standard statistics for grimlocks included herein for the rest of the pack. A small side passage in their network of tunnels connects to the lair of the dire rats in the town well (Area 2). At the discretion of the DM, this network of tunnels could be much more extensive. The DM can develop details on the remainder of the grimlock lair as he sees fit. Each subsequent grimlock group carries 2d12 gems of comparable value to the first group.

The area marked 12a on the map contains a grindstone and buffing materials that the grimlocks use to polish their gems. If the PCs search the area (DC 12) they may also find the partially buried remains of an old sack. Inside the sack is a necklace with an arcane symbol etched on it. This necklace is a demonic talisman attuned to a specific demon of the DMs choosing. A Knowledge (arcana) check DC 20 will reveal the general nature of the item (a demonic talisman). A Knowledge (arcana) check DC 30 will reveal the specific type of demon to which the talisman is attuned. If the PCs destroy the talisman, it causes 1d10 points of nonlethal damage to the demon. This will certainly anger him and cause him to seek revenge on those so bold as to manipulate a talisman with his symbol on it. For more information on demonic talismans see the *KINGDOMS OF KALAMAR Villain Design Handbook*.

2 Grimlocks (Medium Monstrous Humanoid): CR 1; HD 2d8+2 (11 hp); Init +1 (+1 Dex), Spd 30 ft.; AC 15 (+1 Dex, +4 natural), touch 11, flat-footed 14; Base Atk +2; Grp +4; Atk +4 melee (1d8+3, battleaxe); SQ blindsight 40 ft., scent; AL NE; SV Fort +1, Ref +4, Will +2; Str 15, Dex 13, Con 13, Int 10, Wis 8, Cha 6.

Skills and Feats: Climb +4, Hide +3 (+13 while underground), Listen +5, Spot +3, Use Rope +1; Alertness, Track.

Possessions: 2 stone and wood battleaxes, 100 ft. of root rope, 19 moss agate gems (10 gp each), 2 rock crystal gems (50 gp each), 1 amber gem (100 gp).

13. THE PREDATOR (EL 1)

Unless the PCs specifically mention that they look at the ceiling or take some other extraordinary protective measures, the darkmantle residing in this area surprises them. It begins its assault by casting *darkness* on the victim it intends to attack.

This passage opens into a larger chamber that appears to be empty. As you approach and look inside, you are suddenly enveloped in darkness and you hear movement from above.

An additional denizen of this underground warren of tunnels is a lone darkmantle. It preys on grimlocks or anyone else foolish enough to wander the tunnels alone or in small groups.

1 Darkmantle (Small Magical Beast): CR 1; HD 1d10+1 (6 hp); Init +4 (+4 Improved Initiative), Spd 20 ft., fly 30 ft. (poor); AC 17 (+1 size, +6 natural), touch 11, flat-footed 17; Base Atk +1; Grp +0; Atk +5 melee (1d4+4, slam); SA *darkness* (1/day), improved grab, constrict (1d4+4); SQ blindsight 90 ft.; AL N; SV Fort +3, Ref +2, Will +0; Str 16, Dex 10, Con 13, Int 2, Wis 10, Cha 10.

Skills and Feats: Hide +10, Listen +5, Spot +5; Improved Initiative.

Improved Grab (Ex): If a darkmantle hits with its slam attack, it can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins, it attaches to the victim's head and constricts (1d4+4 points of damage with each subsequent successful grapple check).

14. THE TOP OF THE GUARD TOWERS

The top of the west guard tower is solid. The top of the east guard tower is rotted with holes. Anyone walking there needs to make a Balance check (DC 15) or fall in. Anyone who falls through takes 1d6 points of falling damage. PCs can easily break the boards to gain access to the tarantubats below.

15. THE CATWALK

The catwalk is a rotted platform that extends around the perimeter of the fort.

Anyone walking on the catwalk must make a Balance check (DC 15) every 10 feet to avoid falling through. Anyone who falls through takes 1d6 points of falling damage.

16. THE UPPER BARRACKS

The top of this building is made of rotted wood. A trap door lies on the southeast corner.

Anyone walking on the roof of the barracks must make a Balance check (DC 15) every 10 feet to avoid falling through. Anyone who falls through takes 1d6 points of falling damage. One can easily open the trap door, as it merely consists of several wooden planks lying over a hole in the roof.

ENCOUNTER 11: The Mashony Tribesmen

If the PCs get themselves into trouble fighting any of the creatures in the ruins of Guvlven, a small group of the Dejy (Mashony) tribesmen who live in the area may assist them. They usually prefer to keep to themselves and make a great effort to keep the location of their tribal home in the Mulgond Swamp a secret from the local Brandobians. However, they have a problem with one of their sacred burial cairns with which they need assistance. See Encounter 12 for details.

If the PCs are not in need of assistance, the Mashony approach them anyway as the party begins to leave the ruins of Guvlven. They indicate that they have been observing the PCs and believe the party is skilled enough to help them with a problem they are having at one of their sacred burial cairns. If the PCs refuse to help them out of goodwill, they can offer them the masterwork weapons in their possession or the benefit of any spells that Vlan the shaman is able to cast. As a last resort, Vlan may try to cast *charm person* on the party leader.

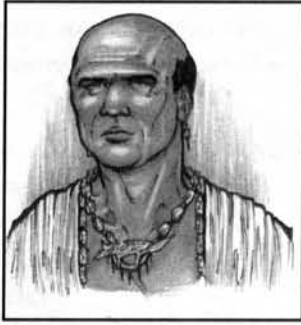
Note that one of the Mashony tribesmen, Donergo, is actually of Brandobian ethnicity. His family lived near the swamp and he was orphaned as a child. The Mashony took him in and reared him as one of their own. Thus he still retains some knowledge of his native language, Brandobian (Eldor).

The Mashony tribesmen introduce themselves to the PCs and explain that they are in need of help. One of their ancient burial tombs has been overrun with intelligent rat-like creatures. This is a horrible desecration of one of their sacred sites and they want the intruders eradicated. Long-standing cultural aversions prevent them from setting foot within the tomb themselves. Thus, they would like the PCs to enter and rid the tomb of the infestation.

If the PCs ask the Mashony how they know the ratfolk have intruded upon the tomb, they will indicate that they fought and killed a lone ratfolk near the tomb and it had a silver necklace that the Dejy only use to decorate the deceased during burial ceremonies. The Mashony do not know how the ratfolk entered the tomb, nor do they know the location of the secret door since it was built before their generation.

The Mashony (3)

Vlan, male human (Dejy) shaman 1: CR 1; Size M (5 ft., 11 in. tall); HD 1d8-2; hp 6; Init +1 (+1 Dex), Spd 30 ft.; AC 14 (+1 Dex, +3 hide armor), touch 11, flat-footed 13; Base Atk +0; Grp +1; Atk +1 melee (1d8+1, longspear); SQ spells; AL N; SV Fort -2, Ref +1, Will +5; Str 12, Dex 13, Con 6, Int 11, Wis 17, Cha 18.



Skills and Feats: Climb +1, Concentration +2, Diplomacy +6, Heal +7, Hide +5, Knowledge (nature) +4, Listen +3, Move Silently +3, Search +1, Spot +3, Swim +1, Use Rope +1, Survival +4; Light-footed (KPG), Run.

Languages Spoken: Dejy (Mashony).

Animal totem/companion: Fox.

Spells: oth – cure minor wounds, detect magic, know direction; 1st – entangle; Domain (renewal) – charm person.

Possessions: Hide armor, longspear.

Donergo, male human (Brandobian) infiltrator 1: CR 1; Size M (5 ft., 10 in. tall); HD 1d6; hp 6; Init +7 (+3 Dex, +4 Improved initiative); Spd 40 ft.; AC 15 (+3 Dex, +2 shield), touch 13, flat-footed 12; Base Atk +0; Grp +3; Atk +4 melee (1d6+3, rapier), or +4 ranged (1d8, longbow); SA sneak attack +1d6; SV Fort +0, Ref +5, Will +1; AL NG; Str 16, Dex 17, Con 11, Int 14, Wis 13, Cha 13.

Languages Spoken: Dejy (Mashony), Sylvan, Brandobian (Eldor).

Skills and Feats: Appraise +2, Balance +7, Bluff +5, Climb +3, Concentration +0, Craft (all skills) +2, Decipher Script +6, Diplomacy +1, Disable Device +7, Disguise +1, Escape Artist +3, Forgery +2, Gather Information +1, Heal +1, Hide +3, Jump +3, Listen +1, Move Silently +3, Open Lock +7, Ride +3, Search +2, Sleight of Hand +7, Spot +1, Survival +1, Swim +3, Use Rope +7; Improved Initiative, Point Blank Shot (+1 to hit and damage with ranged weapons at less than 30 ft.).

Possessions: heavy wooden shield, masterwork rapier, masterwork longbow (20 arrows), backpack, 12 gp.

Chock, male human (Dejy) Rog 1: CR 1; Size M (5 ft., 9 in. tall); HD 1d6+2; hp 8; Init +4 (+4 Dex); Spd 30 ft.; AC 17 (+4 Dex, +3 studded leather), touch 14, flat-footed 13; Base Atk +0; Grp +1; Atk +1 melee (1d6+1, rapier), or +4 ranged (1d6, longbow); SA sneak attack +1d6; SQ trap finding; AL NG; SV Fort +2, Ref +6, Will +1; Str 13, Dex 18, Con 14, Int 10, Wis 12, Cha 13.

Languages Spoken: Dejy (Mashony).

Skills and Feats: Appraise +0, Balance +4, Bluff +1, Climb +1, Concentration +2, Craft (all skills) +0, Decipher Script +4, Diplomacy +1, Disable Device +4, Disguise +1, Escape Artist +4, Forgery +0, Gather Information +1, Handle Animal +5, Heal +1,

Hide +8, Intimidate +1, Jump +1, Listen +3, Move Silently +8, Open Lock +8, Perform +1, Ride +4, Search +0; Sense Motive +1, Sleight of Hand +8, Spot +3, Survival +1, Swim +1, Tumble +8, Use Magic Device +5, Use Rope +4; Power Attack, Cleave.

Possessions: studded leather armor, rapier, backpack, longbow, 20 arrows, 10 sp.

ENCOUNTER 12: The Desecrated Cairn

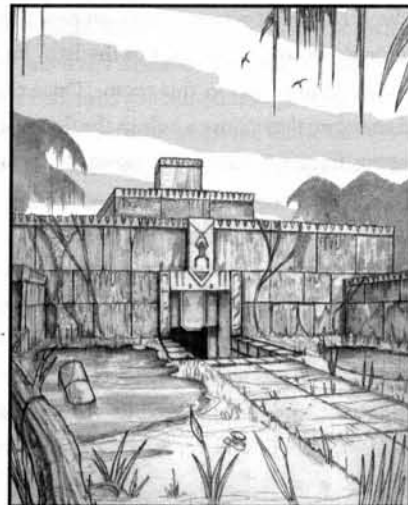
If the PCs agree to help the Mashony, the tribesmen will lead the PCs to the location of the tomb but refuse to enter it. However, if requested, they will render assistance to PC activities outside the tomb. If the PCs observe the tomb for 12 or more hours, they may Spot (DC 15) a pair of ratfolk emerge from the tomb via the secret door on the top of the pyramid. They periodically come out to hunt and forage for food. Use the statistics for the ratfolk in Area 10 if the PCs confront them while they are hunting. If outnumbered the two ratfolk flee to the tomb and try to enlist the aid of the krenshar or the guards at the secret door.

The ratfolk who are sent out to hunt also wear a couple of special items. One wears a *cloak of elvenkind* and the other wears *boots of elvenkind*. They stole both these items from an elven tomb in the Lendelwood. The elves visiting the Village of Hemden would be interested in their return, though they do not automatically recognize the items upon seeing them.

I. APPROACHING THE TOMB (EL 1)

When the PCs approach the desecrated cairn **DISPLAY ILLUSTRATION 6 ON PAGE IQ4** and read the following text.

As you approach the ancient tomb you see that it is constructed out of stone blocks and somewhat overgrown with vegetation. The presence of such stones is a curious sight in this area. The structure has several tiers and a main entrance in the middle of the front wall.



The Desecrated Cairn

The krenshar who guards this place attacks anyone who lingers out in the open near the tomb too long (two rounds). The krenshar has been trained by the ratfolk. If the PCs fend off the krenshar and investigate the front door, they find that it is sealed with a heavy stone block (4 inches thick, hardness 8, hp 60, Break DC 28).

1 krenshar: CR 1; Medium Magical Beast; HD 2d10; hp 11; Init +2 (+2 Dex); Spd 40 ft.; AC 15 (+2 Dex, +3 natural), touch 12, flat-footed 13; Base Atk +2; Grp +2; Atk +2 melee (1d6 bite); Full Atk +2 melee (1d6, bite) and +0 melee (1d4, two claws); SA Scare; SQ darkvision 60 ft., low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +1; AL N; Str 11, Dex 14, Con 11, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +4, Jump +9, Listen +3, Move Silently +6, Multiattack, Track.

Scare (Su): As a standard action, a krenshar can produce a loud screech and pull back the skin on its head, revealing its skull. This unsettling effect works like a *scare* spell (Will save DC 13 partial). Those who save gain immunity to that krenshar's scare ability for the next 24 hours.

2. SECRET DOOR AND GUARD ROOM (EL 2)

If the PCs search the top stone of the pyramid they may find a secret door (Search DC 20). Remember that elves get this check just for passing within five feet of a secret door. If the PCs find the door and open it, read the following text.

The secret door opens into a narrow vertical shaft that descends about 10 feet. A knotted rope has been fastened to the stone above with a piton. The rope leads down into the illuminated room below.

The ratfolk use this secret door to enter and exit the pyramid. In the chamber just below the secret door they have posted two guards. Climbing up or down the knotted rope requires a skill check (Climb DC 5). If seriously outmatched, the ratfolk use their thunderstone to alert the rest of the lair. An *everburning torch* provides illumination in this room. Once the PCs enter the guard chamber, they notice a hole in the floor with a knotted rope hanging from it. This leads down to the main burial chamber.

2 ratfolk (Medium Monstrous Humanoid): CR 1; HD 2d8+2 (11 hp); Init +7 (+3 Dex, +4 Improved Initiative), Spd 30 ft.; AC 14 (+3 Dex, +1 natural), touch 13, flat-footed 11; Base Atk +1; Grp +2; Atk +2 melee (1d6+1, shortsword) or +4 ranged (1d4+1, sling); SQ immune to disease, low-light vision, scent; AL NE; SV Fort +1, Ref +6, Will +0; Str 12, Dex 16, Con 12, Int 9, Wis 11, Cha 8.

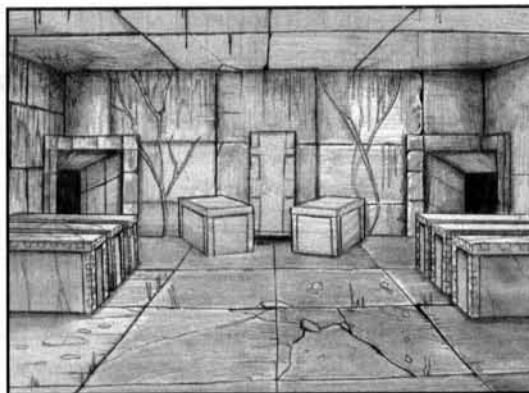
Skills and Feats: Hide +5, Listen +2, Move Silently +6, Spot +2, Improved Initiative.

Possessions: 2 short swords and 2 slings, 20 sling bullets, *everburning torch*, thunderstone, 25 sp.

3. MAIN BURIAL CHAMBER (EL 1)

If the PCs enter this chamber, **DISPLAY ILLUSTRATION 7 ON PAGE IQ5** and read the following text.

This large square room contains nine stone burial vaults. A knotted rope hangs from a hole in the ceiling. Each corner of the room opens to a descending stairway. There is a stone door on the south wall. A few small pieces of stone debris litter the floor.



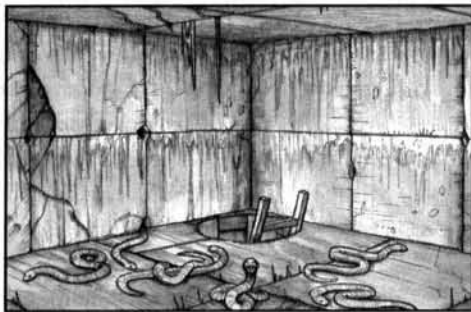
Each one of the burial vaults is sealed with a heavy stone block on the top (4 inches thick, hardness 8, hp 60, Break DC 28). The ratfolk have thus far been unable to open any of these. Each vault is also trapped with a fusillade of darts. Upon opening one of the vaults, the darts fire out on the longest side that is not facing another burial vault (see map). For the vaults in between other vaults, the darts fire up and out the end of the vault toward the center of the room. For the vault positioned vertically, the darts fire straight out toward the center of the room. Each corpse wears a ceremonial necklace crafted from silver (50 gp each). Any local Deji who see the PCs with one of these will be appalled.

Fusillade of darts trap: CR 1; mechanical trigger (opening top of burial vault), Atk +10 ranged (1d4+1 dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-foot squares; Search DC 14, Disable Device DC 20).

4. SNAKE PIT (EL 3)

If the PCs look into this chamber or descend the stairs and enter, **DISPLAY ILLUSTRATION 8 ON PAGE IQ6** and read the following text.

Peering into this chamber you see a mass of writhing snakes that appear to have entered the space through a crack in the stone foundation. There is a circular hole in the rear of the chamber from which a wooden ladder extends about half a foot.



These snakes are not aggressive but will lash out with a bite before attempting to retreat should anyone invade their lair.

9 Tiny Vipers (Tiny Animal): CR 1/3; HD 1/4 d8 (1 hp); Init +3 (+3 Dex), Spd 15 ft., climb 15 ft.; AC 17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14; Base Atk +0; Grp -11; Atk +5 melee (1 plus poison (Fort DC 10, Injury, primary damage 1d6 Con, secondary damage 1d6 Con)); Full Atk +5 melee (1 plus poison); SQ scent; AL N; SV Fort +2, Ref +5, Will +1; Str 4, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +11, Hide +15, Listen +6, Spot +6, Swim +5, Weapon Finesse.

5. CANOE CHAMBER (EL 2)

If the PCs enter this chamber read the following text.

This fifteen by fifteen foot square room contains a large war canoe carved from wood. The canoe contains six paddles and there is ample seating for up to eight.

The northwest corner of this room is trapped with a camouflaged pit trap. The pit descends into a chute that deposits characters into area 12. See area 12 for details on the trap.

The canoe was placed inside the tomb to aid the dead on their journey in the afterlife. If a crew of at least four people enters the boat and begins to make paddling motions, a small, invisible portal to the Elemental Plane of Air opens. From the perspective of those in the room, a strong wind whips up out of nowhere. The portal remains for an hour. Two minutes after it has been opened, a small air elemental finds its way to the Prime Material Plane.

1 Small Air Elemental (Small Elemental): CR 1; HD 2d8 (9 hp); Init +7 (+3 Dex, +4 Improved Initiative), Spd fly 100 ft.

(perfect); AC 17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14; Base Atk +1; Grp -3; Atk +5 melee (1d4, slam); Full Atk +5 melee (1d4, slam); SA air mastery, whirlwind; SQ darkvision 60 ft., elemental traits; AL N; SV Fort +0, Ref +6, Will +0; Str 10, Dex 17, Con 10, Int 4, Wis 11, Cha 11.

Skills and Feats: Listen +2, Spot +3, Flyby Attack, Improved Initiative, Weapon Finesse.

6. SWINGING BLOCK TRAP (EL 1)

The stairs leading into this area descend several feet into a small room. There is a circular hole in the rear of the chamber from which a wooden ladder extends about half a foot.

Anyone entering this room who touches the ladder that goes down to Area 7 will set off a swinging block trap.

Swinging block trap: CR 1; mechanical trigger (touching ladder), Atk +5 melee (4d6 stone block); Search DC 20, Disable Device DC 20.

7. CHIEF'S TOMB (EL 1)

The ladder descends into a fifteen by fifteen foot square room. A stone burial vault sits against the east wall. A large statue of a Deji man wearing a feathered headdress stands against the north wall. Four clay urns rest along the south wall.

The northeast corner of this room is trapped with a camouflaged pit trap. The pit descends into a chute that deposits characters into area 12. See area 12 for details on the trap.

The stone burial vault (4 inches thick, hardness 8, hp 60, Break DC 28) contains the remains of a Deji chieftain. The corpse wears a ceremonial necklace crafted from silver (50 gp each). Any local Mashony who see the PCs with one of these will be appalled and demand that the PCs return the item to the tribe. The clay urns contain pleasantly scented oil (100 gp per urn). The statue is made of carved stone but the headdress it wears is removable and made of organic materials. Several of the feathers are, in fact, *Quaal's Feather Tokens*. There is a token depicting an anchor, a bird, a tree, a swan boat and a whip.

If the PCs loot any of this treasure and the Mashony tribesmen realize what it is, they will certainly try to convince the PCs to return it to its rightful place in the tomb. However, the tokens are easy to conceal and the Mashony tribesmen would not automatically recognize that they came from the tomb.

8. RAZOR WIRE TRAP (EL 1)

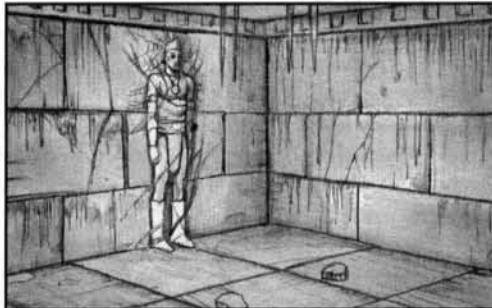
The stairs leading into this room descend several feet into a small room. There is a circular hole in the rear of the chamber from which a wooden ladder extends about half a foot.

Razor wire across hallway trap: CR 1; mechanical trigger (touching ladder), Atk +10 melee (2d6 wire); multiple targets – first target in each of two adjacent 5-foot squares; Search DC 22, Disable Device DC 15.

9. CHALK GOLEM CHAMBER (EL 4)

If the players look into or enter this chamber, **DISPLAY ILLUSTRATION 9 ON PAGE IQ6** and read the following text.

A wooden ladder descends through a circular hole in the floor to a square fifteen-foot by fifteen-foot chamber. A large statue partially covered with cobwebs stands stiffly against the left wall. A few pieces of stone debris litter the floor.



The southeast corner of this room is trapped with a camouflaged pit trap. The pit descends into a chute that deposits characters into area 12. See area 12 for details on the trap.

The golem attacks anyone who enters the chamber. The ancient Mashony who built this tomb created it in order to serve the dead on their journey in the afterlife. It does not pursue enemies outside the chamber.

1 Chalk Golem (Large Construct): CR 3; HD 4d10+30 (52 hp); Init -1 (-1 Dex), Spd 20 ft.; AC 12 (-1 size, -1 Dex, +4 natural), touch 8, flat-footed 12; Base Atk +3; Grp +8; Atk +3 melee (2d6+1, slam) Full Atk +2 melee (2d6+1, two slams); SQ damage reduction 5/+1, darkvision 60 ft., inaudible, SR 8, vulnerable to water; AL N; SV Fort +1, Ref +0, Will +1; Str 13, Dex 9, Con -, Int -, Wis 11, Cha 1.

Skills and Feats: None.

10. RATFOLK GUARD ROOM (EL 2)

The read-aloud text for this room assumes that the two ratfolk inhabitants of the room have been alerted to the presence of the PCs and either retreated or engaged them in melee. If the PCs are somehow able to sneak up on the rats without alerting them to their presence, modify the description to include a pair of ratfolk lying on their bedding.

The ratfolk in this area are not particularly attentive since they know there are guards both outside (the krenshar) and at the secret door entrance to the tomb. However, if they hear noise or pick up a scent they do not recognize, they will look to see who is coming. If alerted to the presence of intruders, one of them alerts the ratfolk in the chamber below them (Area 11) while the other begins to attack the intruders with his sling.

2 Ratfolk (Medium Monstrous Humanoid): CR 1; HD 2d8+2 (11 hp); Init +7 (+3 Dex, +4 Improved Initiative), Spd 30 ft.; AC 14 (+3 Dex, +1 natural), touch 13, flat-footed 11; Base Atk +1; Grp +2; Atk +2 melee (1d6+1, shortsword) or +4 ranged (1d4+1, sling); SQ immune to disease, low-light vision, scent; AL NE; SV Fort +1, Ref +6, Will +0; Str 12, Dex 16, Con 12, Int 9, Wis 11, Cha 8.

Skills and Feats: Hide +5, Listen +2, Move Silently +6, Spot +2, Improved Initiative.

Possessions: 2 short swords and 2 slings, 20 sling bullets, 16 sp.

This room contains a pair of bedrolls made of leaves and vines. A small barrel sits in the southeast corner of the room. There is a hole in the floor in the southwest corner from which a wooden ladder protrudes.

The barrel contains foul-smelling, though potable, water.

11. RATFOLK MAIN LAIR (EL 3)

The read-aloud text for this room assumes that the two ratfolk inhabitants of the room have been alerted to the presence of the PCs and have engaged them in melee. If the PCs are somehow able to sneak up on the ratfolk without alerting them to their presence, modify the description to include a pair of ratfolk lying on their bedding.

2 Ratfolk (Medium Monstrous Humanoid): CR 1; HD 2d8+2 (11 hp); Init +7 (+3 Dex, +4 Improved Initiative), Spd 30 ft.; AC 14 (+3 Dex, +1 natural), touch 13, flat-footed 11; Base Atk +1; Grp +2; Atk +2 melee (1d6+1, shortsword) or +4 ranged (1d4+1, sling); SQ immune to disease, low-light vision, scent; AL NE; SV Fort +1, Ref +6, Will +0; Str 12, Dex 16, Con 12, Int 9, Wis 11, Cha 8.

Skills and Feats: Hide +5, Listen +2, Move Silently +6, Spot +2, Improved Initiative.

Possessions: 2 short swords and 2 slings, 20 sling bullets 39 gp, 18 sp.

This fifteen by fifteen foot square room contains four bedrolls made of leaves and vines. There are several large sacks in the southeast corner of the room.

The southwest corner of this room is trapped with a camouflaged pit trap. The pit descends into a chute that deposits characters into area 12. See area 12 for details on the trap. If the PCs make a DC 20 Spot check they notice a curious absence of any items placed over the 5-foot by 5-foot square in the southwest corner of the room (over the trap).

If the PCs did not encounter the ratfolk hunting party outside the tomb, the *cloak of elvenkind* and *boots of elvenkind* possessed by the ratfolk pack can be found here. The sacks contain 339 gp, 247 sp, 197 cp, 5 malachite gems (worth 10 gp each), a backpack, a crowbar, flint and steel, a hammer, 8 pitons, 50 feet of hempen rope, a whetstone, a healer's kit, a magnifying glass and thieves' tools. They also contain a silver helmet (400 gp), a crystal vase (75 gp), a gold necklace (500 gp), a scroll of *comprehend languages*, *create water*, *cure light wounds*, *delay poison*, *tongues* and a jeweled belt (100 gp). Like the *cloak and boots of elvenkind*, the helmet, vase and gold necklace are all items from an elven tomb in the Lendelwood that the ratfolk previously robbed. The elves in the Village of Hemden would certainly be interested in their return. The jeweled belt is from the grave of Gurthun I in Hemden.

12. THE GUARDIAN (EL 5)

Each one of the trap doors located in areas 5, 7, 9 and 11 covers a chute that terminates in area 12. Those who fall down one of these chutes land in a prone position (dazed for one round) and suffer 1d6 points of nonlethal damage. The trap doors are spring-loaded and return to the closed position once the weight is removed.

Climbing back up a chute requires a successful Climb check (DC 15). The trap doors can be opened from below by making a Disable Device check of DC 22. This skill check is difficult because of the need to maintain one's footing in the chute and the consequent inability to exert much leverage. If footing is not an issue, such as a character using a fly or levitate spell, lower the DC to 20.

The trap doors may be disabled from above by a successful Disable Device skill check (DC 20). If successful, the trap door is jammed shut and will not open. This will also prevent egress. Each trap door is a one-inch thick wooden slab with hardness 5 and 10 hp (Break DC 13) that is made to look like stone from above.

Camouflaged Pit Trap: CR 1; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 10 ft. deep (1d6 nonlethal, angled fall); Search DC 24; Disable Device 20 (from above), Disable Device DC 22 (from below).

It is suggested that you require the PCs to make Spot checks when they enter any room on this level of the tomb. By doing so, you won't alert your players to the presence of a creature that requires a Spot check to see (such as the Shadow Asp in area 15). If the Spot check is failed or irrelevant, simply read the boxed text to them.

When the PCs enter this chamber read the following boxed text.

The chute deposits you in a 25-foot by 25-foot chamber. Lying there prone and somewhat dazed, you note a throne upon which hunches a decrepit skeletal figure. A tattered and threadbare cloak seems to serve as a burial shroud.

As you regain your bearings, you are horrified to see the figure raise its head. From deep within its eye sockets a red glow illuminates the skull. It waves a bony hand in your direction and speaks in a chilling raspy voice.

The skeletal creature is a crypt thing that was placed here to guard the true tomb of the Deji chieftain interned in this cairn. It speaks a Deji dialect (Mashony) so unless the PCs have some means of understanding this language, the crypt thing's pronouncements will be unintelligible. Its initial speech is a warning to the vile defilers of the tomb to flee at once or face immediate destruction. It will then wait to see if the grave robbers obey its edict.

If the PCs do not immediately back away and make an attempt to leave the chamber, it will use its Scatter Defilers ability. Those in the room that fail a Will save (DC 14) are transported 10d10x10 feet in a random direction, though it is always to an open space. It can affect up to six creatures with this ability and may use it once per day. To determine the location of any scattered PCs, roll a d20 with the resulting numbers corresponding to the numbered locations within the tomb. A result of 12 or greater than or equal to 17 indicates the PC has been teleported outside the cairn a distance of 10d10x10 feet away from the entrance (Area 1). Roll a d8 to determine the direction with 1 indicating due north, 2 indicating northeast and so on.

Behind the throne is a secret door that the crypt thing is charged with guarding. If any PCs remain in its lair after it uses its Scatter Defilers ability, it will not assault them unless they approach the throne. In the latter case, it will defend itself with its claws. If somehow questioned about the whereabouts of any

individuals whom it has teleported, it will insist that the ignoble defilers have been destroyed.

If the PCs search the walls of this chamber, they may find one of the four secret doors. The door behind the throne requires a Search DC 22 while the others require a Search DC 20. Remember that elves receive this check by merely passing within five feet of a secret door. Moving the throne to get at the secret door requires a DC 23 Strength check.

There are four covered pit traps in this chamber - one in the center of the room and one in front of each secret door except the door concealed by the throne. Each one opens when an object weighing 50 or more pounds is placed or steps upon it. After opening they will remain open until manually reset. Each pit is twenty feet deep and anyone falling in will sustain 2d6 points of damage.

Crypt Thing (Medium Size Undead): CR 3; HD 6d12 (39 hp); Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (+3 Dex, +4 Natural), touch 13, flat-footed 14; Base Atk +3; Grp +3; Atk +7 melee (1d6 claw); Full atk +7 melee (1d6 2 claws); SA Scatter defilers; SQ Turn Resistance +4, undead traits; AL N; SV Fort +2, Ref +5, Will +7; Str 10, Dex 16, Con -, Int 11, Wis 15, Cha 13, Reference: Fiend Folio.

Skills and Feats: Bluff +6, Diplomacy +10, Disguise +1, Escape Artist +8, Intimidate +8, Listen +7, Sense Motive +7, Spot +8, Use Rope +3 (+5 binding).

Possessions: None

Four Deeper Pit Traps: CR 1; mechanical; location trigger; manual reset; DC 15 Reflex save avoids; 2d6 (fall); Search DC 20; Disable Device DC 23.

13. NECROPHIDIUS LAIR (EL 2)

Beyond the secret door you see a five-foot space that opens into a bare 15-foot by 15-foot chamber. Within the room is a large skeletal snake topped with a fanged humanoid skull. It rises and begins to sway in a hypnotic manner, captivating your attention.

The necrophidius was constructed and placed here specifically to kill grave robbers. The creature begins its assault with its Dance of Death during which time it can still take its full movement. All those within 30 feet who see the dance must make a Will save (DC 12) or become dazed for as long as the creature continues its dance. Those who make their saving throw can avert their eyes as if avoiding a gaze attack (20% miss chance on attacks and 50% chance per round of seeing the creature accidentally.) The necrophidius will concentrate its attacks on the closest target unaffected by its dance. Those bitten by the creature must make a Will saving throw (DC 12) or

become paralyzed and unconscious for 10 minutes. The skeletal snake will ignore any incapacitated victims as long as able combatants remain in the chamber. Should it overcome all opposition, it will then attack the dazed victims of its dance followed by any paralyzed foes until it has slain everyone within the room.

If the PCs defeat the necrophidius, a quick search will discover three ceramic tiles lying in the center of the room. Each is about two-inch square and a quarter of an inch thick. These tiles are beige in color with circular indentations etched into them. One tile has a single dot, the second two dots and the third has three dots. The room is otherwise bare.

Necrophidius (Medium Size Construct): CR 2; HD 2d10 (30 hp); Init +3 (+3 Dex); Spd 30 ft., Climb 10 ft.; AC 18 (+3 Dex, +5 Natural), touch 13, flat-footed 15; Base Atk +1; Grp +2; Atk +2 melee (1d6+1 plus paralysis bite); SA Dance of death, paralysis, sneak attack (2d6); SQ Construct traits; AL N; SV Fort +0, Ref +3, Will +0; Str 13, Dex 16, Con -, Int -, Wis 11, Cha 12, Reference: Fiend Folio.

Skills and Feats: Climb +9, Hide +11, Move Silently +11.

Possessions: None

14. VARGOUILLE LAIR (EL 2)

The secret door creaks open to reveal a short passage into a bare stone chamber some fifteen feet square. Awaiting you is a horrid-looking beast that appears to be a winged humanoid head with writhing tendrils in place of hair. It emits a terrible shriek.

This foul creature, a vargouille, was captured and placed here to confront grave robbers formidable enough to overcome the crypt thing. It begins its assault with a Shriek attack. All those within 60 feet who can both hear and see it must make a Fortitude save (DC 12) or be paralyzed with fear for 2d4 rounds (or until the monster either leaves their sight or attacks them). The vargouille will preferentially use its dreaded kiss attack on paralyzed opponents. Upon a successful melee touch attack, victims must make a DC 15 Fortitude save or begin a terrible transformation into a vargouille within the next 24 hours. See the Fiend Folio for details.

The vargouille's poison necessitates those bitten to make a Fortitude save (DC 12). Those failing are unable to heal the bite damage either naturally or magically. Spells such as neutralize poison, heal or delay poison will aid those victimized by this poison. See the Monster Manual for further details.

If the PCs defeat the necrophidius, a cursory search will discover three ceramic tiles lying in the center of the room. Each is about two-inch square and a quarter of an inch thick. These tiles are beige in color with circular indentations etched

into them. The first tile has four dots, the second five and the third six. The room is otherwise bare.

Vargouille (Small Outsider): CR 2; HD 1d8+1 (5 hp); Init +1 (+1 Dex); Spd Fly 30 ft. (good); AC 12 (+1 size, +1 Dex), touch 11, flat-footed 11; Base Atk +1; Grp -3; Atk +3 melee (1d4 plus poison bite); SA Shriek, kiss, poison; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +3, Will +3; Str 10, Dex 13, Con 12, Int 5, Wis 12, Cha 8.

Skills and Feats: Hide +11, Intimidate +3, Listen +5, Move Silently +5, Spot +5, Weapon Finesse (bite).

Possessions: None

15. SHADOW ASP LAIR (EL 4)

Behind the secret door is a small alcove that opens into a stone room some fifteen feet deep. Your attention is immediately drawn to a furry-headed humanoid that lies face-down in the center of the room.

The corpse is that of a ratfolk. Curled up behind the body is a four-foot long, dark fanged snake whose scaled body is nearly translucent. It will not be seen unless someone makes a DC 26 Spot check. Somewhat easier to detect (DC 18) is the Shadow lurking around the corner to the north of the entranceway. If the PCs fail to Spot the shadow, it surprises them and attacks. A creature whose Strength is reduced to zero by the touch of a shadow becomes a shadow under the control of its creator in 1d4 rounds.

If it remains undetected, the shadow asp will not reveal itself unless the PCs defeat its shadow spawn. If that occurs, the shadow asp will attempt to bite each intruder in turn before fleeing. It will then return within two days to determine if its poison was able to create a new spawn for it to command. If there is no new spawn and there are still intruders on this level of the tomb, it attacks them again, attempting to inflict a bite wound on each of them before again retreating. It uses this tactic until it is able to successfully create another shadow spawn or is destroyed.

The asp created the shadow in this chamber when an unfortunate ratfolk from the upper level of the tomb fell into one of the chute traps into area 12 and was teleported into the shadow asp's lair by the crypt thing.

If the PCs investigate the body, they will find that he is dead and that a short sword lies next to his decomposing hand. The sword is a +1 short sword. Underneath the corpse are three ceramic tiles. Each is about two-inch square and a quarter of an inch thick. These tiles are beige in color with circular indentations etched into them similar to the others in found in areas 13 and 14. The first tile has seven circular depressions, the second eight and the third nine. The room is otherwise bare.

Shadow Asp (Tiny Magical Beast): CR 1; HD 1d10+2 (7 hp); Init +5 (+5 Dex); Spd 30 ft. Climb 10 ft.; AC 19 (+2 size, +5 Dex, +2 natural), touch 17, flat-footed 14; Base Atk +1; Grp +9; Atk +8 melee (1d3-2 plus poison bite); SA Create spawn, poison; SQ Incorporeal form, Darkvision 60 ft., low light vision; AL N; SV Fort +4, Ref +7, Will +1; Str 7, Dex 21, Con 15, Int 4, Wis 12, Cha 10, Reference: Fiend Folio.

Skills and Feats: Climb +6, Hide +16, Listen +5, Move Silently +5, Spot +5, Weapon Finesse (bite).

Possessions: None

Shadow (Medium Undead): CR 3; HD 3d12 (19 hp); Init +2 (+2 Dex); Spd Fly 40 ft. (good); AC 13 (+2 Dex, +1 deflection), touch 13, flat-footed 11; Base Atk +1; Grp -; Atk +3 melee (1d6 Str touch); SA Create spawn, Strength damage; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +1, Ref +3, Will +4; Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +8, Listen +7, Search +4, Spot +5, Alertness, Dodge.

Possessions: None

16. FALSE TOMB OF DEJY CHIEFTAIN (EL 3)

By moving aside the throne, you are able to access the secret door. Beyond the secret door you see a short passage that opens into a 15-foot by 15-foot room. In the center rests an ornately decorated stone sarcophagus upon which lies a two-bladed sword. Two bronze urns covered with verdigris flank the sarcophagus to the left and right. Behind it, draped upon a wooden stand, is a suit of medium-sized hide armor that is tooled with intricate designs.

The western wall of this burial chamber contains a recessed area about half a foot square and a quarter of an inch deep. Above the recess is a line of 15 black circles. Touching any of the 15 circles or the recessed area activates a permanent magic mouth that speaks in a dialect of Dejy (Mashony).

The mouth states, "Those unworthy who trod upon my tomb will surely perish. Those who are worthy will complete the magic square to once again breathe fresh air."

A secret door lies on the north wall of this chamber (Spot check DC 25). Elves receive this check merely by passing within five feet of a secret door. In order to open the secret door, the PCs must arrange all of the tiles from areas 13, 14 and 15 on the recessed area in the wall in the proper sequence. This sequence is one that creates a "magic square" or numbers in which each row and column all add up to the same number (15). The series of 15 circles above the recess is a hint left by the builders of the tomb. One solution to the magic square puzzle can be obtained

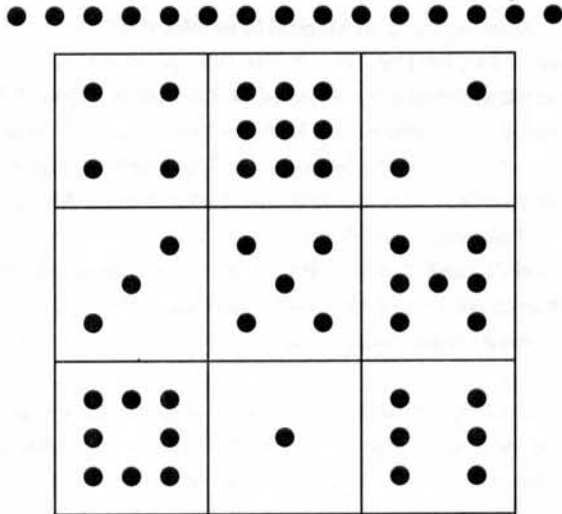


Diagram of the Completed Magic Square

by placing the tiles in the following order: First row - 4, 9, 2; Second row - 3, 5, 7; Third row - 8, 1, 6.

The brass urns are both trapped with poison dart traps that actuate when someone lifts the lid. Within each urn is 2,000 cp. The sarcophagus requires a DC 23 Strength check to open and is trapped with an inflict light wounds trap. It contains a mummified corpse that wears a silver necklace (50 gp) crafted similarly to those found elsewhere in the tomb. The hide armor and double-bladed sword are old-fashioned but in usable condition.

2 Poison Dart Traps: CR 1; mechanical; location trigger; manual reset; Atk +8 ranged (1d4 plus poison, dart); poison (bloodrot, DC 12 Fortitude resists, 0/1d4 Con plus 1d3 Wis); search DC 20, Disable Device DC 18.

Inflict Light Wounds Trap: CR 2; magic device; touch trigger; automatic reset, spell effect (inflict light wounds, 1st level cleric, 1d8+1, DC 11 Will save half damage); Search DC 26; Disable Device DC 18.

17. TOMB OF THE DEJY CHIEFTAIN

Beyond the secret door is a chamber identical in size to the many others you've encountered on this level. In the center of the vault rests an ornately decorated sarcophagus. Before it is a low stone slab upon which are placed a pair of silver bracers, a stuffed hare, a great axe, a longbow and 20 arrows. A plain stone door is located in the center of the far wall opposite from the direction you entered.

This is the true burial chamber of the high ranking Dejy chieftain for whom the cairn was built. The sarcophagus is not trapped though it does require a DC 23 Strength check to open.

The mummified corpse inside wears a silver necklace (50 gp) crafted in a similar manner to others found within the tomb.

The weapons on the stone slab are in seemingly good condition but the bow and arrows are afflicted with dry rot and unusable. The great axe is fit with an iron shaft and still serviceable while the silver bracers are remarkably free of corrosion. The bracers are in pristine condition for they are actually bracers of armor +1.

18. THE RIVER OF LIFE

The door to this area is stuck. It is a 4-inch thick stone slab with an 8 Hardness and 60 hp. It requires a DC 28 Strength check to dislodge. If the PCs manage to open the door, read the following text.

The door from the burial chamber opens into a small natural cavern apparently carved by the shallow stream that flows through it. It appears impassible in the upstream direction but the downstream path seems like it might allow passage though it will most definitely be a damp tight fit for medium-sized creatures.

This natural tunnel has been carved by the flow of an underground spring over thousands of years. It winds for approximately a mile and then surfaces in the rear of a lizardfolk lair.

It will prove to be impossible for the PCs to keep a torch lit in this passageway since it occasionally is completely submerged (though for no more that a few feet at a time).

ENCOUNTER 13: The Lizardfolk Lair

Tellenian lizardfolk (called Zek'ira) are reptilian marsh dwellers with a complex society, bound by tradition and pride in their homelands. They are tenacious fighters with long memories for injustices.

Zek'ira vary in height, weight and coloration almost as greatly as the human populations. Most zek'ira stand about 6 to 6 1/2 feet tall, not including their 3 to 4 foot-long tails. Their hide tends to be greenish-yellow, with spots of darker green scattered over their entire body except for the underside. The underside of a zek'ira's body is a lighter yellow than the rest of the body, becoming nearly white. A zek'ira's head has a bone structure and cheek horns similar to that of a dragon, hinting at a possible common ancestry. Zek'ira have large neck gills, can breathe underwater, and are natural swimmers. Their primary diet consists of small, swamp-dwelling animals, though they are known to eat plant and insect life as well.

Zek'ira speak a dialect of Draconic as their natural language, though most also speak the prominent human or demi-human language of the area in which they live.

1. LIZARDFOLK CHILDREN'S PLAYROOM (EL 0)

After the PCs travel for about half a mile in the narrow tunnel described previously in area 18, have them make a Listen check. They won't hear anything except rushing water but this should make it less obvious that something is there when you ask them to make a Listen check for this encounter. Once the PCs get within about 40 feet of area 1 in the Lizardfolk lair, have them make a DC 10 Listen check. If they succeed they hear high-pitched sounds of talking in the Lizardfolk language (a dialect of draconic). If anyone can decipher this language, the sounds are merely child's play and laughter. If the PCs continue to area 1 and have sufficient light or other means by which to see, read the following text.

After about a mile of spelunking, you emerge from the narrow creek-carved passage into a largish cave. To your right is an area of packed earth above the elevation of the stream. Within the illuminated chamber are three small reptilian humanoids who seem surprised to have unexpected visitors. The light comes from several torches mounted on the cave walls.

As soon as they are able to react, the lizardfolk children run to area 2 for help.

3 Lizardfolk children (Small Humanoid): CR -; HD 1d4 (2 hp); Init +0; Spd 30 ft., Swim 20 ft.; AC 14 (+2 size, +2 natural), touch 12, flat-footed 14; Base Atk +1; Grp +1; Atk non-combatant; SQ Slow Regeneration; AL LN; SV Fort +0, Ref +3, Will +1; Str 11, Dex 10, Con 11, Int 12, Wis 13, Cha 12, Reference: Dangerous Denizens.

Skills and Feats: Balance +5, Jump +8, Spot +4, Survival +4, Swim +8.

Possessions: None

2. LIZARDFOLK INNER LAIR (EL 3)

The description of this chamber assumes it is unoccupied by lizardfolk because those who were here have rushed to the aid of the children in area 1. If the PCs somehow sneak up on the lizardfolk in this room, adjust the description accordingly.

This chamber appears to be a food preparation and dining room. Though it is currently unoccupied, its inhabitants must have been here only a moment ago for a meal is certainly being cooked. Several marsh rodents are lying on a stone table in various stages of butchery, a paring knife resting beside one who has just been skinned.

On the far end of the cave is a rough wooden table surrounded by nine stools. Sundry bowls and plates rest upon the table.

The lizardfolk women were in the middle of preparing dinner when they left to investigate what it was that frightened their children.

3 Lizardfolk, females (Medium Humanoid): CR 1; HD 2d8 (9 hp); Init +0; Spd 30 ft., Swim 20 ft.; AC 15 (+5 natural), touch 10, flat-footed 15; Base Atk +1; Grp +1; Atk +1 melee (1d4 claw); Full Atk +1 melee (1d4 2 claws) and -1 melee (1d3 tail slam) or +1 ranged (1d6 javelin); SQ Slow Regeneration; AL LN; SV Fort +0, Ref +3, Will +1; Str 11, Dex 10, Con 11, Int 12, Wis 13, Cha 12, Reference: Dangerous Denizens.

Skills and Feats: Appraise +1, Balance +5, Craft +4, Jump +8, Spot +4, Survival +4, Swim +8.

Possessions: a bell, flint and steel, healer's kit

3. LIZARDFOLK OUTER LAIR (EL 3)

Three reptilian humanoids are resting on the ground. Each seems to be engaged in maintenance work on small nets or box traps.

The lizardfolk males are maintaining their hunting gear after a successful foray. If alerted to the presence of intruders, they will drop what they're doing and rush to defend their women and children. The nets are smallish devices used to catch marsh rodents and useless as weapons.

3 Lizardfolk, males (Medium Humanoid) CR 1; HD 2d8 (9 hp); Init +0; Spd 30 ft., Swim 20 ft.; AC 15 (+5 natural), touch 10, flat-footed 15; Base Atk +1; Grp +1; Atk +1 melee (1d4 claw); Full Atk +1 melee (1d4 2 claws) and -1 melee (1d3 tail slam) or +1 ranged (1d6 javelin); SQ Slow Regeneration; AL LN; SV Fort +0, Ref +3, Will +1; Str 11, Dex 10, Con 11, Int 12, Wis 13, Cha 12, Reference: Dangerous Denizens.

Skills and Feats: Appraise +1, Balance +5, Craft +4, Jump +8, Spot +4, Survival +4, Swim +8.

Possessions: three fishhooks, three fishing nets, hammer, five pitons, three belt pouches, 150 feet of hempen rope, three sacks, vial of antitoxin.

4. SHOCKER LIZARD LAIR (EL 2)

If the PCs enter this chamber have them make Spot checks. If they succeed at a DC 21, they notice a small sleek reptile-like creature hiding in the cave. Otherwise, read the following boxed text.

This low cavern seems to lead to the outside as there is light coming from the eastern end. The damp floor is littered with bones of fish and other small animals. You begin to hear a series of rapid clicks.

If the shocker lizard detects the presence of intruders in its lair it emits a series of rapid clicks in an attempt to ward off intruders. If this fails, it relies on its stunning shock ability to render opponents unconscious and then moves in for the kill with its bite.

Shocker Lizard (Small Magical Beast): CR 2; HD 2d10+2 (13 hp); Init +6 (+2 Dex, +4 Improved Initiative); Spd 40 ft., climb 20 ft., swim 20 ft.; AC 16 (+1 size, +2 Dex, +3 natural), touch 13, flat-footed 14; Base Atk +2; Grp -2; Atk +3 melee (1d4 bite); SA Stunning shock, lethal shock; SQ Darkvision 60 ft., low light vision, electricity sense, immunity to electricity; AL N; SV Fort +4, Ref +5, Will +1; Str 10, Dex 15, Con 13, Int 2, Wis 12, Cha 6, Reference: Monster Manual.

Skills and Feats: Climb +11, Hide +11, Jump +7, Listen +4, Spot +4, Swim +10 Improved Initiative.

Possessions: Incidental treasure from previous victims includes 13 cp, 12 sp, 4 gp, 1 pp, 1 10 gp gem and a large metal spiked shield.

Stunning Shock (Su): Once per round, a shocker lizard can deliver an electrical shock to a single opponent within 5 feet. This attack deals 2d8 points of nonlethal damage to living opponents (Reflex save DC 12 for half).

5. CROCODILE AMBUSH (EL 2)

When the PCs pass near where the crocodile lies in wait ask them to make a Spot check (DC 27). If they fail to notice the crocodile, they are surprised by its attack.

You emerge from the damp tunnels under the Deju tomb into a swampy area that is open to the sky. At last, you seem to have made it back to your element. Unfortunately, at the last second, you see a pair of eyes looking up at you from the dirty water and realize there is a dangerous animal attached to them that is leaping up to bite at you.

A crocodile lies in wait outside the lizardfolk lair. If the PCs exit the lair through area 3, the crocodile attacks.

Crocodile (Medium Animal): CR 2; HD 3d8+9 (22 hp); Init +1 (+1 Dex); Spd 20 ft., swim 30 ft.; AC 15 (+1 Dex, +4 natural), touch 11, flat-footed 14; Base Atk +2; Grp +6; Atk +6 melee (1d8+6 bite) or +6 melee (1d12+6 tail slap); SA Improved grab; SQ Hold breath, low light vision; AL N; SV Fort +6, Ref +4, Will

+2; Str 19, Dex 12, Con 17, Int 1, Wis 12, Cha 2, Reference: Monster Manual.

Skills and Feats: Hide +7, Listen +4, Spot +4, Swim +12, Alertness, Skill Focus (Hide).

Possessions: None

If the PCs exit the Lizardfolk lair and survive the potential attack of the crocodile that awaits outside to ambush them, they may return to the Village of Hemden without further incident (unless you wish to check for random encounters).

FURTHER ADVENTURES

Once the PCs become involved with some of the locals and learn their way around the Village of Hemden, they might want to remain in the area and use it as a base of operations. However, depending on their level of involvement in the contest between Jerand and Gruthal, they might have the continuing ire of Frompir Duvelna or his close relatives. With further contests of skill in the villages surrounding Hemden, the PCs might decide to become professional contestants and see how long they can maintain a winning streak. However, as their fame grows, so will the aptitude of their opponents, as many formidable challengers seek out the traveling fair to test themselves against the reigning champions.

The underground warrens of the grimlocks in the nearby ruins of Guvlven can present nearly limitless opportunities for exploration depending on how far the DM wants to develop them. Perhaps there is a more insidious evil there that was responsible for the disappearance of the settlers and Eldoran soldiers long ago and the meddling PCs awaken it (by disturbing the demonic talisman in area 12a of the caverns, for example).

The Mashony tribesmen may have additional troubles as they fend off monsters and Brandobian explorers to protect their tribal wetlands. Perhaps an unexpected evil is brewing in one of their ancient burial tombs.

The PCs might be able to hire on a merchant vessel as guards for a valuable shipment. During their travels they could stop far to the south in the Village of Yelden in the nation of Mendarn. This would lead them to the adventure *Aldriv's Revenge* (1st-3rd level).

During their ship travels or perhaps while along the wharf of the Village of Hemden, the PCs may hear of another member of the Golden Alliance merchant's guild who is looking to hire mercenaries in the town of Dralven along the Eldoran coast to the west of Hemden. This could lead them to the adventure *Siren's Prize* (5th level).

RANDOM ENCOUNTERS

Using the table on the following pages, check for random encounters each hour with a 1 in 10 chance of an encounter. If you determine that there is an encounter, roll on the chart (1-10,000; roll a 10-sided die 4 times, the first roll being the 1,000s digit, next the 100s digit, then the 10s, then ones). You may also use one of the detailed encounters described in the text, either when the foe described in the encounter appears on the table, or in place of whatever you actually rolled. The DM determines the number of creatures encountered each time, and can adjust it according to the average party level of the PCs and the desired encounter level.

A result of SPECIAL allows the Dungeon Master to insert something rare and fantastic into the campaign at his option. Use this option to introduce a glimpse of something powerful (such as a red dragon flying overhead) or perhaps an outsider trekking the Prime Material Plane on a specific mission. A random encounter result of SPECIAL can also be used to introduce the PCs to an NPC that will provide a plot twist or perhaps a needed helping hand if the PCs are down on their luck. See the Adventures chapter in the D&D Dungeon Master's Guide for more information on Random Wilderness Encounters.

Note that some of the creatures listed on the random encounter table can be found in the KINGDOMS OF KALAMAR compatible Dangerous Denizens sourcebook. If you cannot find the monster listed in the Monster Manual and you do not own the Dangerous Denizens book, substitute a comparable encounter or roll again.

**RANDOM ENCOUNTERS:
1d10,000 ROLL**

ENCOUNTER	ELDOR	
	MULGOND SWAMP	PLAINS SOUTH
Abandoned Cabin	1-10	1-30
Abandoned Equipment	11-15	31-35
Ancient Ruins	16-95	36-75
Ankheg	96-97	76-77
Ant, Giant	98-102	78-82
Astral Hunter	103	83
Assassin Vine	104-113	84
Badger	114-115	85-184
Badger, Dire	116	185
Basilisk	117-316	186-195
Bakkas	317	196
Bat	318-717	197-496
Bat, Dire	718-719	497-498
Bee, Giant	720-722	499
Beetle, Giant, Bombadier	723-742	500-509
Beetle, Giant, Fire	743-752	510-514
Berry Bushes	753-952	515-594
Blink Dog	953-962	595-599
Boom Frog	963-967	-
Bouncing Spider	968-1067	600
Bulette	1068	601

Continued on Page 34

APPENDIX A: KEY NPCs

Bertnar (owner of the Market Place Tavern), male human (Brandobian) Com1: male human Com1: CR 1/2; Size M (5 ft., 4 in. tall); HD 1d4; hp 4; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +0; Grp +2; Atk +2 melee (1d6+2 club), or +2 ranged; SV Fort +0, Ref +2, Will +0; AL N; Str 14, Dex 14, Con 10, Int 9, Wis 11, Cha 12.

Languages Spoken: Brandobian (Eldor).

Skills and Feats: Appraise -1, Balance +2, Bluff +3, Climb +2, Concentration +0, Craft (all skills) -1, Diplomacy +1, Disguise +1, Escape Artist +2, Forgery -1, Gather Information +1, Heal +0, Hide +2, Intimidate +3, Jump +2, Listen +6, Move Silently +2, Perform +1, Profession (innkeeper) +4, Ride +2, Search -1, Sense Motive +0, Spot +0, Survival +0, Swim +2, Use Rope +2; Persuasive, Alertness.

Possessions: 50 gp in mixed coins, club.



Frompir Duvelna, male human (Brandobian) Ari 3: CR 2; Size M (5 ft. 6 in. tall); HD 3d8; hp 18; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +4 chain shirt), touch 11, flat-footed 14; Base Atk +2; Grp +3; Atk +3 melee (1d6+1, rapier); AL N; SV Fort +2, Ref +2, Will +5; Str 12, Dex 12, Con 12, Int 16, Wis 14, Cha 16.

Languages Spoken: Brandobian (Eldor), Merchant's Tongue, Brandobian, Brandobian (Mendarn)

Skills and Feats: Appraise +7, Bluff +9, Diplomacy +9, Disguise +3, Forgery +7, Gather Information +7, Handle Animal +7, Intimidate +9, Knowledge (nobility) +9, Listen +6, Perform (all skills) +3, Ride +5, Sense Motive +8, Spot +4, Survival +2, Swim +1; Eyes of Fury (KPG p 85), Fearsome Appearance (KPG p 86), Commanding Presence (KPG p 83).

Possessions: Masterwork rapier, chain shirt.



Gruthal is the son of one of Frompir's closest advisors. Because Frompir has no son, he has allowed Gruthal to be raised as his own and schooled in the ways of nobility. Gruthal is a skilled and honorable knight who has the respect of many of the locals. He has served in the Eldoran military. Although his statistics are provided here, the DM should adapt them to suit his own campaign such that Gruthal is slightly more skilled than the best fighter in the PCs' party. He is certainly far beyond Jerand in knightly prowess. Gruthal yields if reduced to 3 or fewer hit points (of lethal damage).

Random Encounters

ENCOUNTER	ELDOR		ENCOUNTER	ELDOR	
	MULGOND SWAMP	PLAINS SOUTH		MULGOND SWAMP	PLAINS SOUTH
Campsite	1069-1168	602-701	Men, Patrol, Light Infantry - crossbow	-	6680-6824
Cat	1169-1238	702-781	Men, Patrol, Marines	-	6825-6999
Cat, Fishing	1239-1738	782-791	Men, Pilgrims	4794-4893	7000-7049
Cattle	1739-1788	792-1291	Men, Pirates	4894-4993	7050-7099
Chimera	1789	1292	Men, Raiders, Heavy Cavalry	-	7100-7148
Chuul	1790-1819	-	Men, Raiders, Heavy Infantry	-	7149-7246
Coranach	1820-1919	-	Men, Raiders, Heavy Inf. - pikemen	-	7247-7368
Crocodile	1920	1293	Men, Raiders, Light Cavalry	4994-5193	7369-7417
Crimson Worm	1921-1930	-	Men, Raiders, Light Inf. - archer	-	7418-7498
Deer	1931-1940	1294-1393	Men, Raiders, Marines	5194-5293	7499
Digester	1941	-	Men, Travelers	5294-5543	7500-7899
Displacer Beast	1942	1394	Men, Tribesmen	5544-6543	7900-7949
Dog	1943-2072	1395-1594	Mimic	-	7950
Donkey	2073-2092	1595-1644	Minotaur, Plains	-	7951-8000
Doppelganger	2093-2097	1645-1649	Monstrous Centipede	6544-6643	8001-8010
Dragon, Black	2098-2100	1650	Monstrous Scorpion	6644-6648	8011-8015
Dragon, Brass	2101	1651	Monstrous Spider	6649-6748	8016-8020
Dragon, Gold	2102	1652	Naga, Dark	6749	8021
Dragon, Twilight	2103-2104	1653	Naga, Spirit	6750	8022
Dwarf, Hill	2105	1654	Natural Spring	6751-6800	8023-8072
Eagle	2106-2125	1655-1754	Nymph	6801	8073
Eagle, Giant	2126	1755	Ogre	6802-6806	8074-8083
Eaten One	2127-2146	1756	Ogre, Mage	6807	8084
Elf, High	2147-2226	1757-1781	Orc	6808-6812	8085-8114
Ethereal Filcher	2227	1782	Owl	6813-7012	8115-8214
Fruit Trees	2228-2327	1783-1882	Owl, Giant	-	8215-8219
Gargoyle	2328	1883	Phase Spider	7013	8220
Ghost	2329-2338	1884-1893	Phasm	7014	8221
Giant, Fire	2339-2341	1894-1896	Plague Boar	7015-7114	8222-8321
Gibbering Moucher	2342	1897	Pony	-	8322-8371
Gnoll	2343-2402	1898-1917	Praying Mantis, Giant	7115	8372
Gnome, Rock	2403-2452	1918-1937	Rat	7116-7715	8373-8622
Goblin	2453-2502	1938-1962	Rat, Dire	7716-7815	8623-8632
Gorgon	2503	1963	Ratfolk	7816-7825	-
Gray Render	• 2504-2553	-	Rat, Swarm	7826-7925	8633-8682
Hag, Annis	2554	1964	Raven	7926-8325	8683-9082
Half-elf	2555-2604	1965-2044	Shadow	8326-8329	9083-9086
Half-Hobgoblin	2605-2654	2045-2069	Shambling Mound	8330-8339	-
Half-Orc	2655-2679	2070-2094	Sheep	-	9087-9586
Halfling, Lightfoot	2680-2729	2095-2194	Sileni	8340-8389	9587-9588
Harpy	2730-2779	2195	Skeleton	8390-8439	9589-9596
Hawk	2780-3029	2196-2495	Snake, Viper	8440-8939	9597-9606
Hippogriff	3030-3079	2496-2497	SPECIAL	8940-8949	9607-9632
Hobgoblin	3080-3109	2498-2527	Spectre	8950-8951	9633-9634
Horse, Heavy	-	2528-2567	Spider Eater	8952	9635
Horse, Light	-	2568-2627	Spooky Carcass	8953-9052	9636-9685
Hydra	3110-3119	-	Stirge	9053-9152	-
Krenshar	3120-3179	2628	Toad	9153-9452	9686-9735
Leprechaun	3180	2629	Troll	9453	9736-9745
Lion, Dire	-	2630	Urban Fairy	9454-9526	9746-9795
Lizardfolk	3181-3330	-	Vampire	9527	9796
Lizard, Shocker	3331-3530	-	Vampire Spawn	9528	9797
Manticore	3531-3532	2631	Vase Thelephone	9529-9627	9798-9802
Medusa	3533	2632	Vila	9628-9684	9803-9807
Men, Adventurers	3534-3633	2633-2682	Wasp, Giant	9685-9688	9808-9811
Men, Bandits	3634-3733	2683-2782	Weasel	9689-9788	9812-9911
Men, Berserkers	3734-3743	2783-2792	Weasel, Dire	9789-9798	9912
Men, Farmer	3744-3793	2793-4192	Wererat	9799-9898	9913-9922
Men, Herder	3794-3843	4193-4792	Weretiger	-	9923-9924
Men, Hunters	3844-4343	4793-4842	Werewolf	9899-9908	9925-9932
Men, Merchants	4344-4643	4843-5342	Will-O-Wisp	9909-9915	9933-9939
Men, Miners	4644-4653	5343-5352	Wight	9916-9925	-
Men, Minstrels/Actors	-	5353-5402	Wolf	9926-9945	9940-9989
Men, Nomads	4654-4693	5403-5442	Wolf, Dire	9946	9990-9991
Men, Patrol, Heavy Cavalry	-	5443-5952	Wolverine, Dire	9947	9992
Men, Patrol, Heavy Infantry	-	5953-6389	Worg	9948	9993-9996
Men, Patrol, Light Cavalry	4694-4793	6390-6534	Wraith	9949-9950	9997-9998
Men, Patrol, Light Infantry - archer	-	6535-6679	Zombie	9951-10000	9999-10000

Gruthal, male human (Brandobian) Ftr2: CR 2; Size M (5 ft., 2 in. tall); HD 2d10+6; hp 21; Init +1 (+1 Dex); Spd 20 ft.; AC 19 (+1 Dex, +8 full plate); Base Atk +2; Grp +5; Atk +6 melee (2d6+4, greatsword) or +3 ranged (1d8, longbow); SV Fort +6, Ref +1, Will +1; AL LN; Str 17, Dex 12, Con 16, Int 13, Wis 12, Cha 11.

Languages Spoken: Brandobian (Eldor), Merchant's Tongue.

Skills and Feats: Appraise +1, Balance +1, Bluff +0, Climb +3, Concentration +3, Craft +1, Diplomacy +0, Disguise +0, Escape Artist +1, Forgery +1, Gather Information +0, Handle Animal +5, Heal +1, Hide +1, Intimidate +5, Jump +8, Listen +1, Move Silently +1, Perform (all skills) +1, Ride +11, Search +1, Sense Motive +1, Spot +1, Survival +1, Swim +3, Use Rope +1; Blind-fight, Combat reflexes, Power Attack, Skill Focus (Ride).

Possessions: Full plate, masterwork greatsword, longbow, light horse and basic tack.

Haplinon, owner of Haplinon's Clothery, is a bitter enemy of Duvelna family. He once made a bid to enter the Golden Alliance merchant's guild, but Frompir Duvelna blocked his admittance. Haplinon has never forgiven the man. He would do anything in his power to see ruin come to the head of the Duvelnas or his clan. Luckily for the Duvelnas, Haplinon is not a very powerful man. Still, it never pays to have those who would destroy you lurking in the shadows.

Haplinon male human (Brandobian) Exp1: CR 1/2; Size M (5 ft., 6 in. tall); HD 1d6+2; hp 8; Init +4 (+4 Dex); Spd 30 ft.; AC 14 (+4 Dex); Base Atk +0; Grp +0; Atk +0 melee (1d6, quarterstaff), or +4 ranged; AL LN; SV Fort +2, Ref +4, Will +4; Str 11, Dex 18, Con 14, Int 10, Wis 14, Cha 11.

Languages Spoken: Brandobian (Eldor).

Skills and Feats: Appraise +4, Balance +4, Bluff +0, Climb +0, Concentration +2, Craft (calligraphy) +4, Diplomacy +0, Disguise +4, Escape Artist +4, Forgery +0, Gather Information +4, Heal +2, Hide +4, Intimidate +0, Jump +0, Listen +6, Move Silently +4, Perform (all skills) +0, Profession (oratory) +6, Ride +4, Search +0, Sense Motive +10, Spot +2, Survival +2, Swim +0, Use Rope +4; Mind Like Water (KPG p 88, +4 to Sense Motive), Sprint (KPG p91, can increase speed by 10 ft. for 14 rounds).

Possessions: Quarterstaff.

Although **Jerand** is physically fit, he has very little in the way of combat training. He is instead more interested in the performing arts and it is his skill as a singer and poet that allowed him to successfully woo Talla. Jerand will not surrender until he has only 1 hit point left.



Jerand male human (Brandobian) Com1: CR 1/2; Size M (5 ft., 8 in. tall); HD 1d4; hp 4; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (+1 Dex, +2 leather armor, +2 shield), touch 11, flat-footed 14; Base Atk +0; Grp +0; Atk +0 melee (1d6, sickle), or -3 ranged (non-proficient); SV Fort +0, Ref +1, Will -2; AL NG; Str 11, Dex 12, Con 11, Int 9, Wis 6, Cha 14.

Languages Spoken: Brandobian (Eldor), Merchant's Tongue.

Skills and Feats: Appraise -1, Balance +1, Bluff +2, Climb +0, Concentration +0, Craft (cooper) +3, Diplomacy +2, Disguise +2, Escape Artist +1, Forgery -1, Gather information +2, Heal -2, Hide +1, Intimidate +2, Jump +1, Listen -2, Move silently +1, Perform (sing) +6, Ride +1, Search -1, Sense Motive -2, Spot -2, Survival -2, Swim +1, Use Rope +1; Shield Proficiency, Armor Proficiency (light).

Possessions: Sickle, leather armor, heavy wooden shield, 10 cp.

MAURIN

If the player characters dig deep enough within the rumors of the town, they might find that Gruthal has impregnated a local woman, **Maurin**, out of wedlock. If the PCs discover this, they could try to use it as blackmail against him.

Maurin wants Gruthal as a husband, but does not want to cause him grief by publicly announcing their indiscretion. She is emotionally torn over how to react and recognizes her lesser station with respect to Gruthal. If he will not accept her, she is resolved to raise the child on her own, keeping its father a secret. It would take a significant amount of convincing (or payment) for her to come out with the story.

If the PCs approach Gruthal with this dilemma, there is a small (10%) chance that he buckles to the wishes of the players if they agree to keep his secret. In this case, he agrees to throw the contest. It is much more likely however (90%), that he thanks them for finally clearing the matter for him. He will feel forced to own up to his responsibility that he has thus far shirked in secrecy and publicly announce his plans to wed Maurin. If this occurs before the duel, he becomes more likely to yield if he is close to being defeated in battle. (He yields at 6 hit points instead of 3.)

Retorndi (Gruthal's squire), male human (Brandobian) War1: CR 1/2; Size M (5 ft., 5 in. tall); HD 1d8+4; hp 12; Init +2 (+2 Dex); Spd 30 ft.; AC 16 (+2 Dex, +4 chain shirt), touch 12, flat-footed 14; Base Atk +1; Grp +2; Atk +2 melee (1d6+2 rapier), or +2 ranged; SV Fort +6, Ref +2, Will +0; AL LN; Str 12, Dex 14, Con 18, Int 9, Wis 10, Cha 14.

Languages Spoken: Brandobian (Eldor).

Skills and Feats: Appraise -1, Balance +2, Bluff +2, Climb +1, Concentration +4, Craft (all skills) -1, Diplomacy +2, Disguise +2, Escape Artist +2, Forgery -1, Gather Information +2, Handle Animal +6, Heal +0, Hide +2, Intimidate +2, Jump +1, Listen +0, Move Silently +2, Perform (all skills) +2, Profession (all skills)

+0, Ride +6, Search -1, Sense Motive +0, Spot +0, Survival +0, Swim +1, Use Rope +2; Dodge, Mobility.

Possessions: Chain shirt, rapier.



Talla Duvelna desperately wants to spend the rest of her life with Jerand in wedlock, but she wishes to do so through normal means with the blessing of her family. She wants to avoid eloping at almost all costs and will say so if questioned about it. If pressed, she explains that she fears her father will hunt them down and an elopement would dishonor her family. Talla feels she has no exceptional skills that she could rely upon to make a living on her own. Thus, she is dependent on her father and will continue to be so for the foreseeable future.

Talla female human (Brandobian) Ari: CR 1/2; Size M (5 ft., 7 in. tall); HD 1d8; hp 8; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Base Atk +0; Grp -1; Atk -1 melee (1d6-1 rapier), or +1 ranged; AL NG; SV Fort +2, Ref +1, Will +6; Str 9, Dex 12, Con 10, Int 11, Wis 14, Cha 16.

Languages Spoken: Brandobian (Eldor), Merchant's Tongue, Dwarven, Elven, Gnome, Deji (Malavlan), Sylvan.

Skills and Feats: Appraise +4, Balance +1, Bluff +3, Climb -1, Concentration +0, Craft (all skills) +0, Diplomacy +7, Disguise +3, Escape Artist +1, Forgery +0, Gather Information +7, Heal +2, Hide +1, Intimidate +3, Jump -1, Listen +6, Move Silently +1, Perform (all skills) +3, Ride +1, Search +0, Sense Motive +2, Spot +2, Survival +2, Swim -1, Use Rope +1; Iron Will, Great Fortitude.

Possessions: Noble's outfit, tiara (50gp).

Thurgald (owner of the Fireside Inn), male human (Brandobian) Com: CR 1/2; Size M (5 ft., 5 in. tall); HD 1d4-1; hp 3; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Base Atk +0; Grp +1; Atk +0 melee (1d6+1 club), or +1 ranged; AL LG; SV Fort -1, Ref +1, Will +2; Str 12, Dex 12, Con 9, Int 9, Wis 14, Cha 15.

Languages Spoken: Brandobian (Eldor), Merchant's Tongue.

Skills and Feats: Appraise -1, Balance +1, Bluff +4, Climb +1, Concentration -1, Craft (all skills) -1, Diplomacy +4, Disguise +2, Escape Artist +1, Forgery -1, Gather Information +2, Heal +2, Hide +1, Intimidate +4, Jump +1, Listen +4, Move Silently +1, Perform (all skills) +2, Profession (innkeeper) +6, Ride +1, Search -1, Sense Motive +4, Spot +2, Survival +2, Swim +1, Use Rope +1; Negotiator, Persuasive.

Possessions: 100 gp in mixed coins, club.

Transen Dirstidur (local magistrate and contest official), male human (Brandobian) Ari: CR 1/2; Size M (5 ft. 7 in. tall); HD 1d8-1; hp 7; Init +0; Spd 30 ft.; AC 14 (+4 chain shirt); Base Atk +0; Grp +0; Atk +0 melee (1d6 rapier); AL LN; SV Fort +0, Ref +0, Will +2; Str 11, Dex 10, Con 8, Int 11, Wis 18, Cha 14.

Languages Spoken: Brandobian (Eldor)

Skills and Feats: Appraise +0, Balance +0, Bluff +6, Climb +0, Concentration -1, Diplomacy +8, Disguise +2, Escape Artist +0, Gather Information +6, Heal +8, Hide +0, Intimidate +6, Jump +0, Listen +4, Move Silently +0, Perform +2, Ride +0, Search +0, Sense Motive +13, Spot +4, Survival +4, Swim +0, Use Rope +0; Skill Focus (Sense Motive), Negotiator.

Possessions: Chain shirt, rapier

APPENDIX B: NEW MONSTERS

BAKKAS

Small Magical Beast

Hit Dice: 1d10 (5 hp)

Initiative: +4 (Dex)

Speed: 10 ft (2 squares), fly 50 ft. (average)

AC: 15 (+1 size, +4 Dex), touch 15, flat-footed 11

Base Attack/Grapple: +1/-5

Attack: Bite +6 melee (1d4-2 plus disease)

Full Attack: 2 bites +6 melee (1d4-2 plus disease)

Space/Reach: 5 ft./5 ft.

Special Attacks: Disease

Special Qualities: Blindsight, see invisibility

Saves: Fort +2, Ref +6, Will +2

Abilities: Str 6, Dex 18, Con 11, Int 2, Wis 14, Cha 6

Skills: Jump +4*, Listen +9*, Spot +9*

Feats: Weapon Finesse (bite)

Environment: Temperate and warm forest, hill and underground

Organization: Solitary, pair, bunch (3-6) or colony (12-20)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 2-3 HD (Small)

Level Adjustment: -

These two-headed bats are quick, agile flyers. Originally encountered only in tropical caves, these disease-carriers can now be found in colder areas as well.

The average bakkas is 9 to 12 inches long with a wingspan of 2 to 3 feet. Like a normal bat, it is nocturnal and has a body resembling a winged rodent. Their bodies are covered with dark brown fur, though their wings are deep black and hairless. Strangely, their legs resemble those of a primate more than the standard bat. They use these powerful and versatile legs for leaping into the air or for grabbing prey.

Bakkas typically feed on insects or fruit, though some of them also have a taste for flesh. Most often, this flesh comes from the corpses of those who died of starvation or accidental death after becoming delirious from a bakkas bite.

COMBAT

Bakkas defend their territory with a ferocity uncommon to most bats. They adopt the land surrounding their lair for about a league in each direction as their own. Any creature venturing into their lands at night will certainly be attacked. Once they bite the intruder, the bakkas flies away, though they try to keep their victim in sight, and use their ultrasonic cries to summon other bakkas. When the intruder succumbs to the delirium caused by the bite, the bakkas attack en masse.

Disease (Ex): Bakkas bites are infectious, carrying a particularly nasty disease known to some as "bakkas delirium." This disease requires a Fortitude save (DC 13), with no incubation period. Those who fail their save suffer a loss of 1d6 Constitution and 1d6 Intelligence damage (temporary). Anyone who loses half his or her Intelligence to this disease experiences weird delusions and loses touch with reality, effectively becoming confused until full intelligence is regained.

Blindsight (Ex): Bakkas can "see" via the sonar-like ability of echolocation, just like normal bats (and twilight dragons). This allows them to locate objects and creatures within 120 feet in any light condition.

See Invisibility (Ex): Bakkas continuously see invisibility as the spell of the same name, with a range of 120 feet.

Skills: *Bakkas receive a +4 racial bonus to Jump, Spot and Listen checks. These bonuses are lost if blindsight is negated.

mischief, and often plays practical jokes on the larger, "clumsy" races.

A gruag is a well-dressed, long-haired fairy of either sex. It commonly dwells in house attics and barn lofts. Gruag are voyeurs, and enjoy observing the many strange peculiarities (so they believe) of the big folk. In exchange for food and undisturbed shelter, a gruag occasionally uses its *unseen servant* ability to help with household chores. If bread and milk is routinely set out for the gruag, it confines its mischief to a minimum - mostly distracting the big folk with strange sounds and misleading voices. However, if the gruag is threatened, or the offering of food is forgotten or ignored, its tricks become more violent. The greasing of stairs and the summoning of stinging insects is typical for an unhappy gruag.

COMBAT

Gruag enter into combat only if captured or in immediate danger of losing their lives. They prefer to rely on their spell-like abilities to distract their opponents while they flee.

Mimicry (Ex): Gruag can imitate the sounds of almost any domesticated or wild animal found near their homes.

Spell-Like Abilities: At will - *ghost sound*; 3/day - *grease*, *invisibility* (self only), *tongues*, *unseen servant*, *ventriloquism*; 1/day - *summon swarm*.

FAIRY, URBAN

Tiny Fey

Hit Dice: 1d6+4 (7 hp)

Initiative: +3 (Dex)

Speed: 20 ft. (4 squares), fly 60 ft. (perfect)

AC: 15 (+2 size, +3 Dex), touch 15, flat-footed 12

Base Attack/Grapple: +1/-10

Attack: Tiny short sword +6 melee (1d3-3/19-20)

Full Attack: Tiny short sword +6 melee (1d3-3/19-20)

Space/Reach: 2 1/2 ft./0 ft.

Special Attacks: Mimicry

Special Qualities: Damage reduction 10/cold iron, low-light vision, spell-like abilities

Saves: Fort +1, Ref +5, Will +3

Abilities: Str 4, Dex 17, Con 12, Int 11, Wis 13, Cha 16

Skills: Balance +6, Escape Artist +6, Hide +15, Listen +6, Search +5, Spot +6, Survival +2 (+4 when following tracks), Use Rope +3 (+5 on bindings)

Feats: Toughness⁹, Weapon Finesse

Environment: Temperate and warm forest

Organization: Solitary or pair

Challenge Rating: 2

Treasure: No coins; 50% goods; 50% items

Alignment: Usually neutral good

Advancement: 2 HD (Tiny)

Level Adjustment: +3

The urban fairy, or "gruag," is the town and city-dweller of the fairy races. Though mostly benevolent, the gruag loves

GOLEM, CHALK

Large Construct

Hit Dice: 4d10+30 (52 hp)

Initiative: -1 (Dex)

Speed: 20 ft. (4 squares)

AC: 12 (-1 size, -1 Dex, +4 natural), touch 8, flat-footed 12

Base Attack/Grapple: +3/+8

Attack: Slam +3 melee (2d6+1)

Full Attack: 2 slams +3 melee (2d6+1)

Space/Reach: 10 ft./10 ft.

Special Attacks: Berserk, obscuring dust

Special Qualities: Construct traits, damage reduction 5/+1, darkvision 60 ft., inaudible, low-light vision, SR 8, vulnerability to water

Saves: Fort +1, Ref +0, Will +1

Abilities: Str 13, Dex 9, Con -, Int -, Wis 11, Cha 1

Environment: Warm and temperate land and underground

Organization: Solitary or gang (2-4)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 5-8 HD (Large); 9-12 HD (Huge)

Level Adjustment: -

Chalk golems are difficult to create as they require wire casts, several dozen pounds of paste and 600 pounds of chalk powder. The wire, cast in the desired shape, usually that of an 8 to 9 foot tall humanoid, is set in a vat of paste, removed and covered in chalk. Once dry it is lowered in the vat again for more paste. The process is repeated until the creature is made whole. However, the dust is loose, and a walking chalk golem is always followed by a light cloud of dust. Though a chalk golem is quite

heavy, the powder itself offsets the noise of its footfalls so that its movements give no indication of its presence.

COMBAT

Chalk golems are primarily used in combat to give cover for other, more powerful golems. If forced into melee combat, the chalk golem approaches close enough to unleash a wave of powdery dust at their opponents. It then attacks, pounding with its fists.

Berserk (Ex): Each round a chalk golem is in combat, there is a cumulative 1% chance that its elemental spirit becomes uncontrolled and goes on a rampage. The chalk golem will attack the nearest living creature (whether friend or foe) or, if no creature is near, it will attempt to smash the closest object smaller than itself. The chalk golem then moves on to cause more destruction. Once a chalk golem goes berserk, the creator can try to regain control as long as he or she is within 60 feet. The creator must attempt to persuade the chalk golem to obey his will, which requires a successful Charisma check (DC 19). A chalk golem's berserk chance resets to 0% after 1 minute of rest.

Obscuring Dust (Sp): Four times per day, a chalk golem can use obscuring dust as a free action. This ability works as an *obscuring mist* spell cast by a 5th-level wizard. The chalk golem's own vision is not obscured, and it gains a +4 attack bonus while the ability functions. This attack bonus is negated against characters with the Blind-Fight feat.

Inaudible (Ex): The powder coating a chalk golem ensure that it emits no sound from movement or bumping up against objects.

Vulnerability to Water (Ex): Being made of water soluble materials, these golems are particularly susceptible to water and take half again as much (+50%) damage from water-based attacks. Furthermore, causing damage to one of these creatures with water may start dissolving it (1 in 3 chance) and cause it to take a like amount of damage for the next 1d4 rounds. One gallon of water deals 1d8 points of damage to a chalk golem.

PHANTOM STEED

Large Undead (Augmented Magical Beast) (Incorporeal)

Hit Dice: 6d12 (39 hp)

Initiative: +1 (+1 Dex)

Speed: 50 ft. (10 squares), fly 30 ft. (perfect)

AC (ethereal): 18 (-1 size, +1 Dex, +8 Natural), touch 10, flat-footed 17

AC (manifested): 11 (-1 size, +1 Dex, +1 Deflection), touch 10, flat-footed 10

Base Attack/Grapple: +4/+12

Attack (ethereal only): Hoof +7 melee (1d6+4)

Full Attack (ethereal only): 2 hooves +7 melee (1d6+4) and bite +5 melee (1d4+2)

Attack (manifested): Corrupting gaze, corrupting touch +1 melee (1d6)

Full Attack (manifested): Corrupting gaze, corrupting touch +1 melee (1d6), Frightful Moan

Space/Reach: 10 ft./5 ft.

Special Attacks: Corrupting gaze, corrupting touch, frightful moan

Special Qualities: Low-light vision, scent, improved evasion,

etherealness, rejuvenation, turn resistance +4

Saves: Fort +8, Ref +6, Will +3

Abilities: Str 19, Dex 13, Con -, Int 6, Wis 13, Cha 12

Skills: Listen +6, Spot +5

Feats: Endurance, Run, Multiattack

Environment: Any

Organization: Solitary

Challenge Rating: 4

Treasure: None

Alignment: Lawful good

Advancement: -

Level Adjustment: -

Having once lived as a heavy warhorse, while manifested this creature can carry a rider and even fight while doing so, but the rider may only also attack if he or she succeeds on a Ride check. A light load for a phantom steed is up to 200 pounds; a medium load 201-500 pounds; and a heavy load 501-800 pounds. A phantom steed can drag 4,400 pounds.

The phantom steed cannot be ridden by anyone against its will. The horse has an aura of eerie beauty about it and if ridden in service of a noble deed it tends to fascinate on-lookers with a reaction between awe-inspired admiration and unnerved fear at the supernatural nature of the beast.

COMBAT

Corrupting Gaze (Su): A phantom steed can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the steed's gaze must succeed on a Fortitude save (DC 14) or take 2d10 points of damage and 1d4 points of Charisma damage.

Corrupting Touch (Su): A phantom steed that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against non-ethereal opponents, it adds its Dexterity modifier (+1) to attack rolls.

Frightful Moan (Su): A phantom steed can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save (DC 14) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same steed's moan for 24 hours.

Manifestation (Su): When a phantom steed manifests it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested steed can only be harmed by other incorporeal creatures, magic weapons, or spells with a 50% chance to ignore any damage from a corporeal source.

Etherealness (Su): Once per day the phantom steed may cast *etherealness* on itself and up to two riders. The duration is 6 minutes or until dismissed. Of course, the steed can come and go to the Ethereal Plane freely on its own, but this special ability allows it to take one or two riders. The horse controls this ability, not the rider.

RATFOLK

Medium Humanoid**Hit Dice:** 2d8+2 (11 hp)**Initiative:** +7 (+3 Dex, +4 Improved Initiative)**Speed:** 30 ft. (6 squares)**AC:** 14 (+3 Dex, +1 natural), touch 13, flat-footed 11**Base Attack/Grapple:** +1/+2**Attack:** Short sword +2 melee (1d6+1)
or sling +4 ranged (1d4+1)**Full Attack:** Short sword +2 melee (1d6+1)
or sling +4 ranged (1d4+1)**Space/Reach:** 5 ft./5 ft.**Special Qualities:** Immunity to disease, low-light vision, scent**Saves:** Fort +1, Ref +6, Will +0**Abilities:** Str 12, Dex 16, Con 12, Int 9, Wis 11, Cha 8**Skills:** Hide +5, Listen +2, Move Silently +6, Spot +2**Feats:** Improved Initiative**Environment:** Any land**Organization:** Solitary, gang (4-6) or band (10-100)**Challenge Rating:** 1**Treasure:** Standard**Alignment:** Usually evil**Advancement:** As character class**Level Adjustment:** +0

Ratfolk are furtive, slinking creatures that serve as trackers and spies for stronger, more cunning evil creatures.

Ratfolk are lightly covered with deep black fur. Their bodies are humanoid in appearance, but their heads closely resemble those of rats. Unlike their tiny cousins, most ratfolk have small tails (less than 2 feet long) or none at all. Ratfolk stand about 4 feet tall and weigh around 60 pounds.

Though it looks like a wererat in hybrid form, a ratfolk is no shapechanger. On their own, they live in small communities that readily scatter if necessary to escape being killed or driven away by larger monsters.

Some ratfolk bands may keep krenshars as guards or hunting animals. Ratfolk have a +4 racial bonus to train these animals. All ratfolk are amused rather than frightened by the krenshar's scare ability.

COMBAT

Ratfolk primarily use short swords for ambushing enemies. Ratfolk rogues use their sneak attacks as often as possible in combat. When possible, they attack by ranged weapons for as long as they can after the initial surprise attack. In melee, they usually attack a single target as a mob, working together effectively.

Skills: A ratfolk gains a +2 racial bonus to Hide and Move Silently checks.

RATFOLK CHARACTERS

A ratfolk's favored class is rogue, and ratfolk leaders are usually fighter/rogues or barbarian/rogues. Ratfolk spellcasters and clerics are rare. Surprisingly, they make good monks, although they favor practicality over idealism in a fashion that sometimes frustrates monastic teachers from other races.

TARANTUBAT

Tiny Magical Beast**Hit Dice:** 1/2 d10 (2 hp)**Initiative:** +3 (Dex)**Speed:** 20 ft. (4 squares), climb 10 ft., fly 40 ft. (average)**AC:** 15 (+2 size, +3 Dex), touch 15, flat-footed 12**Base Attack/Grapple:** +0/-12**Attack:** Bite +5 melee (1d3-4)**Full Attack:** Bite +5 melee (1d3-4)**Space/Reach:** 2 1/2 ft./0 ft.**Special Attacks:** Cocoon, frightful presence, poison, web**Special Qualities:** Bunching, darkvision 60 ft.**Saves:** Fort +2, Ref +5, Will +2**Abilities:** Str 3, Dex 17, Con 10, Int 2, Wis 14, Cha 4**Skills:** Climb +4, Hide +15, Jump +4, Listen +5, Move Silently +4, Spot +10**Feats:** Alertness⁵, Weapon Finesse**Environment:** Temperate and warm land and underground**Organization:** Colony (2-12) or swarm (5-20)**Challenge Rating:** 1/2**Treasure:** None**Alignment:** Always neutral**Advancement:** 1 HD (Tiny); 2-3 HD (Small)**Level Adjustment:** -

Tarantubats are aggressive, bat-like arachnids. Though a single tarantubat is a minor threat, a swarm of them can easily overwhelm a group of unprepared adventurers.

Tarantubats are dull-black in color and have hairy bodies and legs similar to a tarantula, with the addition of leathery, bat-like wings and a fluttery flying style reminiscent of bats. As these tiny beasts can be commanded by vampires, one often encounters them in proximity to such wicked undead.

Tarantubats prefer to live underground or in the shelter of caves. Their bodies are about 4 inches in diameter, with a wingspan of about 2 feet.

COMBAT

Tarantubats hunt in numbers by flying around opponents and attempting to deliver poison through means of a bite. Victims who become paralyzed by Strength loss will be encased in a cocoon. The tarantubats then feed upon the encased victim at their leisure.

Even if a victim becomes paralyzed due to their poison, tarantubats only begin the process of building the cocoon if not threatened by other creatures. If they successfully paralyze an opponent and are driven away, they return as soon as they are able, in order to see if the victim is still available for cocooning. Tarantubats also build webs as traps.

Bunching: As tiny, flying creatures, tarantubats swarm their opponents with ease. Up to five tarantubats can occupy the same 5-foot-by-5-foot space.

Cocoon (Ex): Victims paralyzed by Strength loss will be encased in a cocoon (Break free with a Strength check DC 21). It takes a tarantubat about an hour to encase a victim in a cocoon if the victim is the same size or smaller than the tarantubat. Larger victims can take twice as long per

size category (two hours for a Small creature, four for a Medium, etc.).

Frightful Presence (Ex): Seeing three or more tarantubats flying is so unnerving to the viewer that he or she must make a Will saving throw (DC 10) or become shaken (see the D&D *Dungeon Master's Guide*) for as long as he or she sees the tarantubats flying. Shaken creatures suffer a -2 morale penalty on attack rolls, weapon damage rolls and saving throws. This ability can affect creatures with up to 1 HD (up to 2-3 HD for Small tarantubats).

Poison (Ex): Bite, Fortitude save (DC 10); initial and secondary damage 1 Str.

Web (Ex): Though they can cast a web eight times a day, people who are attacked by them rarely see this since it only affects targets up to one size smaller than themselves. More often, the tarantubats construct a sheet of sticky webs from 5 to 60 feet square depending on the number of individuals spinning the web. Creatures who stumble into the webs (Spot check DC 20) become trapped as though by a successful net attack. The web anchors the target in place, allowing no movement. Victims can escape or burst from the web with the following difficulty classes: Escape Artist DC 15 (Tiny webs), 17 (Small webs), 19 (Medium); Break DC 21 (Tiny), 23 (Small), 25 (Medium). Hit points for each five foot section are: 1 (Tiny), 3 (Small) and 5 (Medium). All webs have damage reduction 4/fire.

Skills: Tarantubats receive a +4 racial bonus to Hide checks and a +6 racial bonus to Jump and Spot checks.

plants are inactive and safe to approach during the winter months. Its numerous spores are olive-colored and spiny, each about half an inch across.

The vase thelephore's shape provides food, shelter, and a breeding place for the humming beetle (a small, hard-shelled insect so named because of the shrill hum its wings make). Though the plants slowly absorb approximately one-fourth of the beetle's eggs, the beetles continue to make the vase their home. Strangely, it is this beetle that is the primary cause of death for unwary adventurers. The humming of their wings draws curious persons (or animals) to the plant, where they too become dusted with spores. Unfortunately, this attack is rather more fatal for other creatures than for the immune beetles.

COMBAT

If anyone gets within 10 feet of a vase thelephore, it attacks by directing its spores at its target. Of course, to the plant this is simply a means of reproduction. It has no hostile motives.

Spores (Ex): Any vase can emit 5 spores per round as a full attack action. These attacks have a range of 10 feet with no range increment, and embed into the target's flesh on a hit. Removing the spore from the flesh causes 1 point of damage.

A character wounded by a spore must make an immediate Fortitude save (DC 13). A failed save indicates that the spore's genetic material has worked its way into the bloodstream. The incubation period of the spores lasts for 24 hours, after which time the character takes 1 point of temporary Constitution damage. Each day thereafter, the character must make another Fortitude save (DC 13) or temporarily lose 1 point each of Strength and Constitution as his body slowly transforms into a walking mass of spores. The character who fails his save for that day develops boils on his hands and arms in the morning that late in the day burst to release 2d6 spores, which can infect other people. Three successful saves in a row indicate the character has fought off the disease. After the character dies, if he did not fight the disease off, the spores completely consume the body within 1d3 days.

Once it has taken root in fertile ground, a spore can become a full-grown vase thelephore within 1d3 weeks. The vase thelephore can release up to 20 spores per day, afterwards regenerating at a rate of two spores per hour.

Plant Traits (Ex): Vase thelephores are immune to paralysis, poison, polymorphing, sleep and stunning. They are also not subject to critical hits or mind-influencing effects.

Tremorsense (Ex): The vase thelephore can sense the location of anything within 10 feet, providing it is in contact with the ground.

VASE THELEPHORE

Small Plant

Hit Dice: 2d8+2 (11 hp)

Initiative: +0 (-4 Dex, +4 Improved Initiative)

Speed: 0 ft.

AC: 16 (+1 size, -4 Dex, +9 natural), touch 7, flat-footed 16

Base Attack/Grapple: +1/-2

Attack: 5 spores -2 ranged (spore 1)

Full Attack: 5 spores -2 ranged (spore 1)

Space/Reach: 5 ft./2 1/2 ft.

Special Attacks: Spores

Special Qualities: Plant traits, tremorsense

Saves: Fort +4, Ref -4, Will +0

Abilities: Str 13, Dex 2, Con 13, Int 2, Wis 11, Cha 5

Skills: Listen +5, Spot +5

Feats: Improved Initiative

Environment: Temperate and warm forest

Organization: Solitary, Patch (2-7)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 3-5 HD (Medium-size); 6-8 HD (Large)

Level Adjustment: -

These dangerous fungi reproduce rapidly, using the bodies of animals and humanoids to carry their life-draining spores to distant regions.

This fungus appears as a vase-like cup. It is scaly and hairy near its base. In tropical regions, the vase thelephore can produce spores year-round, while in temperate regions, these

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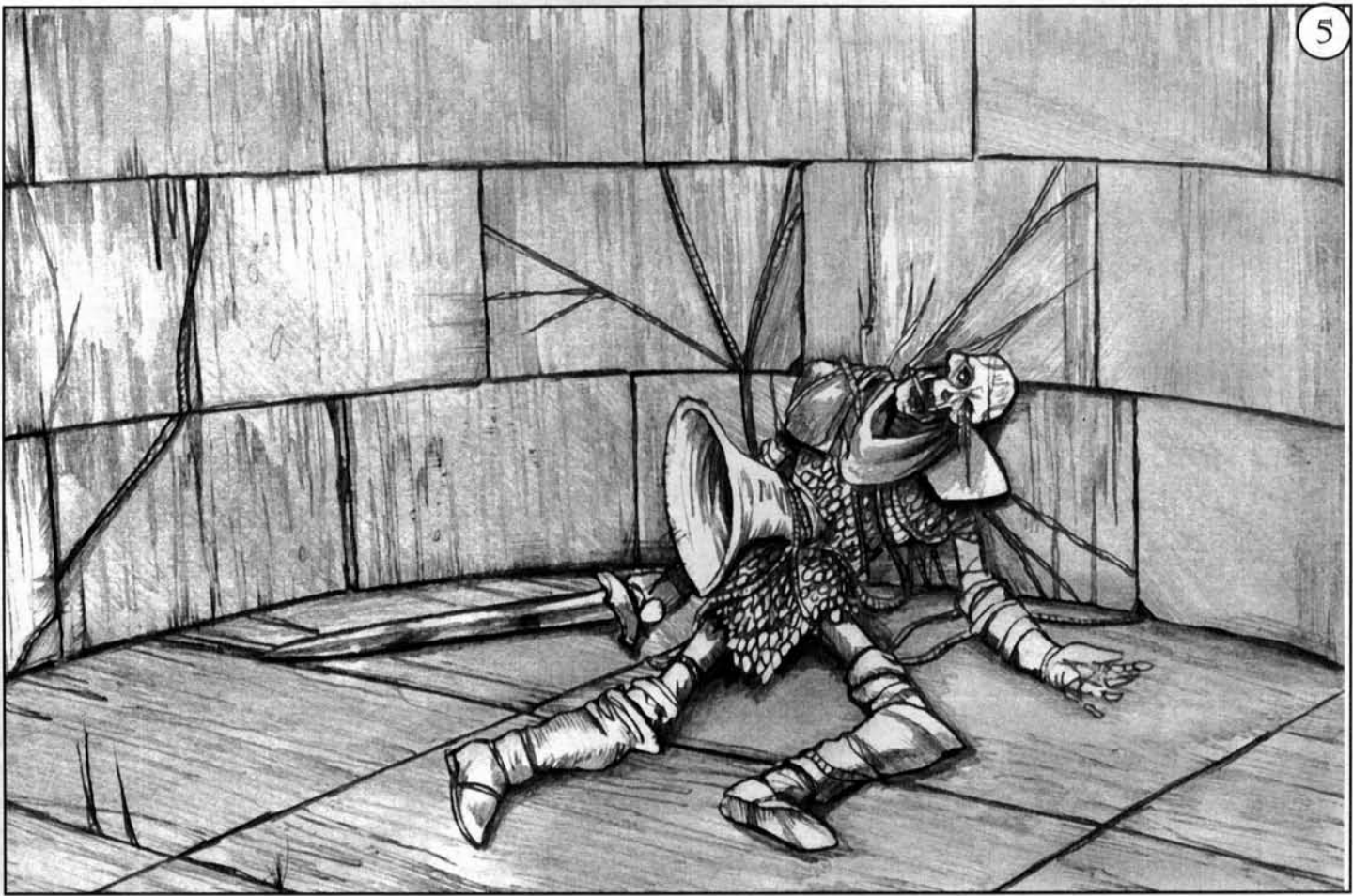
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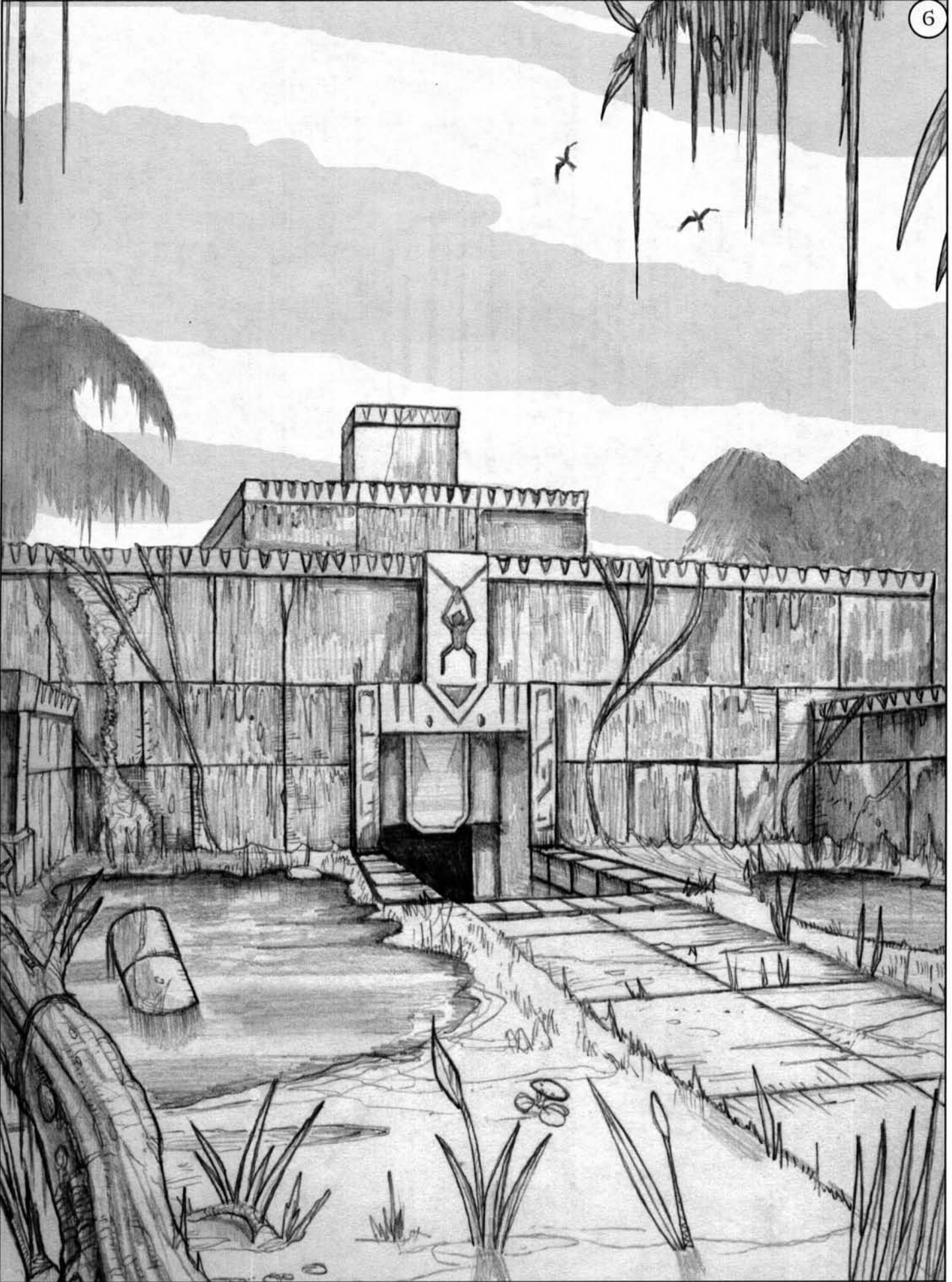


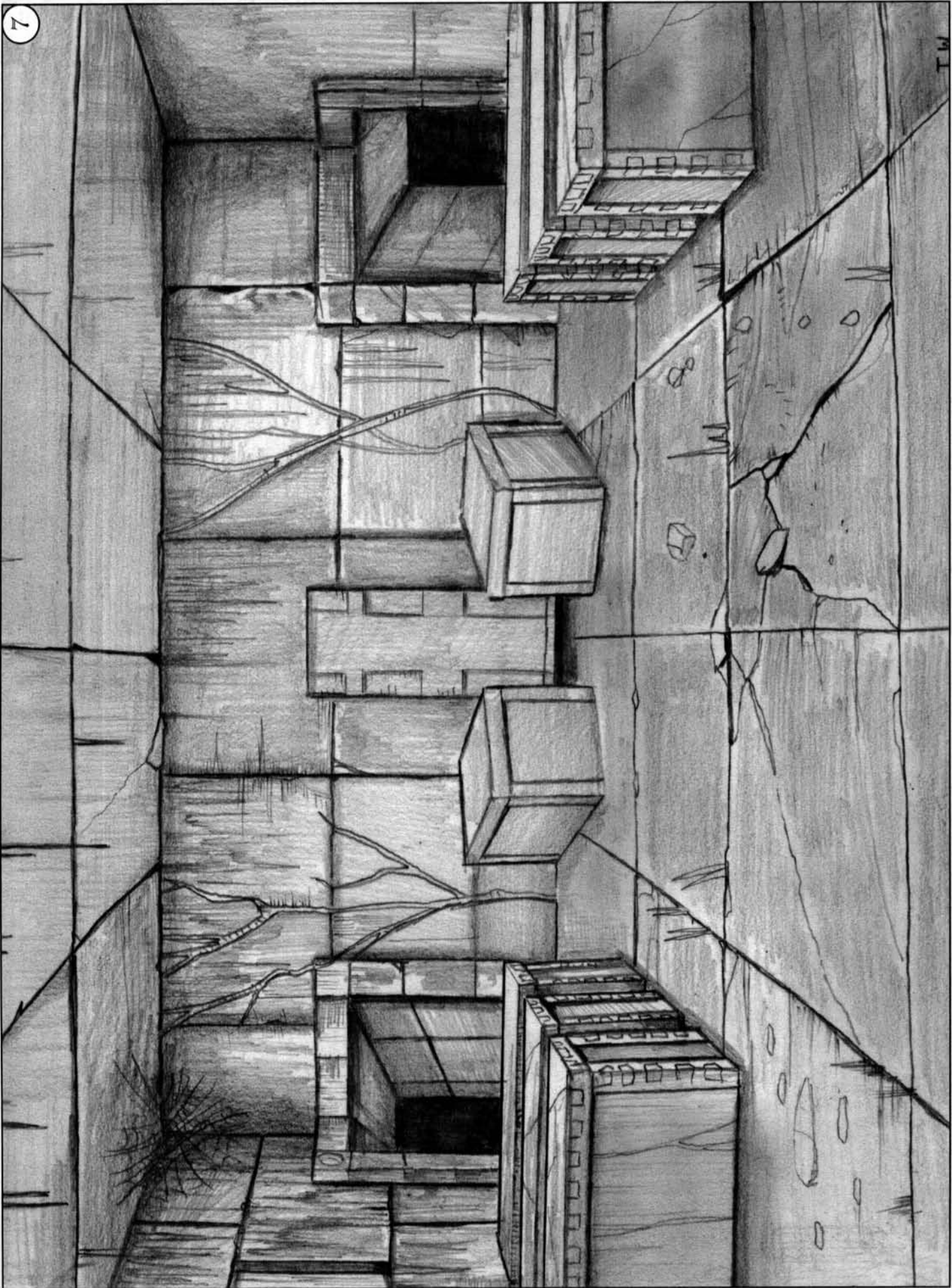
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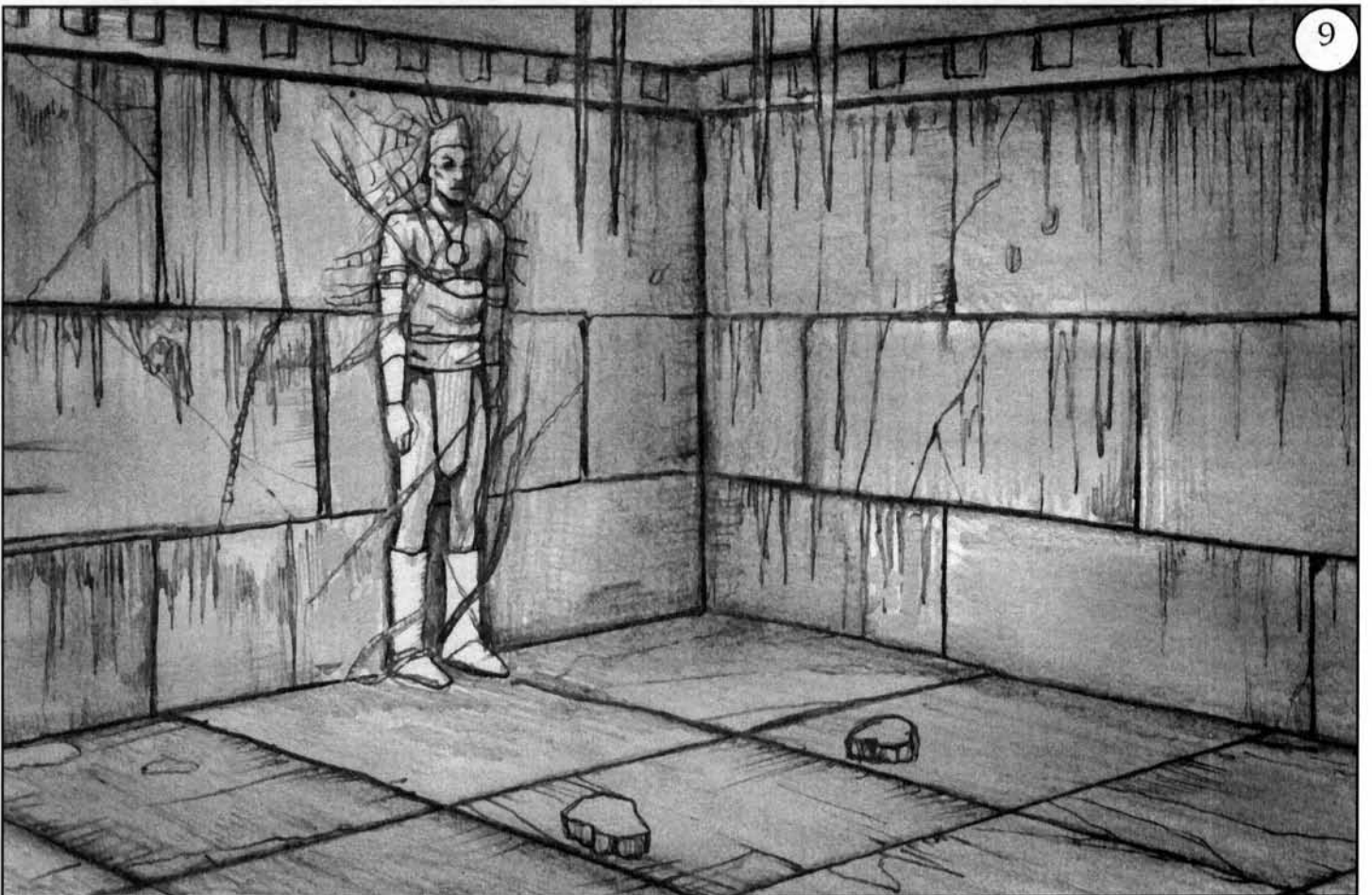
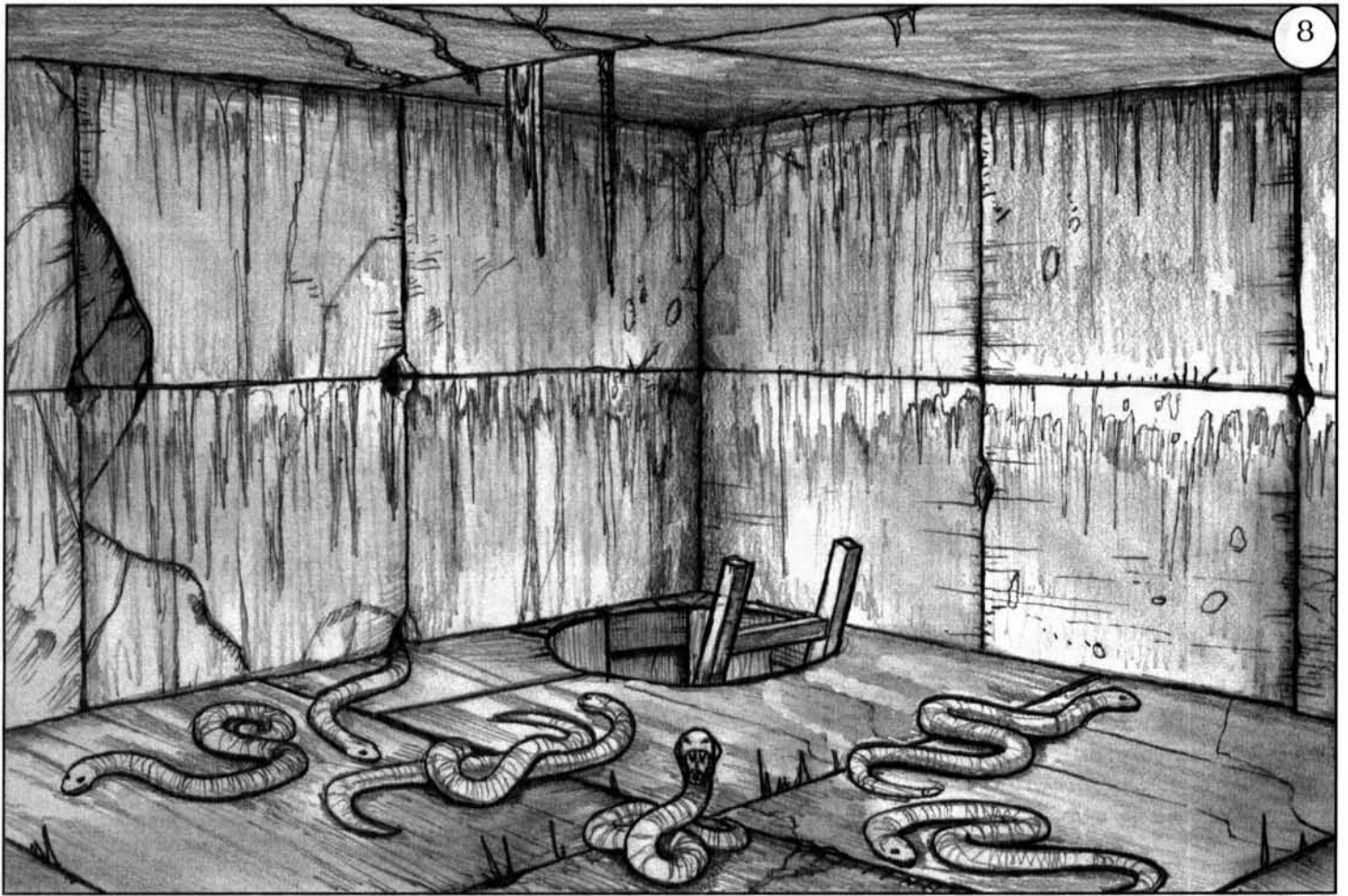






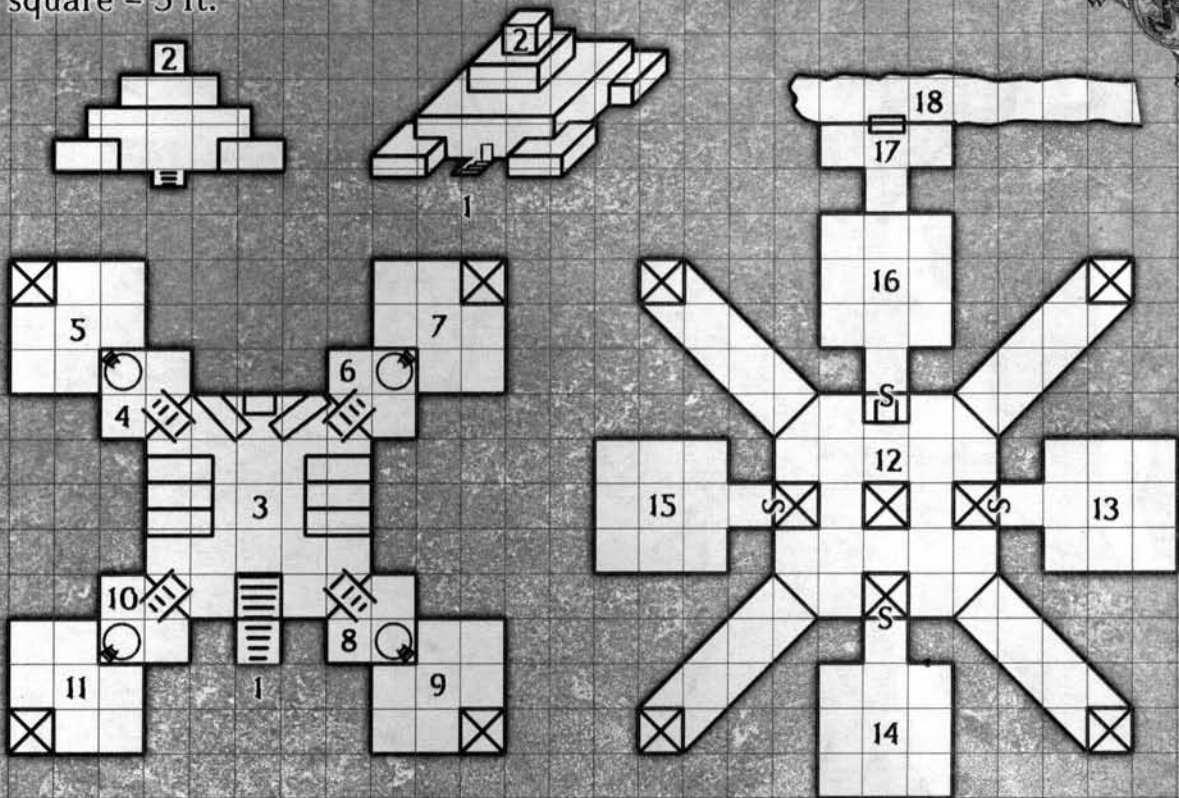


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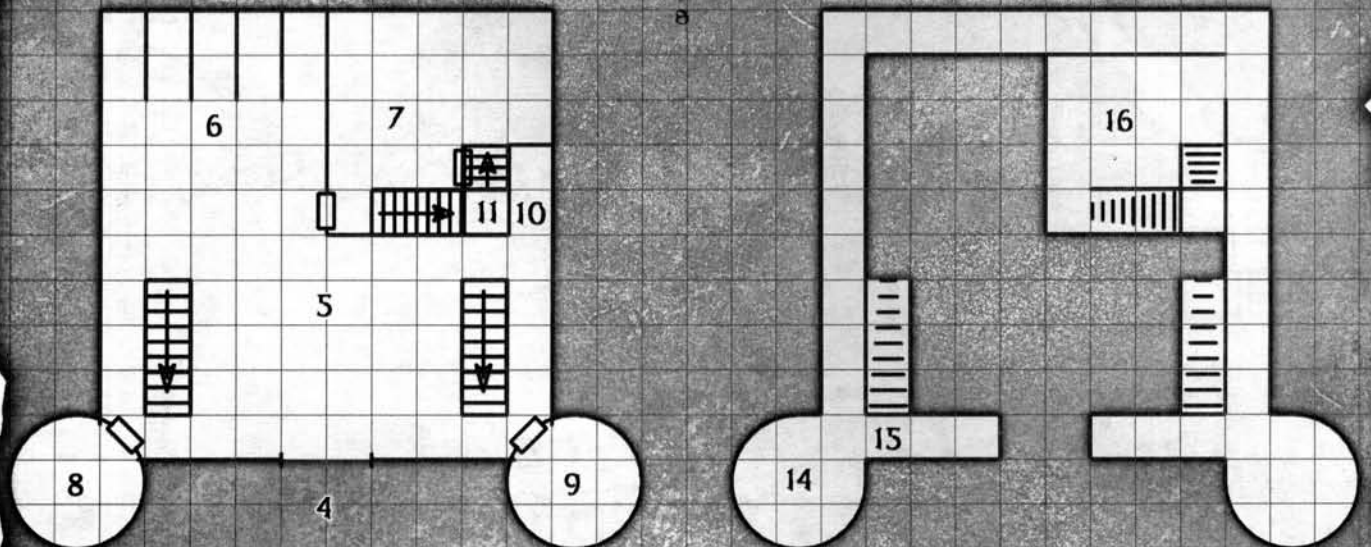
The Mashony Tomb

1 square = 5 ft.



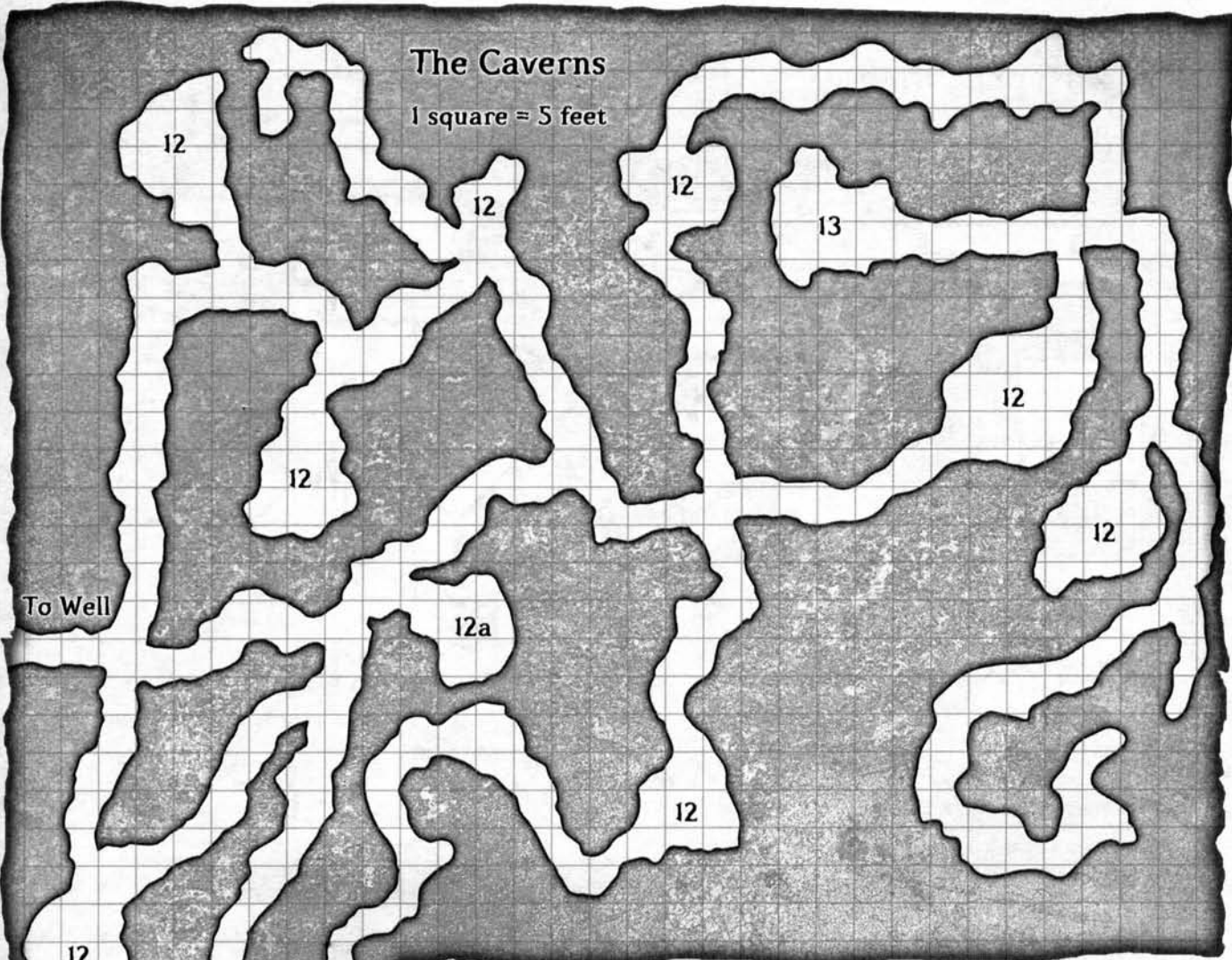
The Ruined Fort

1 square = 5 ft.



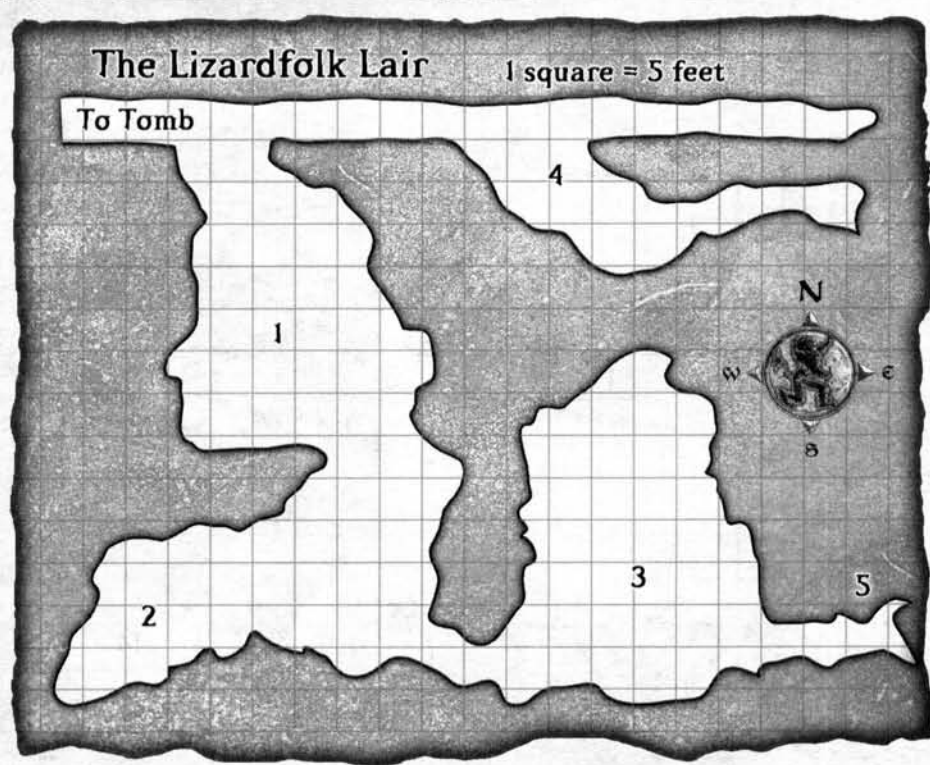
The Caverns

1 square = 5 feet



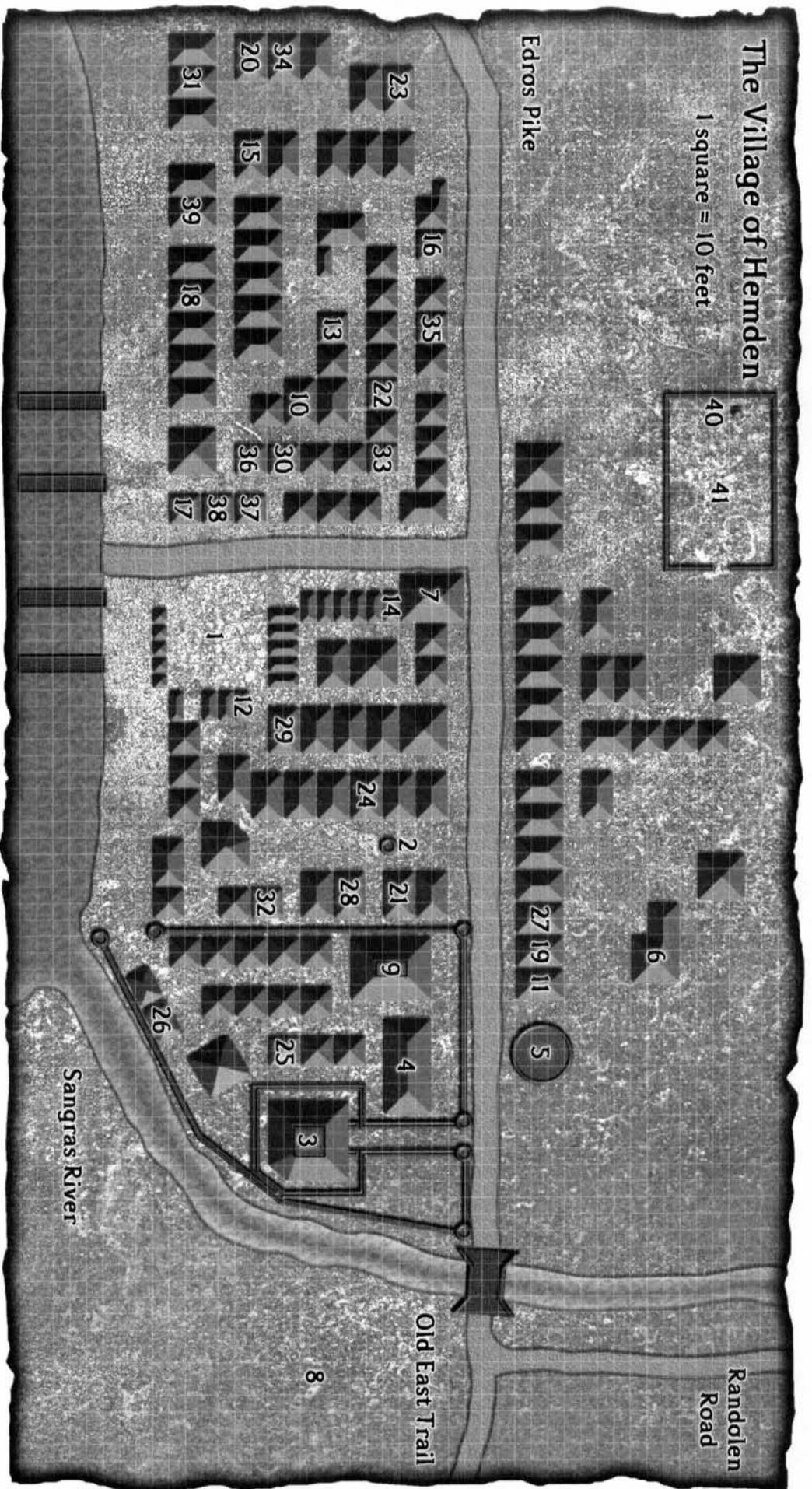
The Lizardfolk Lair

1 square = 5 feet



The Village of Hemden

1 square = 10 feet



Edros Pike

40 41

6

27 19 11

5

Old East Trail

Randolen Road

8

23 16 35 22 33
 34 20 15 13 10 30 36 37 38
 31 39 18 17

7 14 29 24 21 28 32
 1 12 2 20 25 26

Sangras River

Village of Hemden Building Key

- | | | | | |
|--------------------------------|------------------------------|-------------|-------------------------|--------------------|
| 1) The market | 9) Church of the Life's Fire | 18) Furrier | 27) Jeweler | 36) Cooper |
| 2) Town well | 10) Courts of Inequity | 19) Furrier | 28) Market Tavern | 37) Hemden Weaving |
| 3) Eldoran governor keep | 11) Theater of the Arts | 20) Tailor | 29) Gurthun's Garments | 38) Bakery |
| 4) Parish of the Prolific Coin | 12) Cobbler | 21) Tailor | 30) Haplinon's Clothery | 39) Healer |
| 5) Theatre and Theatre Guild | 13) Cobbler | 22) Tailor | 31) Bakery | 40) Horse Statue |
| 6) Duvelna Estate | 14) Cobbler | 23) Barber | 32) Mason | 41) Graveyard |
| 7) Fireside Inn | 15) Cobbler | 24) Barber | 33) Carpenter | |
| 8) Tournament Site | 16) Cobbler | 25) Barber | 34) Weaver | |
| | 17) Furrier | 26) Jeweler | 35) Chandler | |

Kingdoms of Kalamar

STAND AND DELIVER

BY BRIAN JELKE

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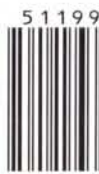
To use this adventure, a *Dungeon Master* also needs the *Player's Handbook*, the *DUNGEON MASTER'S Guide*, and the *Monster Manual*. We also recommend the use of the *KINGDOMS OF KALAMAR campaign setting sourcebook* and the *KINGDOMS OF KALAMAR Player's Guide*.

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