

KEO6-05

Pemlo's Legacy

A One-Round D&D® LIVING GREYHAWK™

Keoland Regional Adventure

Version 1.1

by Kevin Lawson

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To hear him tell it, Pemlo Penchant has been a hero, a confidant to the king and a true master of his craft. Others call him a brawler, a braggart and a drunk. Whatever the truth, a life lived like Pemlo's leaves wreckage in its wake. Now, old scores are being settled. Will you stand with the brewmaster of Crookhollow or against him? A roleplaying intensive Keoland regional adventure for APLs 2-12.

Note: This adventure will be of particular interest to owners of shares of A Penchant for Drink.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at keolandpoc@adelphia.net. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

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

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in Keoland. Characters native to Keoland pay one Time Unit per round, all others pay two Time Units per round.

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

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

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the LIVING GREYHAWK Campaign Sourcebook.

ADVENTURE BACKGROUND

Pemlo Penchant is the proprietor of A Penchant for Drink, an establishment dedicated to the brewing and distillation of fine drink in the halfling town of Crookhollow on the northern edge of the Good Hills. Pemlo is famous in particular for his special Quartyear Lambic, a draught much beloved in Keoland and brewed just once every four years. Pemlo settled in Crookhollow after decades of adventure, but leaders in the community have never accepted him.

Some of the elders are jealous of his success. Some slander him for excess of drink and for the violence that seems to follow in his wake (both observations are quite true). However, even as a youth, before setting out on a career of adventure, Pemlo was deemed a strange child. He came from a perfectly decent family, and that was usually good enough for the folk of Crookhollow, but Pemlo's character was ... questionable. He was a loud boy who didn't mind his manners. He skipped chores and lessons to romp through Spinster's Wood, a dark, unsavory place, too dangerous for a child. He was prone to roughhouse and kept bad company. When he left town to see what else the world had to offer even some in his family were heard to remark, "Good riddance!"

Pemlo took easily to a life of adventure: brews, broads and brawls – the more the better. As an adventurer and raconteur, and later in life as a brewmaster, the halfling made many friends. However, love of women and love of drink have propelled Pemlo into misadventure as well and earned him many enemies.

In this scenario, ghosts of misadventures past have caught up with Pemlo, specifically, the shadow of an ill-considered mission for the Count of Cryllor, a long-forgotten ill-tempered fey business partner, and a halfling woman of ill-repute returning to Crookhollow with an illegitimate child in tow.

Misadventure 1: The Iron Count

In CY542, Pemlo and associates found themselves in the employ of Count Manz. Ascension to rule of Cryllor whetted the Count's appetite for power and dominion. The poorly defended lands bordering the Yeomanry and the valuable mines therein beckoned to him. Rather than immediately storm the hills, the Count slyly hired adventurers to explore the area and root out unsavory creatures from the mines. Pemlo and Co. found some of these "unsavory creatures" had in fact been peacefully working the mines for generations. When the group returned and reported their findings to the Count, an infuriated Manz refused them pay and had them thrown out into the streets. That night, fueled by drink and indignity, the party sought compensation in the Count's

chambers. They stumbled upon a Rod of Rulership and “liberated” it from the Count’s possession. Pemlo has kept the rod in his burrow as a memento. Unfortunately, it is also physical evidence of a capital crime if ever it fell into the wrong hands.

Misadventure 2: An Unwelcome Partner

Pemlo’s fame as a brewmaster quickly overshadowed his notoriety as an adventurer in the Good Hills and throughout Keoland. For a gregarious storyteller like Pemlo, most of the attention was welcome. However, shortly after founding A Penchant for Drink in Crookhollow he garnered some unwanted attention from a particularly nasty fey with a taste for good drink and a talent for extortion. Bil Leeds, a redcap heavy, proposed to safeguard the brewery for a substantial cut of the profits and a taste of the wares. Wily Pemlo dealt with Leeds by preparing a cursed soporific draught as the fey’s first “taste” of Pemlo’s enterprise. The evil creature enjoyed the brew, but has slept for six and sixty years as a consequence, dreaming all the while of revenge. Pemlo figured he’d be long dead before the vengeful redcap ever woke.

Misadventure 3: Lambic Goggles

Alcohol mixed with lust yields a dangerous cocktail. For Pemlo, women and drink may yet prove lethal. Nearly all of Pemlo’s relationships with woman have ended badly, yet even at his advanced age he is drawn to them. Primula Hustluggle was one of Pemlo’s bad endings. When they met she was young, charming, and beautiful and best of all, (seemingly) fond of the brewmaster’s tall tales. When she found herself with child, Pemlo expressed his wish to marry for the sake of the child. Because of the alcohol, because of the difference in age, because Pemlo was not suitable as a father or for other reasons she kept to herself Primula rebuffed him. In accordance with Hobniz Common Law, Pemlo provided for Primula and the child with much of his wealth, including an abundance of gold coin and a jewel worth a king’s ransom, “The Chimera’s Egg.” The settlement was resolved between them privately as Primula did not want Pemlo identified as the father of the child, or so she said at the time. They went their separate ways and Pemlo heard little of Primula, save that the Egg had been sold to a dwarf of New Silverdeep and then later stolen. He picked up news of Primula’s son when he could, and discovered that she named the boy Pemson. He hoped Primula named him so out of fondness for their past. That was the most comforting reason. Of course, there were other reasons as well, which brings us to the ...

ADVENTURE SUMMARY

As this scenario begins, PCs find themselves at The Roc’s Feather, a pub favored by the halflings of Crookhollow. If they own shares of A Penchant for Drink, the brewery and distillery run by Pemlo Penchant, they have been notified of legal actions against the venerable brewmaster

to which they are party. Otherwise, they find themselves at this way station on the High Road on the eve of the Quartyear Brewfest, a good time for an extended stay in the Good Hills.

PCs learn of a suit against Pemlo challenging ownership of his property brought by Primula Hustluggle, an old flame. By Hobniz Common Law, she claims half of the brewery for herself and her son, Pemson. Supported by Pemlo’s former financial backers this represents control of the brewery. All of the parties to the suit are present in this encounter, affording the PCs the opportunity to become acquainted with all significant NPCs in this scenario. A brief description of each NPC is attached as DM Aid: NPC Profiles.

A tipsy Pemlo sits down with the PCs. While recounting his history with Primula and his current troubles, he is harassed by one of the town Elders, Blackthorne, who delights in Pemlo’s predicament. It is long past time the old drunk moves on and leaves management of his business to someone responsible, Blackthorne advises. To escape the Elder’s sour company and seize an opportunity to get to know the young halfling that Primula claims is his son; Pemlo invites everyone present save the Elder for a tour of the brewery. It appears he prefers even Primula’s company to that of Blackthorne. On the tour PCs glimpse some of the magic of Pemlo’s craft, as well as mementos of Pemlo’s adventuring career. What PCs and NPCs learn on their tour of the brewery may aid them in achieving certain goals in this scenario.

Primula grows tired of Pemlo’s nattering storytelling and retires to her room at Father Mack’s Inn accompanied by her bodyguard. Pemlo shares some stories with the PCs and offers them a nightcap before retiring for the evening himself.

Late that night PCs are alerted to trouble at the brewery. Pemson, resentful of his father and wishing to aid his mother in her suit, has returned to the brewery and broken in. During the tour Pemson noted treasures painstakingly catalogued by Pemlo’s eldest son, Pasty, which were won (or stolen) during Pemlo’s adventuring career. One item, a minor Rod of Rulership lifted from Count Ignas Manz, is evidence of a crime for which Pemlo could be imprisoned or even executed. While old Pemlo sleeps, Pemson sabotages equipment in the brewery and grabs valuable mementos and important papers, including some of Pemlo’s treasured recipes. When PCs arrive on the scene, an elemental spirit released from one of Pemlo’s damaged stills confronts them. As PCs fight the creature, townsfolk gather outside. Blackthorne is among them and he rails against Pemlo for bringing more trouble to town. He swears that A Penchant for Drink will be closed until reputable management runs it.

Pemlo suspects Primula of the burglary and drunkenly confronts her on the following day at Father Mack’s. Her bodyguard ably defends her. With luck and skill the PCs can intercede before anyone is harmed. Pemlo is taken to

the jail at Buckshold to sleep it off. During the confrontation, Pemlo noticed the Chimera's Egg.

The confrontation between Pemlo and Primula leaves the brewmaster in jail and the PCs deciding whether to assist him and if so, how. Ultimately, to aid him they must achieve two objectives: first, undermine Primula's suit and second, keep Pemlo from being tried for theft of the property of the Count of Cryllor.

When Pemson was born, Primula first came to Pemlo for a share of his property. Pemlo wished to raise the boy, but Primula objected. Pemlo gave her a king's ransom as a settlement, including "The Chimera's Egg," a gilded, gem encrusted orb that was a gift from Countess Allita Elgarin. No official documents were signed regarding this compact, so the Egg itself is the only objective proof that it ever took place. Pemlo understood the Egg to have been sold to a wealthy dwarf merchant and then later stolen. After seeing it in Primula's chamber he has an inkling what happened. PCs can recover the Egg from Primula's chamber if they can get past her bodyguard. The Egg can be used as leverage in negotiations with Primula or evidence for the magistrate to undermine her suit. Recovering the egg and potentially showing it to the magistrate could prove that Primula has shady motives of her own.

The other objective involves recovery of Count Manz's Rod of Rulership. Pemlo and associates were once hired by the Count to scout some mines along the disputed borders with the Yeomanry. The Count stiffed the adventuring party on payment so they "helped themselves" to compensation. Pemson has given the rod to Elder Blackthorne, who in turn secreted it in his home. He plans to present it to the magistrate and have Pemlo arrested, but first needs to obtain official documents regarding rightful ownership of the item from Cryllor. PCs must recover the item or foil Blackthorne's plans in other ways to save Pemlo from prison, or worse.

Throughout this adventure another creature stalks Pemlo with murder on his mind. Long ago, Pemlo left an unwanted business partner to literally sleep with the fishes. Now, this redcap, Bil Leeds, is back. He lurks in the pubs and streets of Crookhollow for an opportunity to settle his score with the brewmaster, that is, until the PCs identify him and uncover his purpose. If the party is unable to do so before Pemlo's day in court, an attack occurs outside the town hall. The murderous little faerie will continue to attack while there is an opportunity to dispatch the old halfling, then flee.

Finally, all of the PCs and NPCs appear in court to resolve matters. Can the suit raised by Primula be settled? Can Pemlo and Pemson be reconciled? Can Pemlo be spared imprisonment in his golden years? Will the next Quartyear Lambic be produced? How much is stock in the brewery actually worth? Have the PCs been able to achieve their objectives without harming folks in the community? The cases are heard and a ruling is given by

the magistrate. If PCs succeed, they take part in a merry Brewfest; perhaps Pemlo's last as brewmaster.

Return to Crookhollow in the autumn of CY600 to learn for sure.

PREPARATION FOR PLAY

A judge should be cognizant of two features of this scenario: it is character-driven and it is flexible.

First, please familiarize yourself with the NPCs. A profile on each NPC has been included as DM Aid NPC Profiles. This document is the most important part of the scenario as it, along with the adventure background, describes why things are happening and how PCs can "win the scenario." Full xp and treasure can only be gained if the party achieves success in both combat and non-combat encounters.

Second, be aware that encounters can change somewhat in relation to what PCs learn, how they behave, where their interests lie and even their level of interest. Do not be afraid to deviate from encounter order, content of "boxed text" or even to interrupt boxed text. As a reference point, a likely timeline of events is provided as DM Aid: Scenario Timeline.

Thirdly, judges should be very familiar with the rules and uses of the Diplomacy skill, especially the Influencing NPCs attitude sidebar. You may refer to pages 71-72 of the *Player's Handbook*

Finally, along with materials and information you have the players provide before judging the scenario, have the players make at least one Sense Motive roll. Use this when the PCs are fighting the "Old Flame" in Encounter 6 so they are not clued to the change in attitude of the creature.

INTRODUCTION

The PCs have fallen together while traveling through the Good Hills. They are about to arrive in Crookhollow just in time for the Quartyear Brewfest. Give them an opportunity to make the acquaintance of their fellow PCs. Ask the players if their PC owns shares of Pemlo's brewery, A Penchant for Drink. If so, give them Player Handout 1 and allow them a moment to review the handout before continuing.

In recent years, the town of Crookhollow has been visited with what the locals euphemistically term "Unpleasantness." Marauders threatened this agreeable enclave of the Good Hills halflings, but those times seem like a fleeting memory now. Anticipation of the fine food and drink for which the town is known banishes any thoughts of lingering danger from your mind. Just ahead, a cheerful inn in the Hobniz style sets comfortably nestled into the nook of a sod-covered knoll. The

golden meadow grasses swaying in the early evening breeze atop the Roc's Feather marks harvest season in Crookhollow, fortuitous timing for your visit as the Quartyear Brewfest is nigh.

This peaceful idyll is broken by an exclamation from the inn: "SHE WANTS WHAT? I'll throttle YOU before I give it to HER."

ENCOUNTER 1: A DELICATE MATTER

Entering the Roc's Feather, you immediately note an elderly halfling choking a portly gnome sprawled on one of the tables. Another halfling and gnome are desperately trying to wrest the old halfling's hands from the gnome's throat.

A slightly inebriated and downright hostile Pemlo Penchant, venerable halfling brewmaster, is taking out his frustrations on Trimble the gnome, a former business partner and shareholder in Pemlo's brewery. Trimble has just told Pemlo that Primula Hustluggle, the mother of Pemlo's child Pemson wants ownership of A Penchant for Drink as compensation for their time together and for raising their son Pemson by herself. Pemlo's eldest son Pasty and Trimble's brother Gimble are trying (and failing) to restrain the infuriated Pemlo.

Removing Pemlo from Trimble's throat requires a successful Grapple check (APL 4: touch AC 11, opposed grapple check > 10; APL 6-8: touch AC 11 + 1 dodge bonus vs. one opponent, opposed grapple check > 14; APL 10-12: touch AC 11 + 1 dodge bonus + 2 swaying waist bonus vs. one opponent, opposed grapple check > 18) or Diplomacy check DC APL+10. Shareholders of A Penchant for Drink receive an additional +5 bonus to Diplomacy checks. The judge should caution PCs against drawing a weapon and attacking a local in town. If Pemlo is attacked, use the stats provided in Appendix 6. Stats for Pasty are provided as well. Pemlo will not attack a PC in response unless he is dealt lethal damage. He will desist from combat with any successful Diplomacy check and will quickly calm down once separated from Trimble. If PCs are foolish enough to kill Pemlo, the scenario ends here.

The PCs have three rounds to get Pemlo to release the gnome. If they fail, Arl Buttermead the barkeep calls for Captain Billows and Pemlo releases the gnome. Artin Billows of the Buckshold militia arrives in 2 minutes to scold Pemlo.

While the attention of the PCs is likely focused on the struggle, it is very important to be alert to requests for Sense Motive and Spot checks. The results of these checks may be helpful in guiding the party through successive encounters. Information that can be gleaned from Sense Motive and Spot checks is provided below:

Spot DC	Result
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APL	Three onlookers are close to the melee. It appears they were seated at the table before the old halfling's outburst. Closest is a bald-headed dwarf, hand on axe. At his side is an attractive halfling woman of middle age carrying an embroidered handbag. In her shadow is a halfling youth. Other patrons look on at a safer distance.
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APL+10	You notice a gray-cloaked halfling skulking out the front door of the Roc's Feather, which is strange as the attention of the other patrons is turned toward the melee.
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Note: If the Spot check to notice Burgot, Primula and Pemson is not made, the following Sense Motive check cannot be made.

Sense

Motive DC	Result
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APL	The dwarf appears angry, on the verge of attacking the old halfling.
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APL+4	The old halfling does not seem to be inflicting lethal damage.
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APL+6	The halfling woman seems to have directed the dwarf to curb his attack. The dwarf is obviously guarding her. The dwarf appears concerned rather than angry.
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APL+12	Rather than cowering from the violence, the halfling youth seems to be riveted by it.
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The Gray-Cloaked Spy

If any PC pursued Brom the gray-cloaked halfling out of the Roc's Feather, they have a chance to Spot and follow him to a brief meeting with Elder Blackthorne. They also have a chance to Spot Pemlo's nemesis Bil Leeds, in the form of a gnome, watching the Roc's Feather intently from across the street. Give any PC following Brom within 3 rounds of initially entering the Roc's Feather a Spot check after exiting the establishment in pursuit.

Spot DC	Result
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APL	A number of little folk have clustered near the door to the Inn, drawn by the commotion. The gray-cloaked halfling is nowhere in sight.
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APL+6	A number of halflings have clustered near the door to the Inn, drawn by the commotion. The gray-cloaked halfling is nowhere in sight. However, a gnome holding a garden-variety pitchfork wearing a red conical hat and blue jacket seems a bit out of place. He is staring intently at the Roc's Feather.
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APL+8	A number of halflings have clustered near the door to the Inn, drawn by the commotion. Looking up and down the street you note the gray-cloaked halfling as
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he dashes into the town hall. A gnome holding a garden-variety pitchfork wearing a red conical hat and blue jacket seems a bit out of place. He is staring intently at the Roc's Feather.

Unless several PCs have pursued Brom out of the Roc's Feather and separate they only have the opportunity to follow the halfling in the gray cloak or approach the gnome in the red hat. The gnome (Bil Leeds) will slip away as more and more halflings cluster at the Roc's Feather to see what all the commotion is about. Likewise, Brom's encounter with Elder Blackthorne takes only a moment, so once a PC spends some time with the gnome, their meeting is over.

If the PC pursues the gray-cloaked halfling, she catches the following discussion:

The halfling in the gray cloak pants "...and Pemlo started to choke the life out of him."

He is talking to a proper, prosperous looking older halfling wearing a white starched shirt under his rich velvet vest buttoned with gold. The elder halfling smiles and pats the one in gray on the shoulder, "You did well to come to me immediately, young Brom. It's past time that wretched menace was finally shown out of town. Now, run off to fetch the Captain, and be quick about it."

Brom is speaking to Elder Blackthorne, one of the local council folk. Blackthorne sets off for the Roc's Feather and Brom for Buckshold, where the local militia is stationed.

Brom will not speak to strangers unless a Successful Diplomacy or Intimidate check is made. For Diplomacy checks he is considered Unfriendly. The Intimidate check is DC 14. He knows just what he saw, that Pemlo was sitting at the table with his son and few strangers and this halfling looker and all of a sudden he started yelling and choking one of them. He came to tell Elder Blackthorne (because he is in Blackthorne's employ) and now he needs to get Captain Billows.

Blackthorne brushes away strangers on his way to the Roc's Feather. He will only talk if PCs change his attitude from Unfriendly to Friendly with a Diplomacy check. Intimidate checks, grappling, etc. will cause him to exclaim, "Do you know who I am?" and start yelling for the guards. Blackthorne is on route to the Roc's Feather to accost "that villain Pemlo for choking a man ... well, a gnome anyway ... and that's almost as bad."

The gnome in the Red Hat

The gnome in the red hat is Bil Leeds, an erstwhile business partner of Pemlo's from way, way back. If a PC attempts to interact with him, refer to Encounter 3.

Developments:

After separating Pemlo and the gnome all those present can catch their breaths. PCs have an opportunity to get to know the NPCs in Encounter 2.

If Brom, the halfling spying for Elder Blackthorne, is spotted and PCs follow they may Spot Bil Leeds in turn and trigger Encounter 3.

If Captain Billows arrived on the scene to break up the fight, note a -10 circumstance modifier to Diplomacy checks on Pemlo's behalf in Encounter 11.

ENCOUNTER 2: ALL IN THE FAMILY

PCs have the opportunity to meet all of the significant NPCs in this encounter. They can learn of Primula Hustluggle's suit against Pemlo. By Hobniz Common Law, she claims half of the brewery for herself and her son, Pemson. Supported by Pemlo's former financial backers, this represents control of the brewery. A brief description of each NPC, including initial attitude toward PCs is attached as DM Aid 1: NPC Profiles.

It is important to recognize that this is a roleplaying intensive encounter. As such, the players should be judged more on their actual interactions rather than simply rolling dice whenever possible. The motivations for all the NPCs here are fairly clear, and the DM should not let an unlucky roll ruin a section of the encounter after the PC has made a particularly good effort to roleplay. Similarly, players should be encouraged to act in character rather than simply declaring that they wish to make a diplomacy/bluff check. When in doubt, err in favor of the players or apply a circumstance bonus to any roll that might be required.

The proprietor of this establishment, a rotund halfling whose ruddy face has taken on an unhealthy cherry red hue wobbles nervously over to the upended table. "There, there, no harm done, eh? Everyone relax and have a draught on the house while I straighten up. Some of you may not know me or the Feather too well". He looks toward the halfling woman.

"Name's Arl Buttermead. Ma'am, I trust no hair on your head nor your boy's was harmed (and a fine lookin' boy he is...takes after you). I confess, Master Pemlo may have had a few before you arrived. Why don't I take the brewmaster here out back for a breath of air? Pasty, you and these folk may have something to discuss." The barkeep ushers a muttering Pemlo to the back of the inn, leaving you with a comfortably dressed halfling of middle age. Moments ago this fellow was restraining Pemlo from the gnome.

Pasty Penchant

Pasty thanks the adventurers for their help in restraining his father (if appropriate), Pemlo. Pasty wishes to enlist

the adventurers' help to ensure a similar physical confrontation does not happen again. He is sure to compensate them, but this is neither the time nor the place to talk terms. Pasty is quite willing to identify the other people that were at the table, but, if asked the reasons for Pemlo's outburst and his history with Primula, he just says "it's personal business gone bad." Pasty is reticent to tell PCs that Pemlo has been accused of philandering throughout his life, that Primula was apparently one of Pemlo's dalliances and that Pemson is apparently his half-brother. He does not know how this will affect control of the brewery or his inheritance, though common law and common decency demands that Pemlo assure the well being of mother and son.

Burgot, Primula, and Pemson

Any PC wishing to speak to Primula must first go through Burgot. The formidable dwarf blocks the way of anyone trying to address her. If the PC is sufficiently charismatic, charming or convincing, she will wave the dwarf away to let her chat for awhile, otherwise, she will yawn and say, "Burgot, that yammering it giving me SUCH as headache. Please give me a moment's peace!" Whereupon Burgot does his best to provide Primula with quiet.

Burgot can be addressed directly. He is more likely to chat with his own folk. If a PC wins him over, Burgot will mention the availability of some fine Keoish brandy behind the bar and suggest tipping a few glasses. Normally Burgot is gruff with all but Primula and Pemson. He is a dedicated bodyguard.

Primula does her best to ignore anyone incapable of getting on her good side (Friendly). To Friendly PCs, Primula will happily spin her tale of woe. She has faced terrible hardship raising a son on her own. Pemson deserves the financial support of his father, especially as he never contributed to the boy's moral, spiritual and intellectual upbringing. Her son deserves a strong father figure in his life. That is why she returned to Crookhollow, to get her son his due. Some of Pemlo's former partners think she would do a better job of managing the brewery. A successful Sense Motive check vs. Primula's Bluff will indicate she is being unconvincingly dramatic. Primula will shamelessly flirt with appropriate male PCs. She may even invite one to her chambers that evening. Currently, Primula is carrying the Chimera's Egg in her handbag. Burgot interposes himself between Primula and any PC moving to touch her or the bag. Refer to Encounter 8 for more information about the Chimera's Egg.

Pemson is reticent to interact with male PCs. He is somewhat sullen, but can be engaged in conversation, especially if the topic turns toward magic. He is fascinated by it. Pemson willingly indicates his mother has raised him, the two have traveled around quite a bit and Burgot (who his mother has wrapped around her finger) is their bodyguard. His is very reticent to talk about Pemlo. His upbringing has filled him with

resentment of his father. A Sense Motive check vs. Pemson's Bluff will clue a PC to Pemson's resentment and fear of Pemlo.

Trimble and Gimble

Trimble and Gimble are interchangeable save for the fact that one gnome (Trimble) constantly adjusts his collar and coughs. The two were Pemlo's financiers and shareholders. They are open about the fact that they do not much like Pemlo or the way he ran the business. They believe if someone else were in possession of Pemlo's equipment and recipes, profits would grow considerably. After all, how difficult would it be to hire an expert gnomish brewmaster? If Primula were granted a significant share of the brewery, together they would hold at least a plurality of the shares. They are interested in a partnership with any PCs holding shares. Would such a PC be interested in being brought in as a managing partner?

Siding with Trimble and Gimble is the fastest way to ensure that awful things happen to Pemlo, however **pretending** to side with them is also a very good avenue for information. They are particularly susceptible to any PC who is a gnome, halfling or dwarf, and to those who hold shares in Penchant. Apply a +2 racial bonus to any dwarf, gnome or halfling who interacts with them, and a cumulative +2 equipment bonus for every five shares a player holds in Penchant (to a maximum of +10). Trimble and Gimble will fairly leap into the pockets of any hero who is a staunch supporter of the brewery, seeing them as another potential ally in their suit.

Trimble and Gimble are a very good source of information on the other NPCs. They are in close contact with both Primula and Blackthorne, and should the PCs prove unable to interact with either will be able to provide applicable information on the two. They are particularly close to Blackthorne and will know that he has the rod of rulership after it is stolen from Pemlo, as well as knowing the route the messenger took.

Arl Buttermead

The proprietor of the Roc's Feather is full of goodwill for his patrons, and especially for Pemlo. The brewmaster is his "golden goose" whose brewcraft makes the Feather the most prosperous Inn in the Good Hills. He knows Pemlo has his faults and if Friendly with the PCs he will say, "I think it's the faerie blood in him." He has nothing good or bad to say about Primula save, "If I were a few years younger, I'd ... well best not say. My missus has ears like a dog (and, sadly, a face to match)."

Pemlo Penchant

Pemlo returns to the Feather after the PCs have a chance to meet the other NPCs. If Friendly with PCs, he will attribute his current troubles to the indiscretions of youth ... or old age in his case. He will not talk about it further. Pemlo feels cheated by Primula, both of his son and of the very fair settlement he gave her when they

parted ways. However, he does not want to accuse her of lies, slander, etc. for fear of further alienating his son Pemson.

After PCs finish talking with Pemlo, Elder Blackthorne arrives to accuse the brewmaster of attempted murder.

Elder Blackthorne

Noting a shadow at his door, Arl Buttermead calls out, "Ah, Elder Blackthorne. How good of you to grace my humble inn. Come in! Relax! What can I get you?"

The neatly pressed halfling councilman strides in with a sour look on his face. "None of that, Buttermead. I'll not see a copper go to that ruffian. Mark my words, Penchant, you'll find prison quite cold for your old bones! This is quite a day for this town. A little bird told me on my way in that your brewery is under new management as well. If that's true, Madam, a tip of my hat to you. It is long past time the old drunk moves on and leaves management to someone responsible." The Elder tips his metaphorical hat and leers at Primula. "Let me extend a fine Buckshold welcome to the most fair woman visit us in all of my days."

Primula flutters her eyes and coos at Blackthorne's flattery. Pemlo retches, as if to vomit.

Blackthorne continues to upbraid and threaten Pemlo with being cast out of town as long as anyone will listen. If any wish to address him, refer to DM Aid 1: NPC Profiles.

Pemlo takes this opportunity to escape the Elder's sour company and seize an opportunity to get to know the young halfling that Primula claims is his son, Pemlo invites everyone present save the Elder for a tour of the brewery. It appears he prefers even Primula's company to that of Blackthorne.

Development: As long as he was not attacked (rather than restrained) by all members of the party or killed, Pemlo takes the opportunity to invite PCs, Primula, Pemson and Burgot to his brewery for a tour. He hopes to make a more favorable impression on Pemson and have a chance to get to know him better.

Pemlo stands and walks over toward Primula. He announces, "Those swamp-elves down South told me once that I carried the curse of the Ghost Toad. One dark day, they said, his big ugly cousins would show up to gobble me up. By my company here, I judge this might be the day. An' I don't mean you, my dear Primula."

"How 'bout I make an offer? I'm sure Primula wants to see this brewery she'd own half of. Why don't you, Pemson, that dwarf of yours and these visitors here join me for a tour? Pasty can prepare a few bites and I'm sure I can find a few things that'd

delight a curious young man like Pemson. Care to join me?"

If the PCs agree, proceed to Encounter 4.

ENCOUNTER 3: A SHADY CUSTOMER

This encounter may be altered somewhat to fit circumstances as they play out in this scenario. This encounter may be used any time Pemlo seems ripe for the taking and when one or more of the PCs are present. It may be triggered when the attention of the party is flagging or any time deemed appropriate by the DM.

A gnome stands in the shade of an elm tree. He wears a blue coat, a conical red hat and holds a pitchfork in hand. He seems to be talking to himself. [As PCs get closer, a Listen check will allow them to hear him grumble, "... bad weather fer 'mayters..."]

This creature is stalking Pemlo with murder in mind, waiting for an opportune moment to strike. Initially, he takes the form of a garden gnome with conical red hat, blue coat and carrying a garden-variety pitchfork. The creature is actually a redcap that goes by the name Bil Leeds. Long ago, he tried to horn in on Pemlo's business, but the brewmaster cleverly eliminated his unwanted partner, leaving him literally to sleep with the fishes for six score and six years. Now, he lurks in the pubs and streets of Crookhollow for an opportunity to settle his score.

If the party has not dispatched Leeds before Pemlo's day in court, he will attack the brewmaster outside the town hall. The murderous little faerie will continue to attack while there is an opportunity to slay the old halfling, then flee if possible. If the PCs take no sort of offensive action against Bil when the first see him, feel free to place him about town in the crowds after the fire at the brewery and during Godsdan near the markets. The PCs should definitely get the feeling that something's not right about Bil from the minute they see him.

If approached, he (uncomfortably) slips into his disguise. He believes his best bet to pass through town undetected is to pose as someone in the field of agriculture. Generally, he takes the form of a gnome, as when first seen, a halfling, or even a very ugly human child. His scythe takes the form of a garden implement or some other tool. He is gruff and terse. If engaged in conversation, most of his responses are non-sequiturs ending with "...an' there's problems with them termaters ... mumble, grumble." Example: PC: Hello! Leeds: Yep, I'm new in town. Got a farm over yonder an' there's problems with them termaters ... A dead giveaway that something is not as it seems is that Bil only speaks common and sylvan, so anyone speaking halfling or gnomish to him will be met with a blank stare.

The halflings he encounters in town generally shake their heads and walk away. If a PC attempts a Diplomacy check to change his attitude that changes it to Hostile, attempts to Intimidate him or casts a spell on him, he will immediately attack or flee, focusing attacks on spellcasters if possible. He will not attack if there is no chance of winning.

His true form is that of a 3' tall tough old man with sharp teeth and a wicked scythe.

The redcap wears a Hat of Disguise, which radiates faint illusion. All the same, he is neither clever nor particularly good at blending into the crowd. If he suspects someone is on to him he will hide and try to take a new guise, but whatever small humanoid form he takes, the hat of disguise will always be red and his chosen pseudonym will have violent connotations: B. Leeds, Mort Herder, Al Gore, etc.

APL 4 (EL 6)

☛ **Bil Leeds, advanced redcap:** hp 95; see Appendix 1.

APL 6 (EL 8)

☛ **Bil Leeds, advanced redcap:** hp 161; see Appendix 2.

APL 8 (EL 10)

☛ **Bil Leeds, advanced redcap:** hp 216; see Appendix 3.

APL 10 (EL 12)

☛ **Bil Leeds, advanced redcap:** hp 310; see Appendix 4.

APL 12 (EL 14)

☛ **Bil Leeds, advanced redcap barbarian 2:** hp 350; see Appendix 5.

Tactics: Leeds will preferentially try to remove spellcasters from combat, then wielders of cold iron weapons. If he considers it likely to succeed, he may attempt to sunder an opponent's cold iron weapon.

Pemlo himself may be engaged by or engage Bil Leeds. Use the stats in Appendix 6 if this happens. If present, Pemlo will always help with Inspire Courage. Play up his age and infirmity at first then throw Pemlo into the fray if the PCs need help. In just about all circumstances in this scenario Pemlo has access to alcohol to use the Drink Like a Demon ability. Curious halflings turn even the Courthouse into a party during the trial. There is always a tankard around to snatch.

Pemlo uses the "Tale of Old Bil" to inspire courage in those fighting the wicked faerie:

"Old Bil Leeds was a wicked fey.

Cut down any man stood in the way.

Loved rotgut,

And thought he'd be my partner,
Protecting Pemlo for a cut.

Pay Bil Leeds,

Pay Bill Leeds,

Or the old brewmaster he'll slay.

To get him out of this nasty stew,
Pemlo whipped up a magic brew,

He paid Leeds

And now the faerie's sleeping

His drunk off in the reeds.

Poor Bil Leeds,

Poor Bill Leeds,

Sleeping sixty years in the reeds."

Development: If Leeds escapes he may return to attack again. He has APLx2 Cure Light Wounds potions hidden away in nearby Spinster's Wood should he need healing.

If Pemlo is around when Bil Leeds is confronted, he will appear slightly shaken by the whole affair. He will be rattled enough to tell the whole truth without reservation. Bil Leeds essentially attempted to blackmail Pemlo into paying protection money for his fledgling brewery. Pemlo "agreed" and then created a sleeping draught and slipped it to Leeds. The draught was supposed to last sixty years. My how time flies!

ENCOUNTER 4: THE MASTER'S ART

Pemlo leads the group out of the Roc's Feather and across the Sliver Creek. He pauses on the footbridge to point out a group of structures risking from the water's edge. "There it is folks, A Penchant for Drink. I'm glad to show it to you Pemson, my boy. Building it has been a work of love."

Primula interposes herself between Pemlo and the boy, addressing her son, "That's your inheritance, Pemson. Don't mind this old man. He never looked after you like your doting mother."

Pemlo mimics her in a comical way, then moves on. A burrow is mounded uphill from the river and the brewery rises from the bank of the creek. A tunnel connects the two. Pasty sets out for the house while Pemlo produces a silver key and opens a halfling-sized door to the brewery.

"Welcome to the finest brewery and special distillery in Keoland. Mind your heads and please don't touch the apparatus. Some of it's delicate, some's dangerous, and I don't want to lose another visitor in here." The chamber is undoubtedly the largest covered structure in the halfling village, though human-sized creatures may feel a bit cramped as Pemlo's brewing implements are mounted all about convenient to a halfling's size.

Pemlo uncovers an everburning torch and you see its light reflected in innumerable metal vessels and glassy tubing burbling with amber, hazel and emerald liquids.

Pemlo's brewing works sings with pips of steam, the rumble of burners, the tingle of glassware and the bubbling of boilers. The chamber smells of loam, of the oak, hickory and cedar of the vats and of the heady aroma of the brews. Simply breathing as you wend your way in to an open vantage point you feel intoxicated.

Pemlo is keen to point out the wonders of his operation to Pemson and Pemson's eyes are wide to the magical implements of the brewmaster's craft. Primula indicates that this all looks quite valuable.

As judge, feel free to invent any wonders of Pemlo's works as part of Pemlo's tour. Pemlo will linger over two implements in particular. After touring through the fairly basic parts of the brewery, Pemlo will move the group into the more "magical" areas, where he prepares his quarteryear lambic. The first event takes place at the Sweetverse Still.

The Sweetverse Still

"The brewmaster's craft is the distillation of many talents. It requires a strong mind, some knowledge of nature and alchemy. You need good hands, a sharp tongue and distinguished nose. Comfort with magic helps. But with brewing, like with special recipes passes from father to son, generation to generation, there's a secret ingredient. A brewmaster's soul is like the poet's. I came to the realization on one trip to Niole Dra none too long ago. Met up with the famous Bucknard. He liked fine drink. One day he showed me this contraption before us. He knew its magic, all its auras and such, but couldn't figure out the word of command. He would try time and again, but it would just spit out a stream of what seemed small beer in response. When I discovered the secret, he gave it to me, in exchange for a sample of my wares on occasion. Too bad he's gone now. I got on with him well. Let me show you how it works."

Pemlo disconnects a hose leading from the cyclone tubing encircling a set of copper vessels and places a glass below. The brewmaster leans toward a funnel cocked from the top of the device at an angle and said, "Blackthorne is a wood-headed dolt." The thing chugs a couple of times and spits some yellow liquid into the glass. "Care to try?" [Pemlo hands the glass to a willing PC. It tastes like watery beer.] "I'll let you in on a secret – this runs on poetry. I call it the Sweetverse Still. You can give it a try. A well-crafted gem of a poem can distill a brandy matching the best in Keoland. But still nothing to match my Lambic."

The still runs on poetry and will distill an elixir to match the wishes of the poet, but only as fine as the poem and performance.

Burgot will be eager to try it, but can't muster more than weak beer. "Rubies are red, Amethysts are purple," though it does rhyme in the dwarf tongue, is less than inspiring. If any present produce a fine brandy for the dwarf, Primula will glower at him and whisper, "You're working". The brewery in general and the still in specific will enthrall Pemson. Use the following boxed text in an effort to allow the PCs time to develop any quick rhymes they may have on their own.

Pemson eagerly ambles over to the still. In a surprisingly melodic voice, he sings.

"Anvilfire,

Half the ire, of the shire!

Where he went, he'd retire!

Work one day and then expire!

Never gone, never fired, always stuck in a mire!

Exactly opposite of my sire!"

The Still churns and chugs, then finally distills into a white wine. Pemson crosses his eyes while Pemlo breaks into jolly laughter and snatches up the glass. Tasting it, he breaks into a broad grin.

"Ah Primula, my dear, this is tasty, if a bit light. Have you been sending him to elven tutors?"

Snorting in disgust, Primula replies, "Actually, yes. With coin from my own pockets, if you must know!"

Laughing again, Pemlo claps Pemson on the back.

"Here now boy, that had real promise. Give it another go, and remember, you're no tall folk. You're a halfling. You love quiet homes, good friends and roasted potatoes. Have at it!"

Clearing his throat and smiling uneasily, Pemson sings again.

"Good friends and family forgotten

Stepped upon and downtrodden

Reunited and a quartet strong

A family never gotten along

A chance to take, a dare to make

All we want is our fair stake

Steak, you say? And fine beer?

Gather round and have a cheer!

Stand now and hoist your stein

Drink it empty and make it shine!"

Pemson's voice goes quiet and the Still seemingly has no response. Looking back to his father, Pemson shrugs. Pemlo appears nonplussed and returns the gesture. Suddenly the Still begins pouring out gallon after gallon of dark, rich beer into waiting barrels. Hurrying over, Pemlo takes a taste.

"Lambic. And a fine one at that. Boy, you've got a talent!"

Everyone breaks into laughter, except Primula.

PCs can give it a try. A Perform check (Audible performance of some sort. Instruments will work with accompaniment, mime and the like will not work) DC APL+10 will distill passable liquor. DC APL+15 will produce an enviable elixir. DC APL+20 will craft a remarkable draught. If the performance is given by the player rather than simply rolled, bestow a circumstance of +1 to +5 based on the quality of the performance. If a group of PCs combines more than one perform type into the check, such as singing and music, they will automatically produce a "remarkable draught" and Pemlo will be astounded saying, "I never imagined that was possible! The possibilities!" An "enviable elixir" or "remarkable draught" would eagerly be sampled by Burgot, and may prove useful in Encounter 9. When the PCs are done playing with the still (and possibly getting intoxicated from the fruits of their labor) Pemlo will move them into the heating chambers.

The Old Flame

Pemlo ambles up to an assortment of vessels, some copper, some wooden, some glass. All are connected through a network of tubing leading to a glass tank. "As you might be able to tell by the events of the day, I've had my problems with women. My dear Primula, I'm sure the problem is with me. But there's one old flame that has a special place in my life. After a rocky start we've been as faithful as Cyrrollalee [Sigh-roll-LA-lee]." Pemlo bends over to kiss the glass tank and pat it lovingly. From its depths, a faintly glowing tendril arises to caress the glass beneath Pemlo's hand. "I met her in a fiery pit used by crazed Pyremius [PIE-ream-e-us] cultists. She was guarding 'em and didn't know better. Fought me tooth and nail until a bottle fell out of my pack and broke open. Well, she was delighted with the spirits and that was the end. She immediately turned into the most docile and friendly slime a halfling's ever seen.

Now she's a kept woman in fine accommodations that suit her and she takes great care managing the vessel temperature. She does drink up some of the profits, though." Pemlo opens a stopper on the edge of the tank and pours in some emerald liquid. The creature within the vessel takes in the alcohol and pauses, savoring it, burning with a contented blue flame. "That's a happily ever after romance."

If the PCs are curious, Pemlo will indicate that she's high maintenance and needs to stay in her tank or she gets cranky. Pemlo can't let her out to play because she'd eat the town. The creature has an instinctive way of maintaining proper temperature in the vessels. PCs can make a Knowledge (Dungeoneering) check DC 10 + the Old Flame's HD to glean additional specific information about the creature. Any check above DC 15 will indicate that the Old Flame appears to be much more intelligent than other slimes or oozes, actually responding to stimuli favorably. It almost appears like a trained pet.

Development: Pasty calls the visitors to "After Dinner" in the burrow. Encounter 5.

ENCOUNTER 5: A TALE NEVER MEANT FOR THE TELLING

Pemlo leads you out another door into a fragrant garden. The evening air is cool, but pleasant, and carries a whiff of hearty fare from Pemlo's kitchen on the breeze. The brew master catches the scent, and again waxes rhapsodic. "Ahhh...can you smell that? Rosemary taters! But that's no ordinary herb. When I was traveling in Perrenland..."

Primula interrupts, "Yes, old man, it smells lovely, but I shall tear my hair from my head if I have to listen to another of your nattering stories. Thank you for our tour, but I must retire."

Pemlo seems none too disturbed by her announcement. "Too bad my dear. But perhaps the boy'd care to stay. I couldn't help notice his interest in the Still. There are some trinkets inside he might like t'see."

"I'd like to see them, Ma," pipes Pemson, mustering a wide-eyed pleading gaze cultivated to break a mother's will.

"Well... I suppose if Master Pasty vouches for your safety... Don't mind the old man, though. He tells a clever tale sometimes, but it is well established that they are all lies."

If any PCs are present with whom Primula is Friendly, she will ask the PC to escort Pemson back to Father Mack's Inn. If that PC is male, she will suggest none to subtly that he visits her chamber before retiring for the evening. If there are none present, she will ask Burgot to escort her home, then return to fetch Pemson.

After Primula leaves, Pasty invites everyone present to sit down to a fine halfling repast. After the meal, Pemlo invites everyone into his study.

"Thanks to you folks for playing my nanny today. I know I acted the fool back in the Feather. I should've choked both of those devious gnomes." Pemlo says with a chuckle.

Pemlo paces about his study gazing into glass cases in which his son Pasty has collected mementos of Pemlo's long adventuring career. "Some things just set off my temper." He pauses for a few moments in front of an ivory scepter inlaid with silver and capped with a grey-black metal [adamantine]. "Long ago, fifty years or more, I fell in with a band, much like yours here. Good folks ... well, strictly speaking, wastrels, but I remember them fondly ... in any case, we were summoned to the City of Cryllor. Manz had just come to power after the death of poor Count Dreng. The newly minted Count gave us an audience. He told us nasty creatures were lurking in the mines on his border, charged us to root them out to ensure the peace and safety of the poor folks in the borderlands. Well, we stormed in there and thrashed these 'creatures.' That was, until we realized these creatures'd been working the mines for generations. Some may not've been too pretty, but they weren't the types to foam at the mouth, pick up arms and cut a bloody swath across the countryside. There were some orcs, but gnomes and Yeomen too."

"We went back to the Count and told him what was what. Suggested the Count could negotiate border peace. Well, that wasn't what Manz wanted to hear. He had us beaten and thrown out without a hawk's compensation."

"We retired to the Iron Udders, a rat's arse of a watering hole if ever there was to lick our wounds and drown our sorrows. We swore we'd make him pay and with every drink our resolve hardened. I led the greatest band of sots back into his manor (how is still a bit hazy) and ran riot." Pemlo laughs wickedly, "We found our reward."

The item in the case is a Rod of Rulership taken from Cryllor by Pemlo and co. more than 50 years ago. Pemlo is hesitant to talk further about this as he cannot be certain of the loyalties of those present.

During this tale and immediately thereafter, if PCs ask for a Sense Motive check on those present other than Pemlo specifically, a DC APL +8 check will note Pemson's particular interest in the Rod of Rulership and Pemlo's story of his adventures in Cryllor. **DO NOT PROMPT PLAYERS FOR THIS ROLL.**

If Pemlo is asked for the point of his tale, have PCs make a Diplomacy check DC APL+6 to have him elucidate on the matter. If the check is made he will simply say, "There are many evils that a man might be guilty of. The worst of them is betrayal. I just can't abide it."

Pemlo indicates he'd rather not think about this now. Some tales of the PCs' adventures might ease his mind considerably. If PCs tell a tale of their adventures, have them make a Perform check DC APL +10 and grant circumstance bonuses for a story well told by the player. If they succeed at the check, Pemlo pulls out a cut-glass

bottle and pours a tiny glass of amber liquid for the PC. It is precious stuff and he pours it sparingly. It will grant a +2 unnamed bonus to any roll for the rest of the adventure, but its use must be declared before the roll is made.

Developments: Pasty thanks the PCs for their calming presence and mentions that he would be happy to arrange and pay for accommodations at the Roc's Feather (for small PCs) or Father Mack's Inn (for medium PCs). If PCs accept, they receive free Standard Lifestyle for this scenario. Pemlo and Pasty wish the PC good night. Primula is grateful if PC(s) return Pemson to the Inn. If one accepts her invitation into her chambers cue funky music. After hours pass, Pemson steals out of his window, swims across the Sliver creek and triggers Encounter 6.

ENCOUNTER 6: TROUBLE WITH AN OLD FLAME

Hours after Pemson returns to Father Mack's Inn he sneaks out of his window and down to the creek, swims across the creek and enters the brewery using a key that he lifted from Pasty Penchant. If PCs are actively keeping an eye on him, it is possible to use Spot and Listen checks as well as magical means to observe or follow him. Use Pemson's stats as provided in Appendix 6 and +1 circumstance bonus per two APLs for his checks. As long as Pemson is not observed and stopped he will break into the brewery, accidentally damage the equipment freeing the Old Flame and steal Count Manz's Rod of Rulership from Pemlo's study. Pemson is resentful of his father and wishes to aid his mother in her suit. He has gleaned that the object in the case was taken by Pemlo from a powerful noble able to exact punishment for the theft. Pemson plans to give the Rod of Rulership to Elder Blackthorne and use the Elder as his means for retribution against Pemlo. Unfortunately he damages the container holding the Old Flame and she escapes, starting a fire.

Unless PCs have asked for and made key Sense Motive checks involving Pemson and interacted closely with him there is little reason for them to take extraordinary actions to closely monitor his whereabouts. PCs are likely clued to the theft through the boxed text below and the following encounter.

The dewy morning air rouses you. Thoughts of a hearty breakfast are dashed with cries of "Fire!" halfling voices are shouting for help from across the Sliver Creek near the brewery.

A cluster of halflings has gathered outside the door of the brewery and is assembling a bucket brigade. Once PCs have arrived on site, read the following:

Smoke is billowing from the brewery. Pasty is organizing a bucket brigade. He shouts, "Someone's

got to get in there and keep the fire from the alcohol or the whole place will go up in smoke!"

Pemlo is not present. Pemson has already left the site with the Rod. Read the following when PCs enter the brewery.

Entering the brewery you note blue flame jetting from broken tubing. A blaze has erupted near Pemlo's brewing equipment, setting afire an assortment of empty casks, however, it seems that it has not yet spread throughout the structure, though the complete extent is difficult to see through the maze of pipes and vessels.

Give the PCs Spot checks upon entering. Unless magical means are used, PCs must make Spot checks with DC for various APLs as follows; APL 4: DC 18; APL 6: DC 21; APL 8: DC 20; APL 10: DC 20; APL 12: DC 22. Because of the debris, smoke and fire, only PCs within 20' of her have the opportunity to Spot her.

Refer to DM Aid: Brewery Map for position of the creature and other materials in the brewery. The equipment and debris in the chamber effectively provides cover for all creatures in the brewery complex, however, because the brewery was designed with the little folk in mind, the Old Flame does not receive the benefit of cover vs. small sized or smaller PCs. Also note the alcohol and large vessel that are present on the map. The alcohol may be used to good effect against the Old Flame. At all APLs a successful hit (direct, not splash) will cause the creature to behave as affected by the *Slow* spell for 1 round. Jugs of alcohol can be treated as a non-proficient (-4 to attack, 10' range increment) weapon of melee or grenade type that breaks after use. If used judiciously, alcohol used in this manner will not cause the whole brewery to go up in flames immediately.

APL 4 (EL 7)

☛ "Old Flame," conflagration ooze: hp 66; see DM Aid: New Rules: New Monsters: Conflagration Ooze.

APL 6 (EL 9)

☛ "Old Flame," advanced conflagration ooze: hp 116; see Appendix 2.

APL 8 (EL 11)

☛ "Old Flame," advanced conflagration ooze: hp 180; see Appendix 3.

APL 10 (EL 13)

☛ "Old Flame," advanced conflagration ooze: hp 228; see Appendix 4.

APL 12 (EL 15)

☛ "Old Flame," advanced conflagration ooze: hp 299; see Appendix 5.

Tactics: The old flame is shocked and enraged to be outside of the comfortable environment Pemlo provided.

She has accidentally started fires and is now Hiding and Listening. She will attack anyone entering squares she threatens and will gain surprise unless detected. Upon hitting a creature, the Old Flame will grapple. At APL 4 and up, once the creature initiates the grapple it will proceed to pin its opponent, then release its opponent as a free action on the round following a pin.

Note that once dropped below 50% of her hp, the creature will snap out of its shock and begin to look for alternatives rather than fight the intruders and perish. Use the pre-rolled Sense Motive check DC APL + 12 to determine whether the PCs detect the creature's hesitation and fear. PCs that speak Ignan automatically succeed, recognizing the creature is intelligent, panicked and desperate to find safety like that offered by its destroyed tank.

If PCs break off the attack, the creature can be coaxed into one of the large vessels indicated on the map still containing a measure of alcohol with a Diplomacy check DC APL + 4 or by speaking to the creature in Ignan. Note that this Diplomacy check is attemptable even if the PCs do not speak Ignan, particularly if they recognized the creature's intelligence earlier. If, however, the PCs continue their attack, this opportunity is lost and the PCs have only two options: kill her or flee.

Putting out the fire

After the Old Flame is dealt with, the PCs have the opportunity to help fight the fire. Any sort of magical means used to put out a fire is successful (such as *Quench*), as well as magical items such as a *Decanter of endless water*. Failing that, PCs can use normal means to attempt to put out the fire.

There are four fires burning in the brewery. Each of them may be put out with successful Wisdom or Dexterity checks made against a DC equal to APL +2. Success indicates that one of the sources has been put out.

Developments: If PCs defeat or capture the creature, they save the brewery. If they flee, the brewery burns down, PCs lose access to the Sweetverse Still and the Old Flame likely dies of exposure.

As PCs fight the creature, townsfolk gathered outside. Elder Blackthorne is among them and he rails against Pemlo for bringing more trouble to town. He swears that A Penchant for Drink will be closed until reputable management runs it.

Pemlo is miserable no matter what happens. He leaves the fire brigade to douse the embers and returns to his burrow to drown his sorrows in drink. In the morning, Pemlo drunkenly confronts Primula at Father Mack's (Encounter 7).

Pasty discovers that the Rod, other trinkets and certain recipes have been taken from the burrow after the fire has been put out.

Pemson skulks about Blackthorne's Burrow waiting for his return. An hour after the fire Primula discovers her son is missing from the Inn, though she keeps this information to herself and watches for his return. Pemson's footprints leading away from the scene can be found with a sufficiently high Survival/Track check. Given the number of people trampling the scene, time of night, etc. it is very difficult. Finding Pemson's tracks leading away requires a Search/Survival check DC APL + 12. The tracks simply indicate a female or young halfling carrying a walking stick or staff leading away (it could be Pemson or Primula). Following the tracks requires a Survival/Track check DC APL + 22. They lead to Encounter 10: Blackthorne's Burrow. The *Locate Object* and *Locate Creature* spells are not effective as Pemson is already beyond the range of the spell.

ENCOUNTER 7: A DRUNKEN ENCOUNTER

With drink firing his temper, Pemlo sets off to confront Primula at Father Mack's Inn. He suspects Primula of the burglary and of causing the fire. He is so drunk that it takes a DC APL+6 Sense Motive check simply to understand him speaking Common. If PCs are monitoring him, they may try to accompany him or intervene, however, it is likely that they are instead clued to this encounter by Pasty asking them to ensure that nothing bad happens.

Primula is somewhat distraught when Pemlo arrives and agrees to meet him privately in her chamber against the wishes of Burgot. She wants to talk about Pemson, and fears for his safety. However, Pemlo catches sight of the Chimera's Egg in Primula's handbag and immediately becomes outraged. He tears at her bag and clothes and Primula responds by lashing out with a *Vertigo* spell. Pemlo falls to the ground and Primula locks the Egg in her trunk while yelling for Burgot's help.

Suddenly a cry goes up through the town! "Constable! Constable! Help at Father Mack's Inn!"

Unless PCs have taken extraordinary actions to be present and undetectable, describe the following when they arrive on the scene:

The scene in Primula's chamber is a ugly one: Primula cowers behind the hulking form of Burgot Stonehelm. She clutches at her ripped blouse. Burgot menaces Pemlo, naked axe in hand. The brewmaster totters drunkenly, his face livid with anger, his tunic stained with vomit. He drunkenly slurs something in the halfling tongue as you burst into the room.

PCs can make a Sense Motive check upon entering, yielding the following results:

Sense Motive DC	Result
-----------------	--------

APL-2	The dwarf is about to attack Pemlo unless someone intervenes immediately.
-------	---

APL+6	[PC must speak halfling] Pemlo drunkenly slurs "By the skin-flint, she's the egg."
-------	--

APL+12	Primula's fear does not seem focused on Pemlo.
--------	--

A Knowledge (Local) or Knowledge (Religion) check DC 15 will indicate that "skin-flint" is a synonym for "devil" among the Brandobaris cult.

Pemlo's meaning is "#@%!, she has the Chimera's Egg!" but there is nothing the PCs can do to get closer to his meaning at this point. If they press the point the judge should play the role of incoherent drunk to the hilt.

PCs can prevent melee between Pemlo and Burgot by making Diplomacy or grapple checks as in Encounter One. If PCs do not intervene within one round, combat breaks out. Use Burgot's stats as indicated in Encounter 9 and Pemlo's as indicated in Appendix 6. Neither will allow the other to be killed. If necessary, Primula will assist Burgot.

Development: If combat lasts beyond three rounds without the PCs being able to restrain or calm down Pemlo, the following will occur:

After several seconds of Pemlo and Burgot going at it, Pemlo reaches within Burgot's guard and wrests the axe from his grasp. Crowing triumphantly, Pemlo yells "Ain't so hard without your axe, are you, orcmeat?"

Eyes red in rage, spittle flying, Burgot launches a mighty right hook with his mailed fist. It lands squarely on Pemlo's jaw, whipping his head around and bouncing him off the wall. Pemlo slumps to the ground, out cold.

Captain Billows arrives within one minute to haul Pemlo off to jail. PCs may pick up with Pemlo in Encounter 8.

The PCs have an opportunity to interact with Primula here. She will claim that Pemlo burst into her room and attacked her, accusing her of setting the fire. She will also allude that Pemlo may have had a more sinister motive in mind. She will collapse in tears to anyone with whom she has reacted favorably previously while Burgot and the constable clean up the mess.

ENCOUNTER 8: BUCKSHOLD JAIL

Captain Billows will ask the PCs to see Pemlo after he has had time to sleep off some of his drink and calm down.

The old halfling appears more forlorn and pitiful than you have ever seen him. His clothing is torn, hair disheveled, and he stinks of smoke and drink and sick. Gone is the fiery anger of the confrontation with Primula. He looks up at you. "I

finally received some good news. The Magistrate's decided to address the case between Primula and myself quickly. Court is Waterday at noon. Heh."

If PCs are Friendly with Pemlo, he willingly provides an explanation of his actions. Otherwise, he will disclose the information with a Diplomacy check to change his attitude to Friendly.

The Chimera's Egg

When Pemson was born, Primula first came to Pemlo for a share of his property. Pemlo wished to raise the boy, but Primula objected. Pemlo gave her a king's ransom as a settlement, including "The Chimera's Egg," a gilded, gem encrusted orb that was a gift from Countess Allita Elgarin. No official documents were signed regarding this compact, so the Egg itself is the only objective proof that it ever took place. Pemlo understood the Egg to have been sold to a wealthy dwarf merchant who later reported the valuable item to be stolen. After seeing it in Primula's chamber he believes Primula was behind the theft.

The Rod of Rulership

Pasty informed Pemlo that the Rod was one of several things stolen from his burrow. He believes there may be some trouble if it falls into the wrong hands.

Developments: PCs can recover the Egg from Primula's chamber if they can get past her bodyguard (Encounter 9). The Egg can be used as leverage in negotiations with Primula or evidence for the magistrate to undermine her suit. They may also follow leads to the Rod of Rulership. Pemson can be tracked down at Father Mack's. A Gather Information check DC 10 with the staff will indicate that he was seen returning to his room bleary-eyed around the time of Pemlo's confrontation with Primula. Use information provided in Encounter 10 for interactions with Pemson.

Note: The party may have difficulty how to proceed at this point. Some PCs may wish to use stealth and subterfuge to retrieve these items while other more lawful PCs may try to gain official sanction for their investigation or trust that they are permitted to retrieve them on their own authority. Use Captain Billows to help the party settle on a course of action if it appears that disagreement between players or PCs will delay timely conclusion of this adventure. As indicated in the DM Aid: NPC Profiles, Captain Billows is a friend and ally of Pemlo's. While in public he unwaveringly upholds the law, in private he acknowledges that the law may be interpreted different ways by different people. If PCs approach him to sanction recovery of the items and convince him of their sound reasoning for their recovery, he is willing to sanction these efforts in an unofficial capacity. He cannot issue a writ to the PCs on the word of a jailed drunk nor can he issue a writ to break into the home of a town Elder; however, he will encourage them to obtain evidence without being detected and offer what

help he can as long as they indicate they will return the items to him.

Deciding to help Pemlo

If the heroes are of the mind to help Pemlo, he quickly outlines the need to recover the Chimera's Egg and the Rod of Rulership. He explains that even he can see the jaws of the vise closing in and that without some leverage he will be cast out of Crookhollow or worse. Count Manz has a long and hateful memory. Pemlo will advise the PCs that Primula was constantly losing important knickknacks when they were seeing each other, and so she developed the habit of traveling everywhere with a large trunk. If he knows her at all, she's stowing the egg there.

As for the Rod, Pemlo knows how dangerous it is to him, and suspects that either Primula or Blackthorne has it. Although he would *never* condone breaking and entering into either estate, he *does happen* to have some masterwork tools designed for such dangerous deeds from his misspent youth. If the PCs want them, they are in Pemlo's personal burrow and include masterwork tools that give a +2 craftsmanship bonus to hide, move silently, and climb checks. Finally, Pemlo will note offhandedly that Blackthorne is a religious little halfling, and spends most of Godsdays around the town.

Deciding to not help Pemlo

It is entirely possible than rather than seeing Pemlo as cheeky and amusing, the PCs now see him as cruel and hurtful. At best he's an irresponsible, philandering drunk. At worst, he's a capital thief. The PCs can simply wash their hands of him and Pemlo will have his date in court and then be sent off to Cryllor. If the PCs choose this route, they may still interact with the prominent NPCs but will not receive any experience for Encounter Nine.

ENCOUNTER 9: THE CHIMERA'S EGG

The Chimera's Egg is secreted in Primula's chambers at Father Mack's Inn.

If PCs simply attempt to barge into Primula's chambers citing their own legal authority, the judge should indicate that under Keoish law, the PCs need a writ to act in this capacity in the Good Hills. The folk of the Good Hills take privacy and property law very seriously. Refer them to Captain Artin Billows if they desire a writ (see Encounter 8 note, above). If they heedlessly proceed, both Burgot and Primula will attempt to resist them and call for the militia. If PCs recover the Egg in this fashion, Primula will insist that an enemy, perhaps Pemlo himself, planted the Chimera's Egg.

PCs watching the Inn or Primula herself will realize that she spends considerable time at the Inn, however, she ventures out occasionally to shop, chat, survey the town for a likely home, conspire with the gnomes, etc. She is in her quarters at night unless called out on important matters. She leaves Burgot at Father Mack's to guard her chambers in her absence. Pemson wanders about town during the daytime. If PCs are interested in locating Pemson, refer to Encounter 10: Blackthorne's Burrow. If the PCs decide to lure her out of her suite of rooms, the most likely plan will involve a male character with whom she has positively interacted who wants to take her to a meal. Allow any suitable plan to remove Primula from her room, and potentially Burgot as well, if the PCs are clever enough.

Primula occupies the only suite of rooms available in town. PCs looking for her are referred to the second floor of the Inn where they find Burgot waiting. Refer to DM Aid: Map of Father Mack's for the layout.

Burgot has sworn he will guard Primula's chambers. He will let PCs by him into Primula's chambers in a couple of situations, however.

1. Burgot is susceptible to drink and loves Keoish Brandy. If a PC turns his attitude to Friendly, she may be able to learn of this and convince him to tip a few glasses. The only appropriate brandy is to be found at the Feather (bottle with 4 servings or distilled through the Sweetverse Still as described in Encounter 4.
2. If Primula is Friendly with a male PC, she might invite him up to her chambers. This may occur in Encounter 2 or subsequently. If she has invited a PC to her chamber, she will inform Burgot that he is to be allowed in when she is present. If a PC attempts to gain admittance when she is not present (for instance, by indicating to Burgot that Primula said he should go in ... she'll be along in just a moment), he must succeed at a Bluff check vs. Burgot's Sense Motive.

Burgot may be bypassed entirely if a PC enters the room via the window, or by *Dimension Door* or the like. However, there are the following complications:

1. The window is 15' above ground level. Climbing the wall requires a Climb check DC 10. PCs attempting to enter During the day, PCs entering through the window may be Spotted by a number of passers-by on the street below. Avoiding this requires either a Hide check of 8+APL for each round attempting access or some other means of concealment. The window is also locked, requiring an Open Lock check DC 20.

2. If Burgot is outside the door, have him make Listen checks vs. Move Silently or any noise created by PCs. Assess a -6 circumstance modifier to Burgot's Listen checks. Assess another -5 modifier if he is distracted for some reason. He will not awake if drunk. If alerted, he will burst into the room, yell "Robbers" and attack any he finds within.
3. The Chimera's Egg is in Primula's trunk. The trunk is too large to fit out of the window and requires an Open Locks check DC APL+16 to open.
4. At APL 8 and higher, a Stone of Alarm is always activated and attached to the trunk in Primula's absence individuals touching the stone or the trunk without uttering the command word ("Quiet" in the gnome tongue) set it shrieking so loud as to alert everyone in the inn.
5. At APL 10 and higher, the trunk is set against the floor and wall of the room, so that, even if a Silence spell is active, Burgot is alerted by the vibrations through wall and floor (unless he is drunk).
6. At APL 12, inside the trunk is also an activated Stone of Ponderous Burden (see Appendix: New Rules). This magic item increases weight from 1 lb. to 1 ton when activated. The weight of the trunk contents will likely prevent someone from teleporting out of the room with the whole trunk.

APL 4 (EL 6)

👉 **Burgot Stonehelm, male dwarf (hill) Ftr4:** hp 44; see *Appendix 1*.

👉 **Primula Hustluggle, female halfling Wiz5:** hp 20; see *Appendix 1*.

APL 6 (EL 8)

👉 **Burgot Stonehelm, male dwarf (hill) Ftr6:** hp 64; see *Appendix 2*.

👉 **Primula Hustluggle, female halfling Wiz6:** hp 30; see *Appendix 2*.

APL 8 (EL 10)

👉 **Burgot Stonehelm, male dwarf (hill) Ftr8:** hp 84; see *Appendix 3*.

👉 **Primula Hustluggle, female halfling Wiz8:** hp 40; see *Appendix 3*.

APL 10 (EL 12)

👉 **Burgot Stonehelm, male dwarf (hill) Ftr10:** hp 104; see *Appendix 4*.

👉 **Primula Hustluggle, female halfling Wiz10:** hp 50; see *Appendix 4*.

APL 12 (EL 14)

🔥 **Burgot Stonehelm, male dwarf (hill) Ftr12:** hp 124; see Appendix 5.

🌸 **Primula Hustluggle, female halfling Wiz12:** hp 60; see Appendix 5.

Tactics: If Primula is present, Burgot will defend her to the best ability, using terrain to keep her behind him. If Burgot has the upper hand, or believes he does, he will attack for non-lethal damage. He will do his utmost not to kill a PC unless it is clear that the PC(s) intend to kill Primula or himself.

Development: If PCs retrieve the Chimera's Egg, they will have some evidence to undermine the case against Pemlo in court or bargain with Primula (Encounter 12).

ENCOUNTER 10: BLACKTHORNE'S BURROW

The PCs must recover the Rod of Rulership or foil Blackthorne's plans in other ways to save Pemlo from prison, or worse. PCs may arrive at Blackthorne's burrow in a number of different circumstances as indicated below. If the judge is using information here for the PCs to interact with Pemson subsequent to meeting Pemlo at the jail, refer to "Pemson after meeting with Elder Blackthorne." Use the following description of the burrow.

Before you sit a burrow dug into the top of a low hill near the edge of town. The hedges and rose bushes have been clipped and pruned with precision. It is very well maintained and doesn't possess any of the wildness seen in Pemlo's garden. The doors and windows appear stout. Unlike other halfling dwellings you have seen, all appear locked.

Pemson before the arrival of the Elder from the fire

This situation should only occur if the PCs immediately track Pemson here after the encounter with the Old Flame without taking time to interact with Pasty, Blackthorne and the bystanders afterward.

Pemson is hiding. He carries the Rod of Rulership of Count Manz and recipes from the brewery. He will do his best to avoid the PCs and if caught he will lie about where he has been and what he is doing. The rod is difficult to conceal, so he will attempt to ditch it before being apprehended.

PCs may use an Intimidate check to force a confession of the crime. A successful Diplomacy check DC APL + 14 will achieve a similar result, though the confession will be accompanied by his reasons for doing so: practically everyone in town knows what a bad person Pemlo is, so he deserves what he gets. Pemson harbors a great deal of

resentment against Pemlo for the brewmaster's perceived treatment of his mother and himself. If Pemson's attitude toward the PC is Friendly, grant a +2 circumstance modifier. Grant +4 if it is Helpful.

During Pemson's meeting with the Elder

This occurs if PCs follow Pemson's tracks or Elder Blackthorne himself after taking time to interact with Pasty, Blackthorne and/or other bystanders shortly after the encounter with the Old Flame.

The burrow is locked up, but PCs can hear talking within with a Listen check DC 5. If they beat the DC by 10 or more they make out the following conversation. If the PCs wish, allow them to break in during the conversation, but be aware of the consequences.

High voice: ...I think he stole it from the Count of Cryllor.

Low voice: Did he now? Well I think this is exactly what I need. I mean, my son, evidence of this crime will undoubtedly help your lovely mother in her case against that drunken lout. They deal harshly with such offenses in Cryllor. I'll take it off your hands and lock it up tight here.

High voice: What do you mean, harshly?

Low voice: Oh, he might get off with hanging [Chuckle]. No matter, really, he has one foot in the grave already.

High voice: But I didn't mean...

Low voice: There, there. You go home and go to bed. I'll retain a messenger bound for Cryllor.

Blackthorne then sees Pemson out of his burrow.

If the PCs burst in upon the pair in the middle of the conversation, the Rod has not yet been placed in Blackthorne's safe. Blackthorne will immediately holler for help from neighbors and any of the militia that might be nearby. He will not put up a fight. Should guards arrive, he will show them the Rod and indicate what it is and where it was found.

If PCs interact with Pemson after he is ushered out of the burrow, they may use an Intimidate check to force a confession of the crime. A successful Diplomacy check DC APL + 10 will achieve a similar result, though the confession will be accompanied by an expression of his feelings of resentment against Pemlo for the brewmaster's perceived treatment of his mother and himself. He also expresses regrets for his actions. He didn't realize it might result in Pemlo's execution. If Pemson's attitude toward the PC is Friendly, grant a +2 circumstance modifier. Grant +4 if it is Helpful.

Pemson after meeting with the Elder

Pemson may be encountered at any point between his meeting with Elder Blackthorne and Pemlo's day in court (Encounter 12) as follows.

PCs interacting with Pemson addressing any role Pemson may have had in the fire or burglary of Pemlo's burrow are met alternately with Bluff checks or stony silence. If they use an Intimidate check to force a confession of the crime. A successful Diplomacy check DC APL + 10 will achieve a similar result, though the confession will be accompanied by an expression of his feelings of resentment against Pemlo for the brewmaster's perceived treatment of his mother and himself. He also expresses regrets for his actions. He didn't realize it might result in Pemlo's execution. If Pemson's attitude toward the PC is Friendly, grant a +2 circumstance modifier. Grant +4 if it is Helpful.

The burrow after the meeting

Elder Blackthorne has secreted the Rod of Rulership of Count Manz in his safe. He plans to present it to the magistrate and have Pemlo arrested, but first needs to obtain official documents regarding rightful ownership of the item from Cryllor. For that purpose, Blackthorne will leave his burrow and go to the livery to retain a messenger bound for Cryllor. He returns early in the afternoon that day, then sleeps at the Burrow through the night. The following day, Godsday, is a day of worship. He is out most of the day, then at home again that night.

If PCs interact with Blackthorne in a positive way, use the information provided in DM Aid: NPC Profiles. They may make an Intimidate check DC 16 to induce him to hand over the Rod, however, he will report the incident to Captain Artin Billows as soon as he is able. Billows is generally supportive of Pemlo and dismissive of the Elder's claims, but he can not ignore this claim of direct intimidation against a town authority and the intimidation will detract from Pemlo's case if matters are brought to Court (Encounter 12).

🔒 **Burrow doors:** Strong wooden doors; hardness 5; hp 20; AC 3; Break DC 23; Open Lock DC 20.

🔒 **Burrow windows:** shuttered wooden windows; hardness 5; hp 10; AC 3; Break DC 18; Open Lock DC 20.

🔒 **Safe:** iron safe; hardness 10; hp 60; AC 3; Break DC 28; Search DC APL+12; Open Lock DC APL+22.

Treasure: The safe contains Elder Blackthorne's valuable collection of postmarks. If Pemson has already met with Blackthorne, the safe contains the Rod of Rulership and recipes from Pemlo's burrow, otherwise, they are on Pemson's Person or stashed close by.

Developments: There are several possible outcomes. First, the PCs may retrieve the Rod from Pemson before Elder Blackthorne takes possession of it. If this occurs, the PCs avoid all negative consequences of the theft. Second, if Blackthorne takes possession of the Rod, he dispatches a message to Cryllor via the courier at the Livery (Encounter 11). The PCs have the opportunity to intercept the messenger at the Livery or on the road between Crookhollow and Cryllor (Encounter 11). Third,

the PCs may or may not recover the Rod from the Elder's burrow. If they do not, Elder Blackthorne retains evidence of a crime against the Count of Cryllor.

ENCOUNTER 11: THE ROAD TO CRYLLOR

The livery is a depot for couriers between Crookhollow and settlements nearby. PCs have the opportunity to foil Blackthorne's attempt to gain evidence against Pemlo or orders for his arrest. The livery is described below:

A livery stands in the shadow of Buckshold. Upon your arrival, several large dogs bound up and alternately yap at your presence and curiously circle you. Alerted by the dogs, a halfling head pops out a window inquiring, "What can I do for you stranger?"

The livery is generally tended by Beddoe Flaxson. Depending on the time and situation, Elder Blackthorne or a courier named Sliko Gilder may also be present. On Moonday, Blackthorne can be found here between 10 AM and 2 PM, and Sliko between 2 PM and 4 PM. At 4 PM in the afternoon on the day of the fire, Sliko sets out for Cryllor on a riding dog, hired by Elder Blackthorne to carry a message to a Crylloran official.

The message is addressed to Darvis Albrect, Special Functionary of the Count of Cryllor and reads, "Most Honorable Functionary, A Significant Item has come into my possession that I believe is of Particular Interest to the estimable Count of Cryllor. The item is a scepter of dark metal and ivory inlaid with silver measuring four halfling cubits. If my information is correct, this item was Stolen from the Count by Pemlo Penchant, a halfling brewmaster that may be known to you. I request your confirmation that this item was indeed stolen and instruction how to proceed. Your Humble Servant, Blackthorne the Elder of Buckshold."

If the message is received by Darvis Albrect in Cryllor, a response is quickly dispatched via Sliko Gilder on his return to Crookhollow. It is addressed to Blackthorne, Elder of Buckshold and reads, "My dear Elder, The item you mention is property of Cryllor, stolen from his Illustrious Highness Count Manz, and must be guarded closely. A troop of our men will arrive to take safe possession of this item with orders to take Pemlo Penchant into custody. Notify your local guard to seize this creature or monitor his location if they are unable to do so. Achieve these things and you shall be rewarded. Fail and earn the Count's enmity. Darvis Albrect."

PCs may prevent the message from being delivered or received in a number of ways. A few of them are listed below:

1. Intimidate: PCs may be able to convince the messenger to take a bit of a vacation with an Intimidate check DC 15.

2. Bribery: Beddoe or Sliko can be bribed with a Diplomacy check of 10 and payment of APL x 50 gp.
3. Slight of hand: PCs may be able to distract or waylay Beddoe, Blackthorne or Sliko either at the livery or en route and substitute a replacement. The Slight of Hand skill check is APL+10. Crafting a believable document requires a Forgery check DC APL+8. Masterwork tool grade supplies can be found with merchants in town to provide a +2 bonus to this check at a cost of 50 gp.

Developments: The judge should allow any reasonable, creative plan to succeed. If he has taken possession of the Rod, Blackthorne will still raise the specter of Pemlo's past crime in court, but the efforts of PCs may minimize the damage to the case. These activities can be carried too far and may be noted by Keoish authorities or on the AR.

If the response is received from Cryllor indicating that the Rod is stolen property, Elder Blackthorne will deliver this message to the Court before noon on Waterday. If Pemlo's prior possession of the object is not refuted, Captain Billows will take him into custody to be delivered to Cryllor.

ENCOUNTER 12: DAY OF RECKONING

There are potentially two issues to be raised in court: Primula's case against Pemlo for compensation and charges of theft of a noble's property brought by Elder Blackthorne. In all cases listed below, one PC or NPC should be designated as the primary and roll the skill check and a second PC may assist. Pasty will step forward to argue or negotiate if no PC argues on Pemlo's behalf. Pasty will encourage the most likely/capable PCs to represent Pemlo as a third party/character witness. Resolve Primula's case first, then Blackthorne's.

Primula's Case

Primula's case may be resolved in two ways: PCs may attempt to resolve the issue before it ever reaches court or they may resolve it before the magistrate.

Out of court settlement

If PCs possess the Chimera's Egg, they may try to bargain with Primula (Diplomacy check) or threaten her with harm or prosecution for theft of the Egg (Intimidate check). An out of court settlement is not an option if PCs seized the Egg by force of arms and Primula claimed that an enemy planted the Egg.

Diplomacy: Primula will drop the case if the Egg is returned to her and the PCs make a Diplomacy check DC APL +10. Grant a +2 circumstance modifier if Primula's attitude toward the PC is Friendly or a +4 modifier if it is Helpful. If this check fails, the party may still move on to court.

Intimidate: PCs may make an Intimidate check to get her to drop her case. If the threat of prosecution for theft of the Egg is invoked, grant a +4 circumstance modifier. Use Primula's stats provided in the appropriate appendix. PCs using Intimidate against Primula earn "A Woman Scorned" on the AR. If this check fails, the case may still proceed in court.

If PCs with official position in Keoland attempt to take her into custody her captors will release her quickly as she has evidence proving she was otherwise occupied at the time of the theft in New Silverdeep. Such PCs will earn "A Woman Scorned" on the AR.

Arguing Primula's case before the court

If Primula's case is not settled out of court, Pemlo is led before the magistrate in the Crookhollow town hall at noon on Waterday. PCs are allowed and encouraged to attend. All NPCs met to this point save Bil Leeds (who is outside the courthouse if still alive) are present. Read the following:

The town hall is one of the larger structures in Crookhollow, but big folks find it cramped and stuffy, especially today. Pemlo's trial caught the attention of the locals and word has spread like wildfire. As a people, halflings have elevated gossip to an art form. Present here are all of the people you have met in town.

From the other side of the chamber, Pasty encourages you to elbow his brethren aside to reach the bench he has reserved. Pemlo sits slumped into the defendant's chair while Primula, opposite, glares at him, soaking in the counsel of the two gnomes.

Eventually, a white haired halfling wearing a yellow tabard with the insignia of the Good Hills Union enters from the wings of the courtroom ringing a bell and tooting on a whistle. She clangs the bell forcefully at the bystanders to call them to attention and silence the continuing chatter, missing a few of undaunted rumor-mongers by a hairsbreadth and stunning a couple with the heavy bell to serve as examples. After achieving a modicum of silence, she announces, "Now hearing the case of Hustluggle v. Penchant for the purpose of determining Common Law compensation, the honorable Primrose Bayleewicke presiding. The gnome for the petitioner Hustluggle will make his case.

Trimble the gnome stands, nervously massaging his throat as Pemlo stares him down. "Ahem. Your honor, the petitioner's case is simple. Your Hobniz Common Law holds for property to be shared equally in the union of a man and woman and that property to be held in trust for the proper care of their offspring. Only the most crass man of your community would violate this most dear principle. Here we have before us such a creature in Pemlo Penchant, prone to drunken binges, assault (cough), coarse language, disrespect toward women and

callous treatment of his own son. Pemlo did not feel it necessary to provide for this poor woman and her son nor even officially acknowledge them. They deserve compensation, your honor, one half of the Penchant estate."

Judge Bayleewicke addresses Pemlo. "And who shall speak on your behalf, Master Penchant?"

Allow PCs to argue the case and Trimble to rebut.

The case will be decided with a Diplomacy check DC APL+20. A successful check indicates the judge throws out the case. Apply the following circumstance modifiers:

Encounter	Circumstance	Modifier
One	Artin Billows summoned	-10
Six	Brewery burned down	-5
	Old Flame dead	-5
Seven	Fight between Pemlo and Burgot prevented	+2
Nine	Chimera's Egg retrieved	+10
	PCs identified retrieving the Egg	-5
	Primula or Burgot attacked	-5
Ten	Rod of Rulership retrieved	+10
	Rod retrieved before falling into Blackthorne's Hands (additional)	+5
	Blackthorne can identify PCs as individuals that burglarized his burrow	-5
	Blackthorne's message or response from Cryllor intercepted/ altered/prevented	+2
	Pemson Intimidated	-2
Misc.	Intimidated, Threatened or Harmed Locals	-5
	Lethal damage inflicted on Bil Leeds or the Old Flame only	+2
	Damaged property in Crookhollow	-5
	halfling PC or NPC makes the Case on Pemlo's behalf	+2
	gnome or Dwarf makes the Case on Pemlo's behalf	+1
	PC speaks halfling	+1
	Hero of Buckshold (per PC in party)	+2
	PC is Guardian of the Highlands (per PC in party)	+2
	PC owns shares of stock (per PC in party)	+2

Circumstance modifiers awarded by the judge (for good argument, relevant Knowledge or Profession, roleplay, etc.) ???

Note: If PCs received an unnamed +2 bonus in Encounter 5 and has not used it to this point, the Judge should remind the player this bonus is available.

Blackthorne's Case

If the PCs recovered the Rod before it fell into Blackthorne's hands or if they successfully influenced the response from Cryllor, Elder Blackthorne brings no case at all.

"And, finally, on to this other troubling matter brought by Elder Blackthorne. He implicates Pemlo Penchant in the theft of an item that is the rightful property of the Count of Cryllor. Let us cut to the chase: where is the item? Who present can identify that the item was taken by Pemlo Penchant? And what word on this matter do we have from Cryllor?"

There are three vital pieces to this case: the rod itself; the recollection of the PCs, Pasty and Pemson of Pemlo's story about his misadventure in Cryllor told the night before the fire; and notification from Cryllor regarding the rod and what to do with its possessor.

If the PCs representing Pemlo are able to invalidate two of the three legs this case stands on, the magistrate finds in favor of Pemlo and throws out the case.

1. The rod: If the Rod has been recovered by the PCs without public knowledge this component of the case is thrown out.
2. Pemlo's tale of Cryllor: Pemlo never indicated specifically that he stole this Rod from Cryllor. If the memories of those present are foggy or the timeframe or means by which Pemlo acquired the Rod are brought into question, this component of the case is thrown out. Pemlo and Pasty are not above a Bluff check in court to spite the Count of Cryllor. Of significant is Pemson's attitude toward the PCs and Pemlo. If PCs have not Intimidated Pemson, causing him to harden his heart against them, Pemson's memories of Pemlo's story grow foggy as well.
3. Message from Cryllor: If the PCs have altered the message, it likely invalidates this component of the case. PCs might also turn the case against Blackthorne and implicate him as the thief. After all, the item was in his possession.

Allow a reasonable/appropriate/satisfying/amusing result. Be aware that Blackthorne's position as elder is largely one of respect for his family and his wealth. He himself is not particularly well liked, nor is the Count of Cryllor. The magistrate and Captain Billows will do what they can to prevent Pemlo from being hauled away to the

Count's dungeon as long as it does not unreasonably violate Keoish law and Good Hills Union traditions.

Developments: If Bill Leeds has not slain Pemlo or been slain himself by this point, he attacks from Hiding (Hide check taking 20) when Pemlo and PCs leave the town hall. If Pemlo has been found guilty of stealing the rod, he is in the custody of two militiamen who flee at the first sign of trouble. If this encounter has already been resolved, proceed to the Conclusion.

CONCLUSION

Note: If Pemlo has been killed, Pasty stands in for Pemlo in the conclusion

1: Primula loses her case and Pemlo is not arrested for theft of the Rod of Rulership

The Quartyear Brewfest has begun and all are in high spirits. A grateful and somewhat tipsy Pemlo takes you away from the boisterous crowd of revelers to talk. His humor has returned and, though obviously worn by age and experience, his demeanor makes him appear younger than you have ever seen him before.

"My friends, it is the fortunate man that can make amends before passing from this life, and I have you to thank for that. In the time I have left I just might be able to help Pemson and get a bit closer to the boy. So I'm retiring as brewmaster and leaving the business to Pasty. Whatever I can give to my boys or even Primula I will. I'm going to buy back my shares if I can.

Who knows what's next for me? Maybe we'll meet up in some adventure hence. I've got a little pluck in me yet and Crookhollow gets a mite boring after Brewfest. Maybe Pemson would like to see some of his Da's old stomping grounds?

Pemlo grants the PCs a reward of APLx100 gp and offers to buy back shares of A Penchant for Drink for 150 gp / share. This award is granted over cap, and entered on the AR as though the PC is selling an item.

2: Primula wins her case but Pemlo is not arrested for theft of the Rod of Rulership

The Quartyear Brewfest has begun. A sober Pemlo takes you away from the crowd of revelers to talk.

"My friends, I thank you for your kind efforts on my behalf. With luck and some hard work I might still be able to patch things up with Pemson. With Primula in the business, I'm retiring as brewmaster and leaving the title to Pasty. I want to give him and Pemson whatever I can of the business, so I'll back all the shares I can.

Brandobaris knows what's next for me. Maybe we'll meet up in some adventure hence.

Pemlo grants the PCs a reward of APLx75 gp and offers to buy back shares of A Penchant for Drink for 100 gp / share. This award is granted over cap, and entered on the AR as though the PC is selling an item.

3: Primula wins her case and Pemlo is arrested for theft of the Rod of Rulership

The Quartyear Brewfest is a somber event. For the first time in memory, there is no Lambic. Pemlo has been carted off to Cryllor.

A messenger finds you as you prepare to depart the halfling village. "My friends, I thank you for efforts on my father's behalf. I promised you compensation for looking after the affairs of my family. Unfortunately, in light of the events of these past weeks it is a meager reward. I wish you better fortune in the future."

Pasty and his family are on the verge of ruin, but he grants the PCs a reward APLx25 gp and offers to buy back shares of A Penchant for Drink for 50 gp / share. This award is granted over cap, and entered on the AR as though the PC is selling an item.

4: The PCs refuse to help Pemlo in his suit

The Quartyear Brewfest is a somber event. For the first time in memory, there is no Lambic. Pemlo has been carted off to Cryllor. This is not the only change in the town, A Penchant for Drink has changed hands, now being run by Trimble and Gimble Copperbottom. Even now, a new sign is being hoisted into place above the doors while curious halflings look on.

Moving through the assembled crowd is Trimble Copperbottom. He is handing out handwritten letters to everyone, and you quickly find yourself in possession of one. Smiling at you, Trimble explains it while you read.

"It's simple, really. Copperbottom Brewery wishes to retain a plurality of shares in our business. We're offering a very fine exchange rate to repurchase the shares issued by the previous management. Anyone with a significant amount of shares may instead choose to sit on our board of directors. Meetings will be held weekly, of course."

Change has certainly come to Crookhollow.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the

experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter 3

Defeating Bil Leeds.

APL 4: 180 xp.
APL 6: 240 xp.
APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 400 xp.

Encounter 6

Defeating or saving the Old Flame.

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

Encounter 7

Preventing the death of Primula, Burgot and Pemlo.

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

Story Award 1

Primula loses her case against Pemlo or the matter is settled out of court.

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

Story Award 2

Pemlo is not arrested for theft of the Rod of Rulership.

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

Discretionary Roleplaying Award

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

Total possible experience

APL 2: 450 xp.
APL 4: 675 xp.
APL 6: 900 xp.

APL 8: 1,125 xp.
APL 10: 1,350 xp.
APL 12: 1,575 xp.

TREASURE SUMMARY

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

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

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

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

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

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

Encounter 3:

APL 2: C: 10 gp, M: Hat of Disguise (900 gp), 2 potions of Cure Lt. Wounds (50 gp).

APL 4: L: 318 gp, C: 20 gp, M: Hat of Disguise (900 gp), +1 Scythe (1159 gp), 4 potions of Cure Lt. Wounds (100 gp).

APL 6: C: 30 gp, M: Hat of Disguise (900 gp), +1 Scythe (1159 gp), Bracers of Armor +1 (500 gp), 6 potions of Cure Lt. Wounds (150 gp).

APL 8: C: 40 gp, M: Hat of Disguise (900 gp), +1 Scythe (1159 gp), Bracers of Armor +1 (500 gp), Gauntlets of Ogre Power (2000 gp), 8 potions of Cure Lt. Wounds (200 gp).

APL 10: C: 50 gp, M: Hat of Disguise (900 gp), +1 Keen Scythe (4159 gp), Bracers of Armor +1 (500 gp), Gauntlets of Ogre Power (2000 gp), 10 potions of Cure Lt. Wounds (250 gp).

APL 12: C: 60 gp, M: Hat of Disguise (900 gp), +1 Keen Scythe (4159 gp), Bracers of Armor +1 (500 gp), Gauntlets of Ogre Power (2000 gp), +1 Ring of Protection (1000 gp), 12 potions of Cure Lt. Wounds (300 gp).

Encounter 9:

APL 2: C: 200 gp.

APL 4: C: 200 gp.

APL 6: C: 200 gp.

APL 8: C: 200 gp, M: *Stone of Alarm* (1350 gp).

APL 10: C: 200 gp, M: *Stone of Alarm* (1350 gp).

APL 12: C: 200 gp, M: *Stone of Alarm* (1350 gp), *Stone of Ponderous Burden* (1350 gp).

Encounter 10:

APL 2: L: 100 gp, M: *Rod of Rulership* (30000 gp).

APL 4: L: 200 gp, M: *Rod of Rulership* (30000 gp).

APL 6: L: 400 gp, M: *Rod of Rulership* (30000 gp).

APL 8: L: 800 gp, M: *Rod of Rulership* (30000 gp).

APL 10: L: 1600 gp, M: *Rod of Rulership* (30000 gp).

APL 12: L: 3200 gp, M: *Rod of Rulership* (30000 gp).

Conclusion:

APL 2: C: 200 gp.

APL 4: C: 400 gp.

APL 6: C: 600 gp.

APL 8: C: 800 gp.

APL 10: C: 1000 gp.

APL 12: C: 1200 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 16 gp, C: 85 gp, M: 5158 gp – Total: 5259 gp (450 gp).

APL 4: L: 86 gp, C: 136 gp, M: 5359 gp – Total: 5581 gp (650 gp).

APL 6: L: 66 gp, C: 205 gp, M: 5451 gp – Total: 5722 gp (900 gp).

APL 8: L: 133 gp, C: 306 gp, M: 6018 gp – Total: 6457 gp (1,300 gp).

APL 10: L: 266 gp, C: 475 gp, M: 6526 gp – Total: 7267 gp (2,300 gp).

APL 12: L: 533 gp, C: 776 gp, M: 6926 gp – Total: 8235 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

✂ **Targeted by the Cult of Brandobaris:** This PC had a hand in killing Pemlo. For their next 4 adventures, they roll two d20s for saving throws. Both dice must be rolled at the same time, and the worse result is used.

✂ **Reforestation Detail:** This PC harmed local folk or property or was identified breaking into Blackthorne's Burrow, but remained in Crookhollow to receive punishment. This PC is sentenced to 4 additional TUs of community service, restoring the habitat of local treants. The work is overseen by Old Crabapple.

✂ **Wanted!:** This PC harmed local folk or property or was identified breaking into Blackthorne's Burrow and then fled Crookhollow to escape punishment. Contact the Keoland Triad for details.

✂ **A Woman Scorned:** This PC has made an enemy of Primula Hustluggle. She spreads terrible rumors about the PC throughout Keoland. This PC receives a -4 circumstance penalty to all Cha-based checks in Keoland for the next 4 adventures they play set there.

☛ **Gratitude of Pemlo's Pendant:** PC gains access (Frequency: Regional) to the following items from *Races of the Wild*: skiprock, belt of hidden pouches, blurstrike weapon special ability upgrade.

☛ **Repurchase of Shares in a Pendant for Drink:** Pemlo repurchases all shares at ____ gp x ____ shares for a profit of ____ gp (which is awarded as though the sale of an item but without the adventure gp cap applying).

☛ **Close Personal Friend:** This PC receives the pleasure of Primula's company in adventures set in Keoland for one year from the date on this Adventure Record. She is treated as a hireling and the PC must pay for her Standard upkeep (or better) for each adventure. Primula does not occupy a seat at the adventuring table, but her presence during the adventure has a random effect (PC rolls d6 to determine outcome before each adventure): 1 – Primula has attracted unwanted attention from the authorities (adventure costs 1 additional TU); 2 or 3 –

Primula finds a lovely shop (PC's share of the treasure from this adventure is reduced by 10%); 4 or 5 – Timely intervention by Primula defends the PC with a *glitterdust* or *web* spell (DC 15, CL 7th) as a free action for the PC on his turn when the DM indicates; 6 – Primula uses her influence to ease the travel of the PC (reduces the adventure's base TU cost by 1).

☛ **Gratitude of the Dwarves of New Silverdeep:** PC gains access (Frequency: Regional) to the following items from *Races of Stone*: battle plate, extreme steel shield. PC also gains access to take the Dwarven Armor Proficiency feat, with the special ability to ignore the racial prerequisite in this one case.

☛ **A Plurality of Shares:** Congratulations! You are now part of the new managing board for Copperbottom Brewery! This costs you one additional TU per year, but you gain a bonus of 200 gp per share you own (total shares: ____) each calendar year as business skyrockets (awarded on this AR and on the first AR of every future calendar year). This bonus is awarded as though the sale of an item but without the adventure gp cap applying.

Item Access

APLs 4, 6:

- +1 Battle Plate (*Adventure*; *Races of Stone*)
- Hat of Disguise (*Adventure*; *Dungeon Master's Guide*)
- Redcap's Tooth (*Adventure*; *Monster Manual III*)

When a redcap dies, it leaves behind a single tooth. Anyone wearing this tooth gains a +2 circumstance bonus on Cha-based checks when dealing with fey and a +4 circumstance bonus when dealing with other redcaps.

Faint Transmutation, CL 6th; can't be crafted; Price: 1,000 gp.

- Rod of Rulership (*Adventure*; *Dungeon Master's Guide*)

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

- Stone of Alarm (*Adventure*; *Dungeon Master's Guide*)

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

- +1 Keen Scythe (*Adventure*; *Dungeon Master's Guide*)

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

- Stone of Ponderous Burden (*Adventure*; *See Below*)

This stone cube, when given the command word, affixes itself to any object. The stone doubles the weight of whatever object to which it is affixed, making it harder to transport that object. If the

object it is attached to is a container, it doubles the total weight of the container, including the items there within.

Faint Transmutation, CL 3rd; can't be crafted; Price: 2,700 gp; Weight: 2 lbs.

APPENDIX 1 – APL 4

ENCOUNTER 3

Leeds, advanced Redcap: small Fey; CR 6; HD 10d6+50; hp 95; Init +9; Spd 30 ft.; AC 20, touch 16, flat-footed 15 (+1 size, +4 natural, +5 Dex); Base Atk/Grp: +5/+10; Atk +11 medium scythe melee (2d4+8/x4) or +10 ranged medium sling (1D6+6); Full Atk +11 medium scythe melee (2d4+8/x4) or +10 ranged medium sling (1D6+6); SA Eldritch Stone, Powerful Build; SQ DR 10/Cold Iron, Low-light vision; AL CE; SV Fort +8, Ref +12, Will +8; Str 20, Dex 20, Con 20, Int 11, Wis 12, Cha 13. *Non-Core Source of Creature/Prestige Class/Template, page X.*

Skills & Feats: Bluff +2, Hide 23, Intimidate +15, Listen +15, Move Silently +16, Spot +13, Survival +10, Tumble +10; Dodge, Improved Initiative, Mobility, Power Attack

Eldritch Stone (Su): Bullets fired from a redcap's sling glow with a greenish blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex): The physical stature of a redcap lets it function in many ways as if it were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it.

A redcap is also considered one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.

Languages: Common, Sylvan

Possessions: +1 Scythe, Hat of Disguise.

Description: Refer to DM Aid: NPC Profiles.

ENCOUNTER 6

“The Old Flame,” Conflagration Ooze: See DM Aid: *New Rules: New Monsters: Conflagration Ooze.*

ENCOUNTER 9

Burgot Stonehelm: Male Dwarf Ftr4: Medium Humanoid; CR 4; HD 4d10+12; hp 44; Init +6; Spd 20 ft.; AC 23, touch 11, flat-footed 22 (+10 battleplate, +2 shield, +1 Dex); Base Atk/Grp: +7/+7; Full Atk +9 Dwarven

Waraxe (1d10+5/X3); AL LG; SV Fort +7, Ref +2, Will +2; Str 16, Dex 14, Con 15, Int 10, Wis 12, Cha 8.

Skills & Feats: Skills: Intimidate¹ +3, Jump¹ -9, Knowledge (nobility) +0, Listen¹ +0, Ride¹ +4; Improved Initiative, Weapon Focus (Dwarven Waraxe), Power Attack, Dwarven Armor Proficiency, Weapon Specialization (Dwarven Waraxe).

Dwarven Armor Proficiency, Races of Stone, pg 138

Languages: Common, Dwarven.

Possessions: Battle Plate +1, heavy steel shield, masterwork dwarven waraxe.

Primula Hustluggle, Female Wiz 4 Small Humanoid; CR 4; HD 4d4+8; hp 20; Init +6; Spd 20 ft.; AC 14, touch 12, flat-footed 10 (+2 Dex, +1 armor, +1 size); Base Atk/Grp: +2/+2; Full Atk +2 melee (1d6, club) or +4 ranged (1d6, light crossbow) or spells; SA spells; SQ spells; AL N; SV Fort +2, Ref +3, Will +5; Str 10, Dex 14, Con 13, Int 16, Wis 12, Cha 8.

Skills & Feats: Appraise¹ +8, Bluff¹ +10, Climb¹ +2, Concentration¹ +7, Diplomacy¹ +6, Disguise¹ +3, Escape Artist¹ +5, Forgery¹ +7, Gather Information¹ +6, Hide¹ +12, Intimidate +5, Jump¹ +3, Knowledge (arcana) +4, Knowledge (local) +4, Listen¹ +6, Move Silently¹ +10, Open Lock +4, Search¹ +7, Sense Motive¹ +2, Slight of Hand +5, Spellcraft +8, Tumble +8, Use Magic Device +6; Combat Casting, Improved Initiative, Eschew Materials.

Languages: Common, Halfling, Dwarven, Elven, Infernal.

Spells Known/Prepared (4/4/3, save DC = 13 + spell level): 0 – Detect Magic, Read Magic, Daze; 1st – Magic Missile x2, Sleep, Shield; 2nd – Glitterdust, Web, Protection from Arrows

Spellbook: 0 – All; 1st – Magic Missile, Sleep, Shield, Silent Image, Reduce Person, Mount; Glitterdust, Web, Protection from Arrows, Touch of Idiocy

Possessions: Spellbook, Masterwork Light Crossbow, Bracers of Armor +1

APPENDIX 2 – APL 6

ENCOUNTER 3

Leeds, advanced Redcap: small Fey; CR 8; HD 14d6+98 (161 hp); Init +11; Spd 30 ft.; AC 25, touch 18, flat-footed 18 (+1 size, +6 natural, +7 Dex, +1 armor); Base Atk/Grp: +7/+14; Atk +15 medium scythe melee (2d4+11/x4) or +14 ranged medium sling (1d6+6); Full Atk +15/+10 medium scythe melee (2d4+11/x4) or +14/+9 ranged medium sling (1d6+6); SA Eldritch Stone, Powerful Build; SQ DR 10/Cold Iron, Low-light vision; AL CE; SV Fort +11, Ref +16, Will +10; Str 24, Dex 24, Con 25, Int 11, Wis 12, Cha 13.

Skills & Feats: Bluff +4, Hide +29, Intimidate +19, Listen +19, Move Silently +20, Spot +15, Survival +10, Tumble +14; Dodge, Improved Initiative, Mobility, Power Attack, Spring Attack

Eldritch Stone (Su): Bullets fired from a redcap's sling glow with a greenish blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex): The physical stature of a redcap lets it function in many ways as if it were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it.

A redcap is also considered one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.

Languages: Common, Sylvan

Possessions: +1 Scythe, Hat of Disguise, Bracers of Armor +1.

Description: Refer to DM Aid: NPC Profiles.

ENCOUNTER 6

"The Old Flame," Advanced Conflagration Ooze: Large Ooze (Fire); CR 9; HD 11d10+44; hp 116; Init +4; Spd 30 ft., climb 10 ft.; Reach 10'; AC 20, touch 9, flat-footed 20 (-1 size, +11 natural); Base Atk/Grp: +8/+19; Atk Slam +15 melee (2d6+7 plus 1d6 fire); Full Atk 2 Slams +15 melee (2d6+7 plus 1d6 fire); SA Fire in the blood, improved grab, spell-like abilities; SQ Blindsight 60', damage reduction 10/bludgeoning, immunity to fire,

ooze traits, vulnerability to cold; AL N; SV Fort +7, Ref +5, Will +4; Str 24, Dex 10, Con 18, Int 9, Wis 12, Cha 13. *Monster Manual III*, page 30.

Skills & Feats: Climb +14, Hide +11, Listen +4, Move Silently +8 +4; Ability Focus (Fire in the blood), Combat Casting, Improved Initiative, Lightning Reflexes, Weapon Focus (slam).

Fire in the Blood (Su): DC 19. See DM Aid: New Rules: New Monsters: Conflagration Ooze.

Spell-like Abilities: 1/day – confusion (DC 15), deep slumber (DC 14), hold monster (DC 16). Caster level 10th.

Languages: Ignan.

Description: See DM Aid: New Rules: New Monsters: Conflagration Ooze.

ENCOUNTER 9

Burgot Stonehelm: Male Dwarf Ftr6: Medium Humanoid; CR 6; HD 6d10+18; hp 64; Init +6; Spd 20 ft.; AC 23, touch 11, flat-footed 22 (+10 battleplate, +2 shield, +1 Dex); Base Atk/Grp: +9/+9; Full Atk +11/+6 Dwarven Waraxe (1d10+5/X3); AL LG; SV Fort +8, Ref +3, Will +3; Str 16, Dex 14, Con 15, Int 10, Wis 12, Cha 8.

Skills & Feats: Skills: Intimidate¹ +3, Jump¹ -9, Knowledge (nobility) +0, Listen¹ +0, Ride¹ +4; Cleave, Diehard, Improved Initiative, Weapon Focus (Dwarven Waraxe), Power Attack, Dwarven Armor Proficiency, Weapon Specialization (Dwarven Waraxe).

Dwarven Armor Proficiency, Races of Stone, pg 138

Languages: Common, Dwarven.

Possessions: Battle Plate +1, heavy steel shield, masterwork dwarven waraxe.

Primula Hustluggle, Female Halfling Wiz 6 Small Humanoid; CR 6; HD 6d4+12; hp 30; Init +6; Spd 20 ft.; AC 14, touch 13, flat-footed 10 (+2 Dex, +1 size, +1 armor); Base Atk/Grp: +3/+3; Full Atk +3 melee (1d6, club) or +5 ranged (1d6, light crossbow) or spells; SA spells; SQ spells; AL N; SV Fort +3, Ref +4, Will +6; Str 10, Dex 14, Con 13, Int 16, Wis 12, Cha 8.

Skills & Feats: Appraise¹ +8, Bluff¹ +12, Climb¹ +2, Concentration¹ +9, Diplomacy¹ +6, Disguise¹ +3, Escape Artist¹ +5, Forgery¹ +8, Gather Information¹ +8, Hide¹ +14, Intimidate +5, Jump¹ +3, Knowledge (arcana) +4, Knowledge (local) +4, Listen¹ +8, Move Silently¹ +12, Open Lock +5, Search¹ +7, Sense Motive¹ +4, Slight of Hand +5, Spellcraft +10, Tumble +8, Use Magic Device +6; Combat Casting, Improved Initiative, Eschew Materials, Still Spell.

Languages: Common, Dwarven, Halfling, Elven, Infernal.

Spells Known/Prepared (4/4/4/3, save DC = 13 + spell level): 0 – Detect Magic, Read Magic, Daze; 1st – Magic Missile x2, Sleep, Shield; 2nd – Glitterdust, Web, Protection from Arrows, Touch of Idiocy; 3rd – Fireball, Stilled Web, Haste

Spellbook: 0 – All; 1st – Magic Missile, Sleep, Shield, Silent Image, Reduce Person, Mount; Glitterdust, Web, Protection from Arrows, Touch of Idiocy; 3rd – Fireball, Haste, Slow, Rage

Possessions: Spellbook, Masterwork Light Crossbow, Bracers of Armor +1.

Languages: Halfling, Common, Elven, Dwarven, Orc.

APPENDIX 3 – APL 8

ENCOUNTER 3

Leeds, advanced Redcap: small Fey; CR 10; HD 16d6+144 (216 hp); Init +12; Spd 30 ft.; AC 27, touch 19, flat-footed 18 (+1 size, +7 natural, +8 Dex, +1 armor); Base Atk/Grp: +8/+17; Atk +18 medium scythe melee (2d4+14/x4) or +16 ranged medium sling (1D6+10); Full Atk +18/+13 medium scythe melee (2d4+14/x4) or +16/+11 ranged medium sling (1D6+10); SA Eldritch Stone, Powerful Build; SQ DR 15/Cold Iron, Low-light vision; AL CE; SV Fort +14, Ref +18, Will +11; Str 28, Dex 26, Con 28, Int 11, Wis 12, Cha 13.

Skills & Feats: Bluff +4, Hide +32, Intimidate +21, Listen +21, Move Silently +22, Spot +17, Survival +10, Tumble +16; Blind-Fight, Dodge, Improved Initiative, Mobility, Power Attack, Spring Attack

Eldritch Stone (Su): Bullets fired from a redcap's sling glow with a greenish blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex): The physical stature of a redcap lets it function in many ways as if it were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it.

A redcap is also considered one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.

Languages: Common, Sylvan

Possessions: +1 Scythe, Hat of Disguise, Bracers of Armor +1, Gauntlets of Ogre Power.

Description: Refer to DM Aid: NPC Profiles.

ENCOUNTER 6

"The Old Flame," Advanced Conflagration Ooze: Huge Ooze (Fire); CR 11; HD 15d10+90; hp 180; Init +3; Spd 30 ft., climb 10 ft.; Reach 15'; AC 21, touch 7, flat-footed 21 (-2 size, -1 Dex, +14 natural); Base Atk/Grp: +11/+29; Atk Slam +21 melee (3d6+11 plus 1d6 fire); Full Atk 2 Slams +21 melee (3d6+11 plus 1d6 fire); SA Fire in the blood, improved grab, spell-like abilities; SQ Blindsight 60', damage reduction 10/bludgeoning, immunity to fire, ooze traits, vulnerability to cold; AL N;

SV Fort +11, Ref +6, Will +8; Str 32, Dex 8, Con 22, Int 9, Wis 12, Cha 14. *Monster Manual III*, page 30.

Skills & Feats: Climb +18, Concentration +8, Hide +10, Listen +4, Move Silently +7; Ability Focus (Fire in the blood), Combat Casting, Improved Initiative, Iron Will, Lightening Reflexes, Spell Focus (Enchantment), Weapon Focus (slam).

Fire in the Blood (Su): DC 21. See DM Aid: New Rules: New Monsters: Conflagration Ooze.

Spell-like Abilities: 1/day – confusion (DC 17), deep slumber (DC 16), hold monster (DC 18). Caster level 10th.

Languages: Ignan.

ENCOUNTER 9

Burgot Stonehelm: Male Dwarf Ftr8: Medium Humanoid; CR 8; HD 8d10+24; hp 84; Init +6; Spd 20 ft.; AC 23, touch 11, flat-footed 22 (+10 battleplate, +2 shield, +1 Dex); Base Atk/Grp: +11/+11; Full Atk +13/+8 Dwarven Waraxe (1d10+5/19-20X3); AL LG; SV Fort +9, Ref +3, Will +3; Str 17, Dex 14, Con 15, Int 10, Wis 12, Cha 8.

Skills & Feats: Skills: Intimidate¹ +4, Jump¹ -9, Knowledge (nobility) +0, Listen¹ +0, Ride¹ +5; Cleave, Diehard, Improved Initiative, Improved Critical (Dwarven Waraxe), Weapon Focus (Dwarven Waraxe), Power Attack, Dwarven Armor Proficiency, Weapon Specialization (Dwarven Waraxe).

Dwarven Armor Proficiency, Races of Stone, pg 138

Languages: Common, Dwarven.

Possessions: Battle Plate +1, heavy steel shield, masterwork dwarven waraxe.

Primula Hustluggle, Female Halfling Wiz 8 Small Humanoid; CR 8; HD 8d4+16; hp 40; Init +6; Spd 20 ft.; AC 14, touch 13, flat-footed 10 (+2 Dex, +1 size, +1 armor); Base Atk/Grp: +4/+4; Full Atk +4 melee (1d6, club) or +6 ranged (1d6, light crossbow) or spells; SA spells; SQ spells; AL N; SV Fort +3, Ref +4, Will +7; Str 10, Dex 14, Con 13, Int 17, Wis 12, Cha 8.

Skills & Feats: Appraise¹ +9, Bluff¹ +12, Climb¹ +2, Concentration¹ +10, Diplomacy¹ +6, Disguise¹ +3, Escape Artist¹ +5, Forgery¹ +8, Gather Information¹ +8, Hide¹ +14, Intimidate +5, Jump¹ +3, Knowledge (arcana) +4, Knowledge (local) +4, Listen¹ +8, Move Silently¹ +13, Open Lock +5, Search¹ +7, Sense Motive¹ +4, Slight of Hand +5, Spellcraft +11, Tumble +8, Use Magic Device +6; Combat Casting, Improved Initiative, Eschew Materials, Still Spell.

Languages: Common, Dwarven, Halfling, Elven, Infernal.

Spells Known/Prepared (4/5/4/4/2, save DC = 13 + spell level): 0 – Detect Magic, Read Magic, Daze; 1st – Magic Missile x2, Reduce Person, Sleep, Shield; 2nd – Glitterdust, Web, Protection from Arrows, Touch of Idiocy; 3rd – Fireball, Stilled Web, Haste, Rage; 4th – Crushing Despair, Srying

Spellbook: 0 – All; 1st – Magic Missile, Sleep, Shield, Silent Image, Reduce Person, Mount; Glitterdust, Web, Protection from Arrows, Touch of Idiocy; 3rd – Fireball, Haste, Slow, Rage; 4th – Stone Shape, Scrying, Crushing Despair

Possessions: Spellbook, Masterwork Light Crossbow, Bracers of Armor +1.

APPENDIX 4 – APL 10

ENCOUNTER 3

Leeds, advanced Redcap: small Fey; CR 12; HD 20d6+220 (310 hp); Init +14; Spd 30 ft.; AC 31, touch 21, flat-footed 21 (+1 size, +9 natural, +10 Dex, +1 armor); Base Atk/Grp: +10/+21; Atk +22 medium scythe melee (2d4+16/19-20x4) or +20 ranged medium sling (1D6+12); Full Atk +22/+17 medium scythe melee (2d4+17/19-20x4) or +20/+15 ranged medium sling (1D6+12); SA Eldritch Stone, Powerful Build; SQ DR 15/Cold Iron, Low-light vision; AL CE; SV Fort +17, Ref +21, Will +12; Str 32, Dex 30, Con 32, Int 11, Wis 12, Cha 13.

Skills & Feats: Bluff +7, Hide +38, Intimidate +26, Listen +25, Move Silently +26, Spot +19, Survival +10, Tumble +20; Blind-Fight, Close-Quarters Fighting, Dodge, Improved Initiative, Mobility, Power Attack, Spring Attack

Eldritch Stone (Su): Bullets fired from a redcap's sling glow with a greenish blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex): The physical stature of a redcap lets it function in many ways as if it were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it.

A redcap is also considered one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.

Languages: Common, Sylvan

Possessions: +1 keen Scythe, Hat of Disguise, Bracers of Armor +1, Gauntlets of Ogre Power.

Description: Refer to DM Aid: NPC Profiles.

ENCOUNTER 6

“The Old Flame,” Advanced Conflagration Ooze: Huge Ooze (Fire); CR 13; HD 19d10+114; hp 228; Init +3; Spd 30 ft., climb 10 ft.; Reach 15'; AC 21, touch 7, flat-footed 21 (-2 size, -1 Dex, +14 natural); Base Atk/Grp: +14/+32; Atk Slam +24 melee (4d6+11 plus 3d6 fire); Full Atk 2 Slams +24 melee (4d6+11 plus 3d6 fire); SA Fire in the blood, improved grab, spell-like abilities; SQ

Blindsight 60', damage reduction 10/bludgeoning, immunity to fire, ooze traits, vulnerability to cold; AL N; SV Fort +12, Ref +7, Will +9; Str 32, Dex 8, Con 22, Int 10, Wis 12, Cha 14. *Monster Manual* III, page 30.

Skills & Feats: Climb +18, Concentration +12, Hide +10, Listen +4, Move Silently +7; Ability Focus (Fire in the blood), Arcane Strike, Combat Casting, Improved Initiative, Improved Natural Attack, Iron Will, Lightening Reflexes, Spell Focus (Enchantment), Weapon Focus (slam).

Fire in the Blood (Su): DC 21. See DM Aid: New Rules: New Monsters: Conflagration Ooze.

Heat (Ex): Additional 2d6 fire damage from natural attacks.

Spell-like Abilities: 1/day – confusion (DC 17), deep slumber (DC 16), hold monster (DC 18). Caster level 10th.

Languages: Ignan.

ENCOUNTER 9

Burgot Stonehelm: Male Dwarf Ftr10: Medium Humanoid; CR 10; HD 10d10+30; hp 104; Init +6; Spd 20 ft.; AC 23, touch 11, flat-footed 22 (+10 battleplate, +2 shield, +1 Dex); Base Atk/Grp: +13/+13; Full Atk +15/+10 Dwarven Waraxe (1d10+5/19-20X3); AL LG; SV Fort +9, Ref +4, Will +4; Str 17, Dex 14, Con 15, Int 10, Wis 12, Cha 8.

Skills & Feats: Skills: Intimidate¹ +4, Jump¹ -9, Knowledge (nobility) +0, Listen¹ +0, Ride¹ +5; Cleave, Diehard, Improved Initiative, Improved Critical (Dwarven Waraxe), Improved Sunder, Improved Bull Rush, Weapon Focus (Dwarven Waraxe), Power Attack, Dwarven Armor Proficiency, Weapon Specialization (Dwarven Waraxe).

Dwarven Armor Proficiency, Races of Stone, pg 138

Languages: Common, Dwarven.

Possessions: Battle Plate +1, heavy steel shield, masterwork dwarven waraxe.

Primula Hustluggle, Female Halfling Wiz 10 Small Humanoid; CR 10; HD 10d4+20; hp 50; Init +6; Spd 20 ft.; AC 14, touch 13, flat-footed 10 (+2 Dex, +1 size, +1 armor); Base Atk/Grp: +5/+5; Full Atk +5 melee (1d6, club) or +7 ranged (1d6, light crossbow) or spells; SA spells; SQ spells; AL N; SV Fort +4, Ref +5, Will +8; Str 10, Dex 14, Con 13, Int 17, Wis 12, Cha 8.

Skills & Feats: Appraise¹ +10, Bluff¹ +12, Climb¹ +2, Concentration¹ +11, Diplomacy¹ +6, Disguise¹ +3, Escape Artist¹ +5, Forgery¹ +8, Gather Information¹ +8, Hide¹ +15, Intimidate +5, Jump¹ +3, Knowledge (arcana) +5, Knowledge (local) +4, Listen¹ +8, Move Silently¹ +13, Open Lock +5, Search¹ +7, Sense Motive¹ +4, Slight of Hand +5, Spellcraft +12, Tumble +8, Use Magic Device +6; Combat Casting, Improved Initiative, Eschew Materials, Silent Spell, Still Spell, Extend Spell.

Languages: Common, Dwarven, Halfling, Elven, Infernal.

Spells Known/Prepared (4/5/5/4/3/2, save DC = 13 + spell level): 0 – Detect Magic, Read Magic, Daze; 1st – Magic Missile x2, Reduce Person, Sleep, Shield; 2nd – Glitterdust x2, Web, Protection from Arrows, Touch of Idiocy; 3rd – Fireball, Stilled Web, Haste, Rage; 4th – Crushing Despair, Scrying, Stilled Silent Glitterdust; 5th – Seeming, Hold Monster

Spellbook: 0 – All; 1st – Magic Missile, Sleep, Shield, Silent Image, Reduce Person, Mount; Glitterdust, Web, Protection from Arrows, Touch of Idiocy; 3rd – Fireball, Haste, Slow, Rage; 4th – Stone Shape, Scrying, Crushing Despair, Ice Storm; 5th – Seeming, Hold Monster, Feeblemind

Possessions: Spellbook, Masterwork Light Crossbow, Bracers of Armor +1.

APPENDIX 5 – APL 12

ENCOUNTER 3

Leeds, advanced Redcap Barbarian 2: small Fey; CR 14; HD 20d6+2d12+242 (350 hp/392 when raging); Init +14; Spd 30 ft.; AC 32, touch 21, flat-footed 21 (+1 size, +9 natural, +10 Dex, +1 armor, +1 deflection); Base Atk/Grp: +12/+23; Atk +22 medium scythe melee (1D6+16/19-20x4) or +20 ranged medium sling (1D6+12); Full Atk +24/+19/+14 medium scythe melee (2d4+17/19-20x4) or +22/+17/+12 ranged medium sling (1D6+12); SA Eldritch Stone, Powerful Build, Rage, Uncanny Dodge; SQ DR 15/Cold Iron, Low-light vision; AL CE; SV Fort +20, Ref +21, Will +14; Str 32, Dex 30, Con 32, Int 11, Wis 12, Cha 13.

Skills & Feats: Bluff +7, Hide +40, Intimidate +28, Listen +27, Move Silently +27, Spot +20, Survival +10, Tumble +20; Blind-Fight, Close-Quarters Fighting, Dodge, Improved Initiative, Iron Will, Mobility, Power Attack, Spring Attack

Eldritch Stone (Su): Bullets fired from a redcap's sling glow with a greenish blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex): The physical stature of a redcap lets it function in many ways as if it were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it.

A redcap is also considered one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.

Languages: Common, Sylvan

Possessions: +1 keen Scythe, Hat of Disguise, Bracers of Armor +1, Gauntlets of Ogre Power, ring of protection +1.

Description: Refer to DM Aid: NPC Profiles.

ENCOUNTER 6

“The Old Flame,” Advanced Conflagration Ooze: Huge Ooze (Fire); CR 15; HD 23d10+138; hp 299; Init +3; Spd 30 ft., climb 10 ft.; Reach 15'; AC 21, touch 7, flat-footed 21 (-2 size, -1 Dex, +14 natural); Base Atk/Grp: +17/+35; Atk Slam +27 melee (4d6+11 plus 3d6 fire); Full Atk 2 Slams +27 melee (4d6+11 plus 3d6 fire); SA Fire in

the blood, improved grab, spell-like abilities; SQ Blindsight 60', damage reduction 15/bludgeoning, immunity to fire, ooze traits, vulnerability to cold; AL N; SV Fort +14, Ref +9, Will +11; Str 32, Dex 8, Con 23, Int 10, Wis 12, Cha 14. *Monster Manual III*, page 30.

Skills & Feats: Climb +18, Concentration +16, Hide +12, Listen +5, Move Silently +8; Ability Focus (Fire in the blood), Arcane Strike, Combat Casting, Improved Initiative, Improved Natural Attack, Improved Toughness, Iron Will, Lightning Reflexes, Spell Focus (Enchantment), Weapon Focus (slam).

Fire in the Blood (Su): DC 21. See DM Aid: New Rules: New Monsters: Conflagration Ooze.

Heat (Ex): Additional 2d6 fire damage from natural attacks.

Spell-like Abilities: 1/day – confusion (DC 17), deep slumber (DC 16), hold monster (DC 18). Caster level 10th.

Languages: Ignan.

ENCOUNTER 9

Burgot Stonehelm: Male Dwarf Ftr12: Medium Humanoid; CR 12; HD 12d10+36; hp 124; Init +6; Spd 20 ft.; AC 23, touch 11, flat-footed 22 (+10 battleplate, +2 shield, +1 Dex); Base Atk/Grp: +16/+16; Full Atk +18/+13/+8 Dwarven Waraxe (1d10+9/19-20x3); AL LG; SV Fort +10, Ref +5, Will +5; Str 18, Dex 14, Con 15, Int 10, Wis 12, Cha 8.

Skills & Feats: Skills: Intimidate¹ +5, Jump¹ -9, Knowledge (nobility) +0, Listen¹ +0, Ride¹ +6; Cleave, Endurance, Diehard, Greater Weapon Specialization (Dwarven Waraxe) Improved Initiative, Improved Critical (Dwarven Waraxe), Improved Sunder, Improved Bull Rush, Weapon Focus (Dwarven Waraxe), Power Attack, Dwarven Armor Proficiency, Weapon Specialization (Dwarven Waraxe).

Dwarven Armor Proficiency, Races of Stone, pg 138

Languages: Common, Dwarven.

Possessions: Battle Plate +1, heavy steel shield, masterwork dwarven waraxe.

Description: Refer to DM Aid: NPC Profiles.

Primula Hustluggle, Female Halfling Wiz 12 Small Humanoid; CR 12; HD 12d4+24; hp 60; Init +6; Spd 20 ft.; AC 14, touch 13, flat-footed 10 (+2 Dex, +1 size, +1 armor); Base Atk/Grp: +6/+6; Full Atk +6/+1 melee (1d6, club) or +8/+3 ranged (1d6, light crossbow) or spells; SA spells; SQ spells; AL N; SV Fort +5, Ref +6, Will +9; Str 10, Dex 14, Con 13, Int 18, Wis 12, Cha 8.

Skills & Feats: Appraise¹ +11, Bluff¹ +13, Climb¹ +2, Concentration¹ +12, Diplomacy¹ +6, Disguise¹ +3, Escape Artist¹ +5, Forgery¹ +8, Gather Information¹ +8, Hide¹ +15, Intimidate +5, Jump¹ +3, Knowledge (arcana) +6, Knowledge (local) +4, Listen¹ +8, Move Silently¹ +13, Open Lock +5, Search¹ +7, Sense Motive¹ +4, Slight of Hand +5, Spellcraft +13, Tumble +8, Use Magic Device +6; Combat Casting, Improved Initiative, Eschew

Materials, Silent Spell, Still Spell, Extend Spell, Quicken Spell.

Languages: Common, Dwarven, Halfling, Elven, Infernal.

Spells Known/Prepared (4/6/5/5/4/3/2, save DC = 14 + spell level): 0 – Detect Magic, Read Magic, Daze; 1st – Magic Missile x2, Reduce Person x2, Sleep, Shield; 2nd – Glitterdust x2, Web, Protection from Arrows, Touch of Idiocy; 3rd – Fireball x2, Stilled Web, Haste, Rage; 4th – Crushing Despair, Scrying, Stilled Silent Glitterdust, Ice Storm; 5th – Seeming, Hold Monster, Quickened Mount; 6th – Wall of Iron, Programmed Image

Spellbook: 0 – All; 1st – Magic Missile, Sleep, Shield, Silent Image, Reduce Person, Mount; Glitterdust, Web, Protection from Arrows, Touch of Idiocy; 3rd – Fireball, Haste, Slow, Rage; 4th – Stone Shape, Scrying, Crushing Despair, Ice Storm; 5th – Seeming, Hold Monster, Feeblemind; 6th – Wall of Iron, Programmed Image

Possessions: Spellbook, Masterwork Light Crossbow, Bracers of Armor +1.

Description: Refer to DM Aid: NPC Profiles.

APPENDIX 6 – ALL APLS

ENCOUNTER 1

Pemlo Penchant: Male halfling(Lightfoot) Brd1/ Ftr1/ Rog3/ Drk3; CR 8; Small Humanoid (halfling); HD 4d6+3d8+1d10+16; hp 55; Init +3; Spd 20 ft/x4; AC 14 (+3 Dex, +1 size), touch 14, flat-footed 11; Base Atk/Grapple +5/+1; Full Atk +6 One-handed (1d2;20/x2, Unarmed Strike); SA Sneak Attack (+2d6), Improvised Weapon¹, Stagger¹; SQ Trap Sense, Bardic Knowledge, Bardic Music, Countersong, Fascinate, Inspire Courage, Evasion, Fast Movement, Trapfinding, Drink Like a Demon¹, Swaying Waist¹; AL CG; SV Fort +11, Ref +12, Will +7; Str 10, Dex 16, Con 14, Int 14, Wis 14, Cha 14.

Skills & Feats: Balance +10, Bluff +7, Climb +6, Craft (Brewing) +16, Craft (Distilling) +7, Decipher Script +3, Disable Device +3, Gather Information +3, Hide +12, Knowledge (arcana) +3, Knowledge (local) +4, Listen +9, Move Silently +10, Open Lock +4, Perform (Storytelling) +6, Search +3, Sense Motive +7, Sleight of Hand +6, Spot +6, Tumble +14, Use Magic Device +9, Dodge, Great Fortitude, Improved Unarmed Strike, Skill Focus (Craft (Brewing)).

Languages: Common, halfling, Dwarven, gnome, Sylvan.

Bard Spells Known/Prepared (2 0 level spells, save DC = 12 + spell level): 0 – Detect Magic, Mending, Message, Read Magic.

Possessions: Bracers of Dexterity +4.

¹ See **Appendix X:** Non-Core Material (Drunken Master).

Pasty Penchant: Male halfling(Lightfoot) Exp4; CR 4; Small Humanoid (halfling); HD 4d6; hp 18; Init +1; Spd 20 ft/x4; AC 12 (+1 Dex, +1 size), touch 12, flat-footed 11; Base Atk/Grapple +3/-2; Full Atk +3 One-handed (1d2-1;20/x2, Unarmed Strike); AL LG; SV Fort +2, Ref +3, Will +7; Str 8, Dex 13, Con 10, Int 16, Wis 14, Cha 12.

Skills & Feats: Appraise +9, Craft (Brewing) +13, Craft (Distilling) +10, Knowledge (arch & eng) +8, Knowledge (history) +10, Knowledge (local) +8, Knowledge (nobility) +8, Profession (Merchant) +7, Sense Motive¹ +7, Use Magic Device +6, Improved Unarmed Strike, Skill Focus (Craft (Brewing)).

ENCOUNTER 6

Pemson: Male halfling(Lightfoot) Rog1; CR 1; Small Humanoid (halfling); HD 1d6+1; hp 7; Init +4; Spd 20 ft/x4; AC 15 (+4 Dex, +1 size), touch 15, flat-footed 11; Base Atk/Grapple +0/-5; Full Atk +0 One-handed (1d3-1;19-20/x2, Dagger), +1 two-handed (1d4-1;20/x2, Skiprock); SA&SQ Sneak Attack, Trapfinding(Ex); AL CN; SV Fort +2, Ref +7, Will +0; Str 8, Dex 18, Con 12, Int 16, Wis 8, Cha 10.

Languages: Common, Elven, halfling, Dwarven, gnome.

Skills & Feats: Balance +8, Bluff +4, Climb +5, Decipher Script +5, Disable Device +5, Hide +12, Knowledge (arcana) +5, Move Silently +12, Open Lock +8, Sleight of Hand +8, Swim¹ +3, Use Magic Device +4, Combat Expertise.

Possessions: Dagger, Skiprocks (2), Masterwork Shoes (+2 to Move Silently).

DM AID: NPC PROFILES

Artin Billows: Captain of the Buckshold Militia

Description: Billows is the halfling “Andy of Mayberry”, assisted by a number of “Barney Fife” types at Buckshold.

Goals: Protect the people of Crookhollow and keep the peace. As a fellow member of the Guardians of the Highlands Billows believes Pemlo to be a valuable and trustworthy ally. This is a source of tension as other “respectable” members of the community are dismissive or disparaging of the brewmaster’s contributions to the community. Billows will always act the paragon of community values and never hint at transgressing the law in public. However, in private he may suggest that there are times and circumstances when a subtle instrument is more useful than a blunt one. Captain Billows is willing to privately sanction unlawful activities as a means to a good end as long as he believes the individual(s) sanctioned are trustworthy and capable.

Motivation: Billows is an upstanding member of the community and follower of Yondalla.

Initial Attitude: Friendly or Helpful (halflings)

Effect of Friendly Attitude: Willing to privately sanction reasonable specific missions (recovery of the Chimera’s Egg and retrieval of the Rod of Rulership) by lawful, capable and/or trustworthy individuals.

“Bil Leeds”: Redcap Enemy of Pemlo

Description: This brutish faerie has assumed the form of a typical garden gnome in blue coat and red conical hat. He is gruff. Most of his responses end with “...an’ there’s problems with them termaters ... mumble, grumble.” His true form is that of a 3’ tall tough old man with sharp teeth and a wicked scythe.

Goals: Exact his revenge by killing Pemlo. Bathe his cap in the brewmaster’s blood, if at all possible, and thereby capture Pemlo’s brewcraft.

Motivation: In the old days, Leeds ran Good Hills protection better than anyone. Troll bridges? Fuhgeddaboutit! He was a tough customer with a taste of all union operations and sanitation in the northwest Good Hills until he tried to cut himself in as a silent partner in A Penchant for Drink. Pemlo slipped him a mickey and left him in a grotto in Spinster’s Wood for 66 years to sleep with the fishes.

Initial Attitude: Unfriendly or Hostile (Pemlo)

Effect of Hostile Attitude: Will attack the PC at earliest opportunity that it will not certainly cause his own certain demise.

Note: Leeds wears a hat of disguise. If he suspects someone is on to him he hides and tries to take a new guise, but is not too imaginative. Whatever form it takes, the hat of disguise will always be red and his pseudonym will have violent connotations: B. Leeds, Mort Herder, Al Gore, etc.

Burgot Stonehelm: Dwarf Bodyguard of Primula

Description: “Stonehelm” does not describe Burgot’s gear, rather, this nickname comments on his mental acumen. Burgot’s massive bald head is usually uncovered. While obviously girded for battle, Burgot’s demeanor is pleasant. He is as faithful as a dog to his mistress and, like a dog, will immediately attack someone that threatens her.

Goals: Protect Primula, Pemson and their property to the best of his ability. Indulge in some brandy when it does not threaten the safety of those he protects.

Motivation: Primula has worked her wiles upon Burgot. Though not in love, Burgot is fond of Primula.

Initial Attitude: Unfriendly or Indifferent (Dwarves) or Helpful (Primula, Pemson)

Effect of Friendly Attitude: Willing to invite a PC to share a drink of Keoish brandy at the Roc’s Feather or Father Mack’s.

Note: Burgot is overly fond of fine Keoish brandy. Convincing him to imbibe brandy is a Diplomacy check DC = APL+2. Burgot has a 10% chance after each drink, cumulative, to fall asleep after downing a drink (e.g. after 5 drinks, Burgot has a 50% chance of falling asleep).

Elder Blackthorne: Member of the Crookhollow Council

Description: The elder is the picture of the proper, prosperous halfling bourgeois. His shirt is starched, his vest rich velvet buttoned with gold, his breeches pressed. He is 86 years old.

Goals: Ruin Pemlo. Build the greatest collection of post marks the Good Hills has ever seen.

Motivation: Jealousy and paranoia. He is jealous of the brewmaster’s success and fame.

Initial Attitude: Unfriendly or Hostile (Pemlo)

Effect of Friendly Attitude: Pushes discussions of philately on PCs.

Note: Blackthorne is proud of his collection of post marks from the “civilized districts” of the Flanaess. In conversation, he will disparage Pemlo and reference his collection as much as possible (e.g. “Eh, that Lambic’s not as good a folk say. I’d not give an Irongate Blue for it. Now, an Irongate Red, that’s another matter. Beautiful post mark. Locked up in the old burrow it is, and perfectly safe.” Blackthorne pulls out a polished silver key and winks meaningfully.) Afraid of theft, the elder has spent more on fine locksmithing than on his collection. There is one key and he keeps it tucked into his vest at all times. He is more paranoid and ticklish as APL increases. Obtaining the key without his notice requires a Sleight of Hand check DC APL +12. He alerts Artin Billows of the theft one hour later.

Pasty Penchant: Manager of Brewery, Son of Pemlo

Description: While the thought of conflict makes him nervous Pasty has great admiration for his father. He has made a hobby of cataloging mementos from Pemlo’s adventures. Pasty brought stability to the business. Much of its success should be credited to him. Pasty is a bit overweight, but not unusual for a halfling family man of 54. He dresses comfortably rather than formally.

Goals: Run the brewery in an efficient and orderly fashion. Find the most comfortable footwear possible.

Motivation: Family, money and happy feet.

Initial Attitude: Friendly or Helpful (Shareholders)

Effect of Friendly Attitude: Discloses information he is reticent to share.

Pemlo Penchant: Brewmaster of Crookhollow

Description: Pemlo is a venerable halfling. Given years of adventure and decades of drink, it is surprising he is still alive. The years have taken their toll, however, and Pemlo is not physically as capable as he was in the past. That said he still has his wits about him and the smooth tongue of a gifted storyteller. His stories these days are prone to sentimentality.

Goals: Invalidate Primula’s suit, but by means that do not make Pemson the focus of the case. Form a relationship with his estranged son. Live life to the fullest. Craft the finest drink. Vouchsafe the heritage of the Good Hills for future generations.

Motivation: Thrill for adventure. Lust for women. Taste for fine drink. Friends. Family.

Initial Attitude: Indifferent or Friendly (Shareholders)

Effect of Friendly Attitude: Discloses information he is reticent to share.

Pemson: Son of Pemlo and Primula

Description: Pemson is withdrawn and reticent to speak. As a result of his upbringing he is much more comfortable with women than men. It is easy to note the resemblance with his mother (same height and weight as well) but his physical beauty does not match hers. It is much more difficult to see Pemlo’s features in him. His black eyes are intelligent. He is very curious about the arcane and discussions thereof are the easiest way to engage him in conversation.

Goals: Steal the Rod of Rulership from Pemlo and discredit him to support his mother’s case out of resentment for his father.

Motivation: Love of his mother. Resentment toward his father. Emotional confusion.

Initial Attitude: Unfriendly or Indifferent (females) or Helpful (Primula)

Effect of Friendly Attitude: Discloses information he is reticent to share.

Primula Hustluggle: Old Flame of Pemlo, Mother of Pemson

Description: Primula is a beautiful, vivacious halfling vamp a little past her prime. She is a shameless flirt.

Goals: She wants control of A Penchant for Drink. It is about time Pemlo retired anyway. If awarded half of Pemlo’s property she has controlling interest as she holds proxy documents for a number of shares owned by Trimble and Gimble, Pemlo’s old gnome financial advisors.

Motivation: Primula is ruled by her passions. She believes that she is doing what is best for herself and her son and doesn’t mind the

consequences or worry over niggling details like the truth. She is also quite the vamp, always on the lookout for her next sugar daddy, regardless of race. She considers anyone with upkeep > standard particularly attractive. Primula will quite happily lie, cheat and steal, but she will not kill unless she perceives a significant threat to her own life or the life of her son.

Initial Attitude: Unfriendly or Indifferent (PC, CHA 10 or more) or Friendly (male PC, CHA 10 or more, APL x 100 or more gp in gold, gems and jewelry)

Effect of Friendly Attitude: Will flirt with a male PC and chat with a female PC. Responsive flirtation will allow an additional Diplomacy check.

Effect of Helpful Attitude: May invite male PC to her chambers. Burgot is instructed to allow PC into her chambers.

DM AID: SCENARIO TIMELINE

Sunday

5 PM	Arrival at the Roc's Feather
7 PM	Tour of the brewery
9 PM	Primula leaves for Father Mack's. Dinner
10 PM	Telling tales in Pemlo's study
11 PM	Pemson's return to Father Mack's

Moonday

6 AM	Pemson breaks into the brewery
8 AM	PCs arrive at the fire
9 AM	Pemson meets with Elder Blackthorne
10 AM	Elder Blackthorne sets out to the livery Pemlo confronts Primula at Father Mack's Pemson returns to Father Mack's
10:30 AM	Pemlo is taken to jail
2 PM	Elder Blackthorne returns to his burrow
4 PM	Messenger departs for Cryllor

Godsday	Day of worship
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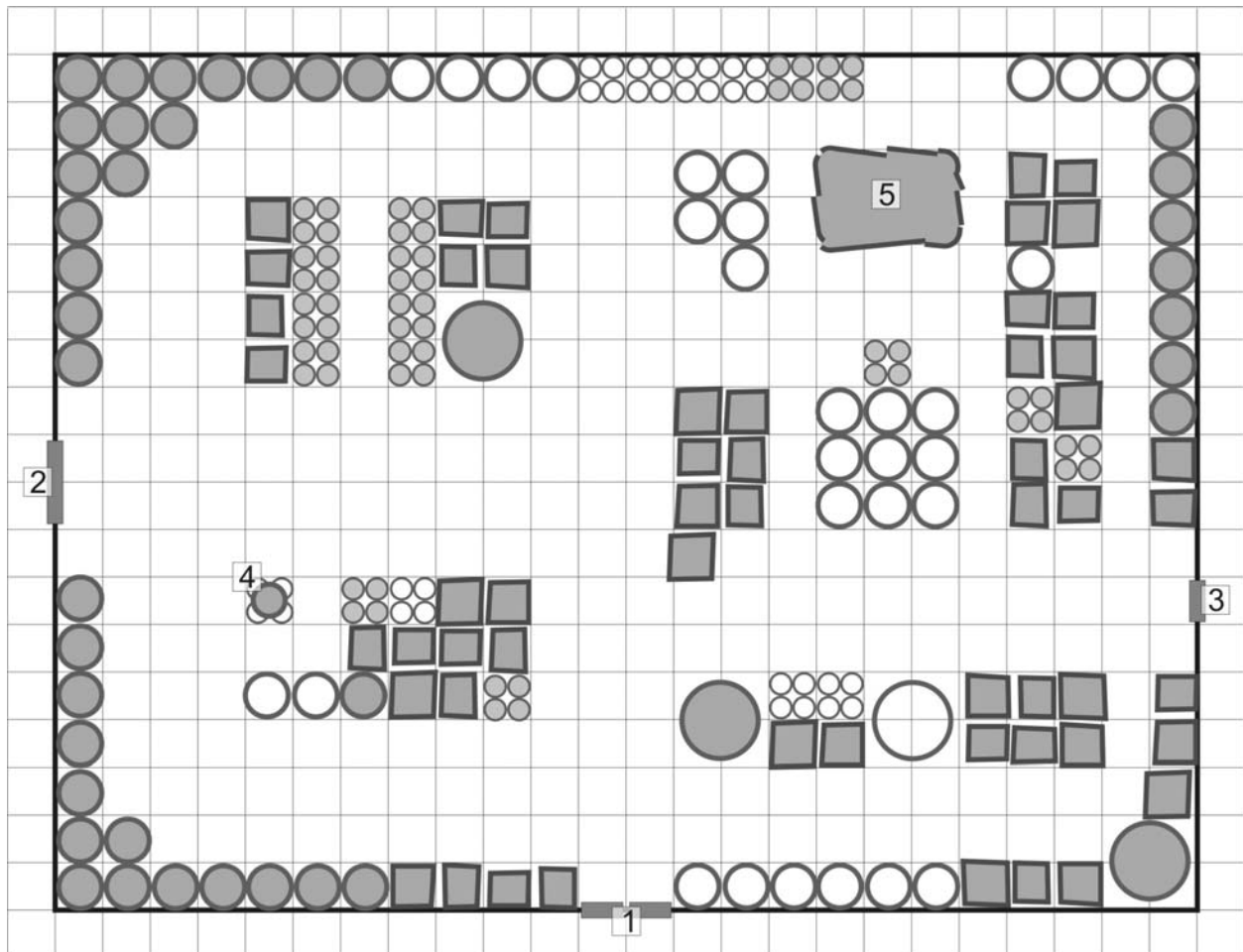
Waterday

10 AM	Messenger returns from Cryllor with papers for Blackthorne
11 AM	Pemlo taken from jail to court
Noon	Court

DM AID: MAP #1 – CROOKHOLLOW



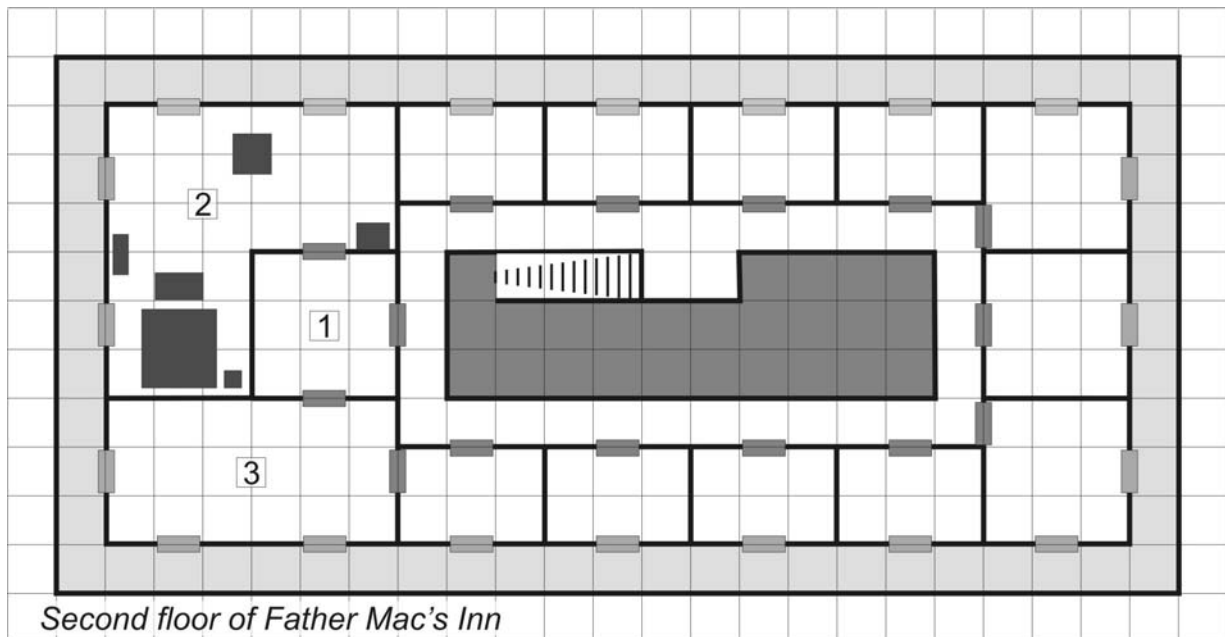
DM AID: MAP #2 –THE BREWERY



1. Main entrance
2. Sliding door to the Sliver Creek dock
3. Tunnel to Pemlo's burrow
4. Sweetverse Still
5. Broken tank of the Old Flame

-  Suitable new vessel for the Old Flame
-  Empty vessel
-  Jugs filled with alcohol
-  Empty jugs
-  Wooden casks filled with alcohol
-  Empty wooden casks

DM AID: MAP #3 – FATHER MACK'S INN



- 1. Burgot's guard post
- 2. Primula's chamber
- 3. Pemson's chamber
-  First floor roof
-  Door
-  Window

DM AID: NEW RULES

NEW MONSTERS

Conflagration Ooze (*Monster Manual III, page 30*)

Large Ooze (Fire); CR 7; HD 7d10+28; hp 68; Init +4; Spd 30 ft., climb 10'; AC 20, touch 9, flat-footed 20 (-1 size, +11 natural); Base Atk/Grp: +5/+15; Atk +11 melee (2d6+6 plus 1d6 fire, slam); Full Atk +11/+11 melee (2d6+6 plus 1d6 fire, slam); SA Fire in the blood (DC 19), improved grab, spell-like abilities; SQ Blindsight 60', damage reduction 5/bludgeoning, immunity to fire, ooze traits, vulnerability to cold; AL N; SV Fort +6, Ref +4, Will +3; Str 23, Dex 10, Con 18, Int 9, Wis 12, Cha 13. *Monster Manual III, page 30.*

Skills & Feats: Climb +14, Hide +8, Listen +3, Move Silently +8; Ability Focus (Fire in the blood), Improved Initiative, Lightning Reflexes, Weapon Focus (slam).

Fire in the Blood (Su): A potent fiery toxin flows through the body of a conflagration ooze. Any creature grappled or pinned by the ooze must make a successful Fortitude save as the fiery toxin seeps through the victim's skin (or whatever surface passes for its skin) and into its blood (or life-supporting fluid, such as sap in a plant creature).

Success indicates the creature takes 1d6 points of fire damage in addition to any damage already dealt by the slam or grapple, as the fire burns and sears the creature. Failure indicates that the toxin has taken hold of the creature's body and has begun converting portions of its blood into liquid flame. The creature takes 1d4 points of Constitution damage and 2d6 points of fire damage, in addition to any damage already dealt by the slam or grapple. Each round the creature is grappled by the ooze and for 1 round afterward, it must make another Fortitude save to reduce or avoid the same effects. As a creature that fails its save takes Constitution damage, the flaming blood burns through the victim's skin in small patches that increase in size the more Constitution damage accrues. Tiny rivulets of flame leak from these holes, as well as from the creature's ears, nose and mouth, running down the victim's body and giving it an unearthly, terrible appearance.

Creatures that lack a Constitution score, such as constructs and undead, or any sort of life-dependent body fluid, such as elementals, are immune to the Constitution damage from this ability, but are still subject to the fire damage.

Spell-like Abilities: 1/day – *confusion* (DC 15), *deep slumber* (DC 14), *hold monster* (DC 16). Caster level 10th.

Languages: Ignan.

Description: This creature looks like a massive pudding of flame. Its glistening membrane seems barely able to contain the roaring inferno within it. Flames and fiery fluid swirl and flow through the ooze, and bursts and gouts of flame erupt from occasional breaks in the creature's skin.

Redcap (*Monster Manual III, page 138*)

Small Fey; CR 2; HD 4d6+8 (22hp); Init +5; Spd 30ft.; AC 13, touch 12, flat-footed 12 (+1 size, +1 Dex, +1 natural); Base Atk/Grp: +2/+4; Atk: Medium scythe +3 melee (2d4+7/x4) or Medium sling +4 ranged (1d6+3); Full Atk: Medium scythe +3 melee (2d4+7/x4) or Medium sling +4 ranged (1d6+3); SA Eldritch stone, powerful build; SQ Damage reduction 5/cold iron, low-light vision; AL CE; SV Fort +3, Ref +5, Will +5; Str 14, Dex 13, Con 14, Int 11, Wis 12, Cha 13. *Monster Manual III, page 138.*

Skills & Feats: Hide 13, Intimidate +9, Listen +9, Move Silently +9, Spot +9, Survival +9; Improved Initiative, Power Attack

Eldritch Stone (Su): Bullets fired from a redcap's sling glow with a greenish blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex): The physical stature of a redcap lets it function in many ways as if it were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it.

A redcap is also considered one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.

Languages: Common and Sylvan

NEW FEATS

Dwarven Armor Proficiency (*Races of Stone*, Page 138)

Prerequisite: Dwarf, Armor Proficiency (Heavy).

Benefit: You are proficient with battle plate, interlocking plate, interlocking scale, and mountain plate, and you take no armor nonproficiency penalties when you wear these types of exotic armor.

Exotic Shield Proficiency (*Races of Stone*, Page 139)

Prerequisite: Shield Proficiency, base attack bonus +1.

Benefit: You are proficient with a specific type of exotic shield and take no nonproficiency penalties when you wear it.

NEW ITEMS

Battle Plate Armor (Races of Stone, Pages 155 and 158)

Heavy Exotic Armor; cost 2500gp; armor bonus +9; max Dex bonus +1; arcane spell failure 50%; weight 125lb.

This exotic heavy armor consists of reinforced metal plates, a layer of padding worn under the armor, and a suit of light chain worn between the two. The armor includes gauntlets, metal-shod boots, a heavy helm, and carefully wrought joint guards. As with full plate, buckles and straps distribute the weight over the wearer's body, so battle plate hampers movement less than heavy plate even though heavy plate is lighter.

Battle Plate is dwarven armor, so a character with the Dwarven Armor Proficiency is considered proficient in its use.

Stone of the Ponderous Burden (New Item)

When given the command word, this stone cube's weight increases from 1 pound to 2000 lbs.

Faint abjuration; CL 3rd; Craft Wondrous Item, *Enlarge Person*; Price 2,700 gp; Weight 1 lb.

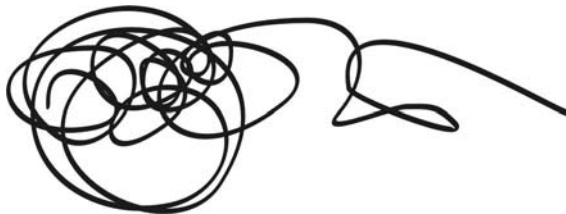
PLAYER HANDOUT #1 – SUMMONS TO SHAREHOLDER OF A
PENCHANT FOR DRINK

To: *Hearty Adventurer*

and Shareholder of "*A Penchant for Drink*"

Shareholders of "A Penchant for Drink" are requested to appear before the Buckshold Court regarding the matter of Hustluggie v. Penchant. As this suit concerns validity of issued shares as well as control of the brewing and distilling operation, Shareholders are requested to appear at the earliest opportunity. Action in this matter will conclude prior to the 596 Quartyear Brewfest. Shareholders that do not appear risk losing their vote. No proxies allowed. Consequences may include loss or dilution of shares.

Most Urgently Yours,

A handwritten signature in black ink, consisting of a large, circular, scribbled loop followed by a long, horizontal, slightly wavy line extending to the right.

T.G. Trimble

Esquire