The Swan and the Crow

A One-Round D&D Living Greyhawk®
Verbobonc Regional Adventure
by Gregg Homerding and Brian Troyan

"It is best to live with honor for just a day than with dishonor for many decades; better a short lived celestial swan than a century-lived crow." –Sri Sathya Sai Baba

Covert agents seek to undermine power in the beleaguered town of Swan. Adventurers are enlisted for aid, and the heir of a noble house finally comes of age to help determine the future of the Viscounty. A Verbobonc regional scenario for APLs 4-10. PCs should play VER7-05 *The Lion and the Dragon* and earlier Verbobonc adventures prior to playing this adventure

Metaorganizational Focus: Council of Abbots (Heironeous), Mounted Borderers, Verbobonc Noble Houses (Avgustin, Deleveu, Langmuir), and Verbobonc Town Project (Swan)

Special thanks to Melissa Lindenthaler, Nathaniel Mohler, and the Verbobonc Triad.

Visit the LIVING GREYHAWK website at www.rpga.com

For questions specific to this document and your region please e-mail your triad point of contact (POC) at poc@verbobonc.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 DM (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, 2008.

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 *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 nonPCs (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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 PCs 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 PCs playing in the adventure. Round up to the nearest whole number.

4. If you are running a table of six PCs, add one to that average.

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

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

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

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1ˢᵗ-level PCs 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.

Advise PCs to buy riding dogs to help protect them, and fight for them.

Time Units and Upkeep

This is a standard one-round Verbobonc regional adventure. All PCs native to Verbobonc pay 1 Time Units per round; all others pay 2 Time Units per round.

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

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

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

Adventure Background

It has only been a few days since the events chronicled in VER7-05 *The Lion and the Dragon.* In that adventure, the heroes were called by House Avgustin to support a show of force against Lord Shannus of the Iron Wood. Shannus had previously taken the town of Validia, which lies within the domain of Lord Chondell.

Attempts at diplomacy with Shannus failed and the party found themselves fighting in a war against the Iron Lord for the liberation of Validia. In the end, the town was retaken, but during the battle, Field Marshal Yronl, Regent of House Avgustin, was killed and his body was not recovered.

While the majority of the Avgustin military forces were fighting in the western reaches of the Viscounty, **Lady Elise Brandenberg**, the fifteen-year-old heiress of House Avgustin, received an urgent missive from an Avgustin contact in the town of Swan. The contact, known to her only as Torc, said that he had urgent intelligence that he would only release to Sir Peri Swan. Unfortunately, unknown by either Lady Elise or Torc, Sir Peri was killed by an assassin during the march toward Validia.

When Sir Peri died, one of the PCs was appointed to take his place as leader of the Golden Harriers, a special detachment group in the House Avgustin Army.

In the aftermath of the battle for Validia, a courier from Lady Elise delivered a letter to the PCs. It was intended for Sir Peri, but addressed to the leader of the Golden Harriers, which at this point was a PC. The letter called them back to Loren's Ford in order for Lady Elise to brief them on the situation in Swan and send them there to investigate.

It seems that the PCs will arrive just in time, for Swan is currently at the center of an insidious plot by **Lady Godeleva**, the "Iron Lady" of House Langmuir, not only to take the town's bountiful resources as her own, but possibly to wipe out an entire company of the Viscount's Mounted Borderers.

In the front lines working against this plot is **Torc**, a Heironean kobold and ally of House Avgustin. Torc has been very busy of late.

Three months ago, a Langmuir agent who referred to himself only as "Toy Soldier" contacted Torc through a number of intermediaries. Although his own motives were not entirely clear, Toy Soldier offered Torc valuable inside information to the plans and actions of House Langmuir. It was through Toy Soldier that Torc found out that a mole had infiltrated the ranks of the House

Avgustin Guard in Swan and that Langmuir troops were amassing for an armed invasion.

At this point, Torc sent a letter to Lady Elise Brandenberg in Loren's Ford, asking her to send Sir Peri to Swan to help him. As Torc had served as the cohort to Sir Peri's brother Willow Swan, and since he does not how many more moles may have insinuated themselves into the ranks of House Avgustin, Torc felt that Sir Peri was the only man that he could trust. But the letter arrived too late. Sir Peri had already set off for Validia, and his eventual doom at the hands of an assassin.

Knowing that Godeleva was gathering troops for a possible invasion of Swan, Torc convinced some Mounted Borderers of Fort Wilfrick to journey to Lord Deleveu to enlist his aid in the town's defense.

A day later, Toy Soldier once again tipped off Torc to a portion of Lady Godeleva's plan that he had just become privy to. Godeleva had enlisted the services of a number of disgruntled kobolds who work in the Swan silver mines, commissioning a Great Trap, but for what purpose, not even Toy Soldier knew for certain.

Toy Soldier urged Torc to act immediately to investigate the mines and do what he could to disable or delay the production of this Great Trap.

Lamentably, while he investigated the silver mines Torc was discovered and taken prisoner by the very mole he had been warned about.

The mole, a master of disguise by the name of **Alber Guildenstern**, has been working for Lady Godeleva Langmuir for some time.

After taking Torc prisoner, Alber stripped him of his gear and interrogated him with the help of some of the kobolds that have sided with Langmuir. Through spells (and more mundane means), they discovered that Torc had been working with a Langmuir mole and that this agent was called "Toy Soldier," but since even Torc did not know Toy Soldier's real identity, Alber could not root out who it was.

Alber Guildenstern then proposed an idea to Lady Godeleva: Alber would impersonate the kobold and pose as a prisoner in the House Langmuir mansion in Swan. There, he would await Torc's rescuers and thus get the most up-to-date intelligence from House Avgustin. Additionally, they hoped, Toy Soldier would attempt to contact Torc again, and thus reveal himself, allowing Lady Godeleva to exact swift vengeance on the traitor.

It will be a great shock to the Iron Lady when she finds out that "Toy Soldier" is her own son, **Lord Ludovic Langmuir**, the true head of House Langmuir.

In recent months, Ludovic has become a stronger man both in will and body, losing his sedate pudginess and shaving his balding head clean. But within, he does not yet see himself as strong enough to stand up against his mother.

With the advent of his fortieth birthday, and the disappearance of the Viscount, Lord Ludovic, who has spent his entire life under the domineering thumb of his oppressive mother, is having a crisis of conscience.

The catalyst for his recent actions was his stumbling upon the fragments of a letter that was hastily destroyed in the fire of a rarely used sitting room in the Langmuir mansion. From what he could gather, it indicated that someone in his household was conspiring to incense the elves of the Gnarley into action against the people of Verbobonc. Although he does not think that his mother is involved, she is unconcerned with the harm that this chaos has brought to the Viscounty.

Ludovic has resolved to take matters into his own hands and put right the wrongs that his family has inflicted on the land over the years. And as deception and intrigue are all that he has learned from Godeleva, he now uses those tools against her. By helping Torc (and the heroic adventurers), to foil his mother's latest plan, he hopes to find some salvation for himself while remaining safe by pulling strings in the background.

Unknown to all but Alber Guildenstern, he is in fact the spy who impersonated the Trithereonite Vershan. In early 596, he posed as Vershan in an attempt to frame House Langmuir for the theft of food shipments. When the deception was revealed, Vershan and House Avgustin took the blame. This has incensed the relationship between the two houses and has largely led to Godeleva Langmuir's current hatred of Avgustin. She does not know that Alber himself has engineered this manipulation. (These events were chronicled in VER6-01 *The Discontent of Our Winter* and VER7-01 *Cleanse Thy House*.)

Now, it would seem that Alber has changed sides and is working for Lady Godeleva. Again, no one in House Langmuir knows that it was Alber who precipitated the conflict between them and House Avgustin.

Likewise unknown to anyone at this time is the fact that Alber Guildenstern is secretly working for another master, one that is even more insidious than "Iron Lady" Langmuir. Whatever his true mission is, Alber has deftly manipulated the Godeleva and many others to his ends. If he is discovered, he is more than willing to die to protect his true master and his secrets.

Thus, the board is set. When the adventurers arrive in Swan, the true game begins in earnest.

Adventure Summary

Introduction: The party is summoned by Lady Elise Brandenberg of House Avgustin. They are sent to Swan to find Torc and get his information. Meanwhile, Elise is preparing all of her remaining forces to ride in the defense of Swan. Lord Estival has also pledged what aid he can provide.

Encounter One: Heironean in a Haystack: Arriving in Swan, the party discovers that Torc is missing. While investigating his whereabouts, they learn that there are disgruntled factions in Swan that might not be displeased if Langmuir were to take over. Clues lead them to suspect that Torc is held prisoner at the Langmuir Mansion in town.

Encounter Two: Save the Kobold, Save the World: Using guile, stealth, or simply kicking in the door, the party liberates Torc from his captivity in the Langmuir Mansion.

Encounter Three: Retreat and Regroup: The party must prove to Torc that they can be trusted. He shares his information with them, and they update him on Lady Elise's plans to defend Swan. Torc sends the party to Lord Deleveu's lands in order to shore up support from the Mounted Borderers.

Encounter Four: The Four Horsemen: Shortly outside of Swan, the party encounters a group of Mounted Borderers returning from a conference with Lord Deleveu. Their news raises suspicions that Torc may not be telling the party everything.

Encounter Five: What Are You Doing Here?: If the party avoided Encounter Four on their way to Lord Deleveu, this encounter offers alternate sources of information for them.

Encounter Six: Burned: Returning to Swan, the party finds that Torc has vanished again, and the house of the foul mine owner Rolan Jorem has been attacked by arsonists. Some evidence points toward kobolds as the culprits, leading the party to investigate the mines.

Encounter Seven: Deathtrap!: The party delves into the silver mines and encounters members of a tribe of traitorous kobolds. Unless the party can supply the proper password, the kobolds spring a complex trap on the PCs.

Encounter Eight: A Tale of Two Kobolds: The adventurers find the real Torc, held prisoner by the kobolds. They also discover evidence of a massive trap designed to collapse Swan's Bluff on top of Deleveu's Mounted Borderers as they come to reinforce the town.

Encounter Nine: The Swan and the Crow: Following Torc through a secret passageway in the mines, the party arrives in a hidden chamber where Godeleva Langmuir and Lord Ludovic Langmuir are meeting with the false Torc to inspect the finished trap and exchange information. Ludovic intervenes to stop his house guards from attacking the party, but Alber Guildenstern declares that his allegiance lies elsewhere. He fights to the death.

Conclusion: Depending on the party's success or failure, Lady Elise's arrival heralds either a new time of hope in the Viscounty, or utter disaster. Regardless, it becomes clear that there is a mysterious and sinister force plotting against peace in the Viscounty.

Introduction

This adventure begins shortly after the conclusion of VER7-05 *The Lion and the Dragon*. The party has been summoned to the House Avgustin Estate by a desperate letter from Lady Elise Brandenberg, the head of House Avgustin.

For the purposes of this scenario's beginning, it is assumed that at least one character in the party has played VER7-05 *The Lion and the Dragon* prior to this adventure. But if that is not the case, the adventure may still proceed: All that the players truly need to know about *The Lion and the Dragon* is that House Avgustin pursued a military campaign in the western lands of Verbobonc, leaving their eastern holdings vulnerable to attack.

This adventure assumes that the PCs have met each other prior to their meeting with Lady Elise. This may be because they all participated in VER7-05 *The Lion and the Dragon*, or it may be that those who were summoned by Lady Elise met up with other adventurers on their journey to meet her at the Avgustin Estate south of Loren's Ford. Any reasonable explanation for the party forming up before arriving at the Avgustin Estate is acceptable.

Inform the players that their PCs have answered Lady Elise's call for aid, arriving at the Avgustin Estate in the early morning. Once the players have introduced their PCs to one another, read or paraphrase the following:

When you last saw the House Avgustin Estate, south of Loren's Ford, it was a buzzing hive of activity, with the majority of Avgustin's House Guards mobilizing

for a march toward Validia. But now it stands quietly under the dark grey skies of early morning.

Two Avgustin guards stand as sentries at the gate. They are expecting the adventurers, and if the party honestly introduces itself and its purpose, the guards lead them onto the grounds.

Rather than ushering you to Lady Elise's sitting room, the estate guards take you to the House smithy. There, near the heat of the forge, you see the fifteen-year-old heiress of House Avgustin being fitted for full plate armor. Lady Elise Brandenberg looks up as you approach and waves away the armorsmith to address you.

Perhaps it is the full plate, but Lady Elise seems to stand taller and more defiantly than the adventurers have ever seen her.

"Time is short," she says matter-of-factly, "so I will dispense with the pleasantries. I have already received word of our success at Validia. Yronl's death is a great loss to our house and," her voice catches for a moment, "and to me. But I am all too familiar with death, and as you are soldiers, I am certain that you are, as well."

PCs who have played VER5-02 *Fallen Hero*, and those that succeed at a DC 15 Knowledge (nobility) or Knowledge (local VTF) check are aware that in recent years, Lady Elise has lost her brother, her father, and her uncle.

Anyone succeeding at a DC 10 Sense Motive check can see that she is far more affected by Yronl's death than she is willing to let on. It is obvious that she does not want to show weakness in front of the adventurers or her attendants who stand nearby. She continues:

"I know that you did everything that you could to help him. He was a faithful servant, and one of the greatest men I will ever know. His loss will be mourned. Unfortunately," she continues, "another threat to my House is arising, this time in the east, and I will not dishonor Yronl's memory by watching my House collapse in the wake of his sacrifice."

Having made her determination clear, Lady Elise reviews the situation before the party and lays out what she hopes they can accomplish in the next two days.

- Six days ago, Lady Elise received a letter from a kobold in Swan named Torc of Heironeous.

- Torc said that he had information vital to the safety of House Avgustin, but he would only release that information to his proven ally Sir Peri Swan. Torc requested that she send him with all due haste to Swan so that Torc could divulge that information to him.

- Since Sir Peri was slain while on the mission to Validia and has proven to be unraisable, Elise must do the only thing that she can: send the adventurers in his stead and pray that Torc will release his intelligence to them instead.

- She needs the adventurers to travel to Swan as fast as possible, find Torc and find out what he knows. She tells the party that if his intelligence is actionable, then she fully authorizes them to take whatever action they deem necessary to defend Swan and her Household.

More details are listed below.

What can you tell us about Torc?

- Lady Elise does not know Torc, only that he is a Heironean kobold. Nor does she know why he only wishes to speak to Sir Peri. She does not know where Torc may be found, but if he worships Heironeous, then there may be people at the Bejeweled Halls of Heironeous or at Guildren Abbey (south of Swan) who may know him and where he can be found.

Do you have any suspicions about what information Torc has?

- Although she cannot say for certain, Elise suspects that it has to do with House Langmuir. She has received reports from other contacts in the east that say that House Langmuir has been amassing their guard and expanding their reach. They have already encroached upon the lands of House Milinous, taking territory as far east as the vineyards of Cienega Valley. This could all be in preparation for an invasion of Swan.

- With most of House Avgustin's troops away on the Validia campaign, her holdings in the east, including Swan, are largely undefended.

What if Langmuir <u>is</u> about to attack Swan?

- Lady Elise has recalled all of the troops that participated in the march on Validia, but they are battle-worn and will not be prepared to defend Swan for many days.

- Lady Elise intends to take all available troops that are ready and lead them to Swan herself. She estimates that she and her forces will arrive in Swan at dawn tomorrow, a little more than 12 hours behind the party.

What's in it for us?

▪ The coffers of House Avgustin have nothing to spare. Elise appeals to the heroes' sense of duty, honor, and righteousness to lend their aid to her house. If pressed, she assures any objecting adventurers that their service will be remembered.

How should we travel to Swan?

• Lady Elise cannot offer magical transport. She urges the party to ride horses there as fast as possible. If the party lacks mounts, she suggests that they purchase some in Loren's Ford (an hour north of her estate). If the party reveals no intention of doing this, then she will offer the party the use of her own horses. But whatever she supplies them with will impact the forces that she is fielding herself.

• By horse, the 30-mile journey to Swan should take less than 8 hours. If the party pushes their horses, the mounts will arrive fatigued, but they can cut two hours off of their travel.

Lady Elise expects the party to be awaiting her arrival at dawn the next day, gods willing, having taken care of whatever dire emergency Torc will tell them of.

Once the party has been fully briefed and are ready to depart, Lady Elise wishes them good luck and summons the armorers to complete the fitting of her full plate.

"May all the good gods watch over you in your journey, Golden Harriers. You hold the fate of my House in your hands."

Once the party completes their preparations for their journey to Swan, continue on to Encounter One.

Encounter One: Heironean in a Haystack

In this encounter, the party arrives in Swan. The adventurers seek out Torc and find that not everyone in the town is as friendly or helpful as the resident adventurers. This is a free-form, information-gathering encounter, and while it is assumed that the party may look for Torc in a couple of likely places, if they go off of the path of the adventure, use the information on Swan in **Appendix Five** as a guide to expanding the town for the purpose of this adventure.

If the party pushed their horses, as Lady Elise recommended, then they arrive in Swan in the late afternoon, about an hour before sundown.

Most of the journey east is plagued by the threat of rain. As the sun sets behind you, Swan finally comes into view.

A bridge crosses the west fork of Gillendyl's Run and the road leads uphill toward the town, which sits at the top of the bluff overlooking the Run.

Provide the players with **Player Handout #1**, the map of Swan.

Behind the town's defensive wall, the fort to your right stands silent. Ahead of you, at the highest point in the town, is the local temple of Heironeous. A large inn sits nearby while the rest of Swan sprawls out from this town center.

A DC 8 Knowledge (geography) or Knowledge (local VTF) checks identify the fort as Fort Wilfrick, the Mounted Borderer outpost that protects the central region of the Viscounty. Checks exceeding DC 14 identify the inn as the Swan's Rest.

Suddenly, thunder claps overhead, and the storm that has been brewing for days finally breaks. The sky opens in a torrential downpour. It would be wise to seek shelter.

At this point, ask the adventurers where they go. PCs that are residents of Swan in the Verbobonc Town Project know all of the locations below. They are likewise at least marginally familiar with the various NPC residents that they may encounter. Parties that lack a Swan resident can make Knowledge (local VTF) checks to see if they know where any given location is, or they can obtain directions from no-PCs.

1a: The Bejeweled Halls of Heironeous

Following Lady Elise's suggestions, the party will likely (at least eventually) make their way to the temple of Heironeous.

The Bejeweled Halls of Heironeous has been partially renovated, but it's still not what it used to be. It sits at the highest elevation in town, near the Swan's Rest Inn. Its name comes from the many precious stones embedded in its walls, which were mined locally.

The local church of Heironeous sits at the highest point in town. In the steady mist of rain its walls seem drab. Outside the church is a cleric in common clothes repairing a bent railing. He smiles as you approach. "Welcome to the Bejeweled Halls of Heironeous, pilgrims," he says. "I'm Father Joram. Are you in need of guidance?"

Unless he is treated rudely or greatly offended by the party, Father Joram is generally helpful. He will invite the party inside to warm themselves by the fire and will share the following information with the party if they bring up the appropriate topics. Otherwise, Father Joram is content to talk about the poor weather, but he does have clerical duties to attend to. He also knows the general information about Swan contained in **Appendix Three**, up to DC 15.

What can you tell us about Torc?

- Torc is a devout member of the congregation. He's also a kobold, which makes him somewhat unique among the local Heironeans. Though Torc himself has made a fair number of converts among his people over the years.

When did you last see him?

- At services last Godsday. That was about a week ago.

What does Torc look like?

- Torc's tall for a kobold, standing about 3'5". He has reddish brown scales and speaks extraordinarily eloquent Common, which is atypical of his draconic race.

Can you tell us anything more about him?

- Torc was taught the ways of The Archpaladin by his former master, a human paladin named Lord Willow Swan, the same man that the town was renamed for. Lord Willow helped to build this church when he moved to the town in 592. He died soon after, and the town was renamed in his honor.

If Torc isn't here, and you haven't seen him, where else might he be?

- Torc spends much of his time divided between the Temple here, and at Guildren Abbey, where the kobold lives. It is a monastic seminary just south of town that was founded earlier this year by the local Canon of Saint Cuthbert. It's the only Cuthbertine monastery in the Viscounty that also welcomes Heironeans and Raoans. I've been there a few times, but I still find the Cuthbertines to be a bit… aloof.

- Torc is also on good terms with the House Avgustin guards in town and the Mounted Borderers. Torc also has brothers and sisters, grandsons and grandnieces amongst the kobolds that work the town's three mines. He might be visiting them.

Did Torc have any enemies in town by chance?

- I'm not aware of anyone who wishes Torc ill. My brother has never liked the kobold, but then, Rolan is just someone who has to grow on you. He's a good man, if a bit short of patience. But no, I don't know anyone that would actually seek to harm the kobold.

Nice place you've got here. What's your story?

- Thanks for asking. The Bejeweled Halls is the largest church in town. Five years ago the people of the town invited me to oversee their new church of Heironeous. I gave up adventuring and settled here to serve the church and be closer to family, especially my brother Rolan, who needs a bit more kindness than most.

Could you tell us a little bit more about your brother?

- Rolan Joram owns the local silver mine and has for many years. While it's not as old or as large as the salt mine, nor as lucrative as the gem mine, Rolan makes a good living and provides jobs for many local people of all races. I'm very proud of him. I certainly don't have the head for business that Rolan does.

If we wanted to talk to your brother, where would he be?

- My brother's affairs are his own. If you want to talk business with him, you might catch him at The Swan's Rest during mealtimes. Some days I meet him there, but I may not have time to join him today. If you see him, give him my best.

Once the party has addressed all of their concerns, if they have mentioned that Torc may be in trouble, Father Joram expresses his concern.

"I certainly hope everything is all right. If you find that Torc needs help, I'd appreciate anything you can do for him."

Father Jorem has no other relevant information on Torc or his brother to offer. He can answer general questions about town, including anything up to DC 15 from the Gather Information section on Swan in **Appendix Three**.

Once conversation winds down, he excuses himself to get back to his clerical duties. He says "May the Axe grow great," as a blessing from Heironeous, wishing the party well and good luck in finding Torc.

1b: The Swan's Rest Inn

The Swan's Rest Inn is near the center of town, not far from the Bejeweled Halls of Heironeous. A statue of a Heironean paladin stands outside the entrance.

The Swan's Rest was recently restored by a local adventurer. Drafner the Gnome tends bar there and his

wife Drusilla does the cooking. Their daughters wait on tables in the common room.

General information can be gathered here at any time (see Appendix Three: Legwork) from Drafner or from many of the local miners who rotate into the Inn on their breaks. There is a 25% chance that there may be kobold miners here at any given time. They do not have much relevant information, but they have met Torc before and can give a general description of him.

Rooms and stabling are available here if the party wishes to arrange them.

Whenever the party first enters the common room, they notice a pair of humans wearing noble house tabards sitting at a table in the corner. The livery is of a black crow on a silver field. A DC 8 Knowledge (local VTF) check successfully identifies the symbol as the coat of arms of House Langmuir, making these men Langmuir House Regulators.

The Regulators only glance up at the party, and soon after take their leave. A few minutes later (if the party is still there) a different pair of Langmuir guards come in and order drinks and a meal. If questioned, the guards in either of these pairs are polite but curt, only looking to enjoy their meal in peace. They do not talk with the party. If the PCs press the issue, Drafner intervenes and asks the PCs, the newcomers in town, to not bother his other customers.

If the party is in the common room around the midday or evening mealtime, Rolan Joram is present. He is recognizable from the family resemblance to his brother, the Heironean cleric Father Joram.

Looking around the common room, you notice a solitary figure dining at a table large enough to seat several people. He eats and drinks carefully with his head bowed over a ledger and several parchments.

If the party has already met Father Joram, add the following.

Beneath his wide-brimmed hat, you discern a resemblance to Father Joram, the local cleric of Heironeous.

If some or all of the party approach Rolan, he at first takes no notice. Eventually he will scowl at them and imply that they are not welcome. The truth is that he will not object to their joining him as long as they pay for his meal and do not annoy him too much.

Rolan Joram can share the information below with the party if he wishes, if he believes that it is in his best interest to do so, and if the party is interested. However, he is not overly forthcoming, and if he gets the

impression that the party is snooping too much into his business, then he ends the conversation and asks the party to very kindly get the hell out of his face.

If the party approaches diplomatically enough for him to entertain talking to them, he introduces himself:

"The name's Rolan Joram," he says sourly, adding in almost one breath, "No relation to Joren's Field, Joren's Tomb, or Loren's Ford. Rolan Joram. If you got a problem with it, take it up with my dead great grandfather."

Some possible conversation points and probable responses from Joram are outlined below.

Father Joram told us that he won't be joining you today...

- That's my brother… When the town built the Bejeweled Halls, the people asked him to be their priest. It's worked out well enough for everyone. Especially my brother. It's gone a bit to his head. All 'holier than thou…'"

What do you do around town?

- I've owned the Joram Silver Mine since an earthquake opened the vein almost six years ago. Me and my family made a lot of sacrifices to develop the mine, and the town has benefited ever since.

- When the town began to grow, I was naturally the logical choice as its first mayor. When PCs started to move in, House Avgustin deposed me and installed Willow Swan as mayor. Now everyone thinks Swan founded the town - they even built a statue of him! Bah!

So you own the silver mine. Aren't there other mines in town?

- Silver is my stock in trade. I've got nothing to do with the salt or jewel mines. If you want gems, go find a gnome to pester. (He seems a bit resentful about that but will not elaborate).

What can you tell us about the people that work for you?

- The Joram Silver Mine is proud to offer employment to miners of any race. Anyone who does a fair day's work earns a fair day's pay from me. I've even hired some kobolds that had become unhappy working in the salt mines. They're not as strong as half-orcs or humans, but they're clever engineers. Plus, they work for scale. Ha ha, get it? Scale! …Oh, forget it.

- Joram Silver is sold to customers throughout central Verbobonc, to anyone from artisans to Noble houses.

Hey, you adventurers might have some of it on one of your silver weapons right now! That's the problem with adventurers though: You have no appreciation for the history of things.

So you've had dealings with some Noble Houses before... What do you know about House Langmuir?

- I had some business dealings with them a while back. Lady Godeleva had money when some others didn't, and she always paid cash on the barrel. She and Lord Ludovic even came down to the mine a few times, got pretty familiar with the place. She did all right by me.

- I haven't done any business with them for a while now. Maybe they have other interests. I know the family has a house in town, but that's got nothing to do with me.

So there's this guy we're looking for, Torc...

- Torc? If he's a friend of yours, you tell that kobold to keep his slimy nose out of my business.

What? Why?

- That nosey rat was poking around my property and pestering some of my kobold miners last week. If I were the suspicious type, I might think he's been trying to sabotage my operation. [He taps his ledger and pulls it a bit closer to him] Production's been down the last month or so...

Rolan refuses to elaborate on his bookkeeping, citing it as his own business, and his alone. If pressed, he may begin regarding the party as industrial spies.

Rolan does not know this, but the reason his productivity has been down in the last month is that many of the kobolds in his mine have been working on a side project in secret: a project they have dubbed "The Great Trap."

We're looking for Torc, but can't find him. Can you help us?

- I don't know where he is, but I wouldn't be surprised if he got himself in trouble butting into somebody else's business. Not everybody's as easy going as me. If he went poking his snout in the wrong place in this town, maybe he got what he deserved.

Can we take a look around your mine?

- No.

By the time conversation winds down, or if he wants to get away from the PCs, Rolan abruptly takes his leave, yelling a "Put it on my tab!" to Drafner the bartender without looking over to him, and breezing out the front door. He absently spits on the statue of Sir Willow as he leaves.

1c: Guildren Abbey

If the party ventures south of the town proper they can see Guildren Abbey less than a mile away. The most direct route there from town is down a switchback trail that passes beneath the shadow of the great bluff that Swan is built upon. Most folks take the longer but easier route east of the bluffs.

After that, the land between the cliffs and the abbey is mostly meadow and easily traversed. The abbey itself rests at the edge of a foothill marking the nearest part of the Kron Hills.

Guildren Abbey is a long, low building of new stone surrounded by landscaping in progress. Upon their arrival, an acolyte ushers the adventuring party in through a pair of massive oaken doors into a vestibule where he asks them to wait while he fetches his superior.

There is a poor box present for anyone who wishes to donate coin. There are also three books on display: holy texts of Saint Cuthbert, Rao, and Heironeous.

A man who looks old beyond his years steps into the vestibule to join you. He wears robes and a pendant bearing the likeness of a serene old man. He closes the door behind him and folds his hands before speaking.

PCs that played VER5-07 *Crownfire* or VER6-04 *Sign of the Black Orchid* recognize this man as Father Cadifel. He greets them by name before continuing.

"May serenity and reason be yours, travelers. I am Father Cadifel. How may I be of assistance?"

Father Cadifel is a devout Raoan with a checkered past. He has lived in the area for decades and is well versed in local information. (In addition to the information below, he can share knowledge from Appendix Three: Legwork, up to a DC 20 success, as necessary.)

People who participated in the adventure VER6-04 *Sign of the Black Orchid* will undoubtedly be interested to hear what happened to him since those events. Father Cadifel was brought up on charges for the Black Orchid murders, and sentenced by Abadon Brill, the Velunan Bishop of Rao that oversees religious affairs in Verbobonc from Veluna. He assigned Cadifel to Guildren Abbey for rehabilitation. Cadifel feels great remorse for what he did in the past, but does not wish to speak of it. It is a burden that he must bear alone, and he knows that only unwavering dedication to the Mediator can bring peace to his troubled soul.

Father Cadifel asks the party to respect the privacy of those within the monastery who are currently cloistered and should not be disturbed. If the party forces their way in to the abbey in order to search or question the monks, Cadifel does not resist them, but the party learns nothing of value.

Once convinced of the party's good intentions, he's willing to share the following information about Torc with them.

- Torc is a Heironean and a founding member of the monastery, which opened earlier this year with only a handful of seminarians. He is very devout. He is also the only kobold seminarian in the community.

- Torc isn't at Guildren Abbey today, and hasn't been since Godsday. That's not unusual though, as Torc always attends services at the Bejeweled Halls and sometimes stays in town for a few days or more afterward.

- Torc was once the leader of a tribe of kobolds who were brought to Verbobonc by Lord Willow Swan, a Heironean. Torc follows the Archpaladin just as his old master did.

- Torc wasn't close to many people, but he was a good friend of Peri Swan, brother of Lord Willow and another founding member of the abbey. Peri is a Cuthbertine and an Avgustin Knight who left the community recently to serve with Captain Yronl.

- After Peri left, Torc started to spend more time in Swan with a few kobolds from his old tribe who work in the local mines. Some of the younger ones now work in the Joram Silver Mine rather than the old salt mines. He might be visiting them.

When the party is ready to go, continue.

Father Cadifel rises and speaks. "Torc is a good Heironean and a fine member of our community. If he is in danger, we all will be very grateful if you can help him and return him safely to us." The priest raises his hands in blessing before dismissing you. "May the Peacemaker, the Cudgeller, the Invincible One, and all the goodly gods watch over you."

1d: Joram Silver Mine

Rolan Joram is a businessman, and he's doesn't allow his work to be disrupted by wandering PCs. If the party goes to the Joram Silver Mine in the daytime, a likable guard named Tybor meets them at the mine entrance.

Tybor is a well-built Oeridian man who looks like he was born with a smile on his face. A wooden starburst holy symbol of Saint Cuthbert hangs around his neck beneath his homespun tunic, and can be glimpsed from time to time. Tybor has pulled his chair just inside the shelter of the mine to avoid the rain. Beside it is a battered copy of a book entitled *Pillars of Pentegarn*.

Tybor has orders to stop any strangers from going into the mine.

He is very apologetic about it, but since his job is on the line, it is not possible to negotiate or bribe him into allowing the party passage.

"Listen, if it was up to me, then sure I'd let you go on down, but it isn't up to me. My job is to keep people from trespassing. It's a sweet gig — sun-up to sun-down, I've got nothing to do but catch up on my reading and enjoy the sunshine — when it ain't raining. And at night, I get to do whatever I like. Jobs don't get much easier than this."

If pressed with a DC 15 Diplomacy check or better, Tybor explains other reasons that he cannot let the PCs into the mines.

"Production's been down this month anyway, and a bunch of 'inspectors' coming through isn't going to help that. Kobolds are a proud people, but they don't like people watching them, critiquing their work. So that wouldn't help things.

"And honestly, the last thing I need is a bunch of headstrong adventurers looking to try out their new spells and weapon tricks out on Master Joram's workforce just to get some experience."

Tybor stands firm on this. If the party tries to convince him that Rolan gave them permission or that Rolan sent them, he refuses to listen. He's not a terribly guileful young man, and he knows it. Rolan knows it, too, so they have firmly established that the only condition under which Tybor is supposed to admit strangers is if Rolan himself is there. Tybor is smart enough NOT to tell the PCs what this condition is. He knows that powerful arcanists can change their appearances at will, and doesn't want to set himself up to get fired.

"If you want in, you're gonna have to talk to Master Joram about it. And I can tell you, friends, if you already have, and he said 'no,' then he ain't gonna change his mind."

Tybor: Male human (Oeridian) Ftr 2; Lawful Neutral Good; Listen +3, Sense Motive + 1, Spot +3.

If the party returns to the Joram Silver Mine at night, there is no guard here, but the gate is locked.

Iron Gate: 1 in. thick; hardness 10; hp 30; Break DC 20; Open Lock DC 25.

If they can get past the gate, the players can proceed within and go on to Encounter Seven.

1e: The Langmuir Manor

If the party decides to investigate the Langmuir mansion in Swan, go on to Encounter Two.

1f: Other locations in Swan

There are other locations in Swan that players may choose to visit. None of them contribute substantially to this adventure, however. Town residents at these locations automatically know information up to at least DC 10 in the Legwork Appendix.

Fort Wilfrick: This is the local Mounted Borderers headquarters, but the only Borderer currently here is Captain Rodrigo, the human commander of the post. He is swamped with work and has no time to chat with wandering adventurers (reasons for that are implied or related in other parts of this adventure).

Tavern of the Two Foot Traveler: There is a sign out front that reads "Temporarily closed for Renovation." Around the corner, **Treats of the Two-Foot Traveler** is open. Mindy, the flirtatious halfling girl there, sells pastries and treats and will helpfully suggest that the adventurers go to the Swan's Rest Inn for information (if they're looking for it).

Autumn Wind Brewery: The main (upper) building is a huge complex managed by a no-nonsense gnomish woman. She is friendly but very busy getting a last minute order out to the Swan's Rest Inn. At the lower level, a wagon loaded with ale and wine is just about to depart for Guildren Abbey. Two strong but simple humans are the only people present.

Church of Saint Cuthbert: Deacon Matthias, a human cudgeller, greets travelers graciously. He knows the Cuthbertines in town well but is less familiar with other residents. All the Heironeans worship nearby at the Bejeweled Halls.

Raoan Shrine of the Peacemaker: This ancient domed circle is available for use as a place of worship but is currently unoccupied.

Town Hall: The mayor is away on a ski trip to the Corusk Mountains with several of the town leaders. A polite clerk firmly refuses to divulge any information without the expressed consent of the mayor. Have a nice day.

Salt mines: Many Swan natives work here, as their parents did before them. They are good strong folk who point out (politely at first) that they have no time to chat with vagabond sellswords. Visitors are not admitted to the mine without permission of the Mayor or the Business Minister. No kobold miners are visible.

Jewel mine: The jewel mine is a smaller and newer operation than the salt mines. Like the salt mines, visitors are not admitted to the mine without permission of the Mayor or the Business Minister. Since the jewel mine is held in public trust, there are no exceptions.

Mill, Farmer's Market, Journeyman's Hall: All of these are open for daily business as usual. Adventurers who insist on spending the time can make purchases or Gather Information on Swan or Verbobonc (see Legwork Appendix).

Encounter Two: Save the Kobold, Save the World

Having exhausted other avenues, by going on some minor clues or a hunch, or by following Lady Elise's suspicions, the party should eventually investigate the Langmuir mansion. In this encounter, the party attempts to free Torc from the mansion.

Alber Guildenstern, the false Torc, is currently being held on the second floor in one of the children's bedrooms. The adventurers must somehow overcome the Langmuir defenders and free him.

The Langmuir Manor

The House Langmuir mansion in Swan is a white three-story manor house. Around the first floor is a 10-foot wide porch. The second floor has a correspondingly wide veranda that rings the building. On the back side of the mansion, there are three trellises covered in flowering ivy.

There are four entrances into the house on the first floor (not including the numerous windows), one set of doors on each side of the building. Each has an average lock, which is kept latched at night (DC 25 Open Locks). The first floor also has an entrance to the basement, which is locked with an average lock as well. *Everburning torches* are affixed flanking the front doors, and there is one at the back door.

The four Langmuir Regulators currently in residence at the manor rotate through guard duty.

At all times, day and night, one of the Langmuir guards is on watch on the second floor veranda. If it is necessary to

plot his movement, he ambles at an easy 15' per round unless he spots something out of the ordinary. He paces from one end of the veranda around to the other end and then turns around and goes back, stopping at each corner of the building for one round every time he comes to it. This guard has his crossbow loaded, and his signal whistle at the ready.

A second on-duty guard is posted at the top of the grand stair on the second floor.

The other two guards are off-duty. They are free to go wherever they like in the house or on the grounds. They may be asleep on the third floor, poking through the kitchen pantry, relaxing on the porch, or reading in the library. Place them wherever the story's needs are suited.

The Langmuir House Guards are not the only people staying here. The Langmuir manor has a full staff of servants.

The pallid-looking and terse Murd is the steward of the household, and is the first one to answer any visitors. Talus the gardener, who cannot get the dirt out from beneath his fingernails, performs double-duty as a manservant to all who stay in the house. Belinda, who must have been quite nubile when she was younger, is the manor's maid and nanny. The house chef is a thin man by the name of Dorchester, though everyone calls him "Dorcie."

Two children also live here, an eight-year-old boy named Humbert and his twin sister Bethany. They are, unknown by anyone in the commoner populace, the result of Lord Ludovic's dalliance with the maid Belinda many years ago.

Currently, "Torc" is being held in Humbert's room (Room 3 on the map of the second floor). This has forced the boy to sleep in one of the guest quarters upstairs. He is having a blast with the house guards who are stationed here, pretending to be one of them. His sister Bethany is afraid of "Torc," since the guards have told her that the kobold will eat her if she mentions anything about his presence to anyone.

Wooden Doors: 1 in. thick; hardness 5; hp 10; Break DC 18; Open Lock DC 20.

There's More than One Way to Skin a Kobold...

Depending on the particular talents of the adventurers and the disposition of the players, freeing "Torc" can be accomplished in any number of ways. Some likely scenarios have been delineated below. Of course, if the party chooses an alternative means that seems reasonable, use the details here to guide the adjudication of their plan.

The Legal Approach: "Open Up, in the Name of the Law!"

If the party includes any Mounted Borderer PCs, they possess the legal right to search the manor in the name of the Viscount. The Langmuir Regulators here know this, but they will do everything that they can to delay any attempts to search the premises.

First, they will deny entry to anyone except for Mounted Borderer PCs, insisting that no matter what the credentials of a Borderer, nothing by the law insists that they allow any associates or friends of law enforcement into their private residence. The others will have to wait outside. Once the investigator is inside and dealing with the Regulators, Murd the Butler surreptitiously locks all of the exits. If caught doing this, he insists that he wouldn't want anyone interfering with the Borderer's investigation, and if anyone has smuggled a kidnapped kobold into the house, he certainly wouldn't want anyone escaping with him.

Secondly, they insist to know what this intrusion is all about. They deny any involvement with kidnapping any kobolds, but will of course, comply if the Borderer wishes to search the house for one. They display contempt for the diminutive draconic race and stand firm in stating that none are allowed in the house.

Thirdly, they will not brook any destruction of private property. While the Borderers may have the right to search the house, they do not have the right to destroy anything belonging to House Langmuir, including breaking down locked doors. This would constitute Destruction of a Noble's Property, a High Crime. See Appendix 4 and the *Laws of the Viscounty* document for more details.

The Regulators keep the door to "Torc's" room locked, and they keep the key locked in a desk drawer in the second floor study. The butler keeps the key to this desk on his person at all times, but the Regulators tell anyone inquiring about locked rooms that those rooms are off-limits to anyone but the blooded nobles of House Langmuir. No one goes in them unless Lord Langmuir is visiting, and Lord Langmuir has the only keys to those places. (And the Lord has not come visiting for at least a month.)

Under these restrictions, a Mounted Borderer PC will not likely find Torc in the house, though he may narrow down the places that he might be held. Once the Borderer has finished searching the house and has left, the Regulators immediately move Alber from Humbert's bedroom to Bethany's, as they have rightly been tipped off that someone is planning to break him out.

If the Borderer PC instigates melee combat with the Regulators, then they will attempt to quell him with non-lethal damage. PCs outside who hear the combat may choose to join in, but they will need to figure out a way to do so, as the butler has locked all of the doors. See the Regulator's combat tactics below.

The Disguise Approach: "Aren't You a Little Short for a Regulator?"

Parties with a strong "face" PC may choose to knock on the front door and talk their way in.

Of course, since the Regulators know that they are holding a kobold illegally (and are not stupid) they will not let just any visitor into the house. They do welcome reinforcements, however.

Although attempting to bluff one's way into the manor house as a Langmuir Guard does not require a disguise, it certainly helps.

Creating the guise of a Langmuir Regulator requires a DC 8 Knowledge (local: VTF) or Knowledge (nobility and royalty) check to properly know what the uniform of a House Langmuir guard looks like. For every five points that the knowledge check exceeds the DC, add a +1 bonus to the disguise check, since the character knows a minor detail to help augment the disguise. Former members of the Langmuir House Guard automatically get a +5 on their disguise check from their familiarity with the uniform.

When they first interact with PCs attempting this approach, the Langmuir Regulators are allowed a Spot check against the disguises. If they fail to see through the disguise, then the Regulators get a -4 on any Sense Motive checks made against the PCs' Bluff checks.

Next, the PCs attempting to enter the manor will need a plausible cover story and a good bluff check. The Regulators are expecting reinforcements, so anyone attempting to use that cover story gains a +2 to their Bluff check.

If the Bluff checks to enter the manor are successful, then the Regulators regard the party members as allies. Go to The Langmuir Guard Approach below, since for most intents and purposes, the party members are now regarded as real Langmuir Guards.

If the disguises are seen through or if the attempts to Bluff fail, the Langmuir Regulators turn the party away with threats that they will call the Mounted Borderers on the miscreant PCs if they do not leave.

The Langmuir Guard Approach: "Hi, Honey! I'm Home!"

Current members of the Langmuir Regulators need no disguise, since they are allies of the House. They may walk up to the front door and ask to enter. These are the only people that the Regulators will permit to enter. Additionally, if a regulator PC vouches for the trustworthiness and loyalty of one of his companions, then the companion will likewise be allowed some measure of welcome in the manor.

Regulator PCs are brought into the manor and led to the sitting room on the first floor. They are courteously asked about the party's business in Swan and at the Langmuir manor in particular. Once they are comfortable and secure in knowing that the PCs are loyal to House Langmuir, they offer as a heads-up (only to Regulator PCs or those successfully disguised as such) that the Langmuir password in town has been changed to "Vengeance." They watch the Regulator PCs reaction to this, but in reality there is nothing sinister about this statement.

The Langmuir house guards will not mention anything about Torc being held there. It is common practice in House Langmuir not to ask too many questions, nor to offer more information than is necessary. The guards here have been ordered to keep the kobold captive until he is sent for. They don't know who will be collecting him or when.

If disguised PCs mention the kobold, then the Langmuir house guards get a second attempt at a Sense Motive check against their Bluff and Disguises.

If true Langmuir regulators ask about Torc, then the house guards are free with telling them that they are only holding him until another group comes to collect him and transport him to a more secure location outside of town. True Regulators are free to talk to the prisoner, though the resident house guars will be interested to know why the PCs are interested in him. If it is so desired, the PCs will be left alone with the prisoner, although the local guards warn them that he is not to be harmed or killed, on order of the Iron Lady herself. They will maintain a close distance, covering all exits from the room. After all, one can't be too careful.

Regulator PCs (or those disguised as Regulators) can question "Torc" here. If they do, he attempts to bargain the information that he has for his freedom. Refer to Encounter Three on what information "Torc" might reveal to them.

If the Regulator PCs decide to take Torc with them or otherwise free him, then the resident house guards resist

the idea. They can be convinced, bribed, or beaten into changing their minds.

The Diplomacy check to convince the guards to let Torc go with the party is DC 30. If the PCs plan on releasing Torc, and the guards know of this, then the DC goes up to 40.

This check can be modified by bribing the four guards and Murd the Butler (who speaks for the entire servant's staff) into looking the other way. A bribe of 10gp x APL provides a +5 to the Diplomacy check. A bribe of 25gp x APL provides a +10. A bribe of 50 gp x APL provides a +20. And a bribe of 100gp x APL adds a +25 to the Diplomacy check.

If the party actually asks how much of a bribe it would take for the Langmuirs to look the other way, they hint at 100gp x APL as a suitable price, though it will still take a successful Diplomacy check (with the +25 bonus) in order to prevent them from reconsidering the wisdom of the deal.

If the guards cannot be convinced then they will forcibly resist any attempts to remove Torc from the house. Their loyalty is to Lady Langmuir, not to their fellow House Regulators, and if they have to thump some heads to make sure that nothing happens to their prisoner, then so be it. See the Regulators' battle tactics below.

The Stealthy Approach: "Sneak! Sneak! Sneak Past the Guards!"

Parties with PCs who are excessively sneaky may choose to break into the Langmuir mansion undetected.

There are a number of entry points that can be exploited. There are no less than four doorways on the first floor. The cellar (not mapped, it is a large wine cellar 70 x 100 feet) also has an external entrance on the rear side of the house. The second floor veranda opens up more possibilities. The ivy-laden trellises at the rear of the house can make the climb up to the second floor very easy. There are also four chimneys in the manor that could provide access to the kitchen, Ludovic's chambers, Godeleva's chambers, the sitting room or the dining room (but only for small sized PCs, who would have to squeeze).

Use the usual rules for Hiding and Moving Silently, opposed by the Regulators' Spot and Listen checks.

If the infiltrators are discovered, refer to the Regulators' combat tactics below.

Note that anyone sneaking into the Langmuir mansion commits the Low Crime of Trespassing and is subject to punishment, no matter their motives. They may be guilty of other crimes, as well. See **Appendix 4**: Laws of the

Viscounty and the *Laws of the Viscounty* document for more details.

The Barbarian's Approach: "Knock-Knock!!"

Parties that are itching for a fight may choose the path of "Kick-in-the-Door Diplomacy," that is, kicking down the front door and fighting their way through the manor to find Torc.

While this is certainly the simplest solution to the problem, it does break a number of Verbobonc Laws. These may include, but are not limited to: Assault, Battery, Burglary, Destruction of a Noble's Property, Murder, Robbery, Theft, and Trespassing. If the party is careful not to leave any evidence of their passing, then they may be able to escape persecution for these crimes. Especially in light of the fact that by the end of this scenario, House Langmuir, the victim of these crimes, may very well be in splinters.

In the case of High Crimes like Murder, however, the Mounted Borderers of Fort Wilfrick will not look the other way. PCs guilty of these serious offenses will indeed be brought up on charges when the crime is investigated, no matter what has happened to House Langmuir at the end of this adventure.

Refer to the combat tactics below for a guideline on how the Langmuir Regulators attempt to counter an assault on their house.

APL 4 (EL 4)
Langmuir House Guards (4): male human Rogue 1; hp 11 each; see Appendix One.

APL 6 (EL 6)
Langmuir House Guards (4): male human Rogue 2; hp 14 each; see Appendix One.

APL 8 (EL 8)
Langmuir House Guards (4): male human Fighter 2/Rogue 2; hp 26 each; see Appendix One.

APL 10 (EL 10)
Langmuir House Guards (4): male human Fighter 2/Rogue 4; hp 36 each; see Appendix One.

Tactics: The House Guards look for flanks in order to make use of their sneak attack abilities. They use their saps unless they are attacked for lethal damage, in which case, they break out their rapiers. If the battle begins to go badly, they will attempt to escape, running to Fort Wilfrick to call the Mounted Borderers to bring order.

The house staff (Murd, Talus, Belinda, and Dorcie) and the two children run upstairs and hide in the storage facilities on the third floor.

Treasure: Defeat and loot the Langmuir Guards.

APL 4: L: 259 gp; C: 88 gp; M: *potion of cure light wounds* (x8) 5 gp per character each.

APL 6: L: 376 gp; C: 88 gp; M: *brute gauntlets* (x4) 42 gp per character each, *potion of cure light wounds* (x4) 5 gp per character each, *potion of cure moderate wounds* (x4) 25 gp per character each.

APL 8: L: 393 gp; C: 88 gp; M: *brute gauntlets* (x4) 42 gp per character each, *+1 chainshirt* (x4) 104 gp per character each, *potion of cure light wounds* (x4) 5 gp per character each, *potion of cure moderate wounds* (x4) 25 gp per character each.

APL 8: L: 393 gp; C: 88 gp; M: *brute gauntlets* (x4) 42 gp per character each, *+1 chainshirt* (x4) 104 gp per character each, *+1 rapier* (x4) 193 gp per character each, *potion of cure light wounds* (x4) 4 gp per character each, *potion of cure moderate wounds* (x4) 25 gp per character each.

Development: Note that the PCs have now encountered Alber Guildenstern disguised as Torc.

Alber's disguise does not rely on magic at all, so his persona does not detect as magical, nor can it be pierced by abilities that see through illusions.

He has taken 20 to perfect his disguise. He suffers a -2 penalty for disguising himself as another race and a -2 penalty for disguising himself as a smaller creature. He gains a +2 circumstance bonus for having the real Torc prisoner to study in great detail.

A Spot check is required to see through this disguise. See Alber's statistics in **Appendix 1** to determine the check DC.

At the end of this encounter, "Torc" should be free and with the party (or they should at least have the information that he possesses).

If any Langmuir house guards have been defeated and questioned, they know very little about what is going on in town, only that they were told to protect the kobold spy until other guards came to obtain him. If the party successfully uses the Intimidate skill against the guards, then they will give up the current Langmuir password in Swan. It is "Vengeance," and although the guards know nothing of the Great Trap, the party can use this current password to bypass the kobold sentries in Encounter Seven: Deathtrap!

If the party is defeated by the Langmuir guards, they are taken prisoner and knocked unconscious. They awake

under heavy guard in the silver mines. The adventure is essentially over for them. Go on to the Conclusion.

If the party successfully frees Torc, go on to Encounter Three.

Encounter Three: Retreat and Regroup

This encounter provides a guideline to playing Torc's interactions with the party after they free him from his Langmuir captors.

Alber Guildenstern, has been expecting a rescue party from House Avgustin. By impersonating the prisoner that they sought to free, he hopes to avoid suspicion, and will use this position to feed the party false information that they will not question. He also hopes that in his guise as the unquestionably loyal Heironean kobold, he will be able learn everything that he can from the PCs and then send them off on a pointless mission to get them out of Swan.

This scene can take place in any reasonably private and secure location. Torc refuses to have a sensitive conversation at Fort Wilfrick, as the Borderers have no more loyalty to Avgustin than they might to Langmuir. He is similarly reluctant to go back to the Avgustin House Guardpost, but does not immediately say why. (It is because he is maintaining that there may be a mole in the Avgustin Guard in Swan, but he will not reveal that yet.) If it is suggested, and the party seems to be leaning toward going to the remote silver mines, then Torc nixes that idea — there are too many ears and eyes in the unlit corners of the mines. Not all of the kobolds in town are still loyal to the Invincible One.

Just about any other place will do, even hiding in an easily defended alley. A room at the Swan's Rest Inn would be ideal.

Once the party finds a secure place to speak with "Torc," they must first prove to him that they can be trusted. By forcing the PCs to prove that they are loyal to Avgustin and that they can be trusted, Alber calculates, they will not think to question his own loyalties.

Torc has an extremely guarded attitude. He cannot afford to trust anyone.

"Thank you for the rescue," the tallish kobold says guardedly, once you are safe. "I am Torc of Heironeous, former cohort of the noble Sir Willow Swan and steadfast friend of his brother Sir Peri Swan. Who are you? And, if you pardon me for

asking," he adds in impeccable Common, "how do I know that I can trust you?"

Allow the PCs to make suggestions to Torc for ways that they can prove their allegiance to House Avgustin.

Torc denounces each suggestion, countering each with a plausible (if not necessarily likely) argument. The rescue could have been staged to place him off of his guard; After all, whom would he trust more than the people who liberated him from the enemy? Letters and documents of service from Lady Elise could be forged. His *detect evil* ability can be countered. Any *zone of truth* cast by a PC might just be a ploy, since he can't trust the caster to actually report the spell's results… He has been betrayed by supposed friends before, and will not trust even people claiming to be Paladins who only speak the truth.

Ultimately, none of the suggestions that the adventurers make is enough to let Torc confide in them fully. Fortunately, he does have a method that he trusts: Torc produces an *elixir of truth* and says that if one of the PCs will drink it and answer his questions, then that will satisfy him.

If no PC agrees to drink the *elixir*, then he praises their caution, but says that, lamentably, this is where he must take his leave. He thanks them for their help and warns them not to follow him, since (for all he knows) they are vile blackguards ready to steal his secrets and use them to destroy Swan. He departs for the Mounted Border outpost, Fort Wilfrick, taking a long route to try to lose anyone following him, and keeping an eye out for anyone who might be doing so. At Fort Wilfrick, he tells the Borderers there that he was assaulted and held prisoner by a group of adventurers (giving them the PCs' description). He then takes his leave in haste, ostensibly to return to the Heironean Temple, refusing an escort. He then, instead, runs to the silver mines to hide out for a few hours before his rendezvous with the Langmuir Nobles in Encounter Nine.

Once a character volunteers to drink the *elixir of truth*, he offers it to them. Party members can test it with Spellcraft to confirm that it is what he says it is, but overall, Torc wants to hurry up and get on with this before he gets jumped and captured again.

Just after a character drinks the potion, Torc asks him:

- Who do you and your party work for?
- Who sent you?
- What is your business in Swan?

As soon as he gets a clear and definite answer from the person who is under the effect of the elixir that Lady Elise sent the party, he visibly relaxes and warms to the party.

Of course, there are still more than nine minutes left on the duration of the potion's effect, and he intends to make use of that time to get solid intelligence from the party.

The well-spoken draconic paladin visibly relaxes, obviously relieved. "Thank the Invincible One! You have *come to save Swan!" He looks slightly embarrassed for a moment, and offers meekly, "You must accept my apologies for not taking you at your word before. These days, one cannot be too careful. You understand?"*

Hopefully, the adventurers will accent to this. Let them make brief comments, but Torc is eager to get updated on what has been happening with Lady Elise.

"Thank you. Now," he takes a more serious tone, "let's get down to present matters. I've been out of action for about a week, I think. What has transpired…?"

Torc is especially interested to hear answers to the following questions:

- Can Lady Elise spare reinforcements for Swan?
- When will they arrive?
- Have any other Nobles pledged their swords to the cause?

The PCs will probably be eager to hear what vital information that Torc intended to pass on to Sir Peri and Lady Elise. Unfortunately, Torc, says, his information obviously has come too late. He has heard from a contact in House Langmuir, an agent who goes only by "Toy Soldier," that the Langmuir forces have secretly been marshalling and mobilizing outside of Swan to take it by force. He suspected that there was a mole in the Avgustin House Guard, and so could not trust the information to anyone else. That was also the reason that he could not put the information in writing, in case his letter to Elise was intercepted.

"Sadly," he says, "this isn't likely to be anything you couldn't have pieced together without me. However, I do have a plan that may yet save our fair town and help preserve one of the last bastions of righteousness in the Viscounty, so your efforts in rescuing me will not have been in vain."

Torc's proposed plan is two-fold:

First, he recommends that the PCs go southeast to Ostverk to entreat the aid of Lord Deleveu. Lord Deleveu is the Knight Commander of the Third Company of the Mounted Borderers and has his own house guards as well. Torc suggests that if the adventurers play on his close ties and loyalties of friendship to Viscount Langard, then they may be able to convince him to ride to the

defense of Swan. He might not take up arms for a counter attack against Langmuir, but it should be possible to convince him to reinforce the town's defenses. His presence alone may be enough to deter the Langmuir invasion. If possible, the PCs should convince him to withdraw as many Mounted Borderers from their patrols in the Gnarley and allow them to return to Fort Wilfrick.

Secondly, he proposes, while the party is on their mission to Deleveu, Torc himself will shore up support from the Borderers that are still at Wilfrick, alerting them to the imminent threat. With their help, he will begin setting up defenses in the town immediately.

If the party debates leaving later, or not going to Deleveu's at all, Torc insists that they should go immediately, even if they could teleport there in the morning. Every second counts, and if they stay in town, Torc maintains, then they will surely be open to a retributive attack from House Langmuir. Also, now that Torc has been freed, the Langmuirs will know that he will have alerted the Avgustins, and they will likely be moving their plans forward. It is essential that the party goes to Deleveu as soon as possible.

Note that if the party continually resists Torc's plan, he is reluctantly open to other ideas. He will however, subtly attempt to guide the PCs toward a plan that takes them out of town. Alber wants them out of the way to provide him a chance to meet with Lady Godeleva Langmuir that night.

If the party refuses to leave town under any circumstances, Torc warns them to be careful. He then departs, ostensibly for Fort Wilfrick, taking the precautions noted above. He tells the PCs that he has the situation there under control, and has no need for their help convincing the Borderers to help defend the town. He adds that if the adventurers wish to help, then they should enlist Deleveu's aid, like he suggested.

Combat is not anticipated at this point. If the adventurers do become hostile to Torc, he fights defensively, maintaining his cover and attempting to escape. If his cover is blown, he uses the tactics from Encounter Nine and fights to the death, attempting to kill anyone who has seen through his deception.

Development: After exchanging information with Torc, the party should be moving out of town and heading toward Lord Deleveu's estate at Ostverk. Continue on to Encounter Four.

If the party instead stays in town that evening, then skip Encounters Four and Five and go on to Encounter Six: Burned.

Encounter Four: The Four Horsemen

In this encounter, the PCs run into Mounted Borderers on their way back to Swan. The Borderers are returning from a meeting with Lord Deleveu in Ostverk, where they have convinced him that the open combat between the nobles is a far greater threat to the Viscounty than the Gnarley Elves or the Blackthorn Orcs.

The main aim of this encounter is to display the presence (however stretched thin it may be) of the Mounted Borderers, to reveal that the kobold that sent the PCs to Deleveu may not be who he claims to be, and to get the party back to Swan earlier than "Torc" expected.

If the party is traveling to Ostverk by some means that makes this encounter impossible, go to Encounter Five: What Are You Doing Here?, where the party has an opportunity to learn much of the same information.

About an hour southwest of Swan, in the driving rain, lightning flashes. In it's light, four horsemen in blue tabards are clearly illuminated, galloping across the rolling plain. Although their intent is unclear, they do appear to have spotted you, as they are riding straight for your party.

Players may make Knowledge (local [VTF]) checks to determine what the blue tabards mean. A DC 8 result tells them that the tabards are the uniform of the Mounted Borderers, law enforcement agents of the Viscount who keep peace in these lands. This check is reduced to DC 3 for PCs native to Verbobonc.

"Halt in the name of His Noble Lordship!" the one in the lead hastily calls out to you. "Keep your weapons sheathed and your hands where we can see them!"

"Identify yourselves!" orders another rider as he moves to get a better look at you.

The lead Borderer, Fensentio, comes within 15 feet of the closest party member.

The other Borderers spread out to better size-up the party and, incidentally, to provide themselves with charge lanes in case the parlay turns to combat.

Allow the players to answer these challenges, and adjust their positions within reason. The Borderers do not allow themselves to be surrounded, and are not shy about ordering the party to stand where they are.

Creatures: These Mounted Borderer Troopers are stressed to the breaking point. They know about the events surrounding the Battle of Validia, and know that Swan could very well be ground-zero for the next

conflagration. After lengthy discussions about this with Torc a week ago, they agreed to go to Lord Deleveu and shore up what support he could offer to defend the town. They are now riding back to Fort Wilfrick with the welcome news, knowing that their fellow Borderers will soon be coming to aid them.

Fensentio is their unofficial leader, as he has served the Viscount for the longest time. His dedication to defending the land is beyond reproach. Mikazail has a haughty attitude toward adventurers, seeing them as people who are able, but not willing, to stand up for a greater cause. Regori, newly recruited to the Borderers, is eager to prove himself, and as such, will assert his opinion forcefully whenever challenged. The fourth, Rosolfo, is silent; his grimly calculating and judgmental eye misses nothing.

All of the Borderers are suspicious of the party when they first come upon them. Generally, they have found that the vigilante ways of PCs have contributed to chaos in the region and created more problems than they have solved. They see adventurer-types not as saintly "heroes" who help maintain order, but as loose cannons and dangerous x-factors. Perhaps rightly so.

Mounted Borderer (4): male human Ranger 1/Fighter 1; hp 13; see Appendix One.

If the PCs do what they are told, they are unlikely to run into too much trouble here. If, however, they challenge the Borderers' authority or refuse to cooperate, the Borderers give them only one warning to stand down. Their patience is short, and they would just as soon knock everyone out, drag them back to Fort Wilfrick, and ask questions later.

In all cases, the Borderers demand to know who the PCs are and what their business is in the lands of the Viscount.

The party's interaction with these Borderers largely depends upon their initial reaction to them and the affiliations of any party members present.

Resistance is Futile

If the party acts like they are above the law, the Borderers will attempt to put them back in their place.

They will demand a search of the belongings of the shadiest looking of the PCs. While the search is being conducted, they will continue to ask the party what their business is. (*"Don't tell me you're just passing through. Aren't adventurers supposed to go on <u>adventures</u>…"*) They will make thinly veiled threats of charging them with Interfering with the Representative of a Noble (and any other crime that might remotely apply) unless they

stop telling lies and begin cooperating. See **Appendix 4**: Laws of the Viscounty for ideas.

The Borderers' search of a character entails the following:

1. An offer to willingly surrender anything illegal that they are carrying, (though if the players have acted rudely, this step may be skipped).

2. A demand that the suspect remove everything from their pockets; turn all sacks, bags, and backpacks inside out; and remove all hats, amulets, rings, bracers, gloves, boots, belts, cloaks, and any other magical items.

3. A two-minute thorough search of the suspect. (The Borderers take 20 on their check, granting them a 20.) During the search, the Borderer asks seemingly inconsequential and trick questions (*"Where you get this sword?" "What did you and your friends do to the Viscount?" "Does the name 'Battirovka' mean anything to you?"*)

4. All illegal goods are confiscated immediately.

5. Legal goods are returned, unless it is deemed necessary to arrest the character in question. This should be reserved for instances where the character has been excessively uncooperative or where the character has been found in possession of a great number of illegal goods or an exceptionally powerful or vile piece of contraband.

At the Borderer's discretion, he may bring in one of his allies to assist on the check. Although this squad prefers to keep at least three of their number in the saddle at all times unless they are certain that combat will not break out.

After searching one or two of the PCs for illegal goods, and confiscating anything that is illegal, the Borderers will decide to escort the adventurers back to Fort Wilfrick in order to get to the bottom of this.

At any point, if the party begins treating the Borderers with respect and is honest with them, refer to the "Honesty is the Best Policy" section, below, modifying it by the fact that the Borderers do not believe the party at first, but are puzzled by how the adventurers could have guessed what their (the Borderers') mission was.

Honesty is the Best Policy

If the PCs are honest about their mission, then Mikazail laughs and boasts proudly, *"Ha! You're a bit late this time, sellswords. We've already obtained the promise of Deleveu's support for Swan! Whose belated idea was it to send you to ride in our wake?"*

If the PCs are forthcoming with the fact that Torc sent them on the mission, then the Borderers' tone takes a distinctly more serious turn. They briefly confer in hushed tones, and then Fencentio turns back to the party and asks the following questions:

- Are you speaking of Torc, the Heironean kobold?
- When did Torc send you?
- Did Torc not mention that he had already sent a Borderer envoy to Deleveu?

Fencentio explains that Torc sent the four present Borderers on the same mission a week ago. The kobold had been concerned about the increased activity of House Langmuir in Swan and had solid evidence that Langmuir was going to take the town by force.

Note: If pressed for this evidence, the Borderers say that it is privileged information. They will *only* offer it to Mounted Borderer PCs: Torc is working with a double agent in the ranks of House Langmuir, someone known only as 'Toy Soldier.' Even Torc doesn't know the agent's real identity.

Once all of the facts are laid bare, it should be clear that either Torc did not have faith in the Borderers alone to convince Deleveu to help, or the kobold has some ulterior motive at work.

At any rate, the Borderers assure the party that they have already accomplished everything that can be done with Lord Deleveu: He is pulling his Troopers out of the Gnarley Forest and mobilizing them to march on Swan for its defense. The Deleveu House Guard and those Long Riders of the Third Company who have already withdrawn from the Gnarley should be arriving in Swan before dawn.

Regori tells the party to come with them back to Swan. Nothing more can be done at Deleveu's estate in Ostverk, and Swan can use all the help it can get. ("Even if it is from adventurer scum," mutters Mikazail.)

One of Us! One of Us!: A Mounted Borderer in the party

The presence of a Mounted Borderer PC softens the hard-line approach that this squad has toward the party. While Rosolfo and Mikazail keep an eye on the party, Regori and Fensentio call their brother-in-arms over to speak privately. They try to get the same basic information out of the Borderer PC that they would otherwise want from the party (see above), but they deal solely with the Borderer PC.

They are far more forthcoming with all of their information, and are more openly curious about what has happened in Swan in the last week.

They do ask the Borderer PC if he feels that everyone in his party can be trusted, since Torc had implied to them that spies were everywhere. If the Borderer PC vouches for the trustworthiness of all of his party members, then the Troopers will not harass any of them further. If the Borderer PC mentions anyone who might *not* be trustworthy, then Regori immediately demands to search that PC for contraband. See above for his procedure.

Tactics: Three of the Borderers remain mounted at all times. If combat breaks out, the fourth, if dismounted, retakes his mount at the earliest opportunity. During parlay, the mounted trio maintains a distance of 15 feet between themselves and the party, and tries to avoid blocking any of their ride-by attack charge lanes.

If combat breaks out, they take every advantage to ride-by, even if it means missing an attack in a round if they need to set up a new charge. They make full use of their mounts' speed, always charging to the full distance at their disposal (120 feet).

They only attack for non-lethal damage unless any of the PCs attack for lethal damage. If the PCs attack to kill, then all of the Borderers follow suit.

If any one of the Borderers is dropped in combat, the remaining men immediately take off in different directions at full speed. Their mission is to make sure that word of this heinous attack gets back to Fort Wilfrick. They do all that they can to insure that at least one of their number survives to do so. Each will eventually report back to Fort Wilfrick with a full description of the criminals who attacked them, and the PCs will face punishment for the crimes they have committed against the Viscount's agents.

Treasure: Instigate a fight with the Mounted Borderers, defeat them, and loot their bodies.

All APLs: L: 143 gp; C: 0 gp; M: *oil of magic weapon* (x4), 4 gp per character each, *potion of cure light wounds* (x4), 4 gp per character each.

Development: After the party deals with the Borderers (whether peacefully or not), they must choose whether to continue on to Lord Deleveu or not.

If they dealt peacefully with the Troopers, then it is likely that they now know that there is nothing more to be gained by continuing on to Ostverk. They should probably return to Swan, probably wanting to rejoin Torc at Fort Wilfrick, and ask him a few questions to ask "Torc." The four Borderers are going back there, and will

accompany the party that far, as long as they don't slow the Borderers down. In this case, continue with Encounter Six: Burned.

If they fought and defeated any of the Borderers in combat and they search the bodies, the party members will find (on only one of the men) a letter sealed with the crest of Lord Deleveu, a stag's head ringed by oak leaves (identified by a Knowledge local DC 12 check, since the white and green colors are not present on the wax seal).

It is addressed to the highest ranking Mounted Borderer at Fort Wilfrick. If they open it, give the players **Player Handout Two**. The letter, from Lord Deleveu himself, answers Torc's request for aid. Deleveu pledges all of the support he can muster: his House Guards and the Long Riders of the Third Company of Mounted Borderers. The letter says that he is currently withdrawing the Third Company Troopers from the Gnarley in order to oppose Langmuir's move against Swan. He estimates the forces will arrive at Swan from the south some time close to dawn.

This may prompt the party to rethink their mission to Lord Deleveu. If they continue to ride toward Ostverk, go to Encounter Five. If they turn back to Swan, continue with Encounter Six.

If the party avoided the Borderers entirely, or did not otherwise talk or fight with them, then they will likely be continuing on to Lord Deleveu's court at Ostverk. Go to Encounter Five.

Encounter Five: What Are You Doing Here?

This encounter offers guidance for parties that do not encounter the Mounted Borderers in Encounter Four.

Avoiding the Mounted Borderer Squad: If the party avoided the Mounted Borderer quartet by out-running them, by means of overland flight, invisibility, or any other method, then they will probably still be heading toward Ostverk. If this is the case, after three or four hours travel, the party encounters Lord Deleveu's force of Mounted Borderers. These are the Third Company Troopers that he could field on a week's notice, and all of the House Guards that he could spare, some 200 cavalrymen. With scouts ahead and skirmishers protecting either flank, it is virtually impossible for the party to avoid this mass of troops if they are traveling on the most direct route to Ostverk.

The troopers stop the party and search all PCs (as detailed in Encounter Four), demanding to know what business they have in the Viscounty.

See "Getting Back on Track," below, for guidance on what information is available to the players here.

Magical travel directly to Ostverk: If the party has magical means of transportation, such as *treestride* or *teleport*, then they may arrive at Ostverk without ever having had the chance to encounter the four Mounted Borderers.

When the party arrives at Lord Deleveu's manor, Deleveu Woods, on the outskirts of Ostverk at the edge of the Gnarley, they find that the entire town has become a militarized zone, inundated by a legion of Mounted Borderers preparing to march behind Lord Deleveu, who has already departed with the initial force of Borderers.

See "Getting Back on Track," below, for guidance on how the players can gather information here.

Getting Back on Track

Whether the party speaks with Deleveu House guards in Ostverk or with Mounted Borderers that are already on the march, it is a simple matter for them to get the information that they need.

It should be obvious that their message to send help has already been sent by someone else. It can be discovered by speaking with any number of Third Company Borderers that Lord Deleveu has recalled the Long Riders from the Gnarley Forest in response to four Mounted Borderers from Swan who came entreating aid from him last week. A DC 20 Gather Information check reveals that the Borderers were sent at the behest of a Heironean kobold in Swan named Torc.

At this point, the party should realize that something is not right. If the players are not concerned, use a Deleveu Ranger (House Guard) as a proxy to prod them by laying out the situation ("Let me get this straight…") and asking the obvious questions ("Isn't it a bit odd that the kobold sent two envoys on the same mission?"). If need be, offer a final prodding with a comment like, "It sounds to me like this li'l rat is playing you. If I was you, I'd go kick his arse, find out what he's playin' at."

Returning to Swan

Unfortunately, unless the party has the means of magically returning to Swan, they will not likely be able to overtake Lord Deleveu's main force. Deleveu and the majority of the Third Company will fall victim to Lady Langmuir's Great Trap.

If the party can find no way of returning swiftly to Swan to investigate what is really going on there, then they will get word of the tragedy when they finally do return. Go to the Conclusion, and adapt Epilogue 1 to fit the party's circumstances.

If the party is with Deleveu's column and rides alongside them back to Swan, then go to the Conclusion. The party will have a front row seat for the carnage of the Great Trap, but tragically, they will be largely powerless to stop it.

If the party does have a means of swiftly returning to Swan and arriving ahead of the Borderer forces, then all may not be lost. Proceed on to Encounter Six: Burned.

Encounter Six: Burned

In this encounter, the party returns to Swan to find no trace of Torc. Instead, they find that arsonists have attacked Rolan Jorem's home. Essentially, this encounter is set up to give the party probable cause to investigate the silver mines.

If the PCs have decided to spend the night in town, the noise and commotion of the fire being fought rousts them all from sleep. In this instance, adapt the read-aloud text below to fit the situation.

If the PCs are already in town and planning on investigating the mines that night, this encounter can be bypassed if time is running short.

As you come back into Swan, far sooner than you expected, you are greeted by the smell of burning wood penetrating the light drizzling rain. A moment later, you see townsfolk, many in robes and nightclothes, rushing toward the west side of town.

Any of the passing townsfolk can be questioned about what is going on. Without stopping, they answer:

"Rolan Jorem's house – there was a fire!"

If the party is coming back into town with the Four Borderers from Encounter Four, the law men all move to investigate and lend aid.

If the party is alone, then it is assumed for this encounter that they go to investigate. If not, then they will likely miss the key information that leads them into the mines.

Following the villagers to the focus of their attention, you arrive at a house that is still largely intact. By the sputtering torches of various citizens of Swan, you can see some smoke damage at some windows, and a hole in the roof, but the structure is still sound.

Have the players make Spot checks. A DC 10 picks Rolan Jorem out of the crowd:

You see a figure that can only be the owner of the house and the silver mine cursing up a storm while talking to two Mounted Borderers.

Rolan was getting ready for bed when he smelled smoke. He is now wearing a long, soaking wet nightdress and his wide-brimmed hat, creating a rather comical picture as he swears up and down, cursing his ill-fortune. He is outraged and is blaming the obvious attack on his home as the work of industrial rivals.

Borderers on the scene

The two Borderers who helped to extinguish the fire have had enough of his abuse, however, and as it is late and they are writing off the incident as an accident, they leave the PCs to deal with Jorem. If any PCs judge them harshly for leaving, they retort that they didn't have to leave their post at the Fort to help an ungrateful man in the first place, and they really should get back. They do not argue further with the party.

If the party asks them if they've seen any kobolds at Fort Wilfrick, or specifically ask if they saw Torc there earlier that day, they look puzzled and say that no, Torc hasn't been at the Fort in about a week or so. And certainly not today. If pressed about his business there a week ago, they say that it is none of the party's business (unless there is a Mounted Borderer in the party). But if the PCs ask for confirmation that it was to send an envoy to Deleveu, they will confirm it.

One Angry Man

If party members approach Rolan Jorem, they may make a DC 15 Diplomacy check to calm him down to the point that he can provide useful information.

Although he is irate, if the PCs present themselves and their questions in a way that pertains to the "attack" on Jorem and treat him with the respect that he feels he deserves, then he is willing to divulge all of the information that he might have provided in Encounter One. Additionally, he will share the following:

- The fire started in his office, where he kept all of his trade manifests and surveyors' maps of his mine. All of the records have been lost.

- He will reluctantly admit that he may have left a candle burning, which could have started the fire.

- He also reluctantly admits that he doesn't know of anyone who would want to commit an act of "industrial espionage" on him.

- He laments the fact that the only proof that might have helped him track down who is after him has now been destroyed.

- He admits at this point that he has lost a great deal of timber that he cannot account for. This will all cost

him a fortune, and now he won't be able to find the real culprit to make them pay!

Additionally, if at this point the PCs ask him for permission to investigate his mines – in order to track down who did this, then Rolan is more than willing to let them enter his property… as long as they don't kill any of his miners.

Spectators in the Crowd

PCs may also speak with members of the crowd that has gathered, though it is dispersing fairly swiftly. They can easily overhear any of these comments with a DC 10 Listen or Gather Information check. If players initiate a role-playing scene with any of them, use these comments as a guideline to the townsfolk's attitudes.

Some of them are decidedly disappointed that the "show" is already over.

- "Yeah. It's really great that the place didn't burn to the ground. That would have been a real shame. Couldn't have happened to a better guy…"

- "I saw some strangers in town earlier today. Adventurers, I think. I'll bet they're behind thi— oops. I've gotta go!"

- "Jorem's always screaming for attention. He's still bitter about how he was ousted as Mayor. That was five years ago. He needs get over it."

- "It's got to be the work of them filthy kobolds. I was over at the Swan's Rest and I saw a couple'r four hanging around over by Jorem's house about a half hour ago." (Note: Although this person is a human supremacist, he is not making this up. He is adamant about being heard by someone who looks important.)

Crime Scene Investigation: Swan Victims Unit

PCs that specifically look for unusual tracks around the house will be hard-pressed to find what they are looking for, as there has been a great commotion around the building since the fire began. But the ground is muddy, so there is a chance of finding the tracks of the six kobolds that started the fire. The Search (or Survival) skill DC is 18. Creatures with the scent ability and the Track feat can follow the trail through the mud with a DC 8 Wisdom check.

PCs with the Track feat can follow these tracks that lead directly to the silver mines. Once the trail gets about 100 feet inside the mine, however, the tracks disperse on the hard ground, and the DC goes up to 27, as the ground inside is hard and the kobolds split up and begin hiding their tracks.

Development: After investigating the scene of the crime, the PCs should now be headed toward the kobolds dwelling in Jorem's silver mines. Move on to Encounter Seven.

Encounter Seven: Deathtrap!

This encounter takes the party deep into the Silver mines of Swan. There, they come upon part of a kobold tribe loyal to Godeleva Langmuir.

Unless the party is coming here with the express consent of Jorem (and with his key), then they must first bypass the locked gate. Then they can proceed.

Iron gate: 1 in. thick; hardness 10; hp 30; Break DC 20; Open Lock DC 25.

As the party delves into the mine, have them establish a marching order for a 10-foot wide corridor and determine what they are using for light sources, if necessary.

Your party follows the mine tunnel deeper and deeper into the worked rock. For more than an hour you encounter nothing but dead-end mine shafts and the occasional miner station with nothing of real value or interest.

The entire foray into the mines is beginning to look like a waste of time when you come upon a large worked chamber. Although two everburning torches mark its entrance, their light does not pierce the extent of the long room.

Two kobolds have been stationed as guards in the Trap Room here. They are hiding in the darkness in two alcoves at the far end of the room that are set 15 feet up the wall, next to the 20-foot high ceiling. Each alcove has a 2-foot high partial wall in front of it, providing the kobolds with full cover when they duck down behind them. At all APLs, the room is 20 feet wide. The length of the room varies by APL. Refer to the encounter trap descriptions for each APL in **Appendix 1** and the DM's maps.

Unless the party is *silenced*, the kobolds should hear the PCs coming. If the party is using any light source of their own, the kobolds also see them coming from out of the darkness. Even if the party is not using any light source, the *everburning torches* at the Trap Room's entrance clearly illuminate them.

Once any visible PCs are 15 feet into the room, one of the kobolds calls out to them.

From somewhere out of the darkness, you hear a raspy voice speak one word: "Passsword!"

The kobolds accept only the first answer to this demand. If the party infiltrated the Langmuir mansion as members of the Langmuir House Guard (or disguised themselves as such), they should have been given the true password, "Vengeance."

These kobolds don't speak any more Common than they need to stand at their post here, so normal negotiations are impossible unless they are conducted in Draconic. The sentries are in no mood to negotiate, however, and are predisposed (through fear of punishment) to be hostile to anyone who doesn't just speak the password and move on through the door.

Threatening actions

If the party takes hostile action (drawing weapons, throwing light sources, casting any spells, etc), roll for initiative and begin combat, keeping in mind that the trap will trigger automatically once anyone who is not a kobold passes half-way through the room.

Speaking the correct password

If the party answers with the correct password, "Vengeance," then one of the kobolds presses a secret switch that suppresses the trap trigger for one minute, and unbolts the locked door at the far end of the chamber. Then the kobolds ignore the party. They will not take hostile action against the PCs unless the party is still in the room by the time the trap delay expires. At that point, the trap goes off if anyone is still in the room. The kobolds are surprised by the trap triggering (as they expected the party to have gone through the door already), and will join the combat encounter after the surprise round.

Speaking an incorrect password

If the party gives the wrong password, or no password at all, then the kobolds do not hit the trap delay. Knowing that the PCs are enemies, they will wait for the party to trigger the trap and will begin combat with actions in the surprise round. (Note that the trap has been engineered to trigger swiftly, and is set up to take attacks in a surprise round.)

Regardless, if the party answers with either the correct password or an incorrect password, the kobold's reply is the same:

The voice answers, "Proceed."

Trap: The razor pendulums trap in this encounter is an "encounter trap," a concept originally presented in *Dungeonscape*. When activated, an encounter trap acts more like a monster than a traditional D&D trap. It has an initiative count and an attack bonus that it uses to assault everyone in its area on its turn. Also, unlike the usual run-of-the-mill trap, encounter traps are designed to be encounters that everyone in the party can participate in. Skilled PCs can attempt to disable portions of it; warriors can bash away at key components; arcane casters can utilize spells to damage the mechanisms; and healers will likely keep busy healing the rest of the party.

Note that anyone in the room who has vision to the walls is allowed a spot check (DC = APL+12, see Appendix One) to notice the slots in the walls, out of which the razors swing.

The razor pendulums trap triggers when anyone who is not a kobold crosses the center of the room. The trap gets a surprise round attack on everyone in the room. Allow everyone in the room another Spot check (DC = APL+12, see **Appendix 1**) to notice the pendulums emerging from the wall slots. Those who succeed may act during the surprise round. Unless the party successfully gave the kobolds the correct password, the kobolds will also act in the surprise round, as they are fully aware of the trap and what it can do.

To clarify, people in the "kill zone" of the trap are hit each round by only one pendulum (unless they occupy more than one row of squares in the room).

See **Appendix 1** for more details on the Razor Pendulum Trap for each APL.

Creatures: Two kobold "miners" are posted as guards in the alcoves at the far end of the room. They have been itching for a chance to witness their trap in action and can't wait to cut down some adventurer scum.

APL 4 (EL 7)
Kobold "Miners" (2): male kobold Sorcerer 2; hp 12 each; see Appendix One.
Razor Pendulums Trap: Mechanical; Search DC 21; Trigger: Detection (*true seeing*); Effect: 8 pendulum blades (Atk +6 melee, 4d6 slashing), each attacking all creatures in one 5-foot by 20-foot row; Duration 9 rounds; Destruction AC 16; hp 15 (each pendulum); Disable Device DC 21 (each pendulum, but only at the ceiling, 20 feet above the floor). See **Appendix 1**.

APL 6 (EL 9)
Kobold "Miners" (2): male kobold Sorcerer 4; hp 21 each; see Appendix One.
Razor Pendulums Trap: Mechanical; Search DC 23; Trigger: Detection (*true seeing*); Effect: 10 pendulum blades (Atk +8 melee, 6d6 slashing), each attacking all creatures in one 5-foot by 20-foot row; Duration 11 rounds; Destruction AC 18; hp 20 (each pendulum); Disable Device DC 23 (each pendulum, but only at the ceiling, 20 feet above the floor). See **Appendix 1**.

APL 8 (EL 11)

Kobold "Miners" (2): male kobold Sorcerer 6; hp 31 each; see Appendix One.

Razor Pendulums Trap: Mechanical; Search DC 25; Trigger: Detection (*true seeing*); Effect: 12 pendulum blades (Atk +10 melee, 7d6 slashing), each attacking all creatures in one 5-foot by 20-foot row; Duration 13 rounds; Destruction AC 20; hp 25 (each pendulum); Disable Device DC 25 (each pendulum, but only at the ceiling, 20 feet above the floor). See **Appendix 1**.

APL 10 (EL 13)

Kobold "Miners" (2): male kobold Sorcerer 8; hp 41 each; see Appendix One.

Razor Pendulums Trap: Mechanical; Search DC 27; Trigger: Detection (*true seeing*); Effect: 14 pendulum blades (Atk +12 melee, 7d8 slashing), each attacking all creatures in one 5-foot by 20-foot row; Duration 13 rounds; Destruction AC 22; hp 30 (each pendulum); Disable Device DC 27 (each pendulum, but only at the ceiling, 20 feet above the floor). See **Appendix 1**.

Tactics: Once the razor pendulum trap is triggered, the kobold sorcerers stand up from behind the low wall cover that they have (marked on the DM's map of this encounter). From there, they unleash their spells on the party, especially targeting those PCs trying to disable or destroy the trap.

Note that if any party members retreat from the razor pendulums, to the hall outside, they are still within range of the kobolds' *wands of magic missile*. Use your best judgment to see if the kobolds would have line of sight. Although the kobold's 60' darkvision may not extend to the reach of the entire room at higher APLs, the continual flames at the doorway will allow them to target the party anyway. With no light at the far end of the trap room, however, adventurer casters and archers will not have that advantage in targeting the kobolds.

The kobolds also have some battle-field control spells at their disposal, which they can use to impede the party's progress through the room. *Grease*, metamagic sculpted *grease*, *silent images* (used to create illusory walls), and *caltrops* (see Appendix 2) can all be used to keep the party in the trap's kill-zone. The kobolds do, however, prefer to simply blast away at the party.

If either of the kobolds is threatened with hand to hand combat, they retreat back in the alcoves behind their starting positions and drop through the hidden pit traps there. While the trap door snaps shut behind them, they fall onto a pile of cushions and squeeze into a sprawling network of tunnels and crevasses. These spaces are too small for a medium-sized character to squeeze through,

and their labyrinthine qualities will make chasing them impossible. They will escape.

Likewise, if the trap's duration expires, the kobolds hide or flee, depending on how much damage they have sustained and whether they think they can finish off the party.

Treasure: Defeat and loot the kobolds.

APL 4: L: 1 gp; C: 90 gp; M: *piercer cloak* (x2) 75 gp per character each, *potion of cure light wounds* (x2) 4 gp per character each, *universal solvent* (x2) 4 gp per character each, *wand of magic missiles* (3rd level, 20 charges) (x2) 75 gp per character each.

APL 6: L: 1 gp; C: 140 gp; M: *piercer cloak* (x2) 75 gp per character each, *potion of cure moderate wounds* (x2) 25 gp per character each, *universal solvent* (x2) 4 gp per character each, *wand of magic missiles* (5th level, 20 charges) (x2) 125 gp per character each.

APL 8: L: 52 gp; C: 140 gp; M: *piercer cloak* (x2) 75 gp per character each, *potion of cure moderate wounds* (x2) 25 gp per character each, *ring of protection +1* (x2) 167 gp per character each, *universal solvent* (x2) 4 gp per character each, *wand of magic missiles* (7th level, 20 charges) (x2) 175 gp per character each.

APL 10: L: 52 gp; C: 240 gp; M: *cloak of charisma +2* (x2) 333 gp per character each, *potion of cure moderate wounds* (x2) 25 gp per character each, *universal solvent* (x2) 4 gp per character each, *wand of magic missiles* (5th level, 20 charges) (x2) 225 gp per character each.

Development: Once the adventurers get past the kobolds and their trap, they will need to unlock door at the far end of the room. They can pick the lock, or may use a spare key that was attached to one of the swinging pendulums (if the pendulum was destroyed). After that, they can move on to Encounter Eight: A Tale of Two Kobolds.

Encounter Eight: A Tale of Two Kobolds

The party continues deeper into the mine, where they come upon a torture chamber that holds the real Torc. He tells the party of Langmuir's devious plan and leads them farther into the underground tunnels to where kobolds loyal to Lady Godeleva have been building the ultimate trap.

Passing through the doorway, another roughly-hewn tunnel continues on. Less than 100 yards down the corridor, it opens up into what is clearly a torture

chamber. It is faintly lit by the red coals of a huge, smoldering fireplace.

Various implements of pain fill this room. One of the many hanging cages still holds a skeletal prisoner. In another, the body of a kobold hangs in the eerie light.

It stirs...

The real Torc is a prisoner in this room, hanging from the ceiling in one of the many cages.

Allow the party to take initial actions after the boxed text above. If they do not instantly kill Torc, he speaks.

"By the Archpaladin's skin... Adventurers?" the kobold says in a weak, but unaccented voice, "My prayers have been answered. Please, you must release me. All of the Viscounty depends on it."

As he struggles to his feet within the cage, PCs may make Spot checks. A DC 10 result reveals that this kobold looks just like Torc, except that he is stripped naked and has obviously been tortured. Whip lashes criss-cross his back; there are burn marks on one of his arms, and he is missing his left eye.

Torc activates his *detect evil* ability and scans the party. If anyone detects as evil or if he detects evil equipment on any PC, Torc still entreats the other PCs for aid. Once he is free, however, he does intend on confronting those that carry artifacts of evil.

<u>Imperative Information:</u> Torc immediately makes the PCs aware of the following imperative information. He speaks with desperate purpose, trying to instill a sense of dire urgency in the heroes.

- My name is Torc. I'm an ally of House Avgustin.

- House Langmuir has set a devastating trap for the Mounted Borderers. It's going to wipe them out if we don't stop it.

- Langmuir is set to invade Swan, and without the Borderer reinforcements, the town will fall and hundreds of people could die in the battle.

- You must free me. I can lead you to where the trap can be disabled.

<u>Supplemental Information:</u> Torc is more than willing to answer any and all follow-up questions. There was a time when he would have only trusted Sir Peri, as he was afraid of being found out by a mole, but Torc knows that at this hour discretion must take a back seat to action.

Possible questions and Torc's answers to them are below.

Who are you?

- My name is Torc of Heironeous. I'm a monastic student at Guildren Abbey, and an ally of House Avgustin. Who are you? Did Sir Peri send you?

What was the information that you had for Lady Elise/Sir Peri?

- Unfortunately, it is outdated now. I was worried that there was a mole in House Avgustin. There was—a man named Alber Guildenstern. Unfortunately, he discovered that I was on to him before I could discover who he was. That's why I needed Sir Peri to join me here in town. I also had word that Langmuir was readying for an invasion, but they hadn't moved their men in yet. I didn't understand the Langmuir motivation until after I sent the letter requesting Sir Peri's aid.

- Listen, this is very important: Before I was captured, I sent word to Lord Deleveu, entreating him to bring soldiers to aid Swan – But they are walking into a trap!

How do you know?

- I have a man on the inside, a mole in House Langmuir who has been channeling me information. I don't know his real name. In our communiqués, he only answers to "Toy Soldier."

What happened to you?

- The last information that Toy Soldier funneled to me led me to believe that Lady Langmuir was up to something down here in the silver mines... I came to investigate and I was taken prisoner. But not before I discovered what they're doing.

What are they doing?/What kind of trap is Deleveu walking into?

- The kobolds here in the silver mine – they're working for Langmuir. They've constructed a giant trap. They've set explosives within the entire bluff. When the Borderer reinforcements arrive from Lord Deleveu, they're going to set it off. The entire Third Company will get buried beneath a thousand tons of rock. If Deleveu is with them ,he'll be killed, too. And if he isn't, he'll probably blame Avgustin for it, accuse them of drawing his men—and the Viscount's men—into a trap.

Why would Langmuir do that?

- Lady Godeleva, she's the real power behind the House... Godeleva will probably have her soldiers swoop into town to kill all of the kobolds that are responsible... and probably some that aren't. With all of the Avgustin Guards gone, they will make a show of being able to maintain law and order, where Avgustin cannot. Or

perhaps she'll just wage a war on the town. Shannus has provided her with a golden opportunity.

What would Langmuir gain by taking Swan?

• Swan is a town with abundant resources: silver, gems, salt… and control of a waterway. It is a lucrative plot of land.

How can we stop them?

• It is too late to stop Lord Deleveu's men. If they are coming to Swan, they could be marching into the trap's kill-zone any minute. We've got to disable the trap at its source. I know where it is. I can take you there.

Hey, there's another kobold impersonating you around town.

• Ah. That would probably be the Langmuir mole in House Avgustin who captured me. He's a wretched man, but a master of disguise

Torc would very much like the heroes to free him from this place. They can do so easily enough. A simple winch lowers the cage to the floor, and it can either be broken or the lock may be picked.

Torc's cage: 2 in. thick; hardness 10; hp 40; Break DC 25; Open Lock DC 30

Torc fully intends to lead the party on to the trap's main chamber, and will hear nothing of not going with them. There are a number of kobold tunnels in the bluff, and without him to guide them, the heroes will never find the right place in time.

In addition to speaking with Torc, players may wish to examine the room.

The instruments of torture in this room are sized variously for medium and small sized creatures. Gauge the maturity of your group of players before describing any of the details of the room.

The instruments include (but are not limited to) iron maidens, an inquisitional chair covered in spikes, a garrote chair, and hanging cages. Opposite the fireplace is a table with bloodstained instruments including whips, thumb screws, files, gags, brands, pincers, pokers, knives, expanding pears, lengths of barbed wire, and heretic's spikes.

Any law enforcement PCs (Mounted Borderers, Noble House Vassals, or Gentlemen of the Watch) know that many of these implements are not legal in the Viscounty. Other PCs can know this for certain with a DC 15 Knowledge (local VTF) check.

Creatures: Torc has been terribly beaten and tortured in his short time here. He is covered with fresh wounds and his left eye is gone, covered now only by the blindfold that he has managed to work up over his good eye.

Despite the torture, his will has not been broken. He is still determined to foil Godeleva Langmuir's plan in the defense of Swan and in the name of House Avgustin. He sees the appearance of the adventurers as the answer to his prayers to The Archpaladin.

He insists on accompanying the adventurers deeper into the mines, to both show them the inner workings of the Great Trap and in the hopes that he might be able to revenge himself on some of the traitorous kobolds that have kept him prisoner here.

Torc: male kobold Paladin 8; hp 69; see Appendix 1.

Treasure: Although Torc discourages wasting too much time in looting this room, there are some items that could prove useful here: Three small- and two medium-sized whips, four 50-foot lengths of hemp rope, a sledge hammer, a blunted hand saw, six pitons, four daggers, three flasks of acid, and enough small instruments, needles, and wires to improvise a poor set of thieves' tools (providing a +0 circumstance bonus to Open Lock checks, better than not having tools at all). There is also a working water pump situated in the center of the room.

Development: After liberating Torc and speaking with him, the diminutive paladin will lead them deeper into the underground tunnels, guiding them to where The Great Trap is set. Continue on to Encounter Nine.

Encounter Nine: The Swan and the Crow

In this encounter, the real Torc leads the party to the heart of the Great Trap. There, the PCs confront Lord Ludovic Langmuir, Lady Godeleva, and Alber Guildenstern.

Torc directs the party down a series of other corridors for about twenty minutes. The hub of the Great Trap is not far, and he will tell the party when they are nearing within a few minutes, so that they may cast spells to prepare themselves, if they wish. He expects that the Trap will not be left unguarded.

Torc warns the PCs to avoid using fire if they should enter combat. If they were to accidentally set off the trap, they will all surely be killed.

Up ahead, beyond a turn in the passage from which you see light flickering, you hear a man's voice rise in defiance. "But what you've planned—this is treason!"

"It is for the good of our House, and the greater good of the Viscounty, Ludovic," replies an old woman with barely contained rage. "Question me in front of our vassals again, and you will regret it."

The woman changes her tone of voice to address another person. "Go on, 'Torc,'"

If the party advances slowly, they hear more of the conversation.

Make it clear to your PCs that at any point, they can interrupt the following dialogue. If they rush into the room or begin casting any spells with a verbal component, skip the rest of this text and continue below.

"Yes, m'Lady Godeleva," replies a distinctly Torc-ish voice. "When my kobolds set off the fuses at the far end of the cavern, it will start a chain reaction throughout this entire chamber, blasting away half of Swan's Bluff, crushing the Third Company on the trails below."

"You're certain that the silver mines will be left undamaged?"

"Absolutely. As you can see, all is ready. If it pleases m'Lady, we should depart. Lord Deleveu's column should be approaching the bluffs at any moment. We await only the signal horn from our scouts above."

"Excellent," replies Lady Godeleva. "We are away then." You hear many armored bodies stir and begin walking away from the doorway before you.

"Mother, you must listen to reason," says Ludovic. "I do not want to challenge you, but I cannot stand by once more while you commit an atrocity in the name of our house."

Godeleva froths with anger once more, "Insolent whelp!" she spits, punctuated by the sound of a slap.

If the PCs have not acted yet, then by this point, Torc urges them forward. If they still want to wait to hear more, or wait for the Langmuirs and the false Torc to leave, then Torc rushes into the room himself.

The room is a massive, largely unworked chamber. It has the appearance of a crescent-shaped crevasse that gently bows toward the north, but a floor of wooden planks has been put in. Above, at ten-foot intervals are a series of support beams, with pulleys and ladders leading up to them. They extend into the darkness.

Various barrels and casks dominate the entire right-hand (south) side of the room. Some are stacked around large rock formations, and many others have been worked into holes in the wall, continuing up into the shadows above. Fuses trail away from them all, leading across the room and out of the far side of the chamber.

The eastern end of the cavern narrows to a tunnel that leads to a small room where the fuses are bound together in the trigger mechanism. Beyond that, a tunnel leads up and out to a concealed entrance 100 yards away from the edge of the bluff.

The force of Langmuir guards holds the only light in the chamber. Six of the dozen men carry *everburning torches*. If it is necessary, use the Langmuir House Guard statistics from Encounter Two.

Standing between them and the party's entry point are Ludovic Langmuir, Godeleva, and the "Torc" that the party freed from House Langmuir earlier that day.

As the true Torc rushes into the cavern, interrupting the argument, Ludovic spies him. A puzzled look passes briefly over his face, but then the noble clearly calls out: "Westward flies the crow, bringing light to darkened lands..."

Torc is shocked for a moment, but then replies: "...His journey will defeat the night, putting right the wrongs at hand."

Allow PCs to make a Sense Motive check, DC 8. Success means that their PC understands that Ludovic has given a sign to which Torc has provided the proper counter-sign. A DC 10 Wisdom check leads to the deduction that Lord Ludovic must be "Toy Soldier." If no one in the party succeeds at the Wisdom check, Torc makes the conclusion clear:

Through his disbelief, Torc acknowledges Lord Langmuir. "Toy Soldier, I presume."

Regardless of successes or failures in the party, Lady Godeleva has made the check herself and understands that her son has betrayed her to the kobold. Continue.

Godeleva shrieks, "Treason! You speak to me of treason?! You have betrayed your own House, Ludovic!" Turning to the guards at her side, she commands, "Arrest my son, and kill the adventurers!"

"No." Ludovic says, his voice echoing throughout the chamber as he rises to his full height.

"I am the Lord of this House, not my mother!" He thrusts his fist toward them, his noble signet ring gleaming in the torchlight. "Drop your weapons!"

The Langmuir soldiers hesitate, glancing at Godeleva, but Ludovic strides forward with growing authority in his voice. Brandishing his ring as if it were a weapon, he commands, "Obey your Lord!" Stunned, the soldiers lower their swords and drop them to the ground. A fierce look of pride washes over Ludovic's face, but the False Torc interrupts his revelry.

"I am not part of your house, Langmuir," the kobold hisses, drawing his blade. "I serve another."

"True," Ludovic replies. Turning to your group, with a nod toward the imposter, he says, "Kill him."

Roll for initiative.

Lord Ludovic, Lady Godeleva, the true Torc, and the Langmuir Regulators will not contribute greatly to combat.

Lord Ludovic is maintaining a close eye on his vassals. They are now unarmed, and two of them have moved to flank Lady Godeleva, insuring that she does not try to escape. The rest of the Regulators, at Langmuir's command, fan out in an attempt to contain the battle and keep Alber from escaping. They are confused and somewhat shaken, however, and do not engage the spy.

The Iron Lady is stunned speechless, but is aware that the outcome of Alber's fight with the adventurers could very well decide her own fate. She cannot meaningfully contribute to aid him, however.

Torc is a paladin who excels at mounted combat, but he has no steed and none of his gear. He knows from experience that if he were to attempt to attack Alber under these conditions, that he would be throwing his life away. If the need is dire, and he can help, he will hazard entering the battlefield to cast his cure light wounds on an ally that needs it. Otherwise, he has very little that he can do to help.

Alber Guildenstern knows that his cover has been blown. His first mind is to escape. If that does not prove to be feasible, then he will turn and fight to the death. See Alber's combat tactics below.

APL 4 (EL 7)
Alber Guildenstern: male human Rogue 3/Duskblade 3/Spymaster 1; hp 54; see Appendix 1.

APL 6 (EL 9)
Alber Guildenstern: male human Rogue 3/Duskblade 3/Spymaster 3; hp 68; see Appendix 1.

APL 8 (EL 11)
Alber Guildenstern: male human Rogue 3/Duskblade 3/Spymaster 5; hp 82; see Appendix One.

APL 10 (EL 13)
Alber Guildenstern: male human Rogue 3/Duskblade 3/Spymaster 7; hp 96; see Appendix 1.

Tactics: In the first round of combat, Alber the Imposter throws a fire elemental gem at the party, conjuring a large fire elemental within squares that contain explosive materials. He then moves to escape from the chamber. He has a number of defensive magic items and abilities at his disposal.

If the party cuts him off, or if it is clear that he will not be able to escape, then he attacks the most vulnerable adventurer targets that he can, making use of his duskblade quickcast ability to combine spells with his melee attacks. He often uses Combat Expertise and fights defensively.

Alber is a ruthless opponent, but if he cannot escape or kill every last one of the PCs, then he will see to it that he is not taken alive. His secrets will go with him to the grave.

Guildenstern has an alchemical tooth loaded with a potent acid. If he is about to fall, he will bite down on the tooth, releasing the acid, causing 2d6 points of damage to himself and utterly burning away his tongue (thus preventing the use of speak with dead spells on his corpse).

Fire in the Hole!

As a whole, the Great Trap is too complex to be triggered accidentally. However, if any of the stockpiles in the room are hit by a fire effect or an area effect spell that could ignite them (alchemist's fire, *fireball, flame strike, burning hands, lightning bolt*, etc) or if they are intentionally targeted by spells like *scorching ray* or *orb of fire*, then they immediately explode, doing damage to people and objects in all adjacent squares.

The damage depends on APL:

APL 4: 2d4 damage, DC 15 Reflex save for half
APL 6: 3d4 damage, DC 17 Reflex save for half
APL 8: 4d4 damage, DC 19 Reflex save for half
APL 10: 5d4 damage, DC 21 Reflex save for half

There is no risk of catching on fire, as the explosives are primarily intended to blast for effect, not heat. Half of the damage is fire, and half is from bits of shrapnel.

Note that this damage can cause a chain reaction in certain places on the floor of the chamber, but the

majority of charges (embedded in the walls above) are not affected.

If such a chain reaction occurs, describe the shaking of the ground, and the booming CRACK of breaking rocks. Small stones (and some larger boulders) begin falling from the ceiling, some crashing holes in the floor. None of these do damage to the PCs or any of the major NPCs that are present. But the DM should feel free to make the players sweat a little.

Treasure: Defeat and loot Alber Guildenstern.

APL 4: L: 21 gp; C: 36 gp; M: *+1 longsword* 193 gp per character, *+1 chainshirt* 104 gp per character, *anklet of translocation* 117 gp per character, *circlet of persuasion* 375 gp per character, *elemental gem (fire)* 188 per character each, *healing belt* 63 gp per character, *Heward's handy haversack* 167 gp per character, *oil of bless weapon* 8 gp per character, *potion of cure light wounds* 4 gp per character, *vest of resistance +1* 83 gp per character.

APL 6: L: 21 gp; C: 536 gp; M: *+1 longsword* 193 gp per character, *+1 chainshirt* 104 gp per character, *anklet of translocation* 117 gp per character, *circlet of persuasion* 375 gp per character, *elemental gem (fire)* 188 per character each, *healing belt* 63 gp per character, *Heward's handy haversack* 167 gp per character, *oil of bless weapon* 8 gp per character, *potion of cure light wounds* 4 gp per character, *vest of resistance +1* 83 gp per character.

APL 8: L: 21 gp; C: 536 gp; M: *+1 longsword* 193 gp per character, *+1 chainshirt* 104 gp per character, *anklet of translocation* 117 gp per character, *circlet of persuasion* 375 gp per character, *cloak of charisma +2* 333 gp per character, *elemental gem (fire)* (x2) 188 per character each, *gloves of dexterity +2* 333 gp per character, *healing belt* 63 gp per character, *Heward's handy haversack* 167 gp per character, *oil of bless weapon* 8 gp per character, *potion of cure light wounds* 4 gp per character, *vest of resistance +1* 83 gp per character.

APL 10: L: 20 gp; C: 50 gp; M: *+1 longsword* 193 gp per character, *+1 buckler* 97 gp per character, *+2 chainshirt* 354 gp per character, *anklet of translocation* 117 gp per character, *circlet of persuasion* 375 gp per character, *cloak of charisma +2* 333 gp per character, *elemental gem (fire)* (x2) 188 per character each, *gloves of dexterity +2* 333 gp per character, *healing belt* 63 gp per character, *Heward's handy haversack* 167 gp per character, *oil of bless weapon* 8 gp per character, *potion of cure light wounds* 4 gp per character, *vest of resistance +1* 83 gp per character.

Development: Regardless of whether Alber is able to escape, Lady Godeleva's plan and Alber's identity have still been exposed, thanks to the timely arrival of the heroes.

If Alber escapes from the party, unless no one is chasing him, he will not have time to trigger the Great Trap. Once out of the tunnels, he runs at top speed toward the town, losing his tracks amongst those in the highly trafficked areas of town. If any PCs give chase, refer to the "Evasion and Pursuit" mechanics in the *Dungeon Master's Guide* (page 20). If he cannot elude the PCs, he will turn and fight.

If he can get even 1-3 minutes of lead time on the heroes, he will alter his disguise, and fade away in plain sight, returning to his secret master.

If all of the party members have been defeated, Ludovic orders his men to retrieve the PCs bodies. They flee the cavern to the east.

Lord Ludovic leads the party out of the tunnels through the eastern passage. The trigger mechanism lies in a room that is about 100 feet up the hall.

Once out of immediate danger, Ludovic will produce *cure* potions to revive any unconscious heroes. The Trap's trigger can be dismantled with relative ease with a Disable Device check DC 25. (There is no chance of accidentally setting it off with a failed check.)

If no one in the party is capable of disabling the device, then Torc can use his racial aptitude for trap-making to point out the trigger's weaknesses, and the trap can be destroyed without risk (so long as fire is not used in the process).

Torc fills Lord Langmuir in on what has transpired, and makes known the adventurer's pivotal role in averting disaster.

When the party emerges from the caverns, read or paraphrase the following:

From the top of Swan's Bluff, with the violent rainstorm over, it is impossible to miss the Langmuir army that has approached the eastern edge of the river last night.

Emerging from the concealed entrance to the caverns, Lord Ludovic stands tall. "It seems you arrived just in time," he says, pointing to the south. "Look."

Lord Deleveu's white stag banners flutter in the pre-dawn light, leading the column of the Third Company as they ride up the switchback trail toward Swan and Fort Wilfrick.

Lord Langmuir leads the party to the fort.

End the adventure with the appropriate conclusion below.

Conclusion

The recent events in Swan could lead to a number of different outcomes.

If the party was taken prisoner by the Langmuir Regulators in the Avgustin Manor, they are knocked unconscious and awake later in the silver mines.

You are held prisoner under heavy guard for hours in a cold, dark place underground. Nothing happens for hours, until you hear a muffled explosion rocking the caverns around you. You feel the cliffs above you shudder and heave as part of the bluff falls away into a rockslide. For a moment you hear only the roar of crashing rocks and timber outside. After what seems an eternity, the earth grows silent, but the anguished cries of the survivors can be heard faintly.

You are held for a few hours and then released unharmed with all of your possessions. One of the Regulators you saw yesterday warns you not to make any trouble while on Langmuir lands. It seems the plans of the Iron Lady have succeeded.

Lord Deleveu and the majority of the Third Company of Mounted Borderers are dead. Continue to Epilogue One, below.

If the PCs rode back to Swan with Lord Deleveu's column, they bear witness to the Great Trap's explosion, but can do little more than watch on in horror as it destroys all hope of Swan's defense.

Swan finally returns to view as the first rays of dawn hit the highest buildings of the town. The Borderers are approaching from the southwest, and make for the switchback trail up the bluffs.

As the first riders near the top of the path, a muffled explosion rocks the ground beneath them. The cliffs shudder and heave and part of the bluff falls away into a massive rockslide.

The roar of crashing rocks and timber drown out the shrieks of dying horses and men. After what seems an eternity, the earth grows silent, but the anguished cries of the few survivors can still be heard. The Third Company has been devastated.

This was no accident. It seems the nefarious plans of the Iron Lady have succeeded.

Lord Deleveu and the majority of the Third Company of Mounted Borderers are dead. Continue to Epilogue One, below.

Epilogue One: Langmuir invades

By noon, the forces of House Langmuir occupy Fort Wilfrick. Captain Rodrigo and the few surviving Borderers are forced by overwhelming numbers to depart from the lands. Without additional support, Lady Elise and her small force of cavalry is unable to prevent Langmuir from occupying the town, as well. Rather than expose her depleted forces and beleaguered people to further bloodshed, she reluctantly agrees to cede Swan and all lands east to House Langmuir. She and her riders withdraw to Loren's Ford.

Worse than the loss of Swan is the knowledge that the Mounted Borderers who were already stretched thin, have lost most of the Third Company. The elves of the Gnarley will have free reign of the forest, and if the feuding nobles seemed bold before, then things will certainly get worse in the coming months. Can no one bring peace to the beleaguered Viscounty?

The End

If the party successfully reached Alber Guildenstern, and thus prevented the trap from springing on Lord Deleveu, then there is a unique meeting at Fort Wilfrick. These events proceed whether Alber escaped or not.

The sun rises, and Lady Elise arrives. Clad in gleaming full plate atop a pristine white horse at the head of her cavalry, she rides into Swan and is moving directly to Fort Wilfrick when she catches Ludovic Langmuir's sight.

Although her force does not compare to the Langmuir army camped to the east, she challenges him defiantly: "If you have come for Swan, Langmuir, you shall not take it without a fight."

"My House Langmuir has no such desire, Lady Brandenberg," Ludovic replies. "Come. Meet with me and Lord Deleveu in Fort Wilfrick, and you shall hear how disaster was averted."

Langmuir likewise invites the party and Torc to explain all that they have experienced to the assembled nobles. If they decline, Torc will provide what he knows of the recent events.

During the nobles' impromptu summit, Ludovic makes it clear that his mother will no longer wield

power in his family. He will hold her under house arrest.

Lady Elise is especially impressed at how Ludovic risked everything to stand up against his mother, selflessly defending Avgustin's sovereignty solely on the strength of his convictions.

Similarly, Ludovic greatly regards Elise's bravery and readiness to adopt the mantle of leading House Avgustin in battle. The strength of her character inspires his respect in kind.

If the PCs opted to go to Fort Wilfrick with the nobles, then Lord Deleveu personally gives his thanks to them for saving his life and the lives of his soldiers. He also asks them their opinion:

"You have done much today. I and my soldiers owe you our lives," says Lord Deleveu, the dark-haired half-elf commander of the Long Riders. "I wonder if you might offer your counsel on a matter: The esteemed Lord Langmuir uncovered some scraps of evidence that may mean that Alber Guildenstern, the imposter Torc, was working in concert with an elven agent, incensing the Gnarley elves into aggression against the other people of the Viscounty."

"It is my thought that the feuding noble houses pose a greater threat to the Viscounty than the orcs or elves of the Gnarley. Thus, I am currently withdrawing the Borderers from the Gnarley in order for me to re-deploy them across the Viscounty to restore order and keep the peace."

"But in your adventuring opinion, which is the greater threat to our way of life: Xenophobic elves and barbarous orcs, or feuding nobles in the absence of the Viscount?"

If the players are split, have no opinion, or are not present, then he will independently decide that the troops should be re-deployed across the Viscounty proper.

Whatever their opinion, Deleveu thanks them for it and for all of their recent heroics. He will give their thoughts due weight when he makes his final decision.

Conclude with Epilogue Two.

Epilogue Two: "To the Future"

That evening, Lord Ludovic and Lady Elise stand together on the parapets of Fort Wilfrick.

They thank you and your party for your devoted service. "You have surely heralded a new day of peace and order in the Viscounty," says Lord Langmuir.

"Without you," adds Lady Elise, "none of this would have been possible. You have the eternal gratitude of both of our houses, my dear friends."

They raise a glass of Cienega Red to the future, and whatever it may hold. Lord Ludovic winks at the young Lady of Avgustin. She looks away, but perhaps only to hide her blushing cheeks.

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 Two – Save the Kobold, Save the World

Rescue "Torc" from the Langmuir Mansion. Combat is not required in order to receive full experience awards for this encounter.

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP

Encounter Seven – Deathtrap!

Defeat or drive off the kobolds; destroy, disable, or simply survive the trap and get through the locked door.

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP

Encounter Nine – The Swan and the Crow

Defeat Alber Guildenstern.

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP

Award for Good Roleplaying

APL 4	135 XP
APL 6	180 XP

| APL 8 | 225 XP |
| APL 10 | 270 XP |

Total Possible Experience

APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP

Treasure Summary

During an adventure, PCs 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 PCs cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that PCs 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), PCs may return to retrieve loot. If the PCs 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 PCs may want to use them during the adventure. Many times PCs 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 PCs total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, PCs 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 Two – Save the Kobold, Save the World

Defeat the Langmuir Regulators and steal their gear.

APL 4: L: 259 gp; C: 88 gp; M: *potion of cure light wounds* (x8) 5 gp per character each.

APL 6: L: 376 gp; C: 88 gp; M: *brute gauntlets* (x4) 42 gp per character each, *potion of cure light wounds* (x4) 5 gp per character each, *potion of cure moderate wounds* (x4) 25 gp per character each.

APL 8: L: 393 gp; C: 88 gp; M: *brute gauntlets* (x4) 42 gp per character each, *+1 chainshirt* (x4) 104 gp per character each, *potion of cure light wounds* (x4) 5 gp per character each, *potion of cure moderate wounds* (x4) 25 gp per character each.

APL 8: L: 393 gp; C: 88 gp; M: *brute gauntlets* (x4) 42 gp per character each, *+1 chainshirt* (x4) 104 gp per character each, *+1 rapier* (x4) 193 gp per character each, *potion of cure light wounds* (x4) 4 gp per character each, *potion of cure moderate wounds* (x4) 25 gp per character each.

Encounter Four – The Four Horsemen

Instigate combat with the Mounted Borderers, defeat all of them, and loot their bodies.

All APLs: L: 143 gp; C: 0 gp; M: oil of magic weapon (x4), 4 gp per character each, potion of cure light wounds (x4), 4 gp per character each.

Encounter Seven – Deathtrap!

Defeat the kobolds and loot their bodies.

APL 4: L: 1 gp; C: 90 gp; M: *piercer cloak* (x2) 75 gp per character each, *potion of cure light wounds* (x2) 4 gp per character each, *universal solvent* (x2) 4 gp per character each, *wand of magic missiles* (3rd level, 20 charges) (x2) 75 gp per character each.

APL 6: L: 1 gp; C: 140 gp; M: *piercer cloak* (x2) 75 gp per character each, *potion of cure moderate wounds* (x2) 25 gp per character each, *universal solvent* (x2) 4 gp per character each, *wand of magic missiles* (5th level, 20 charges) (x2) 125 gp per character each.

APL 8: L: 52 gp; C: 140 gp; M: *piercer cloak* (x2) 75 gp per character each, *potion of cure moderate wounds* (x2)

25 gp per character each, *ring of protection +1* (x2) 167 gp per character each, *universal solvent* (x2) 4 gp per character each, *wand of magic missiles* (7th level, 20 charges) (x2) 175 gp per character each.

APL 10: L: 52 gp; C: 240 gp; M: *cloak of charisma +2* (x2) 333 gp per character each, *potion of cure moderate wounds* (x2) 25 gp per character each, *universal solvent* (x2) 4 gp per character each, *wand of magic missiles* (5th level, 20 charges) (x2) 225 gp per character each.

Encounter Nine – The Swan and the Crow

Defeat Alber Guildenstern and loot his body.

APL 4: L: 21 gp; C: 36 gp; M: *+1 longsword* 193 gp per character, *+1 chainshirt* 104 gp per character, *anklet of translocation* 117 gp per character, *circlet of persuasion* 375 gp per character, *elemental gem (fire)* 188 per character each, *healing belt* 63 gp per character, *Heward's handy haversack* 167 gp per character, *oil of bless weapon* 8 gp per character, *potion of cure light wounds* 4 gp per character, *vest of resistance +1* 83 gp per character.

APL 6: L: 21 gp; C: 536 gp; M: *+1 longsword* 193 gp per character, *+1 chainshirt* 104 gp per character, *anklet of translocation* 117 gp per character, *circlet of persuasion* 375 gp per character, *elemental gem (fire)* 188 per character each, *healing belt* 63 gp per character, *Heward's handy haversack* 167 gp per character, *oil of bless weapon* 8 gp per character, *potion of cure light wounds* 4 gp per character, *vest of resistance +1* 83 gp per character.

APL 8: L: 21 gp; C: 536 gp; M: *+1 longsword* 193 gp per character, *+1 chainshirt* 104 gp per character, *anklet of translocation* 117 gp per character, *circlet of persuasion* 375 gp per character, *cloak of charisma +2* 333 gp per character, *elemental gem (fire)* (x2) 188 per character each, *gloves of dexterity +2* 333 gp per character, *healing belt* 63 gp per character, *Heward's handy haversack* 167 gp per character, *oil of bless weapon* 8 gp per character, *potion of cure light wounds* 4 gp per character, *vest of resistance +1* 83 gp per character.

APL 10: L: 20 gp; C: 50 gp; M: *+1 longsword* 193 gp per character, *+1 buckler* 97 gp per character, *+2 chainshirt* 354 gp per character, *anklet of translocation* 117 gp per character, *circlet of persuasion* 375 gp per character, *cloak of charisma +2* 333 gp per character, *elemental gem (fire)* (x2) 188 per character each, *gloves of dexterity +2* 333 gp per character, *healing belt* 63 gp per character, *Heward's handy haversack* 167 gp per character, *oil of bless weapon* 8 gp per character, *potion of cure light*

wounds 4 gp per character, *vest of resistance +1* 83 gp per character.

Maximum Possible Treasure

APL 4: 650 gp
APL 6: 900 gp
APL 8: 1300 gp
APL 10: 2300 gp

Items to be Listed on the AR:

Cross out any item not gained.

☛**Debt of Gratitude**: For saving his life, Torc of Heironeous offers to help you learn any one (1) of the following spells or combat feats ☐ *crown of smiting* [PH2], ☐*blessing of the righteous* [PH2], ☐*divine retaliation* [PH2], ☐Brutal Strike, ☐Cometary Collision, ☐Intimidating Strike, ☐Indomitable Will, or ☐Lunging Strike [PH2]

☛**Friend of House Avgustin**: You discovered the plot of Godeleva Langmuir and saved the town of Swan. In return, any one item of your choice from the list below is changed to Regional access. If this character previously received Favor of House Avgustin from VER7-05 *The Lion and the Dragon*, choose two items may be changed to Frequency [Any]. Mark the item(s) now. Purchasing limits still apply.

☛**Afoul of the Law**: You were arrested by Mounted Borderers for the following crime(s) and given the corresponding punishment(s):

Crime: _____

Punishment: _____

☛**Appreciation of Waldgraf Deleveu**: For saving the Third Company from the Great Trap, you gain three Influence points with Lord Deleveu. Alternatively, each may be spent immediately to directly negate one low crime and corresponding punishment from *Afoul of the Law*.

☛**Respect of Lord Estival**: You killed Alber Guildenstern, a dangerous agent in the Viscounty. In appreciation for your service, Lord Estival offers you an immediate upgrade to your Ring of Estival (from VER6-03 *Castle Estival*) at half of the normal gp cost. Additionally, it costs no Influence points. Normal TU and XP costs apply. The character must already possess the Ring of Estival prior to playing this adventure, and this special upgrade must be applied on this AR.

☛**Vile Hex of Alber Guildenstern:** Although you foiled his plans, the master spy Alber Guildenstern escaped. Unfortunately, he knows who you are. This may have ramifications in the future.

☛**Thanks of Lord Langmuir:** The lord of House Langmuir hopes to atone for the transgressions of his house. Ludovic grants you five (5) Influence points with House Langmuir.

☛**Fealty to Lord Langmuir:** *In* order to ensure the solidarity of his control over House Langmuir, Ludovic requires all members of the Langmuir Regulators metaorganization to denounce Lady Godeleva and swear fealty to him. Those who refuse are expelled from the metaorganization immediately. PCs who earned the **Loyal to Lord Ludovic** reward from VER7-05 *The Lion and the Dragon* are awarded 5 influence points.

Items Found During the Adventure

APL 4
Anklet of transposition, Freq: Adventure, *MIC*
Brute gauntlets, Freq: Adventure, *MIC*
Circlet of persuasion, Freq: Adventure, *DMG*
Elemental gem (fire), Freq: Adventure, *DMG*
Healing belt, Freq: Adventure, *MIC*
Piercer cloak, Freq: Adventure, *MIC*
Torc of displacement, Freq: Adventure, *MIC*
Universal solvent, Freq: Adventure, *DMG*
Wand of magic missiles (3rd level, 20 charges), Freq: Adventure, *DMG,* 900 gp [limit 1]

APL 6 (as APL 4 plus the following)
Wand of magic missiles (5th level, 20 charges), Freq: Adventure, *DMG,* 1,500 gp [limit 1]

APL 8 (as APL 4-6 plus the following)
Wand of magic missiles (7th level, 20 charges), Freq: Adventure, *DMG,* 2,100 gp [limit 1]

APL 10 (as APL 4-8 plus the following)
Wand of magic missiles (9th level, 20 charges), Freq: Adventure, *DMG,* 2,700 gp [limit 1]

Encounter Four: The Four Horsemen

MOUNTED BORDERER TROOPER   **CR 2**
Male human ranger1/fighter 1
LN Medium humanoid (human)
Init +1 **Senses** Listen +0, Spot +4
Languages Common and either: Elven (50%),
  Gnomish (25%), or Orcish (25%)

AC 19, touch 11, flat-footed 18
  (+1 Dex, +6 armor, +2 heavy shield)
hp 13 (2 Hit Dice)
Fort +4, **Ref** +3, **Will** +1

Speed 60 ft. (12 squares), or 20 ft. (4 squares) on foot
Melee masterwork lance +4 (1d8+1/19-20) or
Melee longsword +3 (1d8/19-20)
Ranged light crossbow +3 (1d8/x3)
Base Atk +2; **Grp** +4
Atk Options Power Attack, Ride-By Attack
Combat Gear o*il of magic weapon, potion of cure light wounds*

Abilities Str 13, Dex 12, Con 11, Int 8, Wis 10, Cha 9
Feats Track, Mounted Combat, Ride-by-Attack, Power Attack
Skills Handle Animal +2, Knowledge (Local) +1, Ride +6, Sense Motive +2, Speak language (elven, gnomish or orcish), Spot +4, Survival +4
Possessions combat gear plus light warhorse (with maximum possible hit points), breastplate barding, military saddle, bit and bridle, and saddlebags, plus banded mail, heavy wooden shield, masterwork lance, longsword, silver morningstar, sap, light crossbow with 10 bolts, mounted borderers' uniform, map of Verbobonc, pocket guide to the Laws of the Viscounty, flint and steel, 5 torches, 5 days rations and feed, waterskin, bedroll, signal whistle, manacles, holy symbol of St. Cuthbert, 295 gp (money at Fort Wilfrick)

*while charging a small or medium unmounted
  opponent, the Borderer's stats change as follows:
    AC 17, touch 9, flat-footed 16
    hp 13
    Melee* masterwork lance +6 (1d8+1/19-20)
    Grp +6
    Feats Ride-by Attack, Mounted Combat
    *includes charge, higher ground, 1-point Power Attack

Encounter Eight: A Tale Of Two Kobolds

TORC   **CR 4**
Male kobold paladin 8
LG Small humanoid (reptilian)

Init +1 **Senses** Listen +1, Spot +1, darkvision 60'
Languages Common, Draconic

AC 13, touch 12, flat-footed 12
  (+1 size, +1 Dex, +1 natural)
hp 69 (10 Hit Dice)
Fort +10, **Ref** +6, **Will** +6

Speed 30 ft. (6 squares)
Melee none
Ranged none
Base Atk +10/+5; **Grp** +7
Atk Options Ride-by Attack, Smite Evil, Spirited Charge
Combat Gear none

Abilities Str 12, Dex 12, Con 12, Int 8, Wis 12, Cha 14
Feats Divine Cleansing*, Mounted Combat, Ride-by-Attack, Spirited Charge
Skills Knowledge (religion) +0, Ride + 9, Speak Language (2 ranks)
Possessions none **(see below)**
Paladin Spells Prepared (CL 4th):
    1st—*cure light wounds, lesser restoration*

Description The kobold Torc stands taller than most of his kind, measuring in at a respectful 3'4". His scales are reddish brown. He has a proud bearing and a noble heart. His loyalty is first and foremost to Heironeous, followed closely by his loyalty to House Avgustin, and to his friends.
  Torc has seen better days. When the party encounters him, he is bloody, beaten and battered. Fresh cuts grace his naked body, he is missing some teeth, and his left eye has been plucked out.
  But for all of the torture he has gone through, his spirit has not been broken.
Aura of Good (Ex) The power of Torc's aura of good (see the *detect good* spell) is equal to his paladin level.
Detect Evil (Sp) At will, Torc can use *detect evil*, as the spell.
Smite Evil (Su) Twice per day, Torc may attempt to smite evil with one normal melee attack. He adds his Charisma bonus (+2) to his attack roll and deals 1 extra point of damage per paladin level (8 extra points of damage). If Torc accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day.
Divine Grace (Su) Torc gains a bonus equal to his Charisma bonus (+2) on all saving throws.
Lay on Hands (Su) Torc can heal wounds (her own or those of others) by touch. Each day he can heal a total number of hit points of damage equal to her paladin level x her Charisma bonus (16 points). He may choose to divide his healing among multiple

recipients, and he doesn't have to use it all at once. Using lay on hands is a standard action.

Aura of Courage (Su) Torc is immune to fear (magical or otherwise). Each ally within 10 feet of him gains a +4 morale bonus on saving throws against fear effects. This ability functions while Torc is conscious, but not if she is unconscious or dead.

Divine Health (Ex) Torc is immune to all diseases, including supernatural and magical diseases.

Turn Undead (Su) Torc has the supernatural ability to turn undead. He may use this ability a number of times per day equal to 3 + his Charisma modifier (Five times per day). He turns undead as a 5th level cleric.

Special Mount (Sp) Torc 's Paladin Mount, a war dog named Tripwire, was killed when Torc was captured. Torc may not summon another mount for another 25 days. During this period, he takes a –1 penalty on attack and weapon damage rolls.

Remove Disease (Sp) Torc can produce a *remove disease* effect, as the spell, once per week.

Code of Conduct Torc loses all class abilities if he ever willingly commits an evil act. Additionally, the paladin's code requires that he respect legitimate authority, act with honor (not lying, not cheating, not using poison, and so forth), help those in need (provided they do not use the help for evil or chaotic ends), and punish those who harm or threaten innocents.

Note on Equipment Alber Guildenstern took all of Torc's equipment when he captured him. As a prisoner, Torc has none of the equipment that he normally would have. His CR has been adjusted to reflect this fact.

Torc's gear included: *+1 lance*, full plate armor, longsword, silver morningstar, dagger, longbow, arrows (20), spiked gauntlet, *circlet of persuasion**, *vest of resistance +1**, *potion of cure light wounds**, *oil of bless weapon**, silver holy symbol of Heironeous*, and 18 gp.

At all APLs, Alber Guildenstern is making use of those items marked with an asterisk. The rest he has sold for half value, giving him an additional 2003 gp. See Alber Guildenstern's statistics block at each APL for more details.

* see Appendix 2: New Rules Items

Encounter Two: Save The Kobold, Save The World

LANGMUIR HOUSE GUARD   **CR 1**
Male human rogue 1
LN Medium humanoid (human)
Init +5; **Senses** Listen +3, Spot +3
Languages Common

AC 16, touch 11, flat-footed 15
  (+1 Dex, +4 armor, +1 buckler)
hp 9 (1 HD + Toughness)
Fort +1, **Ref** +3, **Will** -1

Speed 30 ft. (6 squares)
Melee sap +0 (1d6 non-lethal) or
Melee masterwork rapier +1 (1d6/18-20) or
Ranged masterwork light crossbow +2 (1d8/19-20)
Base Atk +0; **Grp** +0
Atk Options Sneak Attack (+1d6)
Combat Gear *potion of cure light wounds x2*

Abilities Str 11, Dex 12, Con 13, Int 10, Wis 9, Cha 8
Feats Improved Initiative, Toughness
Skills Balance +2, Bluff +5, Climb +4, Escape Artist +5, Forgery +4, Gather Information +1, Hide +5, Intimidate +1, Jump +4, Listen +3, Move Silently +5, Sense Motive +5, Spot +3, Tumble +5
Possessions combat gear plus masterwork rapier, sap, masterwork light crossbow, 10 bolts, spiked gauntlet, chain shirt, buckler, signal whistle, tabard with House Langmuir crest, 22 gp

Sneak Attack If a Langmuir House Guard can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage. The rogue's attack deals extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks his target. The Langmuir Guard's extra damage is 1d6. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

    Ranged attacks can count as sneak attacks only if the target is within 30 feet.

    With a sap or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty.

House Langmuir Regulator A Langmuir house guard is expected to further the interests of House Langmuir—whether in business, politics, society, or adventuring. Regulators receive a +2 circumstance bonus to Bluff, Gather Information, Intimidate, and Sense Motive skill checks.

Encounter Seven: Deathtrap!

KOBOLD "MINER"   **CR 2**
Male kobold sorcerer 2
LE Small humanoid (reptilian)
Init +2; **Senses** darkvision 60'; Listen +0, Spot +0
Languages Draconic

AC 18, touch 13, flat-footed 16
  (+2 Dex, +1 size, +1 natural, +4 *mage armor*)
hp 12 (2 HD + 2 + Toughness feat)
Fort +4, **Ref** +3, **Will** +4 (+2 to Fort from rat familiar, +1 to all from *resistance*)

Speed 30 ft. (6 squares)
Melee spiked gauntlet +0 (1d3-1)
Base Atk +1; **Grp** -4
Atk Options activate *piercer cloak*
Combat Gear *wand of magic missiles (3rd level, 20 charges), piercer cloak*, potion of cure light wounds*
Sorcerer Spells Known (CL 2nd):
    1st (5/day, 4 remaining)—*mage armor**, grease*
    0 (6/day, 5 remaining)—*acid splash, caltrops*, mage hand, ray of frost, resistance***
** already cast

Abilities Str 8(12-4), Dex 15(13+2), Con 12(14-2), Int 8(8), Wis 10(10), Cha 15(15)
SQ light sensitivity
Feats Toughness
Skills Concentration +6, Craft (trapmaking) +1, Hide +6, Profession (miner) +2, Search +1
Possessions combat gear plus *universal solvent*, spiked gauntlet, spell component pouch, dead rat, rat familiar, 90 gp

Light Sensitivity (Ex) Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.
Skills Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.
* see Appendix 2: New Rules Items

RAZOR PENDULUMS TRAP   **CR 6**
Description This chamber is 40 feet long and 20 feet wide. Along each long wall, twelve large slots run from floor to ceiling, one every 5 feet. The trap is activated when the PCs reach the center of the room. Razor sharp blades attached to 8 pendulums in the ceiling swing across the room, attacking every square in the room. Anyone in the room can attempt a DC 16 Spot check to notice the pendulums emerging from the wall slots and act in the surprise round. If an individual pendulum is destroyed, an entire row of squares (20 feet wide) is made safe. The door at the opposite side of the

chamber is securely locked (Open Lock DC 20). Attached to one of the pendulums (determined randomly) is a key that opens the door. Noticing the key requires a successful DC 21 Spot check, and grabbing the key requires a successful DC 21 Dexterity check or Sleight of Hand check. Anyone who fails a check to grab the key takes damage from the pendulum (only once per round). If the pendulum with the key is destroyed, the key is easily recovered.

Search DC 21; **Type** Mechanical

Trigger Detection (*true seeing*); **Init** +3

Effect 8 pendulum blades (Atk +6 melee, 4d6 points of slashing damage); each blade attacks all creatures in one five-foot-by-twenty-foot row

Duration 9 rounds

Destruction AC 16; hp 15 (each pendulum)

Disarm Disable Device DC 21 (each pendulum, but only at the ceiling, 20 feet above the floor)

Encounter Nine: The Swan and the Crow

ALBER GUILDENSTERN   **CR 7**
Male human Rogue 3/Duskblade* 3/Spymaster* 1
LE Medium humanoid (human)
Init +5 **Senses** Listen +1, Spot +5
Languages Common, Draconic, Old Oeridian

AC 17, touch 11, flat-footed 16
  (+1 Dex, +5 armor, +1 buckler)
hp 54 (7 Hit Dice +21)
Resist spell reflection
Fort +8, **Ref** +9, **Will** +4

Speed 30 ft. (6 squares)
Melee *+1 longsword* +6 (1d8+1/19-20)
Ranged longbow +6 (1d8/x3)
Base Atk +5; **Grp** +5
Atk Options arcane channeling, Combat Expertise, Improved Feint, sneak attack (+2d6)
Combat Gear *torc of displacement*, healing belt*, oil of bless weapon*, potion of cure light wounds**
Duskblade Spells Known (CL 3rd):
    1st (5/day)— *blade of blood*, ray of enfeeblement* (+6 ranged touch), *obscuring mist, shocking grasp* (+5 melee touch)
    0 (6/day)— *acid splash* (+6 ranged touch), *disrupt undead, ray of frost* (+6 ranged touch), *touch of fatigue* (+5 melee touch)
Spell-like Abilities (CL 5th):
    0 (combined total of 5/day)– *dancing lights, detect magic, flare, ghost sound, read magic*
Abilities Str 10, Dex 13, Con 16, Int 14, Wis 8, Cha 12
SQ armored mage
Feats Combat Casting^B, Combat Expertise, Improved Feint, Improved Initiative, Skill Focus (Bluff)
Skills Balance +8, Bluff +21, Concentration +10 (+14 to cast defensively), Diplomacy + 15, Disable Device +5, Disguise +22, Forgery +10, Gather Information +10, Intimidate +8, Jump +7, Knowledge (arcana) +3, Knowledge (local VTF) +4, Knowledge (nobility) +4, Listen +1, Open Lock +3, Search +4, Sense Motive +6, Sleight of Hand +8, Spellcraft +3, Spot +5, Tumble +12

Possessions combat gear plus *+1 longsword, +1 chainshirt*, buckler, spiked gauntlet, long bow, 20 arrows, disguise kit, forgery kit, masterwork thieves' tools, alchemical tooth, alchemical capsule (acid), *elemental gem (fire)*, silver holy symbol of Heironeous**, *circlet of persuasion***, *vest of resistance +1***, 36 gp.
    Combat gear and other possessions marked with an ** belonged to Torc and are not part of Alber's normally allotted gear.

Skills Alber Guildenstern has 5 ranks in tumble, which allows him to gain a +3 dodge bonus to AC when fighting defensively instead of the usual +2 dodge bonus to AC.
    He also gains a +6 dodge bonus to AC when executing the total defense standard action instead of the usual +4 dodge bonus to AC.

House Langmuir Regulator A Langmuir house guard is expected to further the interests of House Langmuir—whether in business, politics, society, or adventuring. Regulators receive a +2 circumstance bonus to Bluff, Gather Information, Intimidate, and Sense Motive skill checks.

Spell Reflection (Su) Alber Guildenstern does not have the evasion rogue class feature. Instead, he has the alternate class ability spell reflection, the supernatural ability to reflect magical attacks back on their caster (see Appendix 2).
    If an enemy misses Alber with a spell or spell-like ability aimed at him, he can use an immediate action to redirect the effect back at its originator. The spell or ability attacks the original caster (who makes a new attack roll using the same modifier as the original attack).If it hits, the caster is subject to the normal effect of the spell or ability.
    This effect applies only to spells and spell-like abilities that require an attack roll. Other spells and spell-like abilities that affect a target aren't subject to this reflection.
    Alber Guildenstern can use this ability 3 times per day.

Arcane Attunement (Sp) Alber can use the spell-like powers *dancing lights, detect magic, flare, ghost sound,* and *read magic* a combined total of times per day equal to 3 + his Int modifier. These spell-like powers do not count against his total of spells known or spells per day.

Armored Mage (Ex) Alber can use light armor and light shields with no chance of arcane spell failure.

Arcane Channeling (Su) Alber can use a standard action to cast any spell he knows and deliver the spell through his weapon with a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful, the attack deals

damage normally; then the effect of the spell is resolved.

Cover Identity (Ex) Alber has taken "Torc the Heironean" as his spymaster cover identity. While operating in this identity, Alber has a +4 circumstance bonus on Disguise checks and a +2 circumstance bonus on Bluff and Gather Information checks.

Undetectable Alignment (Ex) The web of different identities and agendas inside a spymaster's mind makes it impossible for others to detect Alber's alignment by means of any form of divination. This ability functions like an *undetectable alignment* spell, except that it is always active, and is not magical.

* see Appendix 2: New Rules Items

Encounter Two: Save The Kobold, Save The World

LANGMUIR HOUSE GUARD   **CR 2**
Male human rogue 2
LN Medium humanoid (human)
Init +5; **Senses** Listen +4, Spot +4
Languages Common

AC 16, touch 11, flat-footed 15
  (+1 Dex, +4 armor, +1 buckler)
hp 14 (2 HD + Toughness)
Fort +1, **Ref** +4, **Will** -1

Speed 30 ft. (6 squares)
Melee sap +1 (1d6 non-lethal) or
Melee masterwork rapier +2 (1d6/18-20) or
Ranged masterwork light crossbow +3 (1d8/19-20)
Base Atk +1; **Grp** +1
Atk Options Sneak Attack (+1d6), activate *brute gauntlets*
Combat Gear *brute gauntlets*, potion of cure light wounds, potion of cure moderate wounds*

Abilities Str 11, Dex 12, Con 13, Int 10, Wis 9, Cha 8
Feats Improved Initiative, Toughness
Skills Balance +3, Bluff +6, Climb +4, Diplomacy +4, Disguise +2, Escape Artist +6, Forgery +4, Gather Information +1, Hide +5, Intimidate +3, Jump +7, Listen +4, Move Silently +5, Sense Motive +7, Spot +4, Tumble +8, Use Rope (with bindings) +3
Possessions combat gear plus masterwork rapier, sap, masterwork light crossbow, 10 bolts, spiked gauntlet, masterwork chain shirt, masterwork buckler, signal whistle, tabard with House Langmuir crest, 22 gp

Sneak Attack If a Langmuir House Guard can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage. The rogue's attack deals extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks his target. The Langmuir Guard's extra damage is 1d6. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

  Ranged attacks can count as sneak attacks only if the target is within 30 feet.

  With a sap or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty.

Trapfinding Rogues can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

  Rogues can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

  A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with his party) without disarming it.

Evasion (Ex) At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

House Langmuir Regulator A Langmuir house guard is expected to further the interests of House Langmuir—whether in business, politics, society, or adventuring. Regulators receive a +2 circumstance bonus to Bluff, Gather Information, Intimidate, and Sense Motive skill checks.

* see Appendix 2: New Rules Items

Encounter Seven: Deathtrap!

KOBOLD "MINER"   **CR 4**
Male kobold sorcerer 4
LE Small humanoid (reptilian)
Init +6; **Senses** darkvision 60'; Listen +0, Spot +0
Languages Draconic

AC 22, touch 13, flat-footed 20
  (+2 Dex, +1 size, +1 natural, +4 *mage armor*, +4 *shield*)
hp 21 (4 HD + 4 + Improved Toughness)
Fort +5, **Ref** +4, **Will** +5 (+2 to Fort from rat familiar, +1 to all from *resistance*)

Speed 30 ft. (6 squares)
Melee masterwork spiked gauntlet +2 (1d3-1)
Base Atk +2; **Grp** -3
Combat Gear *wand of magic missiles (5th level, 20 charges), piercer cloak*, potion of cure moderate wounds*
Sorcerer Spells Known (CL 4th):
  2nd (4/day)—*scorching ray*
  1st (7/day, 5 remaining)—*mage armor**, grease, shield***
  0 (6/day, 5 remaining)—*acid splash, caltrops*, mage hand, ray of frost, read magic, resistance**
** already cast

Abilities Str 8, Dex 15, Con 12, Int 8, Wis 10, Cha 16
SQ light sensitivity

Feats Improved Initiative, Improved Toughness
Skills Concentration +8, Craft (trapmaking) +1, Hide +6, Profession (miner) +2, Search +1
Possessions combat gear plus *universal solvent*, spell component pouch, dead rat, rat familiar, 140 gp

Light Sensitivity (Ex) Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.
Skills Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.

* see Appendix 2: New Rules Items

RAZOR PENDULUMS TRAP   **CR 8**
Description This chamber is 50 feet long and 20 feet wide. Along each long wall, twelve large slots run from floor to ceiling, one every 5 feet. The trap is activated when the PCs reach the center of the room. Razor sharp blades attached to 10 pendulums in the ceiling swing across the room, attacking every square in the room. Anyone in the room can attempt a DC 18 Spot check to notice the pendulums emerging from the wall slots and act in the surprise round. If an individual pendulum is destroyed, an entire row of squares (20 feet wide) is made safe. The door at the opposite side of the chamber is securely locked (Open Lock DC 25). Attached to one of the pendulums (determined randomly) is a key that opens the door. Noticing the key requires a successful DC 23 Spot check, and grabbing the key requires a successful DC 23 Dexterity check or Sleight of Hand check. Anyone who fails a check to grab the key takes damage from the pendulum (only once per round). If the pendulum with the key is destroyed, the key is easily recovered.
Search DC 23; **Type** Mechanical

Trigger Detection (*true seeing*); **Init** +4
Effect 10 pendulum blades (Atk +8 melee, 6d6 points of slashing damage); each blade attacks all creatures in one five-foot-by-twenty-foot row
Duration 11 rounds

Destruction AC 18; hp 20 (each pendulum)
Disarm Disable Device DC 23 (each pendulum, but only at the ceiling, 20 feet above the floor)

Encounter Nine: The Swan And The Crow

ALBER GUILDENSTERN   **CR 9**
Male human Rogue 3/Duskblade* 3/Spymaster* 3
LE Medium humanoid (human)
Init +6 **Senses** Listen +3, Spot +7
Languages Common, Draconic, Old Oeridian

AC 17 (or Dodge 18), touch 11, flat-footed 16
 (+1 Dex, +5 armor, +1 buckler)
hp 68 (9 Hit Dice +36)
Resist spell reflection, *undetectable alignment*

Fort +9, **Ref** +12, **Will** +5 (+8 vs. scrying)

Speed 30 ft. (6 squares)
Melee *+1 longsword* +8 (1d8 +1/19-20) or
Ranged longbow +9 (1d8/x3)
Base Atk +7/+2; **Grp** +7
Atk Options arcane channeling, Combat Expertise, Improved Feint, sneak attack (+3d6)
Combat Gear *brute gauntlets**, *torc of displacement**, *elemental gem (fire)*, *healing belt**, *oil of bless weapon**, *potion of cure light wounds**.*
Duskblade Spells Known (CL 3rd):
   1st (5/day)— *blade of blood**, *ray of enfeeblement* (+6 ranged touch), *obscuring mist, shocking grasp* (+5 melee touch)
   0 (6/day)— *acid splash* (+6 ranged touch), *disrupt undead, ray of frost* (+6 ranged touch), *touch of fatigue* (+5 melee touch)
Spell-like Abilities (CL 5th):
   0 (combined total of 5/day) – *dancing lights, detect magic, flare, ghost sound, read magic*

Abilities Str 10, Dex 14, Con 16, Int 14, Wis 8, Cha 12
Feats Combat Casting[B], Combat Expertise, Dodge, Improved Feint, Improved Initiative, Skill Focus (Bluff)
Skills Balance +9, Bluff +12, Concentration +10 (+14 to cast defensively), Decipher Script +4, Diplomacy + 15, Disable Device +5, Disguise +24, Forgery +10, Gather Information +14, Intimidate +8, Jump +7, Knowledge (arcana) +3, Knowledge (local VTF) +7, Knowledge (local IUZ) +4, Knowledge (nobility) +7, Listen +3, Open Lock +4, Search +4, Sense Motive +6, Sleight of Hand +9, Spellcraft +3, Spot +7, Tumble +15
Possessions combat gear plus *+1 longsword*, *+1 chainshirt*, buckler, spiked gauntlet, long bow, 20 arrows, disguise kit, forgery kit, masterwork thieves' tools, alchemical tooth, alchemical capsule (acid), *elemental gem (fire), Heward's handy haversack*, silver holy symbol of Heironeous**, *circlet of persuasion***, *vest of resistance +1***, 86 gp.
   Combat gear and other possessions marked with an ** belonged to Torc and are not part of Alber's normally allotted gear.

Skills Alber Guildenstern has 5 ranks in tumble, which allows him to gain a +3 dodge bonus to AC when fighting defensively instead of the usual +2 dodge bonus to AC.
   He also gains a +6 dodge bonus to AC when executing the total defense standard action instead of the usual +4 dodge bonus to AC.
House Langmuir Regulator A Langmuir house guard is expected to further the interests of House Langmuir—whether in business, politics, society, or adventuring. Regulators receive a +2 circumstance bonus to Bluff, Gather Information, Intimidate, and Sense Motive skill checks.

Spell Reflection (Su) Alber Guildenstern does not have the evasion rogue class feature. Instead, he has the alternate class ability spell reflection, the

supernatural ability to reflect magical attacks back on their caster (see Appendix 2).

If an enemy misses Alber with a spell or spell-like ability aimed at him, he can use an immediate action to redirect the effect back at its originator. The spell or ability attacks the original caster (who makes a new attack roll using the same modifier as the original attack).If it hits, the caster is subject to the normal effect of the spell or ability.

This effect applies only to spells and spell-like abilities that require an attack roll. Other spells and spell-like abilities that affect a target aren't subject to this reflection.

Alber Guildenstern can use this ability 3 times per day.

Arcane Attunement (Sp) Alber can use the spell-like powers *dancing lights, detect magic, flare, ghost sound,* and *read magic* a combined total of times per day equal to 3 + his Int modifier. These spell-like powers do not count against his total of spells known or spells per day.

Armored Mage (Ex) Alber can use light armor and light shields with no chance of arcane spell failure.

Arcane Channeling (Su) Alber can use a standard action to cast any spell he knows and deliver the spell through his weapon with a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful, the attack deals damage normally; then the effect of the spell is resolved.

Cover Identity (Ex) Alber has taken "Torc the Heironean" as his spymaster cover identity. While operating in this identity, Alber has a +4 circumstance bonus on Disguise checks and a +2 circumstance bonus on Bluff and Gather Information checks.

Undetectable Alignment (Ex) The web of different identities and agendas inside a spymaster's mind makes it impossible for others to detect Alber's alignment by means of any form of divination. This ability functions like an *undetectable alignment* spell, except that it is always active, and is not magical.

Quick Change (Ex) Alber has become adept at quickly changing from one identity to another. He can now don a disguise in one-tenth the normal time (1d3 minutes) and don or remove armor in one-half the normal time.

Scrying Defense (Ex) Alber adds his spymaster class levels (3) to Will saves against divination (scrying) spells, as well as to Spot checks to notice the sensors created by such spells.

Magic Aura (Sp) Alber Guildenstern has the ability to use *Nystul's magic aura* at will with a caster level equal to his spymaster class level (3rd).

* see Appendix 2: New Rules Items

Encounter Two: Save The Kobold, Save The World

LANGMUIR HOUSE GUARD   **CR 4**
Male human fighter 2/rogue 2
LN Medium humanoid (human)
Init +5; **Senses** Listen +4, Spot +4
Languages Common

AC 17, touch 11, flat-footed 16
   (+1 Dex, +5 armor, +1 buckler)
hp 26 (4 HD + Improved Toughness)
Fort +3, **Ref** +4, **Will** +1

Speed 30 ft. (6 squares)
Melee masterwork sap +6 (1d6+2 non-lethal) or
Melee masterwork rapier +6 (1d6+2/18-20) or
Ranged masterwork light crossbow +4 (1d8/19-20)
Base Atk +3; **Grp** +3
Atk Options Cleave, Power Attack, Sneak Attack
   (+1d6), activate *brute gauntlets**
Combat Gear *brute gauntlets*, potion of cure light
   wounds, potion of cure moderate wounds*

Abilities Str 14, Dex 12, Con 11, Int 10, Wis 9, Cha 8
Feats Cleave, Improved Initiative, Improved
   Toughness*, Iron Will, Power Attack
Skills Balance +5, Bluff +6, Climb +8, Diplomacy +4,
   Disguise +2, Escape Artist +6, Forgery +4, Gather
   Information +1, Hide +5, Intimidate +7, Jump +9,
   Listen +4, Move Silently +5, Sense Motive +7, Spot
   +4, Tumble +8, Use Rope (with bindings) +3
Possessions combat gear plus masterwork rapier,
   masterwork sap, masterwork light crossbow, 10
   bolts, spiked gauntlet, *+1 chain shirt*, masterwork
   buckler, signal whistle, tabard with House Langmuir
   crest, 22 gp

Sneak Attack If a Langmuir House Guard can catch
   an opponent when he is unable to defend himself
   effectively from his attack, he can strike a vital spot
   for extra damage. The rogue's attack deals extra
   damage any time his target would be denied a
   Dexterity bonus to AC (whether the target actually
   has a Dexterity bonus or not), or when the rogue
   flanks his target. The Langmuir Guard's extra
   damage is 1d6. Should the rogue score a critical hit
   with a sneak attack, this extra damage is not
   multiplied.
      Ranged attacks can count as sneak attacks only
   if the target is within 30 feet.
      With a sap or an unarmed strike, a rogue can
   make a sneak attack that deals nonlethal damage
   instead of lethal damage. He cannot use a weapon
   that deals lethal damage to deal nonlethal damage
   in a sneak attack, not even with the usual –4
   penalty.

Trapfinding Rogues can use the Search skill to
   locate traps when the task has a Difficulty Class
   higher than 20. Finding a nonmagical trap has a
   DC of at least 20, or higher if it is well hidden.
   Finding a magic trap has a DC of 25 + the level of
   the spell used to create it.
      Rogues can use the Disable Device skill to
   disarm magic traps. A magic trap generally has a
   DC of 25 + the level of the spell used to create it.
      A rogue who beats a trap's DC by 10 or more
   with a Disable Device check can study a trap,
   figure out how it works, and bypass it (with his
   party) without disarming it.
Evasion (Ex) At 2nd level and higher, a rogue can
   avoid even magical and unusual attacks with great
   agility. If he makes a successful Reflex saving
   throw against an attack that normally deals half
   damage on a successful save, he instead takes no
   damage. Evasion can be used only if the rogue is
   wearing light armor or no armor. A helpless rogue
   does not gain the benefit of evasion.
House Langmuir Regulator A Langmuir house
   guard is expected to further the interests of House
   Langmuir—whether in business, politics, society, or
   adventuring. Regulators receive a +2 circumstance
   bonus to Bluff, Gather Information, Intimidate, and
   Sense Motive skill checks.
* see Appendix 2: New Rules Items

Encounter Seven: Deathtrap!

KOBOLD "MINER"   **CR 6**
Male kobold sorcerer 6
LE Small humanoid (reptilian)
Init +6; **Senses** darkvision 60'; Listen +0, Spot +0
Languages Draconic

AC 23, touch 14, flat-footed 21
   (+2 Dex, +1 size, +1 natural, +1 deflection, +4 *mage
   armor*, +4 *shield*)
hp 31 (6 HD + 6 + Improved Toughness) + *false life*
   (1d10 + 6)
Fort +6, **Ref** +5, **Will** +6 (+2 to Fort from rat familiar,
   +1 to all from *resistance*)

Speed 30 ft. (6 squares)
Melee spiked gauntlet +2 (1d3-1)
Base Atk +3; **Grp** -2
Atk Options Empower Spell, activate *piercer cloak*
Combat Gear *wand of magic missiles (7th level, 20
   charges), piercer cloak*, potion of cure moderate
   wounds*
Sorcerer Spells Known (CL 6th):
      3rd (4/day)—*scintillating sphere**
      2nd (6/day, 5 remaining)—*false life**, scorching
   ray*

1st (7/day, 5 remaining)—*mage armor**, grease, shield**, silent image*

0 (6/day, 5 remaining)—*acid splash, caltrops*, mage hand, message, ray of frost, read magic, resistance***

** already cast

Abilities Str 8, Dex 15, Con 12, Int 8, Wis 10, Cha 16
SQ light sensitivity
Feats Improved Initiative, Improved Toughness*, Empower Spell
Skills Concentration +10, Craft (trapmaking) +1, Hide +6, Profession (miner) +2, Search +1
Possessions combat gear plus *ring of protection + 1*, *universal solvent*, spiked gauntlet, spell component pouch, dead rat, rat familiar, 140 gp

Light Sensitivity (Ex) Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.
Skills Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.
 * see Appendix 2: New Rules Items

RAZOR PENDULUMS TRAP   **CR 10**
Description This chamber is 60 feet long and 20 feet wide. Along each long wall, twelve large slots run from floor to ceiling, one every 5 feet. The trap is activated when the PCs reach the center of the room. Razor sharp blades attached to 12 pendulums in the ceiling swing across the room, attacking every square in the room. Anyone in the room can attempt a DC 20 Spot check to notice the pendulums emerging from the wall slots and act in the surprise round. If an individual pendulum is destroyed, an entire row of squares (20 feet wide) is made safe. The door at the opposite side of the chamber is securely locked (Open Lock DC 40). Attached to one of the pendulums (determined randomly) is a key that opens the door. Noticing the key requires a successful DC 25 Spot check, and grabbing the key requires a successful DC 25 Dexterity check or Sleight of Hand check. Anyone who fails a check to grab the key takes damage from the pendulum (only once per round). If the pendulum with the key is destroyed, the key is easily recovered.
Search DC 25; **Type** Mechanical

Trigger Detection (*true seeing*); **Init** +5
Effect 12 pendulum blades (Atk +10 melee, 7d6 points of slashing damage); each blade attacks all creatures in one five-foot-by-twenty-foot row
Duration 13 rounds

Destruction AC 20; hp 25 (each pendulum)
Disarm Disable Device DC 25 (each pendulum, but only at the ceiling, 20 feet above the floor)

Encounter Nine: The Swan And The Crow

ALBER GUILDENSTERN   **CR 11**

Male human Rogue 3/Duskblade 3/Spymaster 5
LE Medium humanoid (human)
Init +2 **Senses** Listen +4, Spot +8
Languages Common, Abyssal, Celestial, Draconic, Old Oeridian

AC 19 (or Dodge 20), touch 12, flat-footed 18
 (+1 Dex, +5 armor, +2 buckler, +1 deflection)
hp 82 (11 Hit Dice +33)
Resist slippery mind, spell reflection, *undetectable alignment*
Fort +9, **Ref** +13, **Will** +5 (+10 vs. scrying)

Speed 30 ft. (6 squares)
Melee *+1 longsword* +9 (1d8+1/19-20)
Ranged longbow +10 (1d8/x3)
Base Atk +8/+3; **Grp** +8
Atk Options arcane channeling, Combat Expertise, Improved Feint, sneak attack (+3d6)
Combat Gear *anklet of translocation*, brute gauntlets*, torc of displacement*, elemental gem (fire)* x2, *healing belt*, oil of bless weapon**, potion of cure light wounds***
Duskblade Spells Known (CL 3rd):
 1st (5/day)— *blade of blood*, ray of enfeeblement* (+6 ranged touch), *obscuring mist, shocking grasp* (+5 melee touch)
 0 (6/day)— *acid splash* (+6 ranged touch), *disrupt undead, ray of frost* (+6 ranged touch), *touch of fatigue* (+5 melee touch)
Spell-like Abilities (CL 5th):
 0 (combined total of 5/day)– *dancing lights, detect magic, flare, ghost sound, read magic*

Abilities Str 10, Dex 14, Con 16, Int 14, Wis 8, Cha 14
Feats Combat Casting[B], Combat Expertise, Dodge, Improved Feint, Improved Initiative, Skill Focus (Bluff)
Skills Balance +9, Bluff +22, Concentration +10 (+14 to cast defensively), Decipher Script +7, Diplomacy + 16, Disable Device +7, Disguise +27, Forgery +13, Gather Information +15, Intimidate +9, Jump +7, Knowledge (arcana) +3, Knowledge (local VTF) +7, Knowledge (local IUZ) +4, Knowledge (nobility) +7, Listen +4, Open Lock +5, Search +5, Sense Motive +6, Sleight of Hand +11, Speak Language (2 ranks), Spellcraft +3, Spot +8, Tumble +17
Possessions combat gear plus *+1 longsword*, *+1 chainshirt*, *+1 buckler*, spiked gauntlet, long bow, 20 arrows, disguise kit, forgery kit, masterwork thieves' tools, alchemical tooth, alchemical capsule (acid), *Heward's handy haversack*, *cloak of charisma +2*, *ring of protection +1*, silver holy symbol of Heironeous**, *circlet of persuasion***, *vest of resistance +1***, 536 gp.
 Combat gear and other possessions marked with an ** belonged to Torc and are not part of Alber's normally allotted gear.

Skills Alber Guildenstern has 5 ranks in tumble, which allows him to gain a +3 dodge bonus to AC when fighting defensively instead of the usual +2 dodge bonus to AC.

He also gains a +6 dodge bonus to AC when executing the total defense standard action instead of the usual +4 dodge bonus to AC.

House Langmuir Regulator A Langmuir house guard is expected to further the interests of House Langmuir—whether in business, politics, society, or adventuring. Regulators receive a +2 circumstance bonus to Bluff, Gather Information, Intimidate, and Sense Motive skill checks.

Sneak Attack (Ex) If Alber Guildenstern can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage. The rogue's attack deals extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks his target. Alber's extra damage is 3d6. Should he score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a sap or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty.

Trapfinding (Ex) Rogues can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Rogues can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with his party) without disarming it.

Spell Reflection (Su) Alber Guildenstern does not have the evasion rogue class feature. Instead, he has the alternate class ability spell reflection, the supernatural ability to reflect magical attacks back on their caster (see Appendix 2).

If an enemy misses Alber with a spell or spell-like ability aimed at him, he can use an immediate action to redirect the effect back at its originator. The spell or ability attacks the original caster (who makes a new attack roll using the same modifier as the original attack).If it hits, the caster is subject to the normal effect of the spell or ability.

This effect applies only to spells and spell-like abilities that require an attack roll. Other spells and spell-like abilities that affect a target aren't subject to this reflection.

Alber Guildenstern can use this ability 3 times per day.

Arcane Attunement (Sp) Alber can use the spell-like powers *dancing lights, detect magic, flare, ghost sound,* and *read magic* a combined total of times per day equal to 3 + his Int modifier. These spell-like powers do not count against his total of spells known or spells per day.

Armored Mage (Ex) Alber can use light armor and light shields with no chance of arcane spell failure.

Arcane Channeling (Su) Alber can use a standard action to cast any spell he knows and deliver the spell through his weapon with a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful, the attack deals damage normally; then the effect of the spell is resolved.

Cover Identity (Ex) Alber has taken "Torc the Heironean" as his spymaster cover identity. While operating in this identity, Alber has a +4 circumstance bonus on Disguise checks and a +2 circumstance bonus on Bluff and Gather Information checks.

Undetectable Alignment (Ex) The web of different identities and agendas inside a spymaster's mind makes it impossible for others to detect Alber's alignment by means of any form of divination. This ability functions like an *undetectable alignment* spell, except that it is always active, and is not magical.

Quick Change (Ex) Alber has become adept at quickly changing from one identity to another. He can now don a disguise in one-tenth the normal time (1d3 minutes) and don or remove armor in one-half the normal time.

Scrying Defense (Ex) Alber adds his spymaster class levels (5) to Will saves against divination (scrying) spells, as well as to Spot checks to notice the sensors created by such spells.

Magic Aura (Sp) Alber Guildenstern has the ability to use Nystul's magic aura at will with a caster level equal to his spymaster class level (5th).

Slippery Mind (Ex) Alber has a second chance to wriggle free from any enchantment spells and effects. See the rogue class feature, page 51 of the *Player's Handbook.*

Dispel Scrying (Su) Alber can dispel a scrying sensor as if casting a targeted greater dispel magic. His caster level is equal to his class level +10 (15th level caster). He can use this ability a number of times per day equal to 3 + his Intelligence modifier (5 times per day).

* see Appendix 2: New Rules Items

Encounter Two: Save The Kobold, Save The World

LANGMUIR HOUSE GUARD　　　　　**CR 6**
Male human fighter 2/rogue 4
LN Medium humanoid (human)
Init +5; **Senses** Listen +10, Spot +10
Languages Common

AC 16, touch 11, flat-footed 15
　(+1 Dex, +4 armor, +1 buckler)
hp 36 (6 HD + Improved Toughness)
Fort +4, **Ref** +5, **Will** +2

Speed 30 ft. (6 squares)
Melee sap +7 (1d6+2 non-lethal) or
Melee *+1 rapier* +9 (1d6+3/18-20) or
Ranged masterwork light crossbow +6 (1d8/19-20)
Base Atk +5; **Grp** +5
Atk Options Cleave, Power Attack, Sneak Attack
　(+2d6), activate *brute gauntlets**
Combat Gear *brute gauntlets*, healing belt*, oil of
　bless weapon, potion of shield of faith (+2), potion
　of protection from chaos*

Abilities Str 14, Dex 12, Con 11, Int 10, Wis 9, Cha 8
Feats Alertness, Cleave, Improved Initiative,
　Improved Toughness*, Iron Will, Power Attack
Skills Balance +8, Bluff +9, Climb +8, Diplomacy +4,
　Disguise +2, Escape Artist +6, Forgery +4, Gather
　Information +1, Heal +1, Hide +5, Intimidate +7,
　Jump +9, Listen +10, Move Silently +5, Sense
　Motive +7, Spot +10, Tumble +12, Use Rope (with
　bindings) +3
Possessions combat gear plus *+1 rapier*, sap,
　masterwork light crossbow, 10 bolts, spiked
　gauntlet, masterwork chain shirt, masterwork
　buckler, signal whistle, tabard with House Langmuir
　crest, 22 gp

Sneak Attack (Ex) If a Langmuir House Guard can
catch an opponent when he is unable to defend
himself effectively from his attack, he can strike a
vital spot for extra damage. The rogue's attack
deals extra damage any time his target would be
denied a Dexterity bonus to AC (whether the target
actually has a Dexterity bonus or not), or when the
rogue flanks his target. The Langmuir Guard's
extra damage is 1d6. Should the rogue score a
critical hit with a sneak attack, this extra damage is
not multiplied.

Ranged attacks can count as sneak attacks only
if the target is within 30 feet.

With a sap or an unarmed strike, a rogue can
make a sneak attack that deals nonlethal damage
instead of lethal damage. He cannot use a weapon
that deals lethal damage to deal nonlethal damage
in a sneak attack, not even with the usual –4
penalty.
Trapfinding (Ex) Rogues can use the Search skill to
locate traps when the task has a Difficulty Class
higher than 20. Finding a nonmagical trap has a
DC of at least 20, or higher if it is well hidden.
Finding a magic trap has a DC of 25 + the level of
the spell used to create it.

Rogues can use the Disable Device skill to
disarm magic traps. A magic trap generally has a
DC of 25 + the level of the spell used to create it.

A rogue who beats a trap's DC by 10 or more
with a Disable Device check can study a trap,
figure out how it works, and bypass it (with his
party) without disarming it.
Evasion (Ex) At 2nd level and higher, a rogue can
avoid even magical and unusual attacks with great
agility. If he makes a successful Reflex saving
throw against an attack that normally deals half
damage on a successful save, he instead takes no
damage. Evasion can be used only if the rogue is
wearing light armor or no armor. A helpless rogue
does not gain the benefit of evasion.
House Langmuir Regulator A Langmuir house
guard is expected to further the interests of House
Langmuir—whether in business, politics, society, or
adventuring. Regulators receive a +2 circumstance
bonus to Bluff, Gather Information, Intimidate, and
Sense Motive skill checks.
* see Appendix 2: New Rules Items

Encounter Seven: Deathtrap!

KOBOLD "MINER"　　　　　**CR 8**
Male kobold sorcerer 8
LE Small humanoid (reptilian)
Init +3; **Senses** darkvision 60'; Listen +0, Spot +0
Languages Draconic

AC 24, touch 15, flat-footed 21
　(+3 Dex, +1 size, +1 natural, +1 deflection, +4 *mage
　armor*, +4 *shield*)
hp 33 (8 HD + 8 + Improved Toughness) + *false life*
　(1d10 + 8)
Fort +6, **Ref** +6, **Will** +7 (+2 to Fort from rat familiar,
　+1 to all from *resistance*)

Speed 30 ft. (6 squares)
Melee masterwork spiked gauntlet +4 (1d3-1)
Base Atk +4; **Grp** -1
Atk Options Empower Spell, Sculpt Spell
Combat Gear *wand of magic missiles (9th level, 20
　charges), potion of cure moderate wounds*
Sorcerer Spells Known (CL 8th):

4th (4/day)—*enervation*

3rd (6/day)—*hold person, scintillating sphere**

2nd (7/day, 6 remaining)—*false life**, glitterdust, scorching ray*

1st (7/day, 5 remaining)—*lesser orb of acid*, mage armor**, grease, shield**, silent image*

0 (6/day, 5 remaining)—*acid splash, caltrops*, flare, mage hand, message, ray of frost, read magic, resistance***

** already cast

Abilities Str 8, Dex 16, Con 12, Int 8, Wis 10, Cha 18
SQ light sensitivity
Feats Empower Spell, Improved Toughness*, Sculpt Spell*
Skills Concentration +12, Craft (trapmaking) +1, Hide +7, Profession (miner) +2, Search +1
Possessions combat gear plus *cloak of charisma +2, ring of protection + 1, universal solvent,* masterwork spiked gauntlet, spell component pouch, dead rat, rat familiar, 240 gp

Light Sensitivity (Ex) Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.
Skills Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.

* see Appendix 2: New Rules Items

RAZOR PENDULUMS TRAP CR 12

Description This chamber is 70 feet long and 20 feet wide. Along each long wall, twelve large slots run from floor to ceiling, one every 5 feet. The trap is activated when the PCs reach the center of the room. Razor sharp blades attached to 14 pendulums in the ceiling swing across the room, attacking every square in the room. Anyone in the room can attempt a DC 22 Spot check to notice the pendulums emerging from the wall slots and act in the surprise round. If an individual pendulum is destroyed, an entire row of squares (20 feet wide) is made safe. The door at the opposite side of the chamber is securely locked (Open Lock DC 40). Attached to one of the pendulums (determined randomly) is a key that opens the door. Noticing the key requires a successful DC 27 Spot check, and grabbing the key requires a successful DC 27 Dexterity check or Sleight of Hand check. Anyone who fails a check to grab the key takes damage from the pendulum (only once per round). If the pendulum with the key is destroyed, the key is easily recovered.

Search DC 27; **Type** Mechanical

Trigger Detection (*true seeing*); **Init** +6
Effect 14 pendulum blades (Atk +12 melee, 7d8 points of slashing damage); each blade attacks all creatures in one five-foot-by-twenty-foot row
Duration 15 rounds

Destruction AC 22; hp 30 (each pendulum)
Disarm Disable Device DC 27 (each pendulum, but only at the ceiling, 20 feet above the floor)

Encounter Nine: The Swan And The Crow

ALBER GUILDENSTERN CR 13
Male human Rogue 3/Duskblade 3/Spymaster 7
LE Medium humanoid (human)
Init +2 **Senses** Listen +4, Spot +9
Languages Common, Abyssal, Celestial, Draconic, Infernal, Old Oeridian, Suel

---

AC 22 (or Dodge 23, or Mobility 26), touch 14, flat-footed 20
(+2 Dex, +6 armor, +2 buckler, +2 deflection)
hp 96 (13 Hit Dice +36)
Resist deep cover, slippery mind, spell reflection, *undetectable alignment*
Fort +10, **Ref** +15, **Will** +6 (+13 vs. scrying)

Speed 30 ft. (6 squares)
Melee *+1 longsword* +11 (1d8+1/19-20)
Ranged longbow +13 (1d8/x3)
Base Atk +10/+5; **Grp** +10
Atk Options arcane channeling, Combat Expertise, Improved Feint, sneak attack (+4d6)
Combat Gear *anklet of translocation*, torc of displacement*, elemental gem (fire)* x2, *healing belt*, oil of bless weapon**, potion of cure light wounds***
Duskblade Spells Known (CL 3rd):
1st (5/day)— *blade of blood*, ray of enfeeblement* (+6 ranged touch), *obscuring mist, shocking grasp* (+5 melee touch)
0 (6/day)— *acid splash* (+6 ranged touch), *disrupt undead, ray of frost* (+6 ranged touch), *touch of fatigue* (+5 melee touch)
Spell-like Abilities (CL 5th):
0 (combined total of 5/day)– *dancing lights, detect magic, flare, ghost sound, read magic*

Abilities Str 11, Dex 14, Con 16, Int 14, Wis 8, Cha 14
Feats Combat Casting[B], Combat Expertise, Elusive Target* Dodge, Improved Feint, Mobility, Skill Focus (Bluff)
Skills Balance +10, Bluff +27, Concentration +10 (+14 to cast defensively), Decipher Script +7, Diplomacy + 17, Disable Device +9, Disguise +29, Forgery +14, Gather Information +14, Intimidate +9, Jump +7, Knowledge (arcana) +3, Knowledge (local VTF) +7, Knowledge (local IUZ) +4, Knowledge (nobility) +7, Listen +4, Open Lock +8, Search +7, Sense Motive +2, Sleight of Hand +15, Speak Language (4 ranks), Spellcraft +3, Spot +9, Tumble +20
Possessions combat gear plus *+1 longsword, +2 chainshirt, +1 buckler*, spiked gauntlet, long bow, 20 arrows, disguise kit, forgery kit, masterwork thieves' tools, alchemical tooth, alchemical capsule (acid), *Heward's handy haversack, cloak of charisma +2, gloves of dexterity +2, ring of protection +2,* silver holy symbol of Heironeous**, *circlet of persuasion**, vest of resistance +1***, 36 gp.

Combat gear and other possessions marked with an ** belonged to Torc and are not part of Alber's normally allotted gear.

Skills Alber Guildenstern has 5 ranks in tumble, which allows him to gain a +3 dodge bonus to AC when fighting defensively instead of the usual +2 dodge bonus to AC.

He also gains a +6 dodge bonus to AC when executing the total defense standard action instead of the usual +4 dodge bonus to AC.

House Langmuir Regulator A Langmuir house guard is expected to further the interests of House Langmuir—whether in business, politics, society, or adventuring. Regulators receive a +2 circumstance bonus to Bluff, Gather Information, Intimidate, and Sense Motive skill checks.

Sneak Attack (Ex) If Alber Guildenstern can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage. The rogue's attack deals extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks his target. Alber's extra damage is 4d6. Should he score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a sap or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty.

Trapfinding (Ex) Rogues can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Rogues can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with his party) without disarming it.

Spell Reflection (Su) Alber Guildenstern does not have the evasion rogue class feature. Instead, he has the alternate class ability spell reflection, the supernatural ability to reflect magical attacks back on their caster (see Appendix 2).

If an enemy misses Alber with a spell or spell-like ability aimed at him, he can use an immediate action to redirect the effect back at its originator. The spell or ability attacks the original caster (who makes a new attack roll using the same modifier as the original attack).If it hits, the caster is subject to the normal effect of the spell or ability.

This effect applies only to spells and spell-like abilities that require an attack roll. Other spells and

spell-like abilities that affect a target aren't subject to this reflection.

Alber Guildenstern can use this ability 3 times per day.

Arcane Attunement (Sp) Alber can use the spell-like powers *dancing lights, detect magic, flare, ghost sound,* and *read magic* a combined total of times per day equal to 3 + his Int modifier. These spell-like powers do not count against his total of spells known or spells per day.

Armored Mage (Ex) Alber can use light armor and light shields with no chance of arcane spell failure.

Arcane Channeling (Su) Alber can use a standard action to cast any spell he knows and deliver the spell through his weapon with a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful, the attack deals damage normally; then the effect of the spell is resolved.

Cover Identity (Ex) Alber has taken "Torc the Heironean" as his spymaster cover identity. While operating in this identity, Alber has a +4 circumstance bonus on Disguise checks and a +2 circumstance bonus on Bluff and Gather Information checks.

Undetectable Alignment (Ex) The web of different identities and agendas inside a spymaster's mind makes it impossible for others to detect Alber's alignment by means of any form of divination. This ability functions like an *undetectable alignment* spell, except that it is always active, and is not magical.

Quick Change (Ex) Alber has become adept at quickly changing from one identity to another. He can now don a disguise in one-tenth the normal time (1d3 minutes) and don or remove armor in one-half the normal time.

Scrying Defense (Ex) Alber adds his spymaster class levels (7) to Will saves against divination (scrying) spells, as well as to Spot checks to notice the sensors created by such spells.

Magic Aura (Sp) Alber Guildenstern has the ability to use Nystul's magic aura at will with a caster level equal to his spymaster class level (7th).

Slippery Mind (Ex) Alber has a second chance to wriggle free from any enchantment spells and effects. See the rogue class feature, page 51 of the *Player's Handbook.*

Dispel Scrying (Su) Alber can dispel a scrying sensor as if casting a targeted greater dispel magic. His caster level is equal to his class level +10 (17th level caster). He can use this ability a number of times per day equal to 3 + his Intelligence modifier (5 times per day).

Deep Cover (Ex) Alber Guildenstern can quiet his mind and completely immerse himself in his cover identity. While he operates under deep cover, divination spells detect only information appropriate to his cover identity; they reveal nothing relating to his spymaster persona.

* see Appendix 2: New Rules Items

New Classes

Duskblade (*Player's Handbook II*)

A duskblade has the following basic advancement:
BAB: As fighter.
Saves: Good Fort and Will
HD: d8
Skill points per level: 2 + Int modifier
Class skills: Climb, Concentration, Craft, Decipher Script, Jump, Knowledge (all skills taken individually), Ride, Sense Motive, Spellcraft, Swim.
Class Features:
Weapon and Armor Proficiency: Duskblades are proficient with all martial weapons, as well as all armors and shields (except tower shields).
Spells: Duskblades cast arcane spells, which are taken from the duskblade spell list (see PH2 page 98). They can cast any spell they know without preparing it ahead of time.

To learn to cast a spell, a duskblade must have an intelligence score of at least 10 + the spell level. The Difficulty Class for a saving throw against his spell is 10 + the spell level + his Int modifier.
Spells Known: Duskblades begin play knowing two 0-level spells and two 1st-level spells, chosen from the duskblade spell list. They know one additional 0-level spell for each point of Intelligence bonus.

Each time a duskblade gains a new class level, he learns one additional spell of any level he can cast, chosen from the duskblade spell list.

He need not prepare spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level.
Arcane Attunement (Sp) A duskblade can use the spell-like powers *dancing lights, detect magic, flare, ghost sound,* and *read magic* a combined total of times per day equal to 3 + your Int modifier. These spell-like powers do not count against your total of spells known or spells per day.
Armored Mage (Ex) Normally, any armor of any type interferes with an arcane spellcaster's gestures, which can cause spells to fail if those spells have a somatic component. A duskblade's limited focus and specialized training, however, allows you to avoid arcane spell failure so long as he sticks to light armor and light shields. This training does not extend to medium or heavy armors, nor to heavy shields. This ability does not apply to spells gained from a different spellcasting class.

Appendix 2: New Rules Items

At 4th level, you learn to use medium armor with no chance of arcane spell failure.

At 7th level, you learn to use a heavy shield with no chance of arcane spell failure.
Combat Casting At 2nd level, you gain Combat Casting as a bonus feat.
Arcane Channeling (Su) Beginning at 3rd level, you can use a standard action to cast any spell he knows and deliver the spell through his weapon with a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful, the attack deals damage normally; then the effect of the spell is resolved.

At 13th level, you can cast any touch spell you know as part of a full attack action, and the spell affects each target you hit in melee combat that round. Doing so discharges the spell at the end of the round, in the case of a touch spell that would otherwise last longer than 1 round.
Quick Cast Beginning at 5th level, you can cast one spell each day as a swift action, so long as the casting time of the spell is 1 standard action or less.

You can use this ability twice per day at 10th level, three times per day at 15th level, and four times per day at 20th level.
Spell Power (Ex) Starting at 6th level, you can more easily overcome the spell resistance of any opponent you successfully injure with a melee attack. If you have injured an opponent with a melee attack, you gain a +2 bonus on your caster level check to overcome spell resistance for the remainder of the encounter. This bonus increases to +3 at 11th level, to +4 at 16th level, and to +5 at 18th level.

New Prestige Class

Spymaster (*Complete Adventurer*)

Requirements: To qualify to become a spymaster, a character must fulfill the following criteria.
Skills: Bluff 8 ranks, Diplomacy 4 ranks, Disguise 8 ranks, Forgery 4 ranks, Gather Information 4 ranks, Sense Motive 4 ranks.
Feat: Skill Focus (bluff)

A spymaster has the following basic advancement:
BAB: As rogue.
Saves: Good Reflex
HD: d6
Skill points per level: 8 + Int modifier

Class skills: Appraise, Balance, Bluff, Climb, Decipher Script, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Hide, Intimidate, Jump, Knowledge (geography), Knowledge (history), Knowledge (local), Knowledge (nobility and royalty), Listen, Move Silently, Open Lock, Search, Sense Motive, Sleight of Hand, Speak Language, Spot, Swim, Tumble, Use Magic Device, Use Rope.

Class Features:

Weapon and Armor Proficiency: Spymasters are proficient with all simple and martial weapons and with light and medium armor.

Cover Identity (Ex) A spymaster has one specific cover identity. While operating in that identity, he gains a +4 circumstance bonus on Disguise checks and a +2 circumstance bonus on Bluff and Gather Information checks.

   A spymaster may add an additional cover identity to his repertoire at 4th level and another at 7th level.

   Should a spymaster wish to "retire" a cover identity and develop a new one, he must spend one week rigorously practicing subtle vocal intonations and body language before he earns the bonuses. Cover identities do not in themselves provide the spymaster with additional skills, proficiencies, or class features that others might expect of the professions pretended.

Undetectable Alignment (Ex) The web of different identities and agendas inside a spymaster's mind makes it impossible for others to detect his alignment by means of any form of divination. This ability functions like an *undetectable alignment* spell, except that it is always active, and is not magical.

Quick Change (Ex) By 2nd level, a spymaster has become adept at quickly changing from one identity to another. He can now don a disguise in one-tenth the normal time (1d3 minutes) and don or remove armor in one-half the normal time.

Scrying Defense (Ex) Starting at 2nd level, a spymaster adds his class levels to Will saves against divination (scrying) spells, as well as to Spot checks to notice the sensors created by such spells.

Magic Aura (Sp) At 3rd level, a spymaster gains the ability to use Nystul's magic aura at will with a caster level equal to his class level.

Sneak Attack (Ex) Beginning at 3rd level, a spymaster deals an extra 1d6 points of damage when flanking an opponent or any other time the target would be denied his dexterity bonus. This extra damage applies to ranged attacks only if the target is within 30 feet. It increases to 2d6 damage at 6th level. See the rogue class feature, page 50 of the Player's Handbook. If a spymaster gets a sneak attack bonus from another source (such as levels of rogue), the bonuses to damage stack.

Slippery Mind (Ex) Starting at 4th level, a spymaster has a second chance to wriggle free from any enchantment spells and effects. See the rogue class feature, page 51 of the *Player's Handbook.*

Dispel Scrying (Su) At 5th level and higher, a spymaster can dispel a scrying sensor as if casting a targeted greater dispel magic. His caster level is equal to his class level +10. He can use this ability a number of times per day equal to 3 + his Intelligence modifier.

Deep Cover (Ex) At 7th level, a spymaster becomes able to quiet his mind and completely immerse himself in his cover identity. While he operates under deep cover, divination spells detect only information appropriate to his cover identity; they reveal nothing relating to his spymaster persona.

New Class Option

Spell Reflection (*Complete Mage*)

Many masters of stealth share the signature talent to avoid explosive blasts of magical energy. It takes only a little training, however, to twist this defensive flair into the ability to reflect magical attacks back upon their creator.

Class: Monk, ranger, rogue, or scout.
Level: 2nd (monk or rogue), 5th (scout), or 9th (ranger).
Special Requirement: Knowledge (arcana) 1 rank.
Replaces: You do not gain evasion.(If you would later gain improved evasion as a special ability, you gain evasion instead.)
Benefit: You gain the supernatural ability to reflect magical attacks back on their caster. If an enemy misses with a spell or spell-like ability aimed at you, you can use an immediate action to redirect the effect back at its originator. The spell or ability attacks the original caster (who makes a new attack roll using the same modifier as the original attack).If it hits, the caster is subject to the normal effect of the spell or ability.

For example, if a 3rd-level wizard missed you with a *scorching ray,* you could use an immediate action to redirect the ray back to the wizard. The wizard would immediately make a new ranged attack roll (using the same modifier) against his own touch AC; if the attack succeeds, the *scorching ray* deals its normal damage to the wizard.

This effect applies only to spells and spell-like abilities that require an attack roll. Other spells and spell-like abilities that affect a target aren't subject to this reflection.

If a single spell or ability misses you more than once at the same time (such as *scorching ray* cast by a high-level caster), you can redirect each portion of the spell that missed. Using the example above, if you were missed by two of the three rays from an 11th-level wizard's *scorching ray* spell, you could redirect only those two rays (but not the one that hit).

You can use this ability a number of times per day equal to 1 + your Dex modifier (minimum 1/day).

New Feats

Arcane Strike [General] (*Complete Warrior*)

You can channel arcane energy into your melee attacks.

Prerequisites: Ability to cast 3rd-level arcane spells, base attack bonus +4.

Benefit: When you activate this feat (a free action that does not provoke an attack of opportunity), you can channel arcane energy into a melee weapon, your unarmed strike, or natural weapons. You must sacrifice one of your spells for the day (of 1st level or higher) to do this, but you gain a bonus on all of your attack rolls for 1 round equal to the level of the spell sacrificed, as well as extra damage equal to 1d4 points x the level of the spell sacrificed. The bonus you add to your attack rolls from this feat cannot be greater than your base attack bonus.

For example, Yarren the bladesinger has a base attack bonus of +11 and the ability to cast 4th-level arcane spells. On his turn, he chooses to sacrifice one of his 4th-level spells for the day, marking it off as if he had cast it. Until his next turn, Yarren gains an extra +4 bonus on his attack rolls and an extra 4d4 points of damage with a single melee weapon of his choice (his rapier).

Divine Cleansing [Divine] (*Complete Warrior*)

You can channel energy to improve your allies' ability to resist attacks against their vitality and health.
Prerequisites: turn or rebuke undead ability.
Benefit: As a standard action, you can spend one of your turn or rebuke undead attempts to grant all allies (including yourself) within a 60-foot burst a +2 sacred bonus on Fortitude saving throws for a number of rounds equal to your Charisma modifier.

Elusive Target [Tactical] (*Complete Warrior*)

Trying to land a blow against you can be a maddening experience.
Prerequisites: Dodge, Mobility, base attack bonus +6.
Benefit: The Elusive Target feat enables the use of three tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against the foe, and the foe does not get a chance to trip you if your attempt fails.

Sculpt Spell [Metamagic] (*Complete Arcane*)

You can alter the area of your spells.
Prerequisite: Any metamagic feat.
Benefit: You can modify an area spell by changing the shape to either a cylinder (10-foot radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot-radius spread), or a 120-foot line. The sculpted spell works normally in all respects except for its shape. For example, a lightning bolt whose area is changed to a ball still deals the same amount of damage, but effects a 20-foot-radius spread.
A sculpted spell uses a spell slot one level higher than the spell's actual level.

New Equipment

Alchemical Tooth (*Complete Adventurer*)

This false tooth functions in all respects like a capsule retainer (see below). In addition, it is very hard to find without a thorough search (Search DC 30). Although an alchemical tooth can hold poisons or other dangerous substances, such a poison can only affect the wearer of the tooth—there's no way to make the tooth

an effective delivery mechanism when combined with a bite attack.

In this adventure scenario, Alber Guildenstern has a specially made acid capsule inserted in his alchemical tooth. It deals 2d6 acid damage and completely destroys his tongue.

Price: 300 gp

Anklet of Translocation (*Magic Item Compendium*)

Price (Item Level): 1400 gp (5th)
Body Slot: Feet
Caster Level: 7th
Aura: moderate; (DC 18) conjuration
Activation: Swift (command)
Weight: —

An anklet of translocation allows you to make short dimensional hops. When it is activated, you can instantly teleport (with no chance of error) up to 10 feet. The new space must be within your line of sight and line of effect.

You can't use the anklet to move into a space occupied by another creature, nor can you teleport into a solid object; if you attempt to do so, the anklet's activation is wasted. You can bring along objects weighing up to your maximum load, but you can't bring another creature with you.

An anklet of translocation functions two times per day.

Prerequisites: Craft Wondrous Item, *dimension door*.

Cost to create: 700 gp, 56 xp, 2 days.

Brute Gauntlets (*Magic Item Compendium*)

Price (Item Level): 500 gp (3rd)
Body Slot: Hands
Caster Level: 3rd
Aura: faint; (DC 16) transmutation
Activation: Swift (command)
Weight: —

Brute gauntlets allow you to temporarily increase your physical might. These gauntlets have three charges, which are renewed each day at dawn. Spending 1 or more charges grants you a morale bonus on Strength checks, Strength-based skill checks, and melee weapon damage for 1 round.

> *1 charge:* +2 morale bonus.
> *2 charges:* +3 morale bonus.
> *3 charges:* +4 morale bonus.

Prerequisites: Craft Wondrous Item, *bull's strength*.

Cost to create: 250 gp, 20 xp, 1 day.

Capsule Retainer (*Complete Adventurer*)

A capsule retainer consists of a thin, rubbery strap looped inside the teeth. The strap is fitted with a small, smooth metal ring that can hold one alchemical capsule. The ring can be positioned on either the inside or the outside of the user's gums.

Only one capsule retainer or alchemical tooth can be worn at any one time, and only one alchemical capsule at a time can be stored in each type of delivery system. Using an alchemical capsule requires only a swift action if it is held in a properly worn capsule retainer or alchemical tooth. In the absence of a capsule retainer or alchemical tooth, using an alchemical capsule is a standard action, just like drinking a potion.

Fitting an alchemical capsule into an empty capsule retainer or alchemical tooth is a full-round action that provokes attacks of opportunity.

Price: 100 gp

Healing Belt (*Magic Item Compendium*)

Price (Item Level): 750 gp (3rd)
Body Slot: Waist
Caster Level: 3rd
Aura: faint; (DC 16) conjuration
Activation: — and standard (command)
Weight: 1 lb.

While wearing a *healing belt,* you gain a +2 competence bonus on Heal checks. This is a continuous effect and requires no activation.

In addition, the belt has three charges, which are renewed each day at dawn. Spending 1 or more charges allows you to channel positive energy and heal damage with a touch. (You can also use this ability to harm undead, dealing them an equivalent amount of damage instead.)

> *1 charge:* Heals 2d8 points of damage.
> *2 charges:* Heals 3d8 points of damage.
> *3 charges:* Heals 4d8 points of damage.

Prerequisites: Craft Wondrous Item, *cure moderate wounds*.

Cost to create: 500 gp, 40 xp, 1 day.

Piercer Cloak (*Magic Item Compendium*)

Price (Item Level): 900 gp (4th)
Body Slot: Shoulders
Caster Level: 3rd
Aura: faint; (DC 16) transmutation
Activation: Swift (mental)
Weight: —

The wearer of a *piercer cloak* can make devastating attacks when positioned above her enemy. When you activate a piercer cloak, any attack you make on your current turn from higher ground (PH 151) deals an extra 1d6 points of damage. If you charge your enemy from at least 10 feet above him, this extra damage increases to 2d6. This benefit lasts for 1 round.

This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *bull's strength*, *jump*.

Cost to create: 450 gp, 36 xp, 1 day.

Torc of Displacement (*Magic Item Compendium*)

Price (Item Level): 2000 gp (6th)
Body Slot: Throat
Caster Level: 5th
Aura: faint; (DC 17) illusion
Activation: immediate (mental)
Weight: —

A torc of displacement allows you to temporarily shift your image slightly away from your current location. A torc has 3 charges, which are renewed each day at dawn. Spending 1 or more charges grants you concealment for 1 round. The effectiveness of this concealment (the miss chance provided) varies depending on the number of charges spent. In addition, the belt has three charges, which are renewed each day at dawn.

    1 charge: 20% miss chance
    2 charges: 30% miss chance
    3 charges: 40% miss chance

Prerequisites: Craft Wondrous Item, *cure moderate wounds*.

Cost to create: 1000 gp, 80 xp, 2 days.

New Spells

Blade of Blood (*Spell Compendium*)

Conjuration (Creation)
Level: Assassin 1, blackguard 1, cleric 1, duskblade 1, sorcerer/wizard 1
Components: V, S
Casting Time: 1 swift action
Range: Touch
Target: Weapon touched
Duration: 1 round/level or until discharged
Saving Throw: None
Spell Resistance: No

This spell infuses the weapon touched with baleful energy. The next time this weapon strikes a living creature, blade of blood discharges. The spell deals an extra 1d6 points of damage against the target of the

attack. You can voluntarily take 5 hit points of damage to empower the weapon to deal an extra 2d6 points of damage (for a total of 3d6 points of extra damage).

The weapon loses this property if the wielder drops it or otherwise loses contact with it.

Caltrops (*Spell Compendium*)

Conjuration (Creation)
Level: Sorcerer/wizard 0
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: See text
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

A *caltrops* spell covers one 5-foot-by-5-foot square with caltrops. Every time a creature moves into an area covered by caltrops or spends a round fighting while standing in such an area, it might step on one. The caltrops make one attack roll (+0 melee) against the creature. For this attack, the target's shield and deflection bonuses do not count, nor does its armor bonus for armor worn. A target wearing shoes or other footwear gains a +2 armor bonus to Armor Class (which does count). If the caltrops succeed on the attack, the creature has stepped on one.

A successful attack by a caltrop deals 1 point of damage. If the target is Small, Medium, or Large, its land speed is reduced by one-half because of the injury. This movement penalty lasts for 24 hours, until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical healing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble.

The DM judges the effectiveness of caltrops against unusual opponents or opponents outside the size range given above. A giant centipede, for example, can scramble among the caltrops with no chance of hurting itself, and a fire giant wearing thick, massive boots might be immune to their attacks.

For every two caster levels beyond 1st, you can affect an additional 5-foot-by-5-foot square, and the caltrops' attack bonus increases by 1. Thus, you affect two squares at 3rd level (+1 melee), three at 5th level (+2 melee), four at 7th level (+3 melee), and a maximum of five at 9th level or higher (+4 melee maximum).

Multiple *caltrops* spells (or mundane caltrops) occupying the same space have no additional effect.

Scintillating Sphere (*Spell Compendium*)

Evocation [Electricity]
Level: Sorcerer/wizard 3
Components: V, S, M
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: 20-ft.-radius burst
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

A *scintillating sphere* is a massive electrical discharge that deals 1d6 points of electricity damage per caster level (maximum 10d6) to every creature and unattended object within the area.

Material Component: A glass marble.

Appendix 3: Legwork

At various points throughout this adventure, the PCs will want to find out more information about certain topics. Have them make the appropriate skill checks, with higher checks resulting in more information. Other knowledge skills may be used, in addition to the ones listed, at the DM's discretion. The DM is reminded that each Gather Information check takes 1d4+1 hours. All DCs are increased by +5 for Bardic Knowledge checks.

The Town of Swan – General Information and Current Events: (Bardic Knowledge, Gather Information, Knowledge [Local: VTF]).

> **DC 3:** Swan is a small town in the lands of House Avgustin in central Verbobonc.
>
> **DC 4:** "This past Richfest the town had its biggest celebration ever. It was held at the grounds next to the Oaken Church of Saint Cuthbert. Priestess Kourtney and Deacon Matthias were very generous!"
>
> **DC 5:** Guildren Abbey is a new Cuthbertine seminary located just south of town. The monastic community there includes Raoans and Heironeans as well as Cuthbertines.
>
> **DC 7:** The field between the town and Guildren Abbey is called Joren's Field. It's named after an old Gnomish hero who won a battle there centuries ago. It's nearly a mile long from north to south, stretching from the Joram Silver Mine at the south edge of town to the new abbey. There's no relation between Joren the gnomish hero and and Jorem the miner.
>
> **DC 10:** "A Jensen's Runner came through town yesterday. He said that Validia is back in the hands of Lord Chondell. Thanks in no small part to the army of Avgustin, Stefania, and Chondell that took it back. I also heard that Lady Elise has dismissed Regent Yronl and is taking control of her House."
>
> **DC 12:** "There was a tremor in Swan last week; I felt the ground shake, I did. Of course, there hasn't been a real earthquake in Swan since 592. That was the one that broke away part of the cliffs and led to the opening of the Joram Silver Mine."
>
> **DC 14:** There are generally very few Mounted Borderers at Fort Wilfrick these days. Their patrols are lasting longer and longer as they try to protect those in the Gnarley Forest from orcs, or worse. Most have been assigned to duty patrolling the Gnarley Forest, and their tours of duty in the wood keep getting extended. It'd be disastrous if the Giants came back now.
>
> **DC 15:** The Avgustin barracks are pretty much deserted. It seems all the house guards were called away to fight battles in the western lands, leaving virtually no one representing House Avgustin in Swan. Why are they off in the Iron Wood when we need them here? What if Shannus attacks <u>us</u>?
>
> **DC 16:** There are more Langmuir Guards than Avgustin Guards in town lately. Some of them even moved into the Langmuir family house in town, so it looks like they plan to stay. They pay cash, so most common folks don't mind very much. Besides, it's good to have somebody of authority in town if trouble crops up.
>
> **DC 18:** "It's actually comforting to see the Langmuir guards here. They've always got a house guard walking around the second floor veranda of their mansion. Probably so we know that they're ready to protect us night and day!"
>
> **DC 20:** The kobolds in town all used to be all right. They were Heironeans and hero-worshippers of Willow Swan. But did you know that kobolds reach adulthood after only about six years? The younger generation isn't nearly as nice as the older one.
>
> **DC 23:** "If you ask me, the kobolds are up to something! They're breeding an army down in the mines! I had a nightmare that they rose up and took over the Viscounty! It seemed so real!"
>
> **DC 25:** Rolan Jorem, the local silver miner has become more irritable lately. He mutters a lot about production being down and missing loads of timbers and blasting disks. But he's been paranoid since Sir Willow Swan was elected Mayor of the town and he was ousted. That was ages ago. Still, I'd steer clear of him.
>
> **DC 28:** Not a lot of people remember the real story of Sir Willow Swan. He might've been brave, but he died like a moron. He's up in Highfolk, see. And as they're retreating from the field of battle, one of his friends gets hit by one of them Bodak things. They look at you funny and you're dead, right? Well, anyway there are fourteen of these things around him, and he stops to pick up his friend. Well, his friend's really heavy, so he's tromping back to the castle at half his normal speed, and every six seconds or so, fourteen of these Bodaks are looking at him, forcing him to make feats of great fortitude to not just drop dead. He was doing fine for a minute, maybe more, and then ten or fifteen feet from the gates, his dice come up snake-eyes, to turn a phrase… Bam! Dead Sir Willow Swan. The kicker is he could've just cut off his friend's thumb or grabbed one of his hairs and run off. They'd need a real

resurrection after the death effect anyway. Moron. So that's the true story. Sir Willow Swan. The paladin who died while running away. That's who this town is named after.

DC 30: Earlier this year the mayor and some of his adventurer allies went on a secret mission. Rumor has it they found and neutralized an ancient artifact that was a danger to the town. None of them will talk about it.

The Viscounty of Verbobonc – General Information and Current Events: (Bardic Knowledge, Gather Information, Knowledge [Local: VTF]).

DC 5: Viscount Langard is missing. Events at the recent Council of Abbots trial in Swan revealed that Langard may not be the legitimate heir to Viscount Wilfrick. Langard was to be escorted to Veluna by a detachment of Knights of the Hart, but the Knights were found slaughtered west of the town of Glory, and the Viscount was not among them.

DC 10: Earlier this year Lord Shannus closed the Iron Wood and occupied the town of Validia. A big army recently headed out to Validia to try to get him to leave.

DC 12: Some of the Mounted Borderers are becoming disaffected with the Nobles. They think more should be done to find the Viscount and secure the borders, but the Nobles just keep squabbling.

DC 14: Canoness Y'dey has been head of the Council of Abbots for almost a year, ever since Bishop Haufren fell into a coma. Some think she's too old for the position, but so far she's been able to manage.

DC 15: Recent events with the Skyroad have brought the conflict between nobility into sharp focus, with Lords Haxx and Galens fighting over the use of the ancient elven magical devices.

DC 18: Some people are saying that Viscount Langard has returned. One rumor says he appeared alone to some Mounted Borderers in the Iron Wood. Another holds that House Langmuir found him and is bringing him to Verbobonc City

DC 20: Rumor has it the Elven Clans of the Gnarley have received ambassadors from the isolationist Kingdom of Celene, which lies south of the Viscounty.

DC 22: Someone has been buying up all the silver in Verbobonc. Accusations by Shannus have been made against the lycanthropes of the Ironwood, who – it is said – are buying it so that it will not be used against them when they launch their attack.

DC 26: An ogre was seen walking around Cienega Valley just last week. The giants are coming back!

DC 30: Someone is making a power play for leadership of the Verbobonc underworld.

DC 40: A crazy half-drow bard is pursuing a personal vendetta against some traitorous rogues in the Viscounty.

Appendix 4: The Laws of the Viscounty

The Laws of Verbobonc are designed to maintain the status quo, protecting the nobility at the expense of the common man. Commoners – including all PCs – have very few rights. If they break the law, they will be punished.

HIGH CRIMES AND LOW CRIMES

All crimes in the Viscounty are classified as either high crimes or low crimes.

Commoners can be accused of any crime by any agent of law enforcement or any noble at any time, so long as the accusing authority is within his jurisdiction.

Nobles cannot be accused of low crimes. They can be accused of high crimes, but only by individuals with the Right of High Justice.

LEGAL AUTHORITY: THE RIGHT OF JUSTICE

All legal authority in Verbobonc is divided into two distinct categories: High Justice and Low Justice.

Representatives of the law imbued with the Right of Low Justice are involved in the prosecution of 'day-to-day' law enforcement and may charge and arrest any non-noble offender for any crime. A character that bears the Right of Low Justice may only arrest another character if he either witnesses a crime being committed or if a criminal confesses to committing a crime. Arresting agents cannot fine other PCs TU and gold, nor can they remove PCs from play. The DM adjudicates the penalties for breaking the law.

The Right of High Justice is held by the Viscount, the heads of noble houses, and their most highly appointed representatives. Anyone with the Right of High Justice may charge, arrest, investigate, try, and sentence any offender for any crime. Only those with High Justice may charge a noble with breaking the law, and only for high crimes. Nobles are immune to prosecution for low crimes. No player character in Verbobonc has the right of High Justice, unless he has specific regional documentation to that effect.

See the **Table 1** below for more details on authority and jurisdiction of various Metaorganizations.

LAWS IN THE GAME

Laws are enforced by the Dungeon Master when the need arises. Before the arrest and adjudication of a player character happens, the DM should warn the player that he is about to commit a crime. If the player decides to act criminally, the DM must decide if there is any way for the authorities to know what has transpired. If so, he should inform the player that his actions will have consequences and that they will be adjudicated after the play session. If the player continues to commit crimes, the DM should adjudicate it immediately and remove the character from the play session for the time being.

Once play has finished, the DM should make a final determination of all of the penalties that the character will receive, using **Table 2** below for guidance. Any crimes for which the punishment is Death or Exile, must be adjudicated by a member of the Verbobonc Triad. All other crimes may be adjudicated by the judge at the table.

If the player of a convicted character wishes to appeal the judge's ruling, he should contact the Verbobonc Triad.

ILLEGAL GOODS

The following items are illegal in the Viscounty: *Assassin's dagger, Dagger of venom, Darkskull,* drugs, *Dust of disappearance,* flesh golems and *Flesh golem manuals, Gal-garan, Hand of glory, Hand of the mage,* holy symbols to evil gods, *Life-drinker, Nine lives stealer,* poisons, *Robe of bones,* slaves, *Slaying arrow, Sword of life stealing,* thieves' tools, thinuan weapons, and *Unholy* weapons.

Additionally, scrolls and wands of spells with the [Evil] descriptor and any item that radiates an aura of evil, requires an evil creator, bestows curses, summons or commands elementals, demons, or devils, or animates the dead are likewise outlawed.

This list is not exhaustive, and Dungeon Masters should exercise their judgment.

More detailed information on Verbobonc's laws, legal system, and methods of law enforcement can be found in the *Laws of the Viscounty* document, available for download at *www.verbobonc.net.*

Table 1: Legal Jurisdiction of Verbobonc Metaorganizations

Organization	Authority	Jurisdiction
Knights of the Faithful Defender	High Justice	All Verbobonc
Mounted Borderers	Low Justice	All lands within Verbobonc except Verbobonc City.
Gentlemen of the Watch	Low Justice	Verbobonc City
Gnarley Rangers	Low Justice	Gnarley Forest
Noble House Guards	Low Justice	Appropriate Noble Lands
Mayors, Sheriffs, and Constables	Low Justice	The local settlement they have been appointed to

Table 2: Crimes and Penalties

Crime	Class	Penalty
Aiding and Abetting	Low	100 gp OR 500 gp OR 1,000 gp + 4 TU
Arson	High	500 gp +, 1 TU
Assault	Low	50 gp OR 1,000 gp, 2 TU
Banditry	High	Forfeiture of all possessions, 1 TU per 100 gp of stolen goods.
Battery	Low	200 gp OR 2,000 gp, 10 TU
Blackmail	High	90% of wealth, 26 TU
Blasphemy	High	Public whipping
Bribery gold	Low	Ten times value offered and public whipping OR forfeiture of all carried, expulsion from metaorg, and public whipping
Burglary	Low	200 gp, 2 TU OR 1,000 gp, 10 TU
Destruction of Noble's Property	High	Cost of repairs, 1 TU per 1,000 gp of damage
Disturbing the Peace	Low	Up to 450 gp and/or 1 TU
Extortion	High	90% of wealth, 26 TU
Forgery	Low	Confiscation of all possessions, 13 TU, loss of finger
Fraud Against a Noble	High	Forfeiture of all possessions, 26 TU OR death
Grave Robbing	Low	Confiscation of carried goods, 1,000 gp, 5 TU OR confiscation of carried goods, 5,000 gp, 13 TU
Impersonation of a Noble	High	Forfeiture of wealth and all possessions, 52 TU OR death
Interfering with the Representative of a Noble	Low	Up to 300 gp, 4 TU
Kidnapping	High	Confiscation of goods carried, 1,000 gp, 26 TU OR confiscation of goods carried, 10,000 gp fine, 104 TU, and loss of eye and hand.
Magical Assault spellbooks	High	Confiscation of spellbooks, 500 gp, 4 TU OR confiscation of and goods carried, 2,000 gp, 13 TU, and loss of ear.
Malicious Mischief	Low	Up to 1,000 gp, up to 4 TU, and full reimbursement of property value
Manslaughter	High	Forfeiture of all equipment, property, and wealth, 52 TU.
Murder	High	Death
Negligent Use of Magic spellbooks	High	Confiscation of spellbooks, 500 gp, 4 TU OR confiscation of and goods carried, 2,000 gp, 13 TU, and loss of ear.
Ownership of Illegal Goods	Low	Varies: Confiscation of the item(s) owned and a warning and fine of 100 to 2,000 gp to exile from the region, as deemed by the item.
Perjury	High	600 gp, 8 TU
Piracy wealth,	High	Confiscation of all wealth, 500 gp, 10 TU OR confiscation of all 2,000 gp, 26 TU, and loss of eye.
Resisting Arrest	Low	300 gp, 2 TU OR 600 gp, 4 TU
Robbery	High	Confiscation of goods carried, 1,000 gp, 10 TU OR confiscation of goods carried, 5,000 gp, 26 TU, loss of hand
Sedition	High	13 TU
Smuggling	High	Confiscation of illegal goods, 2,000 gp, 13 TU, public whipping, loss of a finger. Sometimes exile.
Theft	Low	Confiscation of goods carried, 200 gp, 5 TU OR confiscation of goods carried, 1,000 gp, 12 TU, loss of finger
Treason/Revolt	High	Forfeiture of all possessions, property, and wealth, and death by hanging, draw and quartering, or stoning.
Trespassing	Low	20gp – 500 gp

Appendix 5: A History of Swan

SWAN

Population: 2000+ (small town)
Government: prestigious democracy: mayor elected from adventuring population for undefined term of office; mayor's cabinet appointed by mayor.
Authority Figures: His Honorable Worship, Master Dalin Swifthammer
Prevalent Religions: St. Cuthbert, Rao, Heironeous, Dwarven Pantheon
Resources: precious stones, salt, and silver
Yahoo Group: http://games.groups.yahoo.com/group/TownOfSwan
Overview:

When Viscount Wilfrick sent agents to investigate the ancient community of Guildren in CY 585, they found a community with only a handful of families. In the next two years, workers arrived in the area and began construction on a fort atop the hill, and the community took the name Fort Wilfrick in celebration of the new effort. The construction was short-lived, and after Wilfrick's death in Harvester of 587, the construction ceased. Most of the laborers left town, leaving the unfinished fortifications and the town to the few local families.

Two major events would change this, both of them taking place in the year 591. The critical event was an earthquake, normally a premonition of dread. The few in town in those days recall the ground bucking and heaving and the faces of the cliffs collapsing. It was quickly realized that a series of water caverns had been opened in the cliff face, and shortly thereafter veins of silver were discovered in the walls of the easily accessible passages. Rolan Joram, a local businessman with family in the area, soon opened the Joram Silver Mine at the site.

The second event was the visit of Lord Willow Swan, a knight in the service of Baron Rollof Avgustin. Impressed by the area's natural defensive position, Swan built a residence in Fireseek of 593. His reputation among adventurers and commoners alike served to draw men and women to the area, accelerating the development of the new mines and flooding the economy with wealth. Construction on Fort Wilfrick was completed and Avgustin House Guard barracks were built, along with two new inns and several homes and businesses. Later that same year, the Bejeweled Halls of Heironeous were completed and consecrated with the assistance of Father Joram, a cleric newly arrived from Larneystone.

Lord Swan died while adventuring in distant lands a scant three months after taking office. Viscount Langard subsequently renamed the town Swan, and a statue and a great tree in front of the Swan's Rest Inn honor his memory. Lord Swan was succeeded as mayor by Father Owain Aneirin Llewelyn of Rao, who was succeeded by Derek of Heironeous, who was succeeded by the current mayor, Master Dalin Swifthammer of Moradin.

The town has continued to prosper under the leadership of each new mayor. In addition to Fort Wilfrick, a Wrinkle Academy library, the ancient Raoan Shrine of the Peacemaker, an expanded Oaken Church of Saint Cuthbert, the Bejeweled Halls of Heironeous, the Tavern of the Two Foot Traveler, and a rebuilt Swan's Rest Inn, the town can now boast of a Dwarven temple, the new Guildren Abbey, several new schools, and the sprawling Autumn Wind Brewery, the largest single business in the Viscounty.

Swan has seen plenty of trouble along with its recent prosperity. In the last five years it has lost both its Noble Lord and his heir, been invaded by giants, provided sanctuary to scores of displaced gnomes, dealt with hidden agents of the Old One, uncovered a secret plot enacted by kobolds, hosted a special conclave of the Council of Abbots, and been caught amidst the machinations of the Noble families of Verbobonc. Through it all the common people persevere while working hard, trusting in their faith, and keeping vigilant against evil.

The Town of Swan

KEY

RIVER

- - - ROAD

.... PATH

═══ WALL

200' ELEVATION

1 inch / 0.2 mile
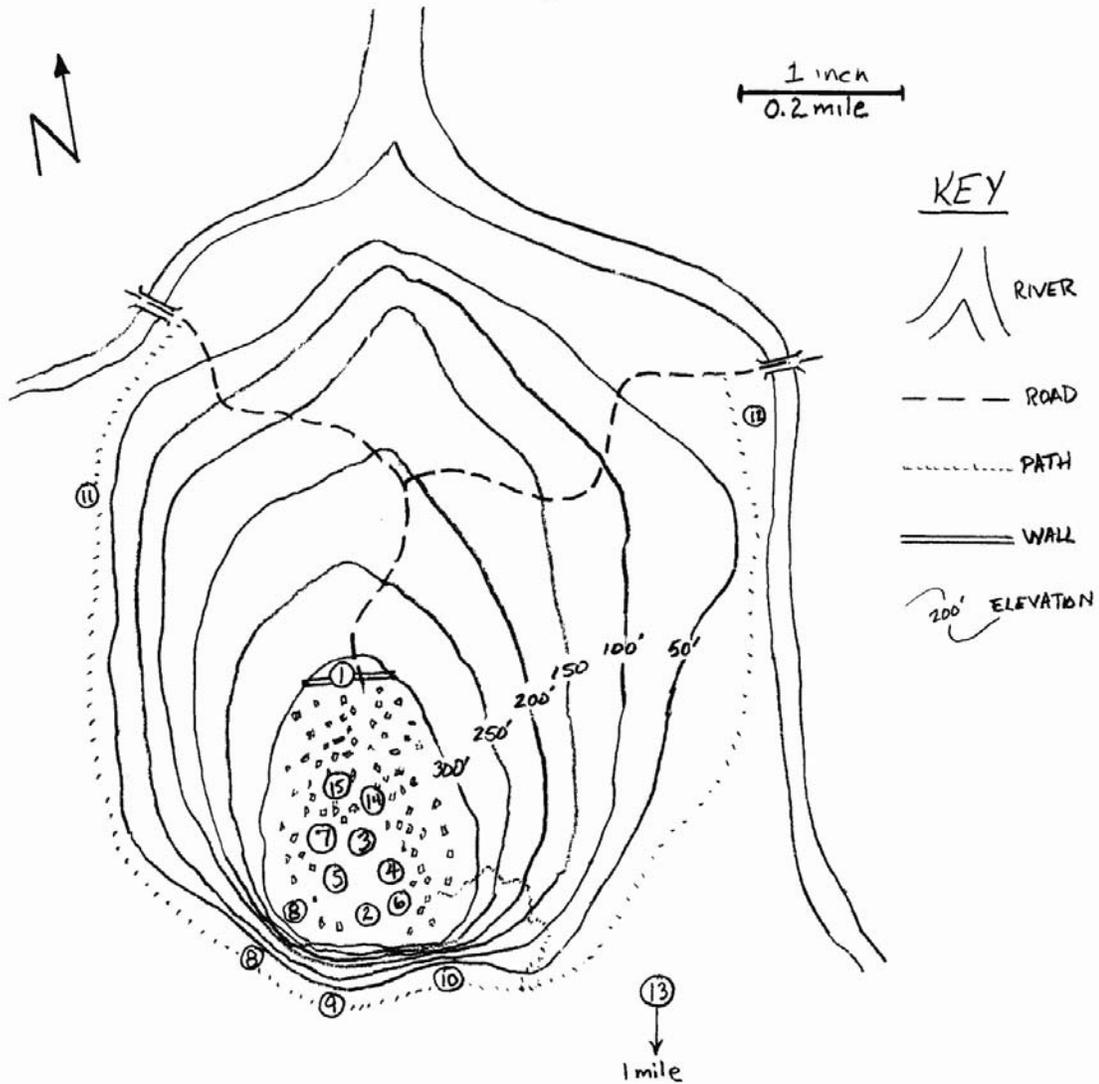
1. Fort Wilfrick
2. Bejeweled Halls of Heironeous
3. Raoan Shrine of the Peacemaker
4. church of Saint Cuthbert
5. Town Hall
6. Swan's Rest Inn
7. Tavern of the Two-Foot Traveler
8. Autumn Wind Brewery (upper and lower)
9. Entrance to the jewel mine
10. Entrance to Jorem Silver Mine
11. Entrance to the salt mine
12. Mill
13. Guildren Abbey
14. Farmer's Market
15. Journeyman's Hall

This letter was found on one of the Mounted Borderers you encountered on your way to Ostverk. It was sealed with a crest of a stag's head surrounded by oak leaves.

Beside the signature in the letter is the same crest in colored ink: a white stag's head on a field of green, bordered by red oak leaves.

From: Lord Corbin Deleveu, Waldgraf of Ostverk, Knight Captain of the Mounted Borderers, Commander of the Third Company of the Mounted Borderers

To: The highest-ranking Mounted Borderer presently stationed at Fort Wilfrick

BE IT KNOWN that I have met at length with the Mounted Borderers Trooper First Class Fencentio, Trooper Regori, Trooper Mikazail, and Trooper Rosolfo, sent at the behest of Torc the Heironean, seeking aid for House Avgustin in the defense of Swan and Fort Wilfrick.

While I do not see justification in aiding Avgustin above the other esteemed nobles of the Viscounty, I do recognize that the threat of open warfare between the Viscount's nobles only serves to undermine these lands and subvert the order that we must maintain in His Noble Lordship's absence. I recognize this as a far more dire threat to the integrity of the Viscounty than the Orcs of Blackthorn or the Elves of the Gnarley.

THUS, BY MY COMMAND, the Third Company of Verbobonc's Mounted Borderers have begun an orderly withdrawal of from the Gnarley Forest. I have mobilized those Long Riders that have returned thus far with the House Deleveu Rangers that I can spare.

At this very moment, I lead a force two hundred strong in a march for Swan.

I send the aforementioned Troopers back to Fort Wilfrick to inform all Borderers there of my forces imminent arrival. We are due the night of this letter's delivery before dawn. Watch for our approach from the bluff above Gillendyl's Run. We will come from the south.
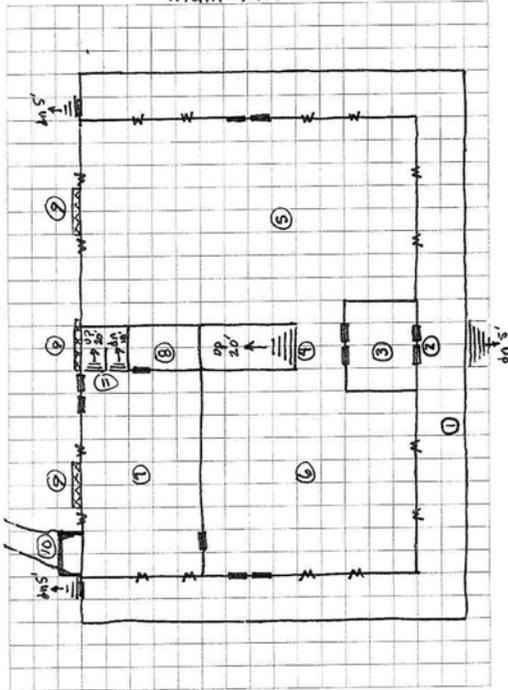
Gods save the Viscount and gods save us all,
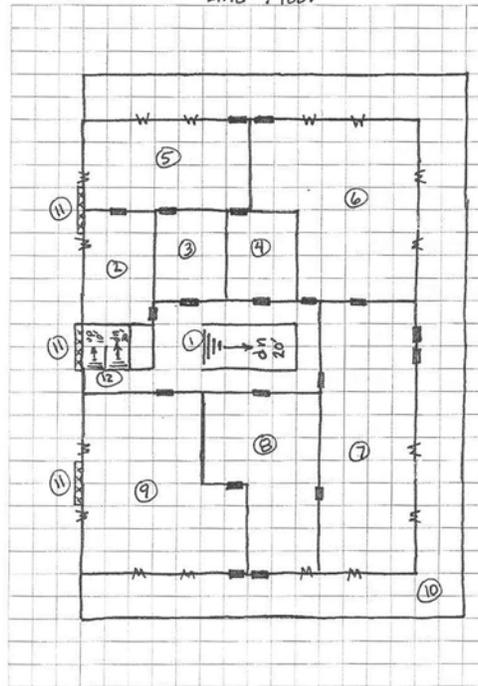
Lord Corbin Deleveu

Lord Corbin Deleveu
Waldgraf of Ostverk
Knight Captain of the Mounted Borderers
Commander of the Third Company of Mounted Borderers
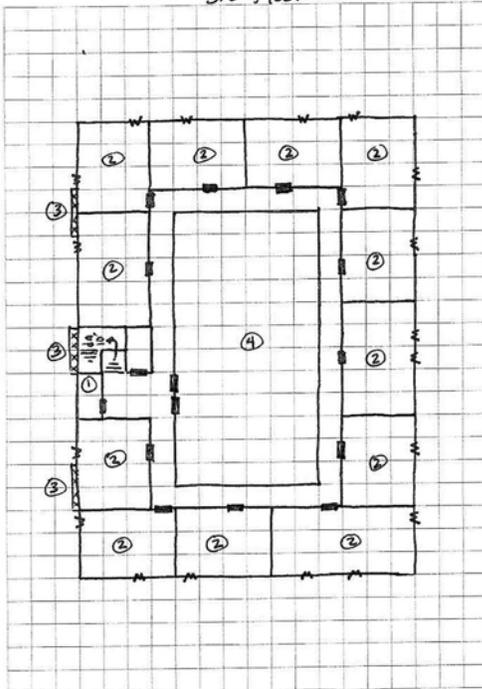
DM's Map: The Languir Mansion in Swan

Main Floor
1. Porch
2. Entrance
3. Foyer
4. Grand Stair
5. Ballroom
6. Dining hall
7. Kitchen
8. Pantry
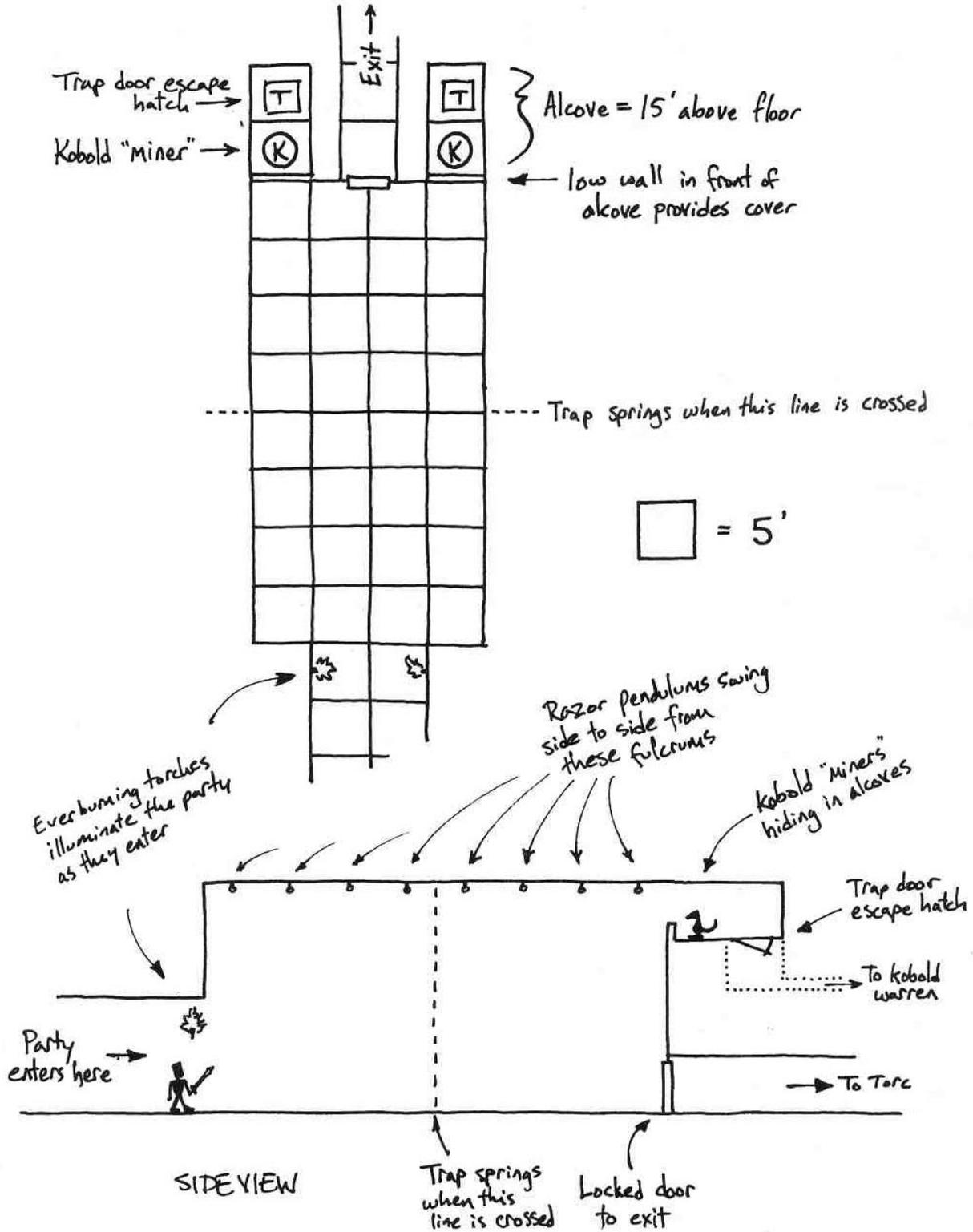9. Trellis
10. Basement entrance
11. Service stairs

2nd Floor
1. Grand Stair
2. Belinda's room
3. Humbert's room
4. Bethany's room
5. Play room
6. Lady Godeleva's suite
7. Sitting room
8. Library/study
9. Lord Ludovic's suite
10. Veranda
11. Trellises
12. Service stairs

3rd Floor
1. Service stairs
2. Bedroom (for servant, guest, or guard)
3. Trellis
4. Storage area

DM's Map: Encounter Seven: Deathtrap!
APL 4

Trap door escape hatch →

Kobold "miner" →

Exit

} Alcove = 15' above floor

← low wall in front of alcove provides cover

---- Trap springs when this line is crossed

☐ = 5'

Everburning torches illuminate the party as they enter

Razor pendulums swing side to side from these fulcrums

Kobold "miners" hiding in alcoves

Trap door escape hatch

To kobold warren

To Torc

Party enters here →

SIDE VIEW

Trap springs when this line is crossed

Locked door to exit

DM's Map: Encounter Seven: Deathtrap!
APL 6

Exit

Trap door with escape hatch →

kobold "miner" →

Alcove = 15' above floor

low wall in front of alcove provides cover

□ = 5'

Trap springs when this line is crossed

See the map for APL 4 for the conceptual side view of the trap

Everburning torches illuminate the party as they enter

DM's Map: Encounter Seven: Deathtrap!
APL 8

Trap door escape hatch →

kobold "miner" →

Exit ↑

} Alcove = 15' above floor

← low wall in front of alcove provides cover

□ = 5'

---- Trap springs when this line is crossed

See the map for APL 4 for the conceptual side view of the trap

← Everburning torches illuminate the party as they enter

DM's Map: Encounter Seven: Deathtrap!
APL 10

Trap door with escape hatch →

Kobold "miner" →

Alcove = 15' above floor

← low wall in front of alcove provides cover

☐ = 5'

Trap springs when this line is crossed

See the Map for APL 4 for the conceptual side view of the trap

Everburning torches illuminate the party as they enter

DM's Map: Encounter Eight: The Swan and the Crow

NORTH

Ⓛ = Ludovic Langmuir
Ⓖ = Godeleva Langmuir
Ⓡ = Langmuir House Regulator
Ⓐ = Alber Guildenstern

= stockpiles of explosives

SIDE VIEW

Ropes &
Pulleys

explosives

walkways

Party enters →

Ladders

wooden
floor

deep
crevasse

Party begins
combat behind
this line

Party enters
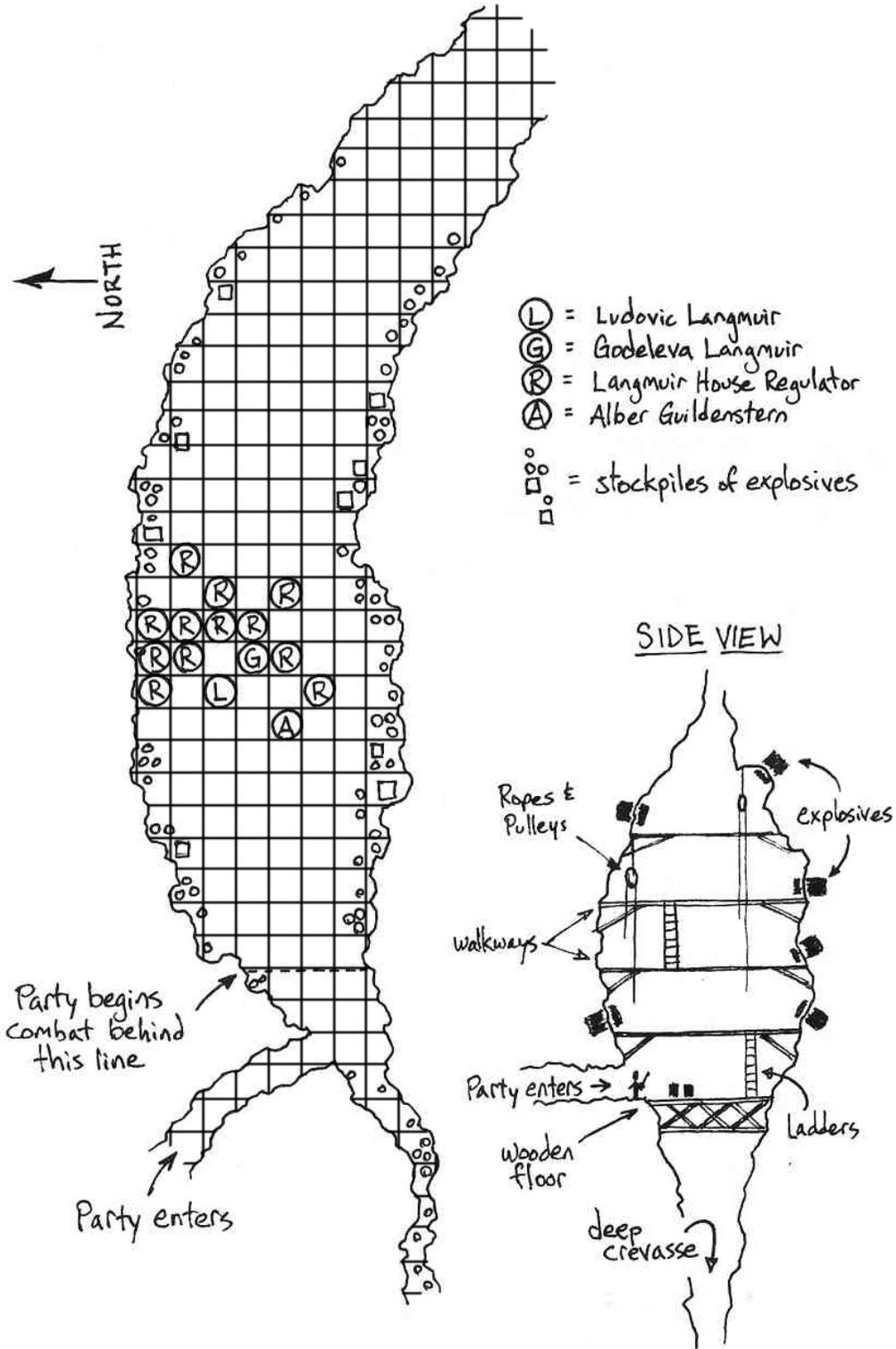
Critical Event Summary

Please submit the answers to these questions to the Verbobonc point of contact before December 31, 2006. Answers can be sent electronically to poc@verbobonc.net. Use the subject line "VER7-06 Critical Event Summary."

1. Did Alber Guildenstern escape?

2. If he did not escape, was Alber able to kill himself before being taken prisoner?

3. If he was killed, what happened to Alber's body?

4. Did the party stop The Great Trap from killing Lord Deleveu and the Third Company of Mounted Borderers?

5. If Lord Deleveu survived, how did the players advise him (in the Conclusion) when he asked them their opinion about the Borderers' deployment?

6. Did anything else unusual happen during the adventure that should be shared?