

NYR4-S04

Modern Love

A one-Round D&D LIVING GREYHAWK[®] Nyronnd Regional Adventure

Version 1.0

Round 1

by Eric Brittain

with special thanks to John Ruff

How far will a group of adventurers go for true love? In this module, almost all the way across the County of Mowbrenn. A one-round introductory module for first level characters only.

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

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and record-keeping after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Keep in mind that you must have at least four players (not counting the judge), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Playing the Game

Instruct the players either to prepare their characters to participate in the adventure before the session begins, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the judge) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the judge can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold italics. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials discussed in the Preparation section above that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

LIVING GREYHAWK Levels of Play

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

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 being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. 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. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 may 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 will receive only one-half

of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This

simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

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

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are three things that the group can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

This is a standard 1-round Regional adventure, set in Nyrond. Characters native to Nyrond pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new

spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

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

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

Adventure Background

While King Archbold was on the throne, he instated a baron into some lands in the south of County Mowbrenn to a very poor, but very loyal and well-loved man. The agreement that Archbold made was that while the Barony was solvent, his family would rule, but if it were to ever become bankrupt or if his direct line should fail, a rival family would annex the lands into their own Barony. For the last 20 years the Du'Brey family has ruled in the Barony, but times are tough and they are down to their last gold. With the death of the Old Baron last year, his brother and only child have been left to do what they can. Unfortunately all they can do is arrange a wealthy marriage to another noble from near Midmeadow. An older man, he was the only man of noble rank willing to marry young Eleanor. The trick is that unless she is married to a noble by her 18th birthday, her land is forfeit. The rival Bluefield family has been watching these events unfold with great interest. They are greedy people, and very eager to increase their holdings, so when the arranged marriage was announced, they were quite beside themselves with disappointment and it has led them to do something rash. They know that young Eleanor must travel to her new husband's land to be married and they have made sure that some less-than-reputable sources are aware that a traveling noble would surely be ransomed for great reward. Their intentions being not to kill young Eleanor, but to

forestall the wedding long enough to secure a hold on her land. Eleanor's uncle Haldorn has promised the last of the family's gold to an adventuring party if they will escort her to her wedding. Unbeknownst to him, they have not accepted his offer and have sent back his messenger (and the payment) with their refusal.

Adventure Summary

Encounter #1: Now there's something you don't see every day.

The PCs encounter a Raven, named Ozzer, attempting to drag/fly a small satchel with a gold bar in it.

Encounter #2: It's a hard knock life

Ozzer leads the PCs to the "homestead" of his master Haldorn, an aging man in an aging manor house. On the way there, the PCs might see some well-dressed people surveying the property. Haldorn offers the PCs their last gold if they will get his niece to her wedding and save the barony.

Encounter #3: Bachelorette number one.

The PCs meet Eleanor (the pretty-ugly girl. Time is of the essence so without further ado, she is placed in the carriage and they are off.

Encounter #4: The ambush.

The carriage breaks down putting the PCs on the other side of the classic ambush scenario. Before anything can be done, the PCs spot a group of six riders cresting a hill. The riders spot the carriage and begin to cast spells and draw weapons. Fortunately, it's another adventuring group and they wind up helping. The adventurers are around 8th level and have all kinds of good advice for the PCs.

Encounter 5: Something blue.

The next day shortly after the noon meal Ozzer arrives with the message the fiancé has passed away. Haldorn reminds Eleanor of the Cotillion on Mowbrenn. It's an outside chance but if she can get just get to the party and somehow gain admittance it is just possible that she can find a noble man to marry her the next day, then barony will be saved.

Encounter 5: The ambush...really.

Heading off the main roads in order to get to Mowbrenn in time, the PCs and carriage are waylaid by bandits (who were tipped off to their passing by the neighboring family).

Encounter 6: Funeral for a friend

The PCs arrive at Mowbrenn and after dealing with the gate guards the PCs again meet up with one of the adventurers from scene 4. One of their members has died a heroic death and they are in town for his funeral

Encounter 7: A horse of a different color.

Arriving in Mowbrenn, the PCs must first attempt to make Eleanor look presentable. This will be an RP scene with lots of gather information, disguise, diplomacy and the like. Play it up, but when it's over, she has to look great.

Encounter 8: Crashing the party.

Now the PCs have to get her into the party. She doesn't have an invite and doesn't know anyone in Mowbrenn, so she can't do it herself Regardless of how this happens, make sure it happens and make sure that the PCs are in the mezzanine to observe.

Encounter 9: Finding love in boxed text.

Big boxed text describing Eleanor's quest for love. She is rebuffed time and again by potential suitors. But just as the PCs are starting to see her give up, she drops something and it is picked up by a late arrival (Baron Nagrin DeValos). It's love at first sight. They dance the night away. Eleanora asks Nagrin to marry her and he says yes. Just as the congratulations are dying down...

Encounter 10: Not so fast.

Kent Bluefield crashes the party with some friends of his to kidnap Eleanora and stow her away for a little while. Nagrin tries to be heroic and is knocked out. The PCs get to be heroes. There will be improvised weapons, hanging chandeliers, curtains, wheeled carts, pies, wine-bottles, and all the wackiness that the PCs want. Encourage everyone to get involved.

Encounter 11: Get me to the church on time.

Eleanora and Nagrin get married. The PCs are requested and required to be in the wedding party / stand in for Eleanora's family. Everyone finds out that Nagrin is filthy rich.

playing encounters in this module and it may be helpful for you to pull out Judges Aid #1 – 'The personality cheat sheet' to use as a reference.

- Remember that this is a game about fun; especially in this module players are encouraged to think outside of the box. If they come up with something that would add to the fun of the table, help move along the story, or just seems cool give them a circumstance bonus.

Preparation for Play

- Familiarize yourself with the personalities involved. There are a few free form role

Introduction

Key points for this section:

- The adventurers introduce themselves
- Pass out Player's Handout #1 – Mowbrenn and its environs

What ever your reasons, you find yourself heading down a country road that winds its way through the gentle hills of the County of Mowbrenn. A brief shower this morning has kept the dust down, and all around are signs of summer turning to fall. Crops are being harvested, and farmers are starting to put away their worries for the winter, as their fears of failed harvests and the black prince Sewarndt's return recede with the shortening days. The light of Pelor filters down from high above dancing between the leaves of the trees and bathing the road with warm broad beams. Life seems pretty good here.

Perhaps it was camaraderie, curiosity or just plain chance that caused you to travel for a while with some other folk that seem to be cut from a different cloth than the few hardy souls that can still be seen working in the distant fields.

Allow the players to briefly introduce their characters and provide what ever reason they choose to be on the road on this fine day in Nyrond.

Encounter One: Now there's something you don't see every day

Key points for this section:

- The adventure hook is presented
- The PCs meet and agree to help Ozzer the Raven

Your small group has been traveling together for a few hours passing the time in idle conversation. The crest of each hill and each bend in the dirt road revealing more and more of the land's beauty.

This idyllic reverie is interrupted as each of you become aware of a very strange sound coming from just up ahead. As you

come around the next bend in the road you see a Raven struggling to take wing with a small sack clutched in its talons. What ever is in the sack is far too heavy for it to carry more than a short distance. Despite its valiant struggle the exhausted Raven crashes back to the ground. It takes a moment to shake itself off, get a better hold of the sack and tries to take wing again. During all of this, it sounds like the Raven is muttering to itself.

A listen check of DC 15 will hear the Raven muttering the following

Come on Ozzer. Not much farther. Got to get back to master. Got to tell master what happened. Only a little bit farther Ozzer. You can do it.

The raven on the road is Ozzer familiar of Haldorn Du'Brey. He had recently been sent to deliver payment to the Pelor's Fire adventuring company. This adventuring group was going to escort Haldorn's niece Eleanora Du'Brey to her fiancé Baron Gillchrist's estates in Kerrin. The transaction to retain the adventuring company fell through before the Raven arrived with the payment. The Pelor's Fire adventuring company was approached by servants of the crown to undertake a mission of some national importance. They had to leave that very day. They only had time to tell Ozzer that they could not take the job for Haldorn and to please return the payment to his master. Fortunately for Ozzer on the trip out to Mowbrenn the gold bar had been magically made lighter. This spell lasted for most of his trip back to Du'Brey manor. But just not all the way. Part way there the magic failed and the poor Raven was unable to stay airborne bearing the increased weight. So he finds himself stuck on the road a mere 2 hours from his master's home making very slow and exhausting progress.

Upon noticing the PCs Ozzer will ask them for help getting back to his masters home.

Crashing the ground once more the Raven notices you. It clutches the bag closer in its talons and says in a croaking voice, "Good people help Ozzer? Ozzer need get back to master's. Only a little farther but Ozzer is very tired. Maybe good people help Ozzer? Master be happy if good people help Ozzer." He pauses, cocking his head to the side awaiting your response.

Ozzer's master's manor is just a ways down a small side road ahead. The trip will take about 2 hours. Ozzer is very tired and not that bright. He also doesn't have any concept of time beyond days. He will say it is just a little ways away (which is true if you are flying). He will also ask someone to carry the sack for him if the PCs do not offer. If asked why he is on the road he will tell the story that he was sent out by his master Haldorn to deliver this bag to the Feathered Goose Inn in Mowbrenn to a half elf with a green hat. He found the half-elf but was told that he should go back to his master. That they couldn't accept the job, something had come up. Ozzer thought to himself, I have to get back to my master so that he can tell me what to do. Only partway home the bag got heavy again and it was too much for Ozzer to carry for very far. He will continue to ask "Can you help Ozzer?"

Tactics: If the PCs threaten Ozzer he will start to cry and call them bad people. There is nothing he can do to stop the PCs from taking the gold. But if they do the adventure is over for them.

Treasure: 1 gold bar worth 50gp x # of PC (coin 50gp x # PCs)

APL 2: Loot – 0 gp, Coin – 50gp x of PCs.

Encounter Two: It's a hard knock life

Key points for this section:

- Seeing Kent Bluefield, Brother Copper and Brother Vermillion
- Meeting Haldorn Du'Brey
- PCs get the full story from Haldorn Du'Brey
- Accepting the escort duty

After about two hours of travel you come to a manor house set off from the road that has obviously seen better days. The farms surrounding it are just as bountiful as others that you have seen while on the road and the farmers look much like any others you have passed along the way. But there are small signs here and there that money is tight. The house is clean but in need of maintenance.

The garden to its side seems devoted to growing staples rather than the spices and luxuries that would normally be present at a noble manor.

A Spot Check DC13 will allow the PCs to notice the following. If the check is not made skip this section.

As you come closer to the manor you notice a group of three well dressed men in the far distance just at the same time they seem to notice your party. One stands over 6 feet tall, tanned, solidly built Oridian man with large sideburns. He puts away a spyglass that he had been using and gestures to his two companions, a pair of Suel men, and they retreat into the trees.

If the PCs decide to investigate further they are unable to find or track the men. However a DC15 Track check will reveal a small piece of red thread snagged on a bush. It most likely came from one of the men.

If the PC's do not make the spot check continue with the following:

Ozzer shouts in excitement, "I let master know you are here!" and takes wing. He darts through a missing pane in a second story window.

Indeed it seems that the raven has rapidly accomplished his mission as the front door of the manor is opened by an older portly Oeridian gentlemen of obvious noble bearing.

His smile is somewhat reserved but his voice is warm and welcoming, "My name is Haldorn Du'Brey and I welcome you to Du'Brey manor. Thank you for returning Ozzer to me." Haldorn reaches up to pat Ozzer affectionately. "He is quite precious to me and has already told me much about you."

Ozzer puffs himself up at this praise and it easy to guess that Ozzer has been talking about your group non-stop since disappearing inside the manor.

Haldorn continues, "If nothing else please allow me to offer you some brief refreshment in my study." Pausing he considers you group closely, "and perhaps I might speak with you about a rather

important matter where you just might be able to help." He gestures grandly, "Please, please come in."

Haldorn asks for the bag that Ozzer was carrying and shows the PCs into the manor. He sends Ozzer off to arrange for some refreshments to be brought to his study. He insists that the PCs call him Haldorn.

Walking through the house many rooms passed along the way are bare and some have furniture that is covered in tarps. There are areas on the wall where it is obvious that paintings are missing. It appears that the Du'Brey estate has seen much better times. Haldorn leads the PCs up some creaking stairs to his study. It is a well-appointed room with comfortable chairs, a warm fire and many books. As the PCs settle a very elderly (late 70s) rail thin human butler dressed all in black, named Bunsworthy, appears with a tray of chilled fruit juice, cheese, and bread. Haldorn then relates the situation that his niece is currently in.

"I have a problem. Or to be more precise rather my niece Eleanora has a problem. You see she is to be married in four days in the town of Kerrin to Baron Gillchrist. Unfortunately due to the nature of the grant of nobility conferred upon the Du'Breys by King Archibold in CY574 should this marriage not occur our lands would become forfeit. The same would occur if we were ever to fall bankrupt. His majesty wished to insure a stable nobility, and while my late brother Vendrin was a well-loved man, he was never by any means rich. Which is why I am so glad that you have returned Ozzer's burden".

It is possible that the PCs have not opened the bag carried by Ozzer. If they haven't Haldorn does so now revealing the gold bar within.

Holding the small gold bar that was Ozzer's burden gently in his hands, "This represents the last of our liquid assets. I had planned to use it to retain an adventuring company based in Mowbrenn to escort my niece Eleanora to her fiancé Baron Gillchrist. Since the roads while much better in recent years are still not entirely safe."

He looks up at each of you, "But it seems that this was not to be. With the death last year of my brother Vendrin, I have been managing the estate until Eleanora reaches

majority. It's been all that I could do to arrange this marriage."

"I was hoping that I could beg of you to escort Eleanora to Kerrin. If you could leave today you should just be able to get there in time."

Placing the gold bar on the table, "I would offer more if I could but this is all we have." With pleading eyes he regards you silently awaiting your response.

Key points

- Haldorn Du'Brey truly has nothing else to offer the PCs other than his thanks. If the PCs attempt to bargain for more money he will sadly inform them that there isn't any more.
- If asked about the people the PCs saw before entering the house Haldorn will say that they were probably the Bluefields, the noble family that holds a nearby barony. They will assume the estates should Eleanora not be married. The Bluefield's have taken no action against the Du'Brey's. Haldorn even went for far earlier as to inquire if one of their sons would be interested in marrying Eleanora but received no response. Haldorn does not like the Bluefield's but will never come out and say so.
- Haldorn will provide a map of the surrounding area if necessary.
- The Du'Brey's have been good shepherds of the land as well as very helpful to those that farm it.
- The marriage is arranged, but this is not unusual within noble houses. It is common for children of noble families to married off to support alliances or for other reasons that lead to a stronger Nyronnd.
- Baron Gillchrist is in his 60s and is a widower. He is rumored to be a kind man and he was the only man of noble rank willing to marry Eleanora Du'Brey. They have never met. The do know that he has very little hair, is tall and speaks slowly.
- No one can seem to remember Baron Gillchrist's first name (it is Royce).

- Eleanora will turn 18 in 5 days.
- Any questions about how Eleanora feels about this Haldorn will kindly suggest that the PCs “ask her yourselves”.
- Eleanora has 4 days. By the dawning of the 5th day she needs to be publicly wed, to a man of noble standing.
- The grant of Nobility for the Du'Brey's specifies that the Barony needs to remain solvent and in the event that it ever became bankrupt of if the direct line should fail the grant would pass on to another family, the Bluefield's.

If the PCs turn down the offer, he will sadly bid them a good day and the adventure will be over.

Encounter Three: Bachelorette number one.

Key points for this section:

- Meeting Eleanora

On hearing that you are willing to escort Eleanora, tension seems to flow out of Haldorn's body as he sighs, "Excellent. I'll just take you to meet her now shall I." Standing he waves you out of the study. Leading you back outside he heads to the carriage house.

Stepping inside his voice becomes very formal, "Kind folk I would introduce you to my niece Eleanora Quilillanda Snowlily Du'Brey." He indicates a pair of dirty feet poking out from under an old carriage already loaded with baggage. A large pot of axle grease lays on the dirt floor with a pair of high heeled shoes leaning against it.

Hearing her uncle's voice Eleanora squeaks and worms her way out from under the carriage. Her hands are covered in thick black grease up to the elbows and she is wearing the most hideous ill-fitting dirt covered pink dress. Perhaps twenty years ago it may have been in fashion, a fashion that has thankfully been forgotten by most of Nyronnd.

Answering Haldorn's unasked question she replies "Just fixing a squeak that would have drove me mad during the ride uncle."

quite unapologetically. Eleanora picks up a nearby rag and begins to wipe off the grease.

Meeting Eleanora it is easy to understand why she hasn't been married before this. She is fair enough but she seems far too independent minded for many of the more traditional Nyronndese nobles. She seems to be one who will speak her mind without thought to the consequences.

Then there is also the matter of her grooming, or rather lack there of. You are almost positive that some of the grease managed to get in her chestnut hair.

"Are these the adventurers?" she asks glancing back and forth between your group and Haldorn. "I'd shake you hands but . . ." She grins and holds up her greasy hands as she continues to wipe them clean.

Haldorn then introduces each of the PCs to his niece Eleanor (the pretty-ugly girl). She speaks in a rather direct and unladylike fashion and it should become OBVIOUS to all why she had to be married by arrangement.

- She is independent minded
- She speaks her mind even when she shouldn't
- She is highly educated and well versed in Nyronnd politics

For all this though, she might have a pretty smile, she is very nice, and probably has a wonderful personality once you get to know her. Essentially she has a 16 charisma with about -8 worth of negative penalties.

She will answer any questions that the PCs might have about the arranged marriage at this point. In short she knows it is something that needs to be done, it is something she has had facing her for her entire life, it is something that she sees as her duty to her country. She is nervous and under a tremendous amount of stress and would like to have the whole matter over as soon as possible.

One of the PCs will need to drive the carriage (no skill necessary). The carriage is quite old but very solidly built. On the map represent the carriage as a 10'x10' square and the 2 horses as a single 10'x10' square in front of it. The horses for the carriage are named Sophie and Liza. They are ancient but willing. They are too old to get spooked by anything.

Time is of the essence so once the decision to help out is made by the PCs, Eleanora is placed in the carriage (dirty dress and all) and they are off.

Encounter Four: The ambush.

Key points for this section:

- The adventurers find themselves on the other end of a classic ambush setting.
- Any PC in the carriage is unharmed, drivers or anyone riding on the outside of the carriage end up prone in the mud.
- The PCs meet the Pelor's Fire Adventuring company and Adventuring 101 lessons are provided

The trip out of Du'Brey manor is uneventful., The elderly butler you saw earlier, a woman who must be his wife and Haldorn wave to your groups as you ride out of the gates. Very soon you are back on the road. Everything has been going just fine.

About half an hour before you had thought to stop to make camp you hear a loud "Crack!" The carriage lurches violently sideways losing a wheel and sliding into the mud along side the road. The carriage skids to a halt canted on its side. A wheel has broken loose and rolls down the road.

Eleanora bursts out of the ruined carriage obviously uninjured but enraged and swearing like Oldred Sailor. Leaping to the ground she starts kicking and beating the carriage with her fists. Her high-heeled shoes are soon ruined as she slips into the mud further sullyng he dress. Her fury quickly runs its course and is replaced by tears.

Unfortunately all of the yelling seems to have attracted the attention of a group of five armed individuals riding in your direction directly out of the setting sun.

The Dwarf in the lead of this band is carrying a war axe on his shoulder and wearing full plate armor. He sees you and barks "Tel! I think we got some immanent violence up here." He drops of his horse with

all the grace of a sack of potatoes and shifts the war axe to a battle ready position.

Just behind him an Oeridian male also in full plate armor quickly reaches for a holy symbol in preparation for casting.

The unarmored Elf female's hands rapidly dart into her spell component pouch. A Halfling in studded leather seeks cover in some low brush off the road a small crossbow seeming to fly into his hands.

A half-elf wearing a chain shirt and a jaunty green hat unlimbers his bow and begins to sing loudly.

What do you do?

No PCs are harmed regardless of where they are.

Ask each of the PCs what they plan on doing, but don't actually let them do anything yet.

If they ask for more of a description of the riders there really isn't much detail available in the moment as the riders are backlit by the setting sun.

Before anything can happen in this already tense situation Royston the traveling bard of Pelor's Fire will put an end to any hostilities.

The half-elf's clear tenor ringing with the tones of command cuts through the tension hanging thick in the air, "Thorain stand down! There is no reason for violence here."

Stowing his bow the half-elf strides closer to your party. He expertly takes stock of the situation a wide grin blossoming on his face. It is almost as if he has seen this situation a thousand times before as he continues "Only a poor lady down on her luck. And I would assume her noble body guards were merely reacting to that large axe that you seem to think is the answer to everything."

"Works most of the time." Grunts Thorain the Dwarf, "An you be spoilin' the most fun I've had all day".

The half elf snorts in response and turns to address your party doffing his green hat and bowing with a flourish, "Merry met. I am known as Royston Crow and this band of rambunctious companions in arms is the Pelor's Fire adventuring company." He

gestures to the members of his group in turn, providing their names.

The bearded dwarf who is just putting away his war axe is introduced as "Thorain, stalwart fighter of evil and sometimes erstwhile negotiator". The dwarf grunts and taps the edge of his helmet with the war axe in salute.

The serene Oeridian human walking calmly forward is "Brother Erhstan humble servant of Pelor". As he approaches the priest examines your group for any signs of injury.

The elf lady with eyes full of mysteries is introduced as "Illiastra mistress of the arcane". She bows to you.

. . . and the Halfling who is now worming his way out of a hiding spot is named "Tel, trap finder / problem solver / liberator of long lost gold extraordinaire"

Having named each member, Royston asks, "What can we do to help?"

The PCs realize that they really can't fix the carriage on their own. If the PCs accept the offer of help it will take both parties combined efforts to set the carriage right again. The work or repairing the carriage takes until just after the sun has set. Royston suggests that the two groups spend the night together and share watches. There's safety in numbers after all. During the evening meal and subsequent watches the seasoned members of the Pelor's Fire adventuring company will share what gems of knowledge they have been able to collect during their careers with anyone that chooses to listen. Ask the players if they want to spend time with a particular member of the Pelor's Fire adventuring company and then give them the corresponding Player's Handout #2.

If asked why they had to turn down the Du'Brey's offer Royston will answer that they were contacted by a representative of the crown with an urgent mission of great import. While they regretted not being able to assist Eleanora, it seems that things have worked out for the best.

Encounter Five: Something blue

Key points for this section:

- Baron Gillchrist has died
- The path of the adventure turns to Mowbrenn

The members of the Pelor's fire adventuring party are up with the dawn. Tel prepares a quick and hearty large breakfast and soon it is time to part.

"Think on what we have said," were Royston's last words as his group readied itself again for the road. "an adventure's life is a dangerous one but it can be a powerful force for good. Remember if you are going to be an adventurer, always be a hero."

Soon the Pelor's Fire adventuring group has taken a turn off into the Barren's while your road continues towards the city of Kerrin.

Nothing notable happens until just after the time for the noon meal.

A raven swoops down out of the sky and darts into the open carriage window to land at Eleanora's side.

"He's dead mistress! Gillchrist is dead!" caws Ozzer.

Eleanora's responding wail of sorrow would wake the dead, but after the initial screech the soft crying that issues from the carriage would tug at the heartstrings of even the most jaded.

"Stop! We must stop!", she pleads in a broken voice.

A DC 15 spot check notes that Ozzer has a note tied to his leg. If the PC's make the check give them Players Handout #3

The note covers Haldorn's suggestion that all is not lost. There is a cotillion (a social gathering / dance for nobles) being held in Mowbrenn 2 days from now. Once she is made aware of the note (in about 5 minutes if the players don't pick up on it) Eleanora takes a moment to compose herself and calls the PCs around her and announces that her uncle received a sending with the news that her hubby-to-be has died and the planned wedding is off. But as the note says in 2 days there is a

big cotillion in Mowbrenn and they might actually be able to make it if they hurry. It seems impossible, but if she can get to the cotillion, and find a wealthy noble man to marry her the next day, the barony will be saved. She knows it is a long shot, but she has to try.

Encounter Six: Will the real ambush please stand up.

Key points for this section:

- Armed with the information provided by the Pelor's Fire adventuring party the PCs face a real ambush
- The PCs can learn that there are forces aligned against Eleanora getting married.

Having already made it halfway to Kerrin you quickly come to the realization that there are no direct roads leading to Mowbrenn. The only way to get there in the time that you have is to cut through some of the lesser traveled back routes.

It has barely been a single turning of the glass since you left the main road, when suddenly a tree is toppled into the roadway blocking the road ahead. A group of three armed Suel men emerge from the brush. One of them shouts, "Just give us your money and the woman and you'll walk out of here alive."

If the PCs had spotted the group eyeing Du'Brey Manor in Encounter 2, the speaker is Brother Copper who was one of the Suel men in that earlier encounter.

There is no surprise round. Go straight into initiative.

APL 2 (EL 4)

Brother Copper: Male Human(Suel) Mnk2; hp 18; see Appendix A.

Luth and Kyg Tapin: Male Human(Suel) War1; hp 14, 14; see Appendix A.

The bandits that waylay the party had been following them at a distance. They had planned to stop the wedding from occurring so that the Bluefields would inherit the Du'Brey estates. Seeing Eleanora's group head off the main road they had to race to get ahead of the slow moving

carriage. Finding a likely stretch of road they went to work setting up their ambush. Brother Copper hired these men to delay Eleanora from getting to Kerrin at his master Brother Vermillion's request. His master is working for Kent Bluefield the eldest son of the Bluefield family. While his family is content to let events run their course, Kent Bluefield has been encouraged by his Suel 'friends' (members of the Scarlet Brotherhood looking for more allies) to take matters into his own hands.

If questioned Brother Copper will not talk under any circumstances, but the Tapin brothers will explain that they were only in it for the gold and not intending to kill anyone. They were going to hold the group for a couple of days before letting them go. They do not know any more details.

Encounter Seven: Funeral for a friend.

Key points for this section:

- Description of Mowbrenn City
- PC are introduced to one of the benefits of belonging to Nyrond Meta-Orgs, the ability to bear weapons
- Any PC without any weapon / armor can bypass the weapon check station and stay with Eleanora.
- The PCs learn that adventuring is truly dangerous

Early the next day you crest a low hill and see a large walled city in the distance. The cotillion is tonight. With any luck this plan might just work.

As you approach you realize that while it is not quite as big as the capital city Rel Mord, Mowbrenn is very close. It perches on two hills and is completely enclosed by a very impressive stone wall roughly 30 feet in height. Drawing closer the individual towers that jut from the wall at irregular intervals are seen as well as the dry moat that circles the entire city. Approaching out of the East you soon join the flow of traffic flowing towards a truly massive gate. The gates themselves are banded in iron and rise over 20 feet high and are just as wide. The road leads on into the city between the hills.

A rough voice interrupts your sight-seeing, "Hail travelers and welcome to Mowbrenn. I am Gate Captain Reynolds and would know of your business in the city."

Any lawful explanation will be accepted. The truth and any request for help will get them the following.

"Well you didn't hear it from me, but it sounds like you'd be needing the help of some of Connor the Fair's men. Especially since you seem to have run off and left your invitation at home, right ma'am."

If the PCs brought the bandits along with them (alive or dead) from encounter 6 Gate Captain Reynolds will offer them a bounty of 5 GP a head.

Any PC that is not a part of Nyrond Meta-org that allows them to carry weapons openly will be asked to check their weapons at the station just inside the gate.

You are directed to a building just inside the main gate that appears to have once been a large warehouse. Three heavily armed city watch stand on duty in front of the building eyeing you carefully as you approach.

The guardsmen will stop any character attempting to enter the city with obvious weaponry that was not either cleared by the gate guard or does not check his weaponry at the building.

Once inside you find a room that is brightly lit by lanterns with a large counter run by a two harried looking clerks. Behind the clerks are aisle upon aisle of weapons. One of the clerks hands out a copy of the declaration, which is also nailed to the wall in several places. The other clerk appears to be busy among the aisles.

Give the PCs Players Handout #4 – The Count's Proclamation.

The clerk at the counter asks in a bored voice, "Please hand over all weaponry larger than your forearm. Also any ranged weaponry and ammunition are forbidden within the city walls. The punishment for the first violation of this ordinance is 1 week of community service and / or a minimum fine of 100 gold nobles."

The clerks will let through weapons such as a dagger or anything of similar size (see

handout for a complete list). They will not deprive old men of their walking sticks or demand that armor with spikes be removed. They will warn the characters that using weapons within the city walls will be punished.

Enterprising PCs may try to hide weapons from the clerks. They are overworked, like the rest of Mowbrenn's civil service, and still do not enjoy their jobs. They are not very thorough and will not physically search any character. If a player wishes to attempt to hide a weapon, smuggling it into the city, it will require a successful hide check against the Clerks' spot check. Make only one roll for both Clerks. Modifiers to the check include:

- +2 on Hide checks due to the disinterest of the Clerks.
- -4 on Hide checks for One-Handed weapons
- -8 of Hide checks for Two-Handed Weapons
- There is no way to hide reach weapons, except for spiked chains.
- +/- Judges discretion for any sneaky or distracting plan. If the PCs come up with a plan assign them a bonus to their hide checks. Creative thinking should be rewarded as this will encourage out of the box thinking, and help keep the overall game lively.

If the Clerks spot anything they state, *"I think that you overlooked that."* and points the item out.

The guardsmen outside the building will notice any blatantly obvious weapons that are not hidden when the party leaves the building.

Clerks (2): Male human (Suel) Exp1: hp 5, 4; Spot +2, Sense Motive +2

Finally proceeding into the city you are surprised to see Brother Erhstan striding through the crowd. His face is lined with sorrow as he waves to you in recognition.

He tells you, "We were just heading out of the Barrens at the end of our mission and had just made it to the road towards Kerrin when we were attacked by an huge unwholesome creature. Its body flowed like water even though it looked to be made of flesh. Countless eyes and toothy mouths constantly formed and disappeared all over

it. Then it began to gibber, a sound that could have driven us all to madness. Only Royston's song kept us all sane. The battle was long and fierce and eventually Royston gave his life so that I might live. After the fight I called upon the power of Pelor to speak with Royston's spirit. He told me that he was content and did not want to come back to this world. He felt that he had led a good life and died serving the greater good. That no better example could he set for any adventurers that would follow. He was ready to move on. The rest of our band completed our mission and are in Mowbrenn so that Royston can be buried at the Shrine of Mayaheine."

Allow the PCs to role play briefly with Brother Erhstan before they rejoin Eleanora.

Encounter Eight: A horse of a different color.

Key points for this section:

- PCs figure out and execute a plan to get Eleanora into the Cotillion. This plan has 2 parts: Getting her presentable and getting here in.
- The PCs are faced with the choice of using the money that they have received from Haldorn for a truly noble cause or being heartless cheapskates and ending the mod.

Having left the guardhouse behind you catch sight of Eleanora. Her eyes are wide as she looks around the big city with a half smile on her lips. She looks nervous and also excited. It is almost as if you can feel her thinking, "I've made it this far, can I dare to hope that I find a husband?" Her eyes fall on your group as you finally move away from the guard station.

She catches sight of your group and you approach each other. She starts towards you and her words tumble out of her mouth, "Thank you for helping me make it this far. You've given me a chance but I ... we gave you everything that we have. " She looks down at her ruined dress, "Now we are here but it's not going to do me any good ... Unless maybe ... I can't get in like this." Her eyes are bright. Her cheeks are flushed. She looks briefly away, turning back with tears

and fevered hope, "Is there anything that you can do to help me. Please. Can you help me?"

The last of the gold of the Du'Brey's rests in your care.

This is a free form roleplaying encounter. If the PCs don't help out Eleanora get cleaned up, get made presentable for the evening and get new clothes not to mention an invitation or the adventure stops here.

The PCs have several goals here. They are:

- Get Eleanora presentable for the Cotillion. See Appendix C – 'Getting ready for the Cotillion' for information on locations in Mowbrenn and what they can offer to this quest.
- She needs to clean up
- She needs her hair done up and to be made otherwise presentable for the evening
- She needs new clothes.

They must make contact with the locals and get her a bath, a dress, a hairdo, and hopefully some makeup (and if they're smart, manners). This will be an RP scene with lots of gather information, bluff, diplomacy and the like. Play it up, but when it's over, she has to look great. This will also use up most of the money that was supposed to be used for the PCs payment. If they don't part with at least some of it the module will end here.

Encounter Nine: Party Crashers.

Key points for this section:

- PCs get a chance to think out of the box about how to get Eleanora into the Cotillion

This is another free form role playing encounter

The day is passing and now the PCs have to find a way to get Eleanora into the Cotillion with out an invitation. See Appendix D – 'Getting into the Cotillion'

Regardless of how this happens, make sure it happens and make sure that the PCs end up

in the party on the mezzanine overlooking the cotillion to observe the unfolding events.

Encounter Ten: Love in boxed text.

Key points for this section:

- Draw out the map before reading the boxed text. Place the PCs in the balcony.
- Eleanora finds true love (like we could tell this story and not have that happen!)

Eleanora enters the hall where the Cotillion is just getting started. Her face is flushed and her bright eyes dart around the room.

Her last words echo through your thoughts as you stand on the mezzanine, "Even if this doesn't work I feel better knowing that there are still good people here in Nyrond. People willing to look beyond their own needs and lend a hand to some one else. I just wanted to say thank you." With a quick hug for each of you she darted out into the throng before her courage failed her.

The music swells and fills the room and the throng of nobles begin to pair up. With the recent shakeups of Blackmar Haldane's treachery and Quorlanth's machinations there have been many new nobles installed in Mowbrenn. Gatherings like this one are more frequent than they have been since before the great war as the new nobility struggles to redefine their relationships and ever shifting alliances.

Eleanora dances with man after man and you can see that it just isn't working. The hope on her face is worn down with each empty twirling step. It's hard not to admire her determination as she tries repeatedly and is rebuffed time and again.

Finally she stands at the edge of the crowd as the music picks up again. She has danced with just about every man her age and you can tell that there is no happy news for the residents of the Du'Brey domain.

You can see her pain and courage warring even from your perch in the mezzanine each time the music ends. One more dance, one more try, maybe the next one will be the one.

Most people would have given up long ago, gone home. But if she gives up there is no home to return to. So again and again she puts her self on the line, only to be left alone as the music dies and she and her partner ever so politely part. You can see her realize that she never really had any hope of finding a husband in a single evening. Things like that only happen in the bedtime stories told to little children. Even an arranged marriage takes time to arrange. Her lips quivers ever so slightly and she reaches into her sleeve to retrieve a handkerchief to wipe her tearing eyes. But the handkerchief slips from her fingers floating slowly to the polished hardwood floor.

Before it is able to sink all the way down to the cold floor a strong hand retrieves it.

The moment that Eleanora and this new suitor's eyes meet seems to stretch on forever. You can feel the magic in the air; it is as if time itself has turned into thick honey slowly slipping by. They seem to exist in a world built just for the two of them. It almost feels as if you are intruding for having noticed their meeting.

Violins begin to play and he asks her to dance; her smile beams like the Pelor's glory at noon. Sliding into his embrace they fit perfectly together and begin to glide across the floor. The music ends and still they dance. They keep dancing through to the next song and the next. They twirl and dip the rest of the evening away. You can see she is telling him her tale. Concern and compassion wash across his face as he listens to her attentively. Some of gathered the nobility begin to leave but still Eleanora and this noble young man sail on through the evening joyfully until they are the only couple left and the servants begin to clean up around them.

Finally they stop dancing as the musicians come to the end of their last song and begin to pack away their instruments.

She asks him a question, and you can see her hanging on his response.

He mulls it over for a moment before an incredible smile graces his face as he replies, "Of course."

They have danced for hours but the still but seem as fresh as if they had just awoken

from a long nap. Holding hands they turn and face your group and Eleanora waves to you and shouts, "This is Baron Nagrin DeValos, and we are going to be married tomorrow morning!"

Baron DeValos grins as he shouts to you as well, "Eleanora has told me everything and I feel that Celestian has guided us all and that I have been waiting to meet this woman all my life. We have all been in fates hands, my friends."

Just as the congratulations are dying down...

Encounter Eleven: Not so Fast.

Key points for this section:

- Final combat
- Scarlet Brotherhood influence is revealed

With a tremendous crash the front doors to the hall fly open. Baron DeValos moves to interpose his body between Eleanora and the tall angry man silhouetted in the doorway. Several lathered panting horses stand trembling behind three other men bearing saps. The fifth member of this party is a Suel man carrying no obvious weapons but proudly wearing a bright red sash.

If the PCs made the spot check in encounter 4 they will recognize the other Kent and Brother Vermillion.

The tall man with large sideburns bellows angrily, "Eleanora Du'Brey there is no way that you are going to getting married in time. I won't stand for it!"

"Kent Bluefield", gasps Eleanora.

He continues approaching menacingly, "You and I are going to a little house that my pitifully weak family has in town and there we will all stay for the next week. Then after my family has moved into our new manor I'll let you go."

Eleanora glares at Kent Bluefield, "I can't believe that you would stoop to this!"

"Fah! You are all worthless" roars Kent. "My family was to weak to do what needed to be done. They couldn't see what is best for them. But my vision has not been clouded like theirs. We will get what should have been rightfully ours years ago! So if you would all just be so kind as to not resist, no one will get hurt." His grin tells you that he truly hopes that someone resists.

Nagrin puts his hand on Eleanora's shoulder as he locks his angry gaze on Kent Bluefield and says under his breath in a low growl, "Eleanora I know this is important to you, I'm not going to let this happen. Stay here."

If the PCs wish to act allow them to do so here. They should be able to get down out of the balcony and get as far as the chandelier before you read the following.

With fisted hands Nagrin marches directly towards Kent Bluefield. Ten paces from his goal, the three goons grab Nagrin halting all forward progress. His arms are pinned and he is locked in place.

Nagrin struggles against their hold. He yells at Kent "This is between you and me! Call off your dogs coward."

Kent's grin grows. The unarmed Suel strides up to Nagrin and with a slight accent he says disdainfully, "You do not seem to understand foolish one, anyone who would challenge my brother challenges us all." Almost casually his hand darts out striking Nagrin just above his heart. Nagrin's eyes roll to the back of his head as the Suel monk twists and leaps into the air delivering a mighty kick that lands with a meaty thud on Nagrin's head.

The thugs release Nagrin as he slumps bonelessly to the floor.

Eleanora stands breathless in shock.

What do you do?

Nagrin is just knocked out (Flurry: Stunning fist, followed by critical hit). A DC10 Heal check will see that Nagrin is breathing and unconscious.

Eleanora is in shock and will make a run for it if the PCs do nothing. If fighting begins Eleanora will be in shock for the first 2 rounds, after that she will either drag Nagrin out of

harms way or grab a weapon and guard his fallen form.

This is where the PCs should step in. What is going on here is not right, not cool, and definitely illegal. This is their chance to be a hero in the truest sense of the word.

APL 2 (EL 5)

Ken Bluefield: Male Human(Oridian) Ari1; hp 9; See Appendix A.

Brother Vermilion: Male Human(Suel) Mnk3; hp 24; see Appendix A.

Sad: Male Human(Suel) War1; hp 7; see Appendix A.

Mad: Male Human(Suel) War1; hp 11; see Appendix A.

Bad: Male Human(Suel) War1; hp 10; see Appendix A.

The fight should ensue here (if it doesn't, then the PCs go home with very little gold and limited xp). The fight will most likely be unarmed PCs vs. mostly unarmed ruffians. **For purposes of simplicity the -4 improvised weapon penalty is ignored for this combat.**

Kent Bluefield will stand back preferring to let his minions do the dirty work. Attacks should be mostly for subdual, but if the party goes down they know they lose the barony. There are plenty of improvised weapons, hanging chandeliers, curtains, wheeled carts, pies, wine-bottles, and all the wackiness that the PCs want.

- Wheeled cart: +5 circumstance bonus to bull rush/overrun.
- Fireplace poker: Small spear (1d6)-1.
- Fireplace shovel: Light Mace (1d4)-1
- Curtain rod: Quarterstaff (1d4)-1
- Melting Ice sculpture: Many things can be "found" in the sculpture, a short piece that is icicle shaped (Dagger, 1 use only regular damage), a medium piece that has a "handle" (1d6, 1 use only). Small pieces that can be used as sling ammunition.
- Knives: All those daggers.
- Cleaver: Hand axe
- Various leftover food:
- Touch attack to "daze" opponent. Auto success the first time it happens otherwise

DC11 Will save. Possibilities: mashed potatoes, pies, yams, gravy, salad dressing.

- Thrown on the ground as an ad-hoc "grease" spell (lasts 1 round / autosuccess on first attempt otherwise DC11 Reflex): Gravy, salad dressing, punch, etc.
- Serving Trays: small metal shields or Thrown Frisbee style for 1d6-1 bludgeoning.
- Hanging curtains/tapestries/tablecloths: +5 circumstance bonus to grapple/feint/hide.
- Area rug / Table cloth: +5 circumstance bonus to trip ALL people on it. (Strength check 10+1/person tripped)
- Wine bottles: club (1st hit 1d6-1), dagger (1d2 real damage) all subsequent hits.
- The Chandelier will do 3d6 of subdual damage to anyone standing under it when it falls. A reflex save of DC14 is allowed for half damage.

Should one of the PCs actually mention Royston's name (This is what Royston would have wanted) his spirit will appear and use bard song to inspire the party. This will provide +1 to hit and Damage for the PCs.

Encourage everyone to get involved. IF a PC wants to use something have it readily available if it helps the story.

Once the ruffians are mostly dealt with, Kent Bluefield will actually break the peace-bond on his weapon (he's noble and allowed to carry weapons openly, remember) and attempt to kill Eleanora. the PCs should kill/stop Kent Bluefield before he gets there. If any PC was staying near Eleanora allow them to take an attack of opportunity on Kent as he moves in heedlessly for the attack.

Conclusion: Get me to the church on time.

Key points for this section:

- The PCs learn that Eleanora's husband is very rich and thankful to those who have helped out his beautiful bride
- Eleanora and Nagrin are happily married

As the last brute falls Nagrin struggles back to consciousness. Eleanora runs to Nagrin's side. Grabbing his hand she says, "It appears as if we are doomed."

Nagrin looks at her confused, "Doomed, my love?"

"To be together until one of us dies."

Nagrin smiles, "I've already done that once, and I haven't the slightest intention of ever doing it again."

The wedding has to be the next day at the local church of Pelor. The PCs are requested and required to be there (any female PCs should be in the bridal party, the rest of the PCs will stand in for Eleanora's family).

It turns out that Baron Nagrin DeValos was recently installed at the court of Count Cunhal Haldane. Baron DeValos's father had sided with Blakmar, but was captured and executed as a traitor after the insurrection. All of the family holdings and fortune (as well as baronial title) were given over to Baron Nagrin DeValos since he was a loyal and stalwart supporter of young Count Cunhal, but he has no lands to speak of just lots and lots of money.

Their wedding the next morning was recounted as one of the most beautiful by the priests of Pelor for many many years to come.

Roll randomly if anyone wants to try and catch the bouquet.

Once Eleanora and Nagrin are married any coin that the PCs spent getting Eleanora ready for the Cotillion will be reimbursed and they will be compensated to the maximum amount available in the module.

Yes, it couldn't have worked out any better. Almost like there truly was a higher power at work...

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 Six

Defeating the ambush and allowing Eleanora to continue to Mowbrenn in time

APL2 120 xp

Encounter Eleven

Defeating Kent Bluefield and his thugs.

APL2 150 xp

Story Award

Objective(s) met:

APL2 90 xp

Discretionary roleplaying award

APL2 90 xp

Total possible experience:

APL2 450 xp

Treasure Summary

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

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

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

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

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

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

Encounter One: Introduction

APL 2: L: 0 gp; C: 50 gp x # of PCs; M: 0 gp

Encounter Six:

APL 2: L: 5 gp; C: 0 gp; M: 26 gp – potion of cure light wounds (26 gp each)

Encounter Eleven:

APL 2: L: 100 gp; C: 0 gp; M: 26 gp – potion of cure light wounds (26 gp each)

Total Possible Treasure

APL A: L: 105 gp; C: 450 gp; M: 50 gp - Total: 50 gp

Special

Favor of Baron Nagrin DeValos: For doing protecting his fiancé from harm you have earned the favor of Baron Nagrin DeValos. Any time you play a module that takes place mostly in the

Mowbrenn area you can stay with the DeValos and receive free standard lifestyle. Additionally this is counted as a favor of parties loyal to the King in terms of Nyronnd Meta-orgs.

Items for the Adventure Record

Item Access

APL 2:

- Nothing

Encounter Three

Eleanora Du'Brey: Female Human (Oeridian): Ari1: CR 1; Medium Humanoid; HD 1d8+1; hp 9; Init +0; Spd 30 ft/x4; AC 10 touch 10, flat-footed 10; Base Atk/Grapple +0/+0; AL LG; SV Fort +1, Ref +0, Will +2; Str 10(+0), Dex 10(+0), Con 12(+1), Int 14(+2), Wis 10(+0), Cha 16(+3);

Skills and Feats: Diplomacy +10, Handle Animal +5, Knowledge (geography) +6, Knowledge (history) +6, Knowledge (local) +9, Knowledge (nobility) +6, Knowledge (religion) +6. Skill Focus(Diplomacy, Knowledge (local))

Possessions: Quite possibly the most hideous dress on Oerth

Haldorn Du'Brey: Male Human (Oeridian) Apt4: CR 4, Medium Humanoid;; HD 4d6-4; hp 14; Init -1; Spd 30 ft/x4; AC 9 (-1 dex), touch 9, flat-footed 9; Base Atk/Grapple +2/+1; Full Atk +1 Melee (1d4-1;19-20/x2, Dagger); AL NG; SV Fort +0, Ref +0, Will +7; Str 8(-1), Dex 8(-1), Con 8(-1), Int 15(+2), Wis 16(+3), Cha 14(+2);

Skills and Feats: Knowledge (arcana) +9, Knowledge (geography) +9, Knowledge (local) +12, Knowledge (nobility) +9, Sense Motive +9. Eschew Materials, Skill Focus(Sense Motive, Knowledge (local))

Possessions: Well worn wooden holy symbol of Delleb (Oeridian God of Reason, Intellect, and Study)

Spells Prepared: (3/3/1: Base DC 13+spell level): 0- *Create Water, Cure Minor Wounds, Light*; 1st – *Comprehend Languages, Cure Light Wounds, Detect Evil*; 2nd – *Cure Moderate Wounds*

Ozzer: Tiny Magical Beast; CR 4; HD 4d6; hp 7; Init +2; Spd 10ft / fly 40 (avg); AC (+2 Dex, +2 Size, +2 Natural Armor), touch 14, flat 14. Base Atk/Grapple +2/-11; Full Atk +6 Melee (1d2-5;20/x2, Claws); AL NG; SC Fort 2, Ref +4, Will +8; Str 1(-5), Dex 15(+2), Con 10(0), Int 7(-2), Wis 14(+2), Cha 5(-3)

Skills and Feats: Listen +5, Sense Motive +6, Spot +3. Improved Evasion, Share Spells, Empathic Link, Deliver Touch Spells, Weapon Finesse, Alertness, Low-light vision

Encounter Six

Brother Copper: Male Human (Suel) Mnk 2: CR 2; Medium Humanoid; HD 2d8+4; hp 18; Init +6; Spd 30 ft/x4; AC 14 (+2 dex, +2 misc), touch 14, flat-footed 12; Base Atk/Grapple +1/+7; Full Atk +3 Melee (1d6+2;20/x2, Unarmed Strike), +1/+1 Melee (1d6+2;20/x2, Flurry of Blows), +3 Melee (1d6+2;20/x2, Kama); +3 Ranged (1d2;20/2 Shuriken), AL LE; SV Fort +5, Ref +5, Will +5; Str 14(+2), Dex 14(+2), Con 14(+2), Int 8(-1), Wis 14(+2), Cha 8(-1);

Skills and Feats: Escape Artist +7, Knowledge (religion) +0, Sense Motive +7, Speak Language (Ancient Suloise), Tumble +7. Improved Initiative, Improved Grapple, Stunning Fist (Fort DC 13), Combat Reflexes, Evasion

Possession: 2 Kamas, 15 Shuriken (can throw 3 at one time) Monks outfit with Red Sash, Clearly labeled potion of Cure Light Wounds, Tattoo of 'Shar' (the Suel word for Purity) on his right shoulder.

Luth and Kig Tapin: Male Human (Suel) War 1: CR1; Medium Humanoid; HD 1d8+3; hp 14; Init +1; Spd 30 ft/x4; AC 13 (+2 armor, +1 dex), touch 11, flat-footed 12; Base Atk/Grapple +1/+4; Full Atk +4 Melee (1d6+3;20/x2, Club); AL N; SV Fort +7, Ref +1, Will -1; Str 16(+3), Dex 12(+1), Con 16(+3), Int 8(-1), Wis 8(-1), Cha 8(-1);

Skills and Feats: Handle Animal +1, Knowledge (local) +0, Ride +3, Tumble +2. Great Fortitude, Toughness

Possessions: Club, Leather Armor, 6 silver, 4 copper

Tactics:

Attacks against an opponent will be for subdual damage until the first blow does damage. Then they will switch to lethal damage. Their goal is to incapacitate the PCs and Eleanora not to kill them. As long as Brother Copper is still standing Luth and Kig will not run. They fear him and his connections more than the PCs. If Copper falls Luth and Kig will either Surrender or run for it if they drop below 5 hit points or it looks like they are losing. Their choice will depend on which they think has the best chance of success at the time. If only one of the brothers is standing when Brother Copper falls, he will surrender when he reaches less than 5 hit points.

Encounter Eleven

Kent Bluefield: Male Human (Oeridian) Ari1: CD 1; Medium Humanoid; HD 1d8+1; hp 9; Init +1; Spd 30 ft/x4; AC 15 (+4 chain shirt armor, +1 dex), touch 11, flat-footed 14; Base Atk/Grapple +0/+0; Full Atk +0 Melee (1d6;18-20/x2, Rapier), +0 Melee (1d6;20/x2, Sap); AL NE; SV Fort +1, Ref +1, Will +3; Str 10(+0), Dex 12(+1), Con 12(+1), Int 10(+0), Wis 8(-1), Cha 18(+4);

Skills/Feats: Bluff +8, Diplomacy +8, Escape Artist +0, Knowledge (nobility) +2, Knowledge (Nyrond) +2, Survival +1, Tumble +0. Iron Will

Possessions: Chain shirt, Rapier, Sap

*Kent will tend keep his minions between himself and the PCs. He will not enter the combat until his thugs are obviously failing. If engaged he will fight.

Brother Vermillion: Male Human (Suel) Mnk 3; CR 3; Medium Humanoid; HD 3d8+6; hp 24; Init +2; Spd 40 ft/x4; AC 15 (+2 dex, +3 misc), touch 15, flat-footed 13; Base Atk/Grapple +2/+8; Full Atk +4 Melee (1d6+2;20/x2, Unarmed Strike), +2/+2 Melee (1d6+2;20/x2, Flurry of Blows); AL LE; SV Fort +5, Ref +5, Will +8; Str 14(+2), Dex 14(+2), Con 14(+2), Int 8(-1), Wis 16(+3), Cha 8(-1);

Skills / Feats: Bluff +0, Escape Artist +8, Knowledge (history) +0, Knowledge (nobility) +0, Speak Language (Ancient Suloise, Nyrondese, Gnoll), Tumble +8. Stunning Fist (Fort DC 14), Combat Reflexes, Improved Grapple, Deflect Arrows, Iron Will

Possessions: Clearly labeled potion of Cure Light Wounds, Tattoo of 'Shar' (the Suel word for Purity) on his right shoulder.

Sad: Male Human (Suel) War 1; CR 1; Medium Humanoid; HD 1d8-1; hp 7; Init +3; Spd 30 ft/x4; AC 15 (+2 armor, +3 dex), touch 13, flat-footed 12; Base Atk/Grapple +1/+1; Full Atk +1 One-handed (1d6;20/x2, Sap); AL NE; SV Fort +1, Ref +5, Will +5; Str 10(+0), Dex 16(+3), Con 8(-1), Int 10(+0), Wis 16(+3), Cha 12(+1);

Skills/Feats: Knowledge (religion) +1, Perform (Oratory) +2, Sense Motive +5, Speak Language +1, Tumble +4. Iron Will, Lightning Reflexes

Possessions: Sap, Leather Armor, a small wood carving of an owl with the word "Bubo" burned into its base.

Mad: Male Human (Suel) War 1; CR 1; Medium Humanoid; HD 1d8+3; hp 11; Init -1; Spd 30 ft/x4; AC 11 (+2 armor, -1 dex), touch 9, flat-footed 11; Base Atk/Grapple +1/+5; Full Atk +0 One-handed (1d6+4;20/x2, Sap); AL NE; SV Fort +7, Ref -1, Will -1; Str 18(+4), Dex 8(-1), Con 16(+3), Int 10(+0), Wis 8(-1), Cha 8(-1);

Skills / Feats: Knowledge (history) +1, Knowledge (nature) +1, Knowledge (nobility) +1, Speak Language +1, Tumble +0. Feats: Great Fortitude, Weapon Finesse.

Possessions: Sap, Leather Armor, A rock with a face drawn on it

*Note Mad uses his weapon finesse when attacking until one of his brothers falls. Then he chooses not to use Weapon Finesse and is +5 on Attack and does 1d6+4 damage

Bad: Male Human (Suel) War 1; CR 1; Medium Humanoid; HD 1d8+2; hp 10; Init +7; Spd 30 ft/x4; AC 15 (+2 armor, +3 dex), touch 13, flat-footed 12; Base Atk/Grapple +1/+2; Full Atk +3 One-handed (1d6+1;20/x2, Sap); AL LG; SV Fort +4, Ref +3, Will +1; Str 12(+1), Dex 16(+3), Con 14(+2), Int 8(-1), Wis 12(+1), Cha 12(+1);

Skills / Feats: Intimidate +5, Knowledge (history) +0, Speak Language +1. Improved Initiative, Weapon Focus(Sap)

Possessions: Sap, Leather Armor, a pair of red leather gloves

*Bad will laugh the first time Sad gets hit.

Appendix B – ‘Judges Aid: The Personality Cheat Sheet’

This sheet is a quick reference to the people and personalities encountered in this module. Characters are presented in order of appearance.

OZZER the Raven,

Sounds like a very intelligent parrot. Constantly talking. Simple, trusting, innocent, curious. Thinks his master is the best.

BARON HALDORN DU'BREY

Tired, under stress, but bearing up as well as could be expected. Not one to share his problems. Very proud of his niece.

ELEANORA QUILILLANDRA SNOWLILY DU'BREY

Under stress but sees the marriage as her duty. It is something she has known was coming all her life. At least she knows that someone is willing to marry her. Noble, nervous, and a bit sad.

PELOR'S FIRE ADVENTURING COMPANY

See the sheets for each member contained in players handouts #2a – 2e

BROTHER COPPER

Lower in the ranks of the brotherhood than Brother Vermilion. He obeys orders and looks forward to the day that the Suel race will reclaim the power that was once theirs. Doesn't say much.

LUC & KYG TAPIN

Two simple backwoods brothers with a flexible moral attitude. They will constantly rag on each other for any mistakes. They will surrender if things are going bad and Brother Copper is taken out.

KENT BLUEFIELD

Swayed by contact with the Scarlet brotherhood agents. Think he should take what should rightfully be his. That he is above the law and that his family is weak for just waiting to see what will happen. He thinks they should make it happen.

BROTHER VERMILLION

Scarlet brotherhood agent tasked with managing Kent Bluefield. They are looking to gain an ally in the Bluefield family, and more of a foothold in Mowbrenn. Fanatical about the brotherhood but will abandon Kent if things go really bad.

THE STRONG BROTHERS:

SAD

Let his brother Mad talk him into this. Isn't really motivated to continue if his brothers fall.

MAD

Thinks he fights better when using his weapon finesse. He will stop using it if one of his brothers goes down. He is a creature of simple thoughts, short loudly spoken words and a whole lot of anger.

BAD

The mastermind behind the Strong Brothers and the reason they are here. Confident, arrogant, and convinced that he can do no wrong. Maybe this is all compensating for the fact that he is the shortest of the brothers. He will laugh when Sad gets hit for the first time.

Appendix C – ‘Getting ready for the Cotillion’

This document lists some of the areas that PCs could visit to get Eleanora prepared for the Cotillion. You can use player's handout 5 to speed things along or role-play out this entire section.

Any ranks in knowledge local Nyronde and spending 1d4 gold will give the PCs all of the following options otherwise a Gather Information DC15 and 1d4+1 gold spent or 1d10 + 15 gold spent will be needed.

All prices/costs are listed depending on the number of players (4 players / 5 players / 6 players). The max costs are (645 / 800 / 1030). The minimum costs are (97 / 100 / 132). And choosing standard for all choices results in costs of (192 / 245 / 298). This section is designed to use most if not all of the money that the PCs received from the Du'Brey's.

1. Clothes.

a. High end options

- i. Blessings of Purity – a very sheik exclusive high-end boutique store. Suel owned. Very snobby if you don't have a Charisma of 14 or are of Bakalunish descent don't bother trying to get in the door. Even if you do get in the door it is unlikely that you will get any service unless you flash money. Costs are inflated 50% for people that the proprietress (a haughty Suel fashionista named Purity who proudly sports a tattoo in Suel of Shar (Purity) on her right shoulder) doesn't like (Bakaluni, and people with less than a 14 charisma). Prices go up the more she dislikes the PC, or she will actually close her store and kick the PCs out into the streets. The designs are truly stunning. Dress costs (350 / 400 / 500). Increased costs (525 / 600 / 750)
- ii. Joop! - Run by a hyperactive male gnome Joop (his full name he found that the long gnomish names tend to confuse the other races). He wants to provide clothing to the rich and famous or up and coming. A bluff DC 15 will convince him that the PCs are on this list and he will lower his prices by 10%. Dress Costs (250 / 300 / 380), Discounted cost (225 / 270 / 342). PCs will be billed by Joop at the end of the mod and do not have to come up with the money on the spot. He will warn the PCs not to try and skip out on payment or his 'minions' will get them.

b. Standard Options

- i. Tailors local 118 – This is a sales point for the tailor's guild. Prices are not negotiable. An appropriate dress of the style and color chosen by the players will cost (80 / 100 / 120) gold pieces. This is a serviceable dress, but nothing fancy.

c. Seedy Options – Note Eleanora will balk at any of these options. A DC 15 diplomacy check will be required to get her to even consider coming along to these locations.

- i. Thieves Market in Low-town. Only available at night, but some surprisingly good deals can be found here.

1. Red Strapless Gown. Located at the back of the booth run by a huge sweaty man going by the name Walrus. Liberated from a shipment of goods intercepted by Connor the Fair's men bound eventually for Ahlissa. This dress is obviously far too large for Eleanora. A DC 15 appraise check reveals it as a true treasure of a find for a mere (50 / 75 / 100) gold pieces. With a successful Bluff DC18 he will come down to (45 / 68 / 90) gold pieces. It will require some tailoring which will be difficult to get due to the hour, but the proprietor of this particular booth will offer up his sister's services for a mere 25 gold more, once he understands that they need things done this evening the price goes up to 50 gold. A PC

with the appropriate craft skill can complete this work in the time remaining by making a DC 12 craft check.

2. Simple Black Dress. Sold by a dodgy Halfling calling himself Seeboo at the end of a dimly lit alley. Seeboo has the annoying habit of referring to himself in the 3rd person. Actually this dress was honestly sold to Seeboo. Unfortunately while on the surface it looks fine it is actually in terrible repair. Cost 25 / 50 / 75. Once Eleanora has been convinced to put it on it will rip. Any PC with the appropriate craft skill will realize this if they examine it before buying it. Once it has ripped a craft DC 22 and (25 / 50 / 75) additional gold is required to repair the dress. If a PC does not have this skill an additional 20 gold pieces can enlist the skills of an NPC for the evening a Bakaluni woman named Laudra to perform the repair. Laudra will bluntly recommend that the PCs throw the dress away. If told the true story behind Eleanora's plight and Eleanora is present she will tear up, excuse herself for a while disappearing into the depths of her store. A few minutes later she returns bearing an absolutely stunning blue beaded bodice with skirt. She explains that she had made this special for her sister (who was the same size as Eleanora) who was killed recently due to a strange illness (from Kiss of Incabalus). She thinks that her sister would have wanted Eleanora to have this. Her only condition is that if Eleanora finds a man that she invites her to the wedding. Laudra will keep the 20 gold pieces in any case.

2. Getting presentable

a. Getting cleaned up

i. High end

1. Day at the spa – For the ultimate choice in getting cleaned up and prepared for the evening's events nothing can compare with Loralya Netino (elvish for the sleeping garden). For (20 / 50 / 80) Gold Pieces Eleanora will be pampered and treated like a princess. She will emerge radiant, relaxed, confident and ready to face her evening. If Orophin Séregon is enlisted he will opt to work here.

ii. Standard

1. Bath in an Inn – The Feathered Goose has rooms with baths available. It is a plain looking building. Square windowpanes are frosted over with condensation, and the telltale golden flickering behind them promises a warm fire. A wooden sign hangs over the set of double doors, with the picture of a bare-bottomed goose, plucked of all its feathers save one on his rump. Fresh bread is baked daily and available at all tables along with honey and cream. It is owned by Riley, an older man with a friendly smile and wrinkles around his eyes. A hot bath with everything costs extra and requires renting a room for (2 / 5 / 8) Gold Pieces.

iii. Seedy Options

1. Not even worth considering

b. Getting made up

i. High End

1. Full Make Over – Orophin Séregon is a half elf who is distraught over the news that the Royston Crow has passed. When the PCs come to his store it is closed. The sounds of crying can be heard inside with a DC 12 listen check (he is very loud). A diplomacy check DC15 will get Orophin to come to the door. He will refuse to work for less than (100 / 150 / 200)

gold pieces. If he is told the true tale of what is happening he will become slightly sympathetic ("You poor dear") and lower his prices to (90 / 135 / 180). If he is also told that the players met Royston just before his death he will drop down to unheard of prices (for him in any case) of (75 / 115 / 150) gold pieces. Orophin will throw himself into his work to create a masterpiece in memory of a master. Because this would be what Royston would have wanted. The results will be highly artistic, cutting edge, and incomprehensible to most people. It will in any case be a hit at the party.

ii. Standard

1. Low End Make over – It is extremely easy to find a storefront that offers makeovers in the nicer areas of town. Unfortunately they are costly and their costs increase as they suggest more and more treatments to prepare Eleanora for the evenings entertainment. The final costs will be (60 / 90 / 120) gold pieces.

iii. Seedy Options

1. Barslag Ironbeard, a down on his luck dwarvish miner who discovered he had a surprising gift for being a beautician. Although he loves the work he has problems reconciling his image as a dwarven male with his chosen (and in his eyes) shameful profession. He can be found drowning his sorrows at "Chona's Other place" a dive bar in Low Town owned by the a Half-Orc named Chona. Of note for sale here is "Orc Stu [sic] - made with real ears!". A DC17 base diplomacy check is required to enlist his aid. This DC can be lowered by purchasing him a round (lowers the DC by 2) / not mocking his choice (which raises the DC by 5) / telling him the true story (lowers the DC by 5). He is truly a marvel and will need (20 / 25 / 30) gold to get his beauty supplies out of hock. If the PCs tell him the true story, he will pass it on to the pawnshop owner who will drop 5gp off the cost to redeem his items. Barslag's work is exquisite.

Appendix D – ‘Getting into the Cotillion’

This Appendix deals with several options on how the PCs could choose to get Eleanora into the Cotillion. These are only examples, feel free to respond to any other reasonable plan that the PCs come up with.

Eleanora knows the general way that these events are organized. You need to have an invitation or be personally known to one of the attendees and come as a guest. She does not know anyone in Mowbrenn and doesn't have an invitation.

1. Deception

a. Disguise

- i. The PCs could choose to smuggle Eleanora into the cotillion and get her changed once she is inside

1. Disguised

a. Front Door

- i. This will require a good cover story and a great disguise. The doorman's spot check is +8. The PCs get +2 for coming up with a good cover story. If this fails the PCs need to try another method. If the PCs decide to tell the truth go to 2.a.ii – ‘Convince the doorman that Eleanora is a noble and deserves to be let in’. When he asks them what is really going on here. If the PCs fail to choose option 2.a.ii they will have to find another way in.

b. Servants entrance

- i. Easier than the front door. The PCs only need to come up with a decent cover story (delivery / more help for the party) the disguise check is opposed by Dawn's spot check of +2. The PCs get +2 for a good cover story. If Dawn spots that something is off and will ask what's going on. If the PCs decide to bluff their way past they need to beat Dawn's sense motive of +5. Remember the PCs should get +2 for coming up with a good story. If Dawn is told the truth she will escort Eleanora to a place where she can change and show the PCs to a mezzanine where they can easily watch the cotillion in comfort.

2. Concealed

- a. Eleanora will refuse to get inside a box or any plan like this.

b. Forgery

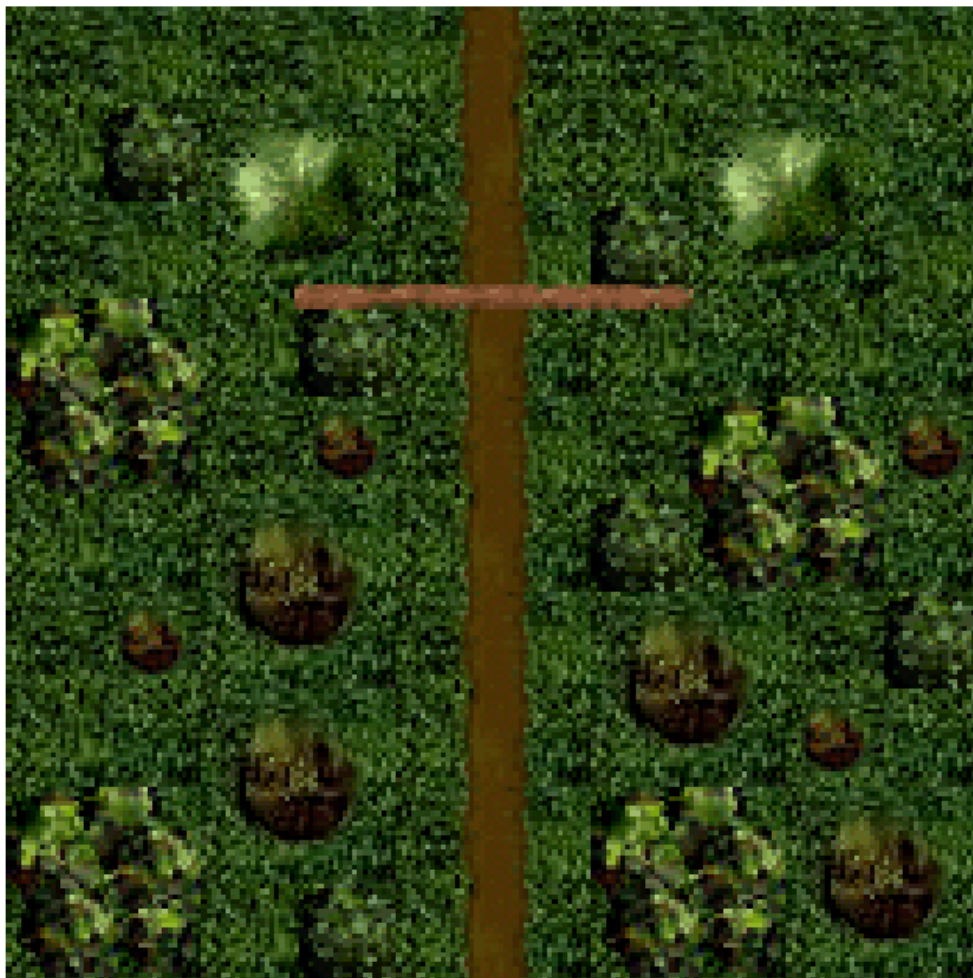
- i. The players could forge an invitation themselves. This will require that Eleanora use the name of someone who will not be attending the cotillion. This will require a DC13 gather information check and 1d4 gold pieces to find that Lady Kristiana Cranden will not be attending (the PCs don't know that she is 90 years old) and a forgery check (which the judge should roll secretly – don't allow the players to know the results of this roll). The forgery check will be opposed by the doorman's Forgery skill, which is +0 so the max he can get is a 10. The player will automatically roll at least an 11. Make a show of rolling the doorman's opposed roll openly.

c. Bluff

- i. The PCs could attempt to simply lie Eleanora's way into the Cotillion. This will require a Bluff Check opposed by the doorman's sense motive (+5). If the PCs blow this check they have the option of going to 2.a.ii – 'Convince the doorman that Eleanora is a noble and deserves to be let in'. When he asks them what is really going on here. If the PCs fail to choose option 2.a.ii they will have to find another way in.
 - d. Cloak and Dagger
 - i. The players could break into the hall where the cotillion is to be held and insert Eleanora's name onto the guest list. This will require an open lock, move silently, hide, and forgery to accomplish. Make something up for this. It should include getting into the house (bluff or open locks DC15), Move silent (DC 15), Hide (DC 15). Allow the PCs a bluff check (DC 15) to handle any failed rolls. If caught they will be either shooed out, or chased out of the house with cries for the guards.
 - e. Money
 - i. Forgery
 - 1. Follow up with Connor the Fair's men to purchase a forged invitation. A gather information check of DC17 and 1d4 gold pieces or 1d10+10 gold pieces will point the PCs in the right direction. For (50 / 75 / 100) gold the PCs can purchase a forged invitation that will convince the doorman that Eleanora is a noble and was invited to the event. There will be a slight hitch when the doorman doesn't find Eleanora's name on the guest list. He will shrug and let her in after a moment of tension. If the PCs think to try and find someone who is not attending they will find the same information as is contained in 1.b – 'Forgery' above.
 - ii. Bribe
 - 1. All attempts to bribe servants will fail. Repeated attempts will result in the city watch being called (they won't actually show up but they will be called for).
- 2. Honesty
 - a. Diplomacy
 - i. Get a sponsor
 - 1. This will run into a dead end.
 - ii. Convince the doorman that Eleanora is a noble and deserves to be let in
 - 1. The PCs will need to make a Diplomacy check DC17. They will receive +2 to their roll for each High End option they chose for getting Eleanora ready for the Cotillion (to a maximum of +6). They can also aid another in this roll. Let the PCs know that there are no retries. If they fail, a serving maid, Dawn, will have been eavesdropping and as the PCs turn to leave will poke her head out of a side entrance 'Pssst! I heard your story. This way.' And will lead the PCs and Eleanora inside.

APPENDIX E –

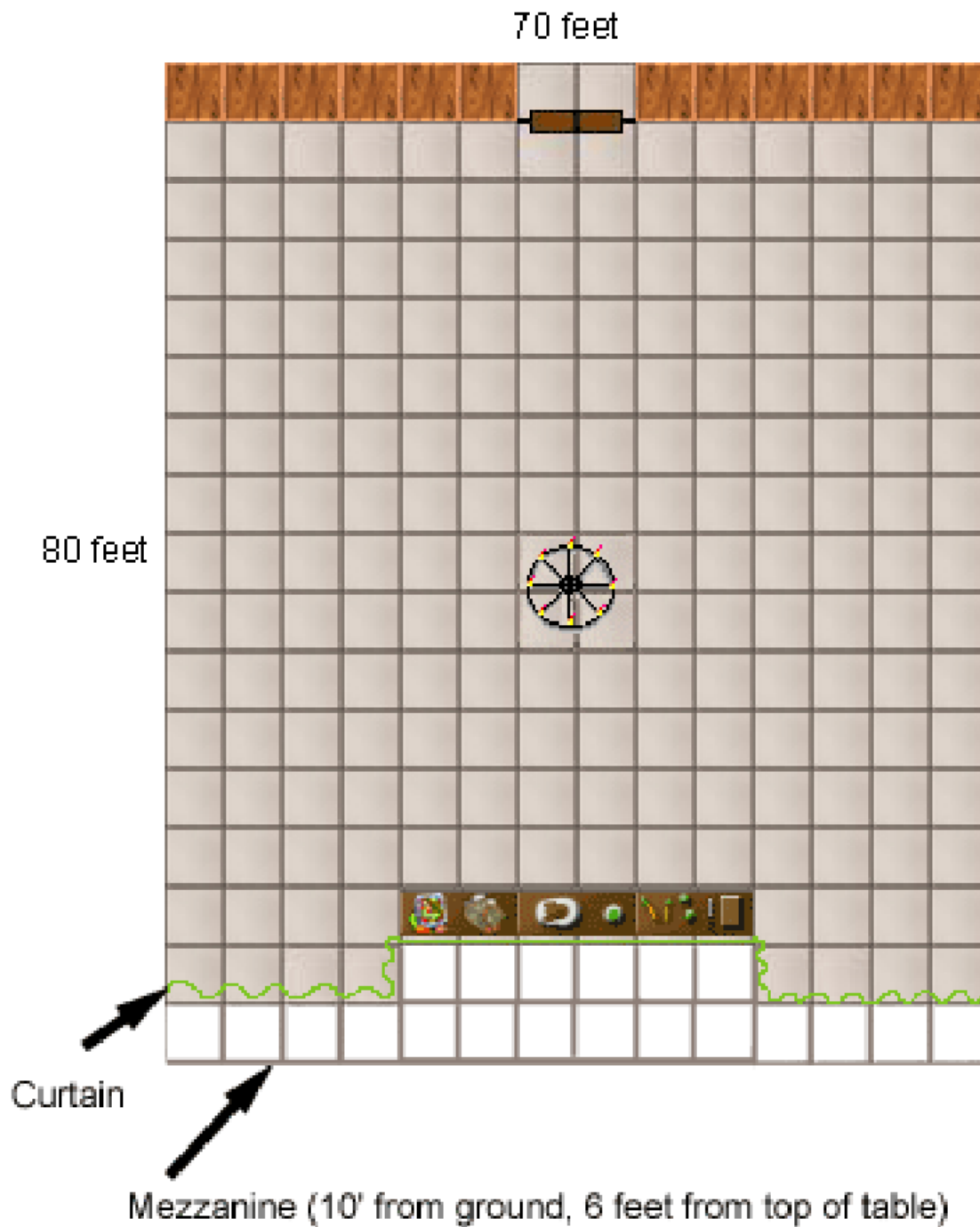
Map for Encounter Six: Will the real ambush please stand up.



Road is 25' wide and straight.
Tree is dropped 30 in front of carriage.
Carriage is a 10' x 10' square.
Horses are 10'x10' square as well.
Carriage is on the left hand side of the road.

APPENDIX F –

Map for Encounter Eleven: Not so Fast.



Player Handout #1 – Mowbrenn and its environs

MOWBRENN BACKGROUND BRIEF

Located north of Rel Mord and Woodwych, Mowbrenn is located on the trade routes to Urnst and the Pale. This is a fertile area of Nyronnd, with much grain growing and cloth weaving, giving most people their living outside of Mowbrenn City. Thus, most of the people in this county, like many of the lands of Central Nyronnd, don't live within the cities. The rural population numbers more than one hundred thousand.

Appointing Cunal Huldane to replace his father as Count was a move based on a strong personal friendship with King Lynwerd. It was also a popular move in many circles. The old Count, Blackmar Huldane, was a war hero who had earned quite a reputation in battles in Almor during the war with the Great Kingdom. Blackmar was always strict, but before Lynwerd took the throne, strict became cruel and tyrannical. His rule was harsh and repressive. His subjects lived in fear from his brutish militia. When he was replaced by Lynwerd he left Mowbrenn with a large number of the Militia following him and headed into the barrens.

At the beginning of Cunal's rule of Mowbrenn, there was an upsurge in crime. This culminated in a city wide attack by forces in support of the Black Prince Sewart in CY592. Much of the remaining city militia (those that had not deserted when Blackmar Huldane fled into the barrens) was killed that day. It is only by the efforts of several adventurers that Mowbrenn did not fall. In memory of all who rose up in defense of Mowbrenn a 20 foot tall statue has been raised in front of the recently renamed Castle Mowbrenn (previously called Blackmar Castle). A simple placard at the base of the statue reads, "In honor of those who heroically fought in defense of our city."

It is believed that his long time advisor Quarlanth was involved in Blackmar Huldane's transformation from hero to traitor. Blackmar Huldane was captured by the Army and was executed as a traitor in CY593. Cunal's subsequent rule has been greeted with much joy.

MOWBRENN

Mowbrenn is a city built on 2 hills. The main town is built on what is called the Greater Mound, divided by a second wall into the classic Oeridian architecture of the Old Town and the New Town, where the taxation and repression of Blackmar Huldane's regime fell the most heavily.

At the highest point of the Mound, also known as Sharphill, lies what was once known as Blackmar Castle. With Blackmar Huldane being executed as a traitor the castle was renamed by Cunal to Castle Mowbrenn. Within the castle are the verdant grasslands of the gardens. A shrine to Ehlonna lies here, tended by Cunal himself. Beyond the castle lies the Temple of Pholtus, ruled by Faic Luthinson, shining Pargon of Pholtus, lit by divinely charged light globes. With recent relocation of Zylinchin and the Valorous League of Blindness from Mowbrenn to Midmeadow, the Pholtan presence in Mowbrenn is undergoing some changes of direction. Agrin Foraster, Glaive Virtuous of Heironeous, strongly disapproved of the actions of Blackmar Huldane and is thus currently enjoying Cunal's favor. Other notable temples are for Zilchus, under High Acquirer Duvend Newrack, and Boccob under Racondite Brenderris.

The second mound, the Lesser mound, is home to a small community of the poor, destitute and displaced who had originally made a shanty town but now seem to be rebuilding the area.

There is also an under city below the official city. Since it officially doesn't exist the details are rather vague. Some areas are quite safe, if you are careful to watch your back, while nobody is known to have returned from others. Many assume that this underground is the center of the local guild of thieves. Their existence is officially denied, and their membership secret. The only notable member is Connor the Fair who is reputed to now run the Lesser Mound while Cunal focuses on rebuilding the Greater Mound.

Player Handout #2a –

Speaking with Royston the Half-Elf Bard

Royston is consistently polite, charming and witty. It seems like he is willing to talk with anyone and is deeply interested in what they think. After a bit of rambling conversation the topic turns to the adventuring life. He had many entertaining tales to tell. Some were hilarious others were tales of tragedy. From the evenings conversation you recall the following hard won gems of wisdom:

1. Never split up. When you are in a rush you might be tempted to split your group in order to over more ground. Avoid this temptation for down this route lies the great possibility of disaster.
2. Although the people you travel with are all separate individuals who may quarrel sometimes be sure to act as a group whenever you can. Everyone working together to bring down a single opponent is the best way to fight together.
3. If you don't know how to kill something, shout out and ask. Usually someone in your group will know.
4. As a Bard you are the person that your group will turn to when they need to know oddball facts, keep up on your studies.
5. Support the group to the best of your abilities. For every situation this will be different For example if you can't hurt something you can always distract it to aid another member of your group who can hurt it. Or you could have an inspiring song ready for when you are inevitably attacked (you should coordinate with your groups clerics on this so that they don't pray for their gods ability to 'bless' others in combat).
6. For the most part as a bard or any other arcane caster you would want to stay out of the way of the main part of combat wherever possible.
7. Be prepared for the less gifted in your group to jump in and ruin your attempts to talk things out and learn how to smooth things over afterwards.
8. Practice your tumbling. This can get you out of the way when you find yourself surrounded by opponents.
9. When you need to decide which way to go follow the right hand rule. Always chose the path to the right. If you follow this consistently while investigating an area you always know how to get out.
10. Presentation is very very important; always be sure to look good and people will automatically respect you more. Some people would call this living a rich lifestyle.
11. If you are going to be an adventurer always be a hero.

Player Handout #2b –

Speaking with Thorain the Dwarf fighter

Gruff and direct, Thorain always seems angry, and it takes you a while to realize he isn't mad at the people he talks to, that is just the way he is.. Somehow you managed to catch his interest and over a few shared drinks he told you what he thinks anyone trying to be an adventurer needs to know. The conversation was long and there were many mugs lifted. In the morning you remember the following:

1. Never ever split the party! Don't do it. Don't. People die that way.
2. If you think that you are in a dangerous area carry a weapon in hand. Saves you the time of drawing it.
3. Roads are dangerous. Barns are dangerous. Don't sleep inside one unless you have to. Bridges are dangerous, send the Halfling across first. Boats are dangerous, can't swim in this much armor can you? Broken down wagons are almost always a sure sign that someone is going to jump you. Well, almost always.
4. Be prepared. Have a few up-close weapons and at least one distance weapon. Different beasties will need different things to make 'em lay down an stop movin' Make sure you have some options. Also sometimes you just have to drop the shield and use all the strength of your own two hands to bash through the hard shells of some of those nasties.
5. NEVER SPLIT THE GROUP! And don't outrun your support. The priests are your friends.
6. If you are smashing away at something and it just isn't working give a yell. It's likely a member of your group will know what you have to do to stop that thing from chewin' you to bits.
7. Now this is a big secret, if you are ever at a loss as to what to do . . . just walk around and look conspicuous. You'd be surprised at how many times that you will get attacked by just the people you are looking for.
8. Be like the wolf pack, hunt as a group. Choose one target and harry it to the ground before choosing another one.
9. Be careful who you trust. Because you swing a blade or heft an axe for a living people are always going to be trying to fool you. Best never to break the law and don't trust 'em that do. That and carry a spare keg of ale. Never know when you are going to need it.
10. Pay attention to the effectiveness of your other comrades' attacks on each enemy you face. This will let you know how hard you should swing to break through their protection. It will also let you know if there is a creature that is close to death and should be taken down.
11. If you can't hit it . . . well maybe you can just keep it busy for a while so that the magic types can blast it to bits.
12. And Royston says this one all the time, he's annoying that way but it doesn't mean it's not true, "If you are going to be an adventurer always be a hero."

Player Handout #2c –

Speaking with Brother Erhstan the Human Cleric of Pelor

Brother Erhstan is one of the kindest people that can be imagined. He tells you that he turned to the adventuring path in order to stand as a barrier between the common people and the evils in the world. During the evening you learn that Pelor gives him the power to make a difference and the faith to actually do it. The conversation is serene and earthy as he invites you to help out with many small tasks around the camp. As the evening winds down he shares his thoughts on being an adventurer with you.

1. Sometimes there are greater rewards to be gathered than mere material gains.
2. For Pelor's sake, please stay together. Always. Splitting up is never a good approach.
3. When you get the chance make sure to stock up on scrolls containing the powers of your god to cure allies or remove conditions that they might be suffering from.
4. You are usually going to be the prime healer. There is nothing wrong with fighting. It has its place, but sometimes you will be most needed to bring your companions back from the edge of death. Keep track of them and how they are fairing, what injuries they have suffered. Sometimes channeling the healing power of your god can mean the difference between life and death for the entire group.
5. Often it is a good idea to channel the healing energies of your god from beyond the reach of an opponent then to step in and heal your fellow adventurer. If you were to step in first an ill timed swing from your opponent could cause you to falter and lose the spell.
6. Don't be afraid to ask your god for the power to protect your brothers in arms or to increase their abilities.
7. Without risk there is seldom gain. Royston and I agree that if you are going to walk the path of an adventurer always be a hero.

Player Handout #2d –

Speaking with Illiastra the Elven Wizard

Illiastra is surrounded by a palpable aura of energy that makes the hair on your arms crawl, noticing your curiosity she bids you to sit with her a while and talk.

1. Know that as an arcane caster every intelligent enemy will consider you to be the greatest threat. This will be even more true as you grow in mystic power. You should always have at least 2 plans in mind on how to handle any situation.
2. It is incredibly stupid to split off into smaller groups. This only makes you weaker. Stay together and stay alive.
3. Try to position yourself in the center of any group. Thorain calls this location the 'pocket'. It is a good place to be since you are surrounded on all sides by people who can buy you time to bring your magics to bear.
4. Scrolls are wonderful things. They may seem costly now but they can oft times mean the difference between life and death. Wands are even better than scrolls and if you are a wizard you should learn to make your own as soon as possible. Then you never have to worry about running out of spells.
5. When in doubt it can be a good idea to throw a magic missile at the target and see what happens.
6. No matter what you do, do not be the first into any unknown situation. That is what people like Thorain are for.
8. This is something that Ehrstan will never tell you, but if the people you travel with have the money they should be able to afford their own items to assist in healing. There is a fine line between charity and having your good nature be abused by another.
7. It's always a good plan to have a back up weapon for when you run out of spells.
8. Sometimes the best approach is to ready your spells to disrupt the casting of another. Or to attempt to dispel the magics that they have already put in place.
9. Being a caster of arcane magic it often comes down to as Tel puts it, "Knowing when to hold 'em, know when to cast 'em and knowing when to run." But Royston captures the true nature of this path when he says, "If you are going to be an adventurer always be a hero."

Player Handout #2e –

Speaking with Tel the Halfling Rogue

The first thing you notice about Tel is that he has a hard time staying in one place for very long. His eyes continually dart around the campsite and he makes a point at checking out the underside of the carriage. He is friendly enough and will talk to you as he prowls around. You are never quite sure what he is looking for, but his tales distracting enough that you never get around to asking.

1. Be paranoid! You think I'm kidding? It's a survival skill mate. If you hear screams coming from down a corridor you think might be trapped, just keep searching. If they are still screaming they are still alive. Oh and if it looks tempting let the fightin' folk try it out first. Beware of doorways, books, chests, trap doors, bridges, funny looking idols, and any one that says trust me. If it's marked certain death it will usually be ok to fiddle with. But it's the out of place stuff you need to worry about. Like if you run into a room full of mud in an otherwise dry building, do everything in your power to test it from a distance. Oh and getting a wand that summons small creatures for short periods of time is a great way to test an area for traps.
2. Take your time studying an area where you think there might be traps, don't let the meat walls getting bored cause you to rush.
3. This one is a hard one, trust me on this; Sometimes if you don't ask about payment they actually end up paying you more later.
4. Tumble! Tumble! Tumble! Especially when you can get in to their flank with one of the weapon monkeys distracting them from the other side.
5. NEVER SPLIT THE GROUP, unless you have a clear exit strategy.
6. If you are small like me, practice your escape artistry. It can save you from being swallowed. It can at that.
7. Never ever touch the thing that the wizard sent you to retrieve with your bare hands. Carry a sack, stick your hand in it and use it to pick up the thing. Turn it inside out around the thing and Viola! You got it and never touched it.
8. You also don't want to be the last to see or hear somethin' so work on your attentiveness. It's a good thing to practice when the priestly types or the mystic mugs are babbling on about something.
9. Always have a good excuse ready. One as a reason to enter or be somewhere, another to be leaving it, and one if you are stopped on the way. A good excuse is almost always better than a good set of picks.
10. Despite what some of the Holy types would have you believe, just because someone is 'Good' doesn't mean they are on your side. The reverse is also true, just because they are 'Evil' doesn't mean they can't be helpful.
11. And if you listen to Royston, the Halfling sticks his nose in the air and takes on a mocking voice, "If you, noble one, are planning on venturing forth on that path that we call adventuring, insure that you are always styled as the hero." You can see by the gleam in his eye that Tel just might believe this one.

Player Handout #3 – Ozzer's note

My dearest niece, it is with great sorrow that I inform you that Baron Gillchrist passed away of old age last night. I received a magical sending from a local priest of Rao.

But all hope may not be yet lost. In Mowbrenn two nights hence is a cotillion. Perhaps at such a gathering you might meet someone who can help us in our plight. I have full confidence that I will approve of what ever choice you make.

Your uncle,

Haldorn Du'Brey

Player Handout #4 – The Count's Proclamation

Let it be known that from this Month of Readying, Earthday the 13th CY 593forward that the weapons of war shall be banned from the city of Mowbrenn. Any missile weapon and / or hand held weapon larger than their wielders forearm, shall be banned from the city streets. City guardsmen, the city watch and certain nobles and their guards are exempted from this order.

Count Cunhal Huldane, Count of Mowbrenn

Month of Readying, Earthday the 13th CY 593

What this means to you

All weapons except for appropriately sized

- Armor Spikes
- Axes, Hand or Throwing
- Clubs,
- Daggers, Regular or Punching
- Gauntlets, Regular or Spiked
- Hammers, Light
- Kamas
- Kukris
- Nunchaku,
- Picks, Light
- Saps,
- Sianghams
- Sickles

are banned and need to be checked on entering the city. All weapons are illegal to use within the city limits.

All Bows and Crossbows are also banned from the city streets. Slings are allowed but illegal to use within the city limits.

Membership in a Nyronnd Meta-org that allows the PC to openly carry weapons will allow the PC to bypass this restriction. The use of weapons within the city limits is still illegal for these PCs.

The weapons listed above are available for purchase once you are within the city gates.

Player Handout #5 – Places of Interest in Mowbrenn

1. Clothing.
 - a. High end
 - i. Blessings of Purity – a very sheik exclusive high-end boutique store. Mostly pastels.
 - ii. Joop! - Run by a gnome named Joop! Bright colorful designs,
 - b. Standard
 - i. Tailors local 118 – This is a sales point for the tailor's guild.
 - c. Seedy Options –
 - i. Thieves Market in Low-town. Only available in the evening, but some surprisingly good deals can be found here.
2. Getting Eleanora presentable
 - a. Getting cleaned up
 - i. High end
 1. Day at the spa –nothing can compare with Loralya Netino (Elvish for the sleeping garden).
 - ii. Standard
 1. Bath in an Inn – The Feathered Goose has rooms with baths available.
 - iii. Seedy Options
 1. Not even worth considering
 - b. Getting made up
 - i. High End
 1. Full Make Over – Orophin Séregon a true master of his art
 - ii. Standard
 1. Low End Make over – There seem to be a lot of storefront shops available that look like they could probably do a good enough job.
 - iii. Seedy Options
 1. Who knows what you could find on the Lesser Mound. You hear that “Chona’s Other Place” a dive bar in Low Town owned by a Half-Orc named, surprisingly enough, “Chona” might be a good place to look.