

BDK1-09

THE BENDER

A One-Round D&D LIVING GREYHAWK[®]
Bandit Kingdoms Regional Adventure

Version 1

by Chris Gorsuch

A childhood friend finds himself in trouble following a night of drunken revelry. Can the heroes find a way to save him in time...and should they? An adventure for characters level 1-6.

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. Scenario detail copyright 2001 by 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.

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 hours. The rest of the time is spent in preparation before game play, and scoring 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.

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

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

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 DM) 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 DM can bar the use of even core rule books 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 gray boxes. 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.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your

convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" among the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will 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, a character sheet, and a LIVING GREYHAWK log 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 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.

DETERMINING AVERAGE PARTY LEVEL (APL)

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 PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely 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 following 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.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 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 you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as

challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you 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 dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE IN THE BANDIT KINGDOMS

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You stink and are undernourished.

Wild: You are living in the wild, either as a nomad, or perhaps in a cave. You hunt and gather your own food and your clothes consist of furs and/or hand-woven items. At times, food is scarce and you go hungry. But you survive. You must have an effective Wilderness Lore of 6 (including modifiers) or higher to avoid being Destitute.

Poor: You sleep in the common room of an inn, or perhaps the loft of a stable. Your clothing is generally worn and patched.

Rough: You live in the wilderness, roaming a specific territory or living in a rude shack or tent. Your meals come from hunting and foraging, though you may cultivate a few small crops or herd some animals. You get by well enough to barter for equipment or to gather coins to pay for necessary repairs. You must have an effective Wilderness Lore of 4 (including modifiers), otherwise you are Poor.

Low: You rent a small room at a tavern, perhaps shared with one or two other individuals. If you own a home it is a one-room shack. It wouldn't be wise to leave anything of value lying around.

Medium: You are moderately successful, and your equipment is plain but sturdy. You have your own room in an inn or boarding house, where you can leave items of moderate value without worrying about them disappearing.

High: You rent a roomy house or apartment, or own a nice home. You own clothes for many occasions, and can entertain anyone without feeling overly ashamed.

Luxury: You have the best of everything—spacious living quarters, exotic food, expensive clothes. Your success is the envy of many. Equipment left at home is generally quite secure.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not. Wild and Poor lifestyle have the standard modifiers in urban areas, but less of a penalty in rural areas.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle Cost (gp) Skill Modifier

Destitute	0	-3
Wild*	0	-2 (-1)
Poor	1	-2
Rough*	1	-1 (0)
Low 3		-1
Medium	10	0
High	100	+1
Luxury	1000	+2

ADVENTURE SUMMARY AND BACKGROUND

This is the story of the town of Zelosus.

Many years ago, a young priest of Kurell (Khane) sacrificed his twin brother to an outsider in the service of his

lord in exchange for a magical sword. He had spent months gathering the components called for in the text of that long forgotten tome and victory was finally to be within his grasp.

But alas, in the final hours before the ritual was to be complete the forces of Iuz arrived at his town. Knowing they would take the weapon if he were caught, he hurriedly completed the ritual and fled the town with his prize. But in his haste he was careless. He made mistakes. And as a result both the weapon and the town are now cursed...

The years since have worn upon Khane. At first all was wonderful. After all, he now owned a weapon of his god. However as time went by the pressure of having others constantly attempting to take his weapon from him weighed upon his soul. Khane has since become quite insane, jealous and mistrustful of all around him.

Then one day it occurred to him that the forces of Iuz must be to blame. Their arrival had surely tainted the weapon. If he could only repeat the ritual all would be made well. But the book, his precious book, had been left behind in his haste. He must return to the town!

Khane has now returned to correct the mistakes in the ritual he began so many years ago. He hopes that by doing so he can remove the curse from his weapon. However he has not yet had the chance to reclaim his book or restart the ritual.

A new Magistrate, Partinius, currently rules the town. He appears to be a fair but strong leader trying to get by with the hand he has been dealt. This is all a charade. In reality Partinius is a priest of Iuz who works very hard to keep his true nature secret, using others to enforce his will behind the scenes. He does not want others to discover he is actually a priest of Iuz and takes care to maintain his cover.

Partinius discovered the return of Khane several days ago while purchasing supplies under the guise of a change spell. As he was leaving he spotted Darton, one of his spies, watching the building and mistakenly believed Darton was keeping their arrival secret from him.

In reality Darton was simply trying to determine what was going on so he would know what to report (more information means bigger rewards). Partinius is about to deal with Khane and Darton when the arrival of the adventurers provides him an opportunity too convenient to pass up.

Using the herbs he had purchased earlier, Partinius set a trap to kill Darton and frame one of the adventurers as the murderer. He had hoped that the threat to their compatriot, combined with a few strategically placed clues, would soon have them taking care of Khane for him. Unfortunately, he did not realize that the adventurer he chose, Arrnes, was not actually with the heroes. And he thought things were complex before...

Partinius' objective in the adventure is to try to make the best of the situation. He will try to use the heroes to kill the Kurellites and then usher them out of town as 'heroes' as quickly as possible, thus relieving him of both problems and engaging in a little deceit (a specialty of Iuz) as well. Familiarize yourself with his skills; they will help with the charade.

Note: The locals are, by nature, a jealous bunch. Do not make it unduly obvious, but a common theme should run through the conversations and interactions with the locals to reflect this. For example, items the party has, other towns they have visited,

and the glories commonly associated with adventuring could be used as a basis for their jealousy.

ADVENTURE SUMMARY:

Encounter 1

The heroes are just settling down for a night of relaxation after a long day on the road when a disturbance draws them out into the fog-filled night. A patrol of guards are hauling a stumbling drunk down the street and carrying the body of another man.

Encounter 2

A member of the party recognizes the drunk as a friend they have not seen in many years. From the small crowd that has gathered they quickly learn that their friend, Arnes, had murdered Darton in a nearby alley and is to be brought before the authorities in the morning.

Encounter 3

On the next morning, Arnes is brought before the town magistrate to answer the charges. The heroes have 24 hours to save their friend.

Encounter 4

Speaking with Arnes reveals he recalls little of the night before. cursory examination reveals he seems to be under the influence of a mind affecting poison, which has affected his memory.

Encounter 5

The corpse has been brought to the cemetery. PC's can investigate depending on the abilities.

Encounter 6

The cleaning boy working at the pub that night knows that Darton, a shady character who deals in information, had been speaking to Arnes about something going on at a house in town.

Encounter 7

In the alleyway are the remnants of the 'smoke bomb' that was used to deliver the poison, a combination of rare herbs the preparation of which was believed lost. While investigating the crime scene a group of the shadier members of the town guard show up.

Encounter 8

Going to the herbalist's shop they are met by the proprietor, Mildon, a nervous elderly man who seems to be anxious that they leave. However an astute party will discern that he is being held against his will by some figures they glimpse in the back room.

Encounters 9-11

If PC's veer off the beaten adventure, by attacking guards, the magistrate, or performing a jailbreak, there are ways to deal with this in these encounters.

Encounter 12

Returning to the town of Rookroost the party finally delivers the package and is invited to share their tale over a cold draft but seeing the trouble they got into at the last bar...

Conclusion

If Mildon is freed from his captors, he will tell his tale to the magistrate including that of the sale of the herbs to a stranger in dark robes, who must have been the true culprit. If Mildon is unable to testify but evidence of the poison is still brought forward, Arnes is instead sentenced to five years in the mines. If no evidence is brought forward he is summarily executed. All of this is assuming Khane and his followers have been captured, killed, or driven from town. The identity of the stranger remains unknown.

INTRODUCTION

DM to Players prior to starting:

Please remember that this is the Living Greyhawk campaign. Different rules apply in the Bandit Kingdoms; heroes can be made, bought, or sold, all in the same day and all depending on the situation and the price. The question isn't what is the right thing to do in a given situation, but rather, what will be the ramifications of any decisions I make, whose bad side do I not want to be on, and when will I need to call in a favor. Remember, everything's negotiable, and some things are more negotiable than others.

The Adventure begins:

You have been hired to carry a package to the Rookroost Thieves' Guild. After traveling the road for many days you arrive at the town of Zelosus. It is a small, inconsequential town. Nothing more than a smattering of houses no different than so many others you have passed on your route to Rookroost.

In reality, the package is immaterial to the adventure. It is provided as a mechanism for the DM to keep the party confused about what is happening by misdirecting their attention as necessary. By making a point of having the party keep track of who has it and what they are doing with it through various parts of the adventure you can use it to help build tension and keep the party off balance. The party has been told they will be paid 40 gold TOTAL for carrying it to a contact in the Merchant's quarter at RookRoost. Refer to the section 'The Package' for particulars about it. This is also a good time to hand the players the player's map.

Night approaches, and with it the fog that has been haunting you since you took this assignment returns. After spending so many days on the road your very bones ache and dust covers everything you own. You are still several days out from Rookroost but could use a night of relaxation and the sound of laughter coming from the inn ahead is too inviting an opportunity to pass up. Besides, it isn't wise to be on the roads at night.

Proceed to Encounter 1: The Staggering Stag.

ENCOUNTER 1: THE STAGGERING STAG

As you approach you realize that The Staggering Stag is actually a converted home rather than the standard inn you are used to. It is small but well lit. The main floor has three tables in a common area and a small kitchen from which both food and drinks are served. Stairs off the main room lead up to what must be no more than three or four rooms. Through the kitchen doorway you see stairs that lead to a storage cellar. A table near the front door is currently open. You notice the strange fog is becoming quite thick outside as you step in.

It is currently early evening. Nothing is going to happen for about an hour. The party has time for character introductions, ordering food and drinks, getting a room, etc. Unless otherwise noted, all people in town are Human. Below are example prices for the Inn, adjust and expand as appropriate:

Room: 5sp per
Food: 3sp per
Drink: 2sp per

The locals have the standard complaints regarding the forces of Iuz. They speak of increased orc patrols and resistance activity in the area but nothing substantial. They believe Partinius is a strong but fair leader but are uncertain why a man such as he would be in the service of the occupying forces of Iuz. Begin to show the jealousy in the comments and reactions here, however keep it subtle at this time.

Once the party has settled in, move on to Encounter 2: A Friend in Need.

ENCOUNTER 2: A FRIEND IN NEED

Just as you are starting to relax the sounds of a crowd outside draw your attention to the fog filled night.

Stepping to the door you see a patrol of guards hauling a stumbling drunk down the street. His clothes are torn in places and it is obvious he has taken more than a few punches during his capture. Two more guards are carrying the body of another man. They are passing a short distance away.

Comments from the crowd, Listen Checks:

DC 10

"Who is the drunk? Haven't seen him around town before."

DC 12

"Heard it happened down by the pub. Isn't surprising." This is not correct but not all rumors are, the attack actually happened elsewhere.

DC 15

"Is it true? Someone finally got the better of Darton? Serves him right sticking his nose in places it doesn't belong."

DC 19

"Looks like old Gartag is with them, he probably really enjoyed bringing him down. Don't know why they keep him around, the savage."

Give the players the impression that the patrol is obviously a formidable force that could pose quite a challenge. If the party is determined to fight proceed to Encounter 9: Catch And Release.

Leading the patrol is Gartag, a brutish half-orc. As the patrol passes near, one of the party members recognizes the drunken man as a friend they have not seen in many years. Non-threatening attempts to get near will be met by sneers, warnings, and shoves from the guards, which will keep the party at a distance. Nothing will draw a reaction from Arrnes as he is obviously intoxicated.

By questioning the crowd they can learn that their friend, Arrnes, has murdered Darton, a local ne'er-do-well that hangs out at the Broken Tankard. He will be kept in the stockade tonight and brought before Magistrate Partinius in the morning. They can provide directions to the stockade or the pub but will recommend against going near there at night. The crowd has no idea where the attack happened and the guards tell the heroes to ask after the trial tomorrow.

Should the heroes attempt to backtrack the guards a DC 15 Wilderness Lore check will allow them to tell they are coming from the east but a DC 20 check is necessary to trace it all the way to the Alley. Should the heroes' head in that direction the locals will advise against wandering around at night.

After a short time the crowd will disperse. At this point the party has a number of choices available to them. Assuming they wait to the morning proceed to Encounter 3: The Trial otherwise determine where they wish to go and adjust description accordingly.

ENCOUNTER 3: THE TRIAL

A town this size doesn't have much call for a town hall. As a result, it is no surprise when you learn that the trial is to be held in an old barn that fills the role when the need arises. It is obvious from the talk around town that you can expect heavy turnout...

The PCs can easily join the rest of the crowd milling about inside although they may have the occasional local try to jockey for a better location (jealousy remember). Or, if they prefer, there is plenty of room to hide in the hayloft (Hide, DC 12; Move Silently, DC 15) although if they get caught or fall out they will have some explaining to do (embarrass them only).

Emphasize that the barn is becoming quite crowded and there are a number of guards about. Should the party decide to get seriously hostile during the trial, proceed to Encounter 10: Causing a Scene.

It is not long before the crowd begins to settle down. It is obvious that the town guards have the scene well under control. After a few

moments, Magistrate Partinius, an older gentleman of strong bearing enters the room.

Although he wears the garments of a magistrate in the service of Iuz, it is clear he does not enjoy the task he must perform. He is a worried man, obviously concerned that today he holds a man's life in his hands. It is never an easy task to judge someone, knowing that he may have to sentence him to death, or worse, the Mines of Rift Crag.

He is concerned all right, but not in the way the heroes believe. Sense Motive (DC 21) if the party decides to check but do not prompt them to do so. A successful check will reveal he indeed appears to be bothered but that it may not be about the trial.

After steeling himself for the task ahead he rises and with a surprisingly powerful voice declares "Bring Forth the accused!"

The young man that enters the room has obviously seen better days. His clothes show signs of frequent repair and it appears he hasn't eaten well in some time. The most surprising thing is that he can barely walk and must be helped to the seat on the makeshift stage. At first you believe he must have been beaten but, no, that's not it...could it be the man is still drunk!?!

Arnes is currently out of it. He will be unable to answer any but the simplest questions coherently. He does not recall who the man was or what happened last night. The only thing he is certain of is that this place is definitely too loud!

Unbeknownst to the party, in addition to his hangover Arnes is currently under the influence of a narcotic poison as well as a bestow curse spell which is clouding his memory. A healing check or similar skill (DC 15) will reveal something is not right, unfortunately they will be unable to perform a thorough examination of Arnes at this time.

The tale told by the witnesses is that he was seen following the victim into the alley east of town and, shortly thereafter, they heard a scream. Running to the alley they saw him kneeling over the victim with the knife in his hand. Several people corroborate the story. They are telling the truth. If any of the PC's ask if there was anything peculiar they do recall a strange odor (sickly sweet) and that the fog was particularly thick in the alley.

Partinius will allow the party to involve themselves in the trial so long as they act civilly. He secretly wants them to get involved in the case anyway so they can 'discover' Khane and his followers and deal with them. However, he will not be so obvious as to invite them into it unless they make a scene. Although any heroes who are dressed and acting as "obvious heroes" (whose wisdom should of course be considered) might be asked their thoughts on the charges.

If the party convinces the Magistrate of the need for further investigation, they are granted 24 hours. Otherwise Arnes is sentenced to die in the evening and is returned to the stockade until then.

At this point the party could do many things. Leave it up to them. Common activities will be to follow Arnes to Encounter 4: The Stockade, or visit Encounter 5: The Cemetery, Encounter 6: The Broken Tankard, or Encounter 7 The Scene of the Crime. Party members of a violent bent may find themselves attempting to rescue Arnes in transit (use

information from Encounter 10: Causing a Scene) or attempting a Encounter 11: Jail Break.

ENCOUNTER 4: THE STOCKADE

The 'stockade' as the locals call it, is a one room stone building toward the center of the town. Apparently designed to torment both the prisoners as well as the guards, the building has only one door and no windows. The door is usually kept propped open and through the door you see a small table, a cot, a few chairs, but no cells.

If the PCs are here before the trial has occurred they are told no one can speak with the prisoner at this time and the party should return after the trial.

Although he has a home in town, Magistrate Partinius and several of the town guards will be here when he is not at the trial. Instead of cells, any prisoners are attached to chains that run through rings in the floor. Arnes is locked to one of those chains and is the only prisoner. The door is wood and the walls/floor are stone. The roof, should they ask, is wood. There are a number of people here who appear quite formidable and combat is not recommended. If things turn violent, refer to Encounter 11: Jail Break.

☠ **Strong Wooden Doors:** 2 in. thick; hardness 5; hp 20; AC 5; Break DC 25.

☠ **Masonry Walls:** 1 ft thick; hardness 8; hp 90, Break DC 35; Climb DC 15

☠ **Wooden Roof:** 1 in thick; hardness 5; hp 10; Break DC 18

☠ **Manacles:** Hardness 10; hp 10; Break DC 26; Open Locks DC 25

☞ **Glyph of Warding on roof:** Sonic; 5 ft.; 2d8 points of damage; Reflex save for half; DC 15; Search 28; Disable Device 28

Partinius will object to any spellcasting within the stockade.

Speaking with Arnes reveals he recalls little of the night before. He has no idea who the dead man was, but sort of remembers meeting him at the local bar about some type of employment. Something he needed checked out, but he doesn't recall what.

Partinius can provide directions to both the bar and the alley where Darton was discovered.

He can also inform the party that the corpse was brought to the cemetery and may have not yet been interned. If they ask, he can provide them with a divine scroll with *Speak with Dead* (cast at 6th-level caster) that he was given when he first took the post.

"Never thought I would need this when they gave it to me, thought it was mighty peculiar, but you are welcome to it if it will help. Supposed to let you speak with the dead or so they said."

Examination (Heal/Herbalism DC 15) reveals Arnes seems to be under the influence of a mind-affecting poison, which has affected his memory. Partinius can explain he was acting

strangely ever since they brought him in last night. Given its permanent nature, a detect magic will not reveal the bestow curse that has been placed upon him. The curse is simply that he will be unable to remember the events of the previous evening.

A Spot (DC 17) will notice that Arrnes's few belongings are in a pile under the cot. The PCs will be given permission to examine them if they request it. Among his possessions is a blood-covered map. It seems to have some structures on it but is unclear what it is of. Wandering around town for one hour combined with a successful Decipher Script check (DC 20) will reveal it points to the alley and the herbalist's house.

Where the party goes next will vary as before.

ENCOUNTER 5: THE CEMETERY

In a small copse of trees at the outskirts of town you find the cemetery. The site is seldom visited and the graves are in disrepair. The stillness that fills the air is almost palpable. A newly dug grave is visible near the rise of the hill.

The corpse has been brought to the cemetery and was just buried this morning. Build up the tension as the party searches the cemetery, especially if they decide to dig up the corpse. If they forget to rebury it afterwards have it show up someplace later, having been drug there by a mangy dog that the party can befriend if they have *animal friendship* spell available at the time and think to cast it.

A *Speak with Dead* spell can reveal that Darton had hired Arrnes to investigate the herbalist's house to determine the purpose of the strangers that were staying there. He was leading him there when, turning down the alley, he suddenly found himself surrounded by smoke. He fell unconscious and remembers nothing else. Of course, what the party learns from this encounter will depend upon the questions they ask.

ENCOUNTER 6: THE BROKEN TANKARD

The Broken Tankard is a single story structure located at the back of the town. While the Stag, being near the main road, is tailored toward travelers, the Tankard is a simple watering hole designed to cater to the needs of the locals.

The jealousy that fills the town is perhaps most strongly reflected here. This is a local bar for local people and they don't like outsiders. Although they are not violent toward them, they are given a cold shoulder and made aware that they are not welcome.

No one in the bar will speak of the murder. They didn't see it happen and they don't know why anyone is making such a fuss over a down on his luck adventurer.

Jerod, the cleaning boy, is the only person in the place that will be even slightly civil to the heroes. He will attempt to get their attention by making motions in their direction. A successful Innuendo (DC 10) or Sense Motive (DC 14) check will tell the party he wants to meet them outside in a few

minutes. A failed roll will lead them to believe he is suggesting they leave before things get ugly.

Jerod was working at the pub last night. He overheard Darton, a shady character who deals in information, speaking to Arrnes about a house in town. Darton hired Arrnes to investigate it for him but they didn't leave together so as to not appear out of place. Jerod doesn't know what house they were going to but if offered payment (5 gold) will look into it. If the party simply can't find the house on their own Jerod shows up to provide them the information (and collect any bonus). Jerod knows Darton didn't stay at any particular place and doesn't know where he was staying lately.

ENCOUNTER 7: THE SCENE OF THE CRIME

Finding the place Darton was killed proves to be a trivial task. After all, from what you can tell there is only one place in this backwater town that could even be considered an alleyway and why Darton would ever find himself wanting to walk between these two abandoned and clearly unstable buildings is a mystery unto itself.

On one side is a long structure that once served as a barn. It is heavily damaged, the results of an ancient fire. On the other is an abandoned blacksmith's shop, which explains where the fire in the barn probably came from.

The barn is 25 feet high. The blacksmith shop is 20 feet high. The alleyway is 10 feet wide and 60 feet long. Several large barrels are strewn about. A successful Spot check (DC 12) will reveal that the support beams for the barn walls are visible in places and obviously weakened (Hardness 3 hp 5) by the fire. If damaged, they will bring the barn crashing down into the alley at the start of that persons next turn.

➤ **Collapsing Barn:** APL 2: 2d6 points of damage; APL 4 4d6; APL 6 6d6; Reflex save DC 20 avoids

A Track check (Wilderness Lore, DC 12) reveals a number of tracks in the alleyway itself. Checking the second story of the barn (DC 15) will find additional tracks but they are quickly lost with those of the rest of the locals.

A successful Search of the alleyway (DC 15) will reveal the remnants of thin shell of burned paper with the remains of various plants inside. A successful Alchemy or Profession (herbalism) check (DC 20) of the herbs will reveal that some of these are extremely rare and might be responsible for causing a narcoleptic state in sufficient quantity and with the proper preparation. However, there is not enough left to have any effect or determine the appropriate mixture. This is the 'smoke bomb' that was used to deliver the poison. Asking around about the herbs will get recommendations to go to the herbalist.

While investigating the crime scene Gartag (with some of the shadier members of the town guard in APLs 4 and 6) show up. They are jealous that outsiders are involving themselves in what is clearly a local matter and decide to take matters into their own hands even though the magistrate has prohibited any interference with the investigation of the party.

On Gartag's first opportunity he will yell that the party has tried to take his job and for that they must die. He will not surrender or listen to reason as the town's curse is well upon him at this time.

Tactics: Gartag will have climbed to the top of the blacksmith shop taking 10 on his rolls. If the party was watchful the checks are Listen (DC 20), Spot (DC 20). He has a net (*Player's Handbook* p.102) he will drop onto a party member if convenient but he must release the rope as it has a 10' maximum range, otherwise he will use his monk ability to drop in behind one of the party members to attack, the person leading the investigation if possible. In APLs 4 and 6 he does this after the guards with him have drawn the party's attention down the alley, holding his action if necessary. If things are going badly during the fight Gartag or the guards will attempt to bring down the barn in their rage. If the DM feels it is appropriate in that you have a number of higher level characters you may wish to have the combat start with bringing down the barn from the back side falling into the alley giving the players one round to react (i.e., run).

APL 2 (EL 4)

➔Gartag

APL 4 (EL 6)

➔Gartag: hp x; see Appendix x.

➔Town Guards (2): hp x; see Appendix x.

APL 6 (EL 8)

➔Gartag: hp x; see Appendix x.

➔Town Guards (3): hp x; see Appendix x.

The fight will eventually bring several of the town guards (three more town guards). They will do nothing to interfere in the battle but will take the survivors before Partinius at The Stockade for questioning. Partinius is visibly upset that the guards interfered with the adventurers and will let the adventurers go about their business assuming they do a reasonable job convincing him it wasn't their fault. If things get ugly, use the stats for Partinius and the guards from Encounter 11: Jail Break.

ENCOUNTER 8: THE HERBALIST'S SHOP

There are a number of ways the party may have found this place. The most common methods are asking about the herbs, a serious examination of the town buildings while comparing them to the map, speaking with Darton's corpse, or receiving directions from Jerod. Although simply wandering around and going to places of interest may lead them here as well. Adjust as appropriate

Khane, an Oeridian priest of Kurell, has returned to the village with a band of his followers to exact his revenge upon the forces of Iuz for being driven from the town many years

ago. They are not saviors by any stretch of the imagination as they have their own plans for the town, plans that had been interrupted by the arrival of Iuz's minions. They have taken over Mildon's home and are using it as a temporary base of operations until they can re-establish themselves and make a new bid for control of the village. Although they try to keep a low profile they will fight to destroy any who get in their way.

The home of the herbalist sits in a small copse of trees just outside of town. Plants, trees, and bushes are located around the home and a stone path leads to the door. Looking back toward town you see two deserted buildings, one of which appears to have been ravaged by fire some time ago. (Reference: The Scene of the Crime).

From the sign above the door it is clear that the home serves as a business as well. Based upon its size, location, and outward appearance the proprietor must use it more as a means of keeping himself busy than as a reliable source of income.

The house is a mid-size two-story affair. Each floor has 4 rooms and a fruit cellar is located in the back yard. The front room is separated from the rest of the house by curtains in the doorways. The front door is unlocked. The back door is locked (DC 20). Stairs leading up are located in the back room.

☛**Back Door:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 15.

The Kurellites stay in the rooms on the ground floor. They are seldom in the main room and never when anyone is in the store.

The proprietor, Mildon, an elderly man who seems to suffer from some type of nervous condition, meets customers in the front room. He complains openly that he is working on some medicine for a local girl who is sick and really must get back to his work. Any characters succeeding at a Sense Motive (DC 15) check will determine he is surprisingly anxious that they leave.

If the party is well behaved, the herbalist can sell them supplies. If they ask about the herbs he can identify some of them (refer to encounter Seven: The Scene of the Crime) and will explain the effect should pass in a few days. He carries only a few of the varieties that were used in its preparation and the rest are actually not native to these lands. He cannot create an antidote. He can also answer questions about the man who bought them yesterday morning. The gentleman was a stranger in peasant clothes he had not seen before or since.

If the party seems to be paying attention to the situation, they should be able to discern that he is being held against his will by some figures they glimpse through gaps in the curtains in the back room (Spot DC 18) or through the herbalist's actions (Sense Motive DC 15).

Should the party begin to take hostile action against Mildon or attempt to wander beyond the front room, Khane and his men will attack:

From the back room a voice is heard: "So you have come. They have sent you haven't they? Come to take it away from me you have? Well it is mine. Mine I say. And you shall not have it. No one shall!"

If combat occurs, Mildon will cower and attempt to stay away from the action. During the fight, the heroes will be strangely drawn to Khane's weapon, wanting to possess it for themselves. Upon his death, Khane's body vanishes leaving only the sword even if he has been separated from it. Khane will do what he can to stay away from Dolur, Malta, and Irtul so they do not turn on him as well but if they get within range they too will be affected.

APL 2 (EL 4)

➤ **Khane, male human Clr1:** hp 13; see Appendix A.

➤ **Dolur, male human Sor1:** hp 9; see Appendix A.

➤ **Malta, male human Rog1:** hp 6; see Appendix A.

➤ **Irtul, male human Rog1:** hp 6; see Appendix A.

APL 4 (EL 6)

➤ **Khane, male human Clr2:** hp 20; see Appendix A.

➤ **Dolur, male human Sor1/Rog1:** hp 15; see Appendix A.

➤ **Malta, male human Rog2:** hp 10; see Appendix A.

➤ **Irtul, male human Rog2:** hp 10; see Appendix A.

APL 6 (EL 7)

➤ **Khane, male human Clr4:** hp 34; see Appendix A.

➤ **Dolur, male human Sor1/Rog3:** hp 9; see Appendix A.

➤ **Malta, male human Rog4:** hp 18; see Appendix A.

➤ **Irtul, male human Rog4:** hp 18; see Appendix A.

If Mildon is freed from his captors and treated fairly by the heroes, he will offer to assist them with the plight of their friend in any way he can. If they know of the herbs he will offer to tell the magistrate of the sale of the herbs to a stranger in dark robes, who must have been the true culprit. If the party does not yet know of the herbs he will offer to tell the magistrate of his captors (whom the party may believe are responsible for Darton's death).

Proceed to Conclusion.

ENCOUNTER 9: CATCH AND RELEASE

Congratulations. If you are reading this it is because the heroes just attacked the town guards thus completely changing the course of the adventure.

APL 2 (EL 5)

➤ **Gartag, male half-orc Mnk4:** hp 23; see Appendix A.

➤ **Town Guards, male human Ftr1 (2):** hp 12; see Appendix A.

APL 4 (EL 7)

➤ **Gartag, male half-orc Mnk4:** hp 23; see Appendix A.

➤ **Town Guards, male human Ftr1 (3):** hp 12; see Appendix A.

APL 6 (EL 9)

➤ **Gartag, male half-orc Mnk4:** hp 23; see Appendix A.

➤ **Town Guards, male human Ftr1 (4):** hp 12; see Appendix A.

First, split the crowd into interspersed thirds and have them begin to leave on individual section initiatives.

Second, two members of the patrol not included above will attempt to take Arnes away to the stockade in the first round but if attacked will stop to defend themselves. They move at an effective rate of 15 and will arrive at the stockade in 10 rounds.

Third, the two hauling Darton's body will drop it and draw weapons during round 1.

If they manage to kill everyone, rescue Arnes, and immediately leave town the adventure is over. Otherwise the town is on alert so every 30 minutes they spend in town they encounter a patrol (two town guards).

If they kill everyone but do not rescue Arnes, then he has been brought to the jail and will be killed in 2 hours. The town is on alert so every 30 minutes the party spends in town without being cautious they encounter a searching wandering guard patrol (two town guards). If they attempt a rescue proceed to Encounter 11: Jail Break putting them at alert.

If the party is captured the survivors are sentenced to the mines. Thinking on their own to provide the package and the point of contact at Rookroost to the authorities will gain them clemency but disfavor with the thieves' guild.

If the party is not captured but the dead are left behind, they are buried the next day (refer to Encounter 5: The Cemetery).

ENCOUNTER 10: CAUSING A SCENE

Congratulations. If you are reading this it is because the heroes just attacked the town guards and Magistrate Partinius during, immediately before, or immediately after the trial thus completely changing the course of the adventure.

APL 2 (EL 6)

➤ **Gartag, male half-orc Mnk4:** hp 23; see Appendix A.

➤ **Partinius, male human Rog1/Clr3 (2):** hp 24; see Appendix A.

APL 4 (EL 8)

➤ **Gartag, male half-orc Mnk4:** hp 23; see Appendix A.

➤ **Partinius, male human Rog1/Clr3 (2):** hp 24; see Appendix A.

➤ **Town Guards, male human Ftr1 (2):** hp 12; see Appendix A.

APL 6 (EL 9)

➤ **Gartag, male half-orc Mnk4:** hp 23; see Appendix A.

➤ **Partinius, male human Rog1/Clr3 (2):** hp 24; see Appendix A.

➤ **Town Guards, male human Ftr1 (2):** hp 12; see Appendix A.

First, split the crowd into interspersed thirds and have them begin to leave on individual section initiatives.

If they manage to kill everyone and immediately leave town the adventure is over...Weeks later they learn the forces of Iuz returned to the town and wiped it from the face of Oerth in retaliation for the killing of their magistrate but there is nothing the party can do. If they do not leave town the guards are on alert and every 15 minutes they spend in town they encounter a wandering guard patrol (two town guards).

If the party is captured and Partinius lives the survivors are sentenced to the mines and given disfavor with Partinius. Thinking on their own to provide the package and the point of contact at Rookroost to the authorities will gain them clemency but disfavor with the thieves' guild. If Partinius is dead surrender is not an option, combat will continue until everyone is dead.

If the party is not captured but the dead are left behind, and Partinius lives, the bodies are buried the next day (refer to Encounter 5: The Cemetery) but have a wandering guard patrol (Town guard x3) hiding there in ambush.

If the party is not captured but the dead are left, and Partinius is dead, their bodies are mutilated and burnt.

ENCOUNTER 11: JAIL BREAK

Congratulations. If you are reading this it is because the heroes just attacked the Jail thus completely changing the course of the adventure.

The number and preparedness of everyone will very depending upon what has happened to date.

First, Remove any static (i.e. non-wandering) guards and NPCs killed up to this point from their numbers.

Second, if they are prepared for trouble, one of the guards is hiding on the roof and armed with a light crossbow and long sword having spoken the keyword to not set off the glyph. If the guards can reasonably expect the heroes to have area effect spells spread 2 of the guards around in various buildings around the stockade instead.

Third, every 10 rounds a wandering guard patrol (two town guards) will arrive at the stockade if there is obvious cause (bodies, noise, etc.).

APL 2 (EL 5):

➤ **Partinius, male human Rog1/Clr3 (2):** hp 24; see Appendix A.

➤ **Town Guards, male human Ftr1 (2):** hp 12; see Appendix A.

APL 2 (EL 7):

➤ **Gartag, male half-orc Mnk4:** hp 23; see Appendix A.

➤ **Partinius, male human Rog1/Clr3 (2):** hp 24; see Appendix A.

➤ **Town Guards, male human Ftr1 (2):** hp 12; see Appendix A.

APL 3 (EL 9):

➤ **Gartag, male half-orc Mnk4:** hp 23; see Appendix A.

➤ **Partinius, male human Rog1/Clr3 (2):** hp 24; see Appendix A.

➤ **Town Guards, male human Ftr1 (4):** hp 12; see Appendix A.

If they manage to kill everyone and immediately leave town the adventure is over...Weeks later they learn the forces of Iuz returned to the town and wiped it from the face of Oerth in retaliation for the killing of their magistrate but there is nothing the party can do. Otherwise every 10 minutes they spend in town they encounter a wandering guard patrol (two town guards).

If the party is captured and Partinius lives the survivors are sentenced to the mines and given disfavor with Partinius. Thinking on their own to provide the package and the point of contact at Rookroost to the authorities will gain them clemency but disfavor with the thieves' guild. If Partinius is dead surrender is not an option, combat will continue until everyone is dead.

If the party is not captured but the dead are left behind, and Partinius lives they are buried the next day (refer to Encounter 5: The Cemetery) but have a wandering guard patrol (three town guards) hiding there in ambush.

If the party is not captured but the dead are left behind, and Partinius is dead, their bodies are mutilated and burnt. Recovery is impractical.

ENCOUNTER 12: THE PACKAGE

The package you have been hired to deliver to the RookRoost thieves guild is made of a hard substance, reasonably heavy, and wrapped in thick brown paper. It is small.

The package was provided to the characters in the town of Stoink by "Lomus Darkhollow" and is to be delivered to "Radis Walm" in the merchant district of RookRoost. The package is a simply a test of the heroes trustworthiness. In side the paper wrapping is a plain box that radiates magic to a detect magic. The box is locked (DC 30) and empty. If it is opened without speaking the keyword the magic fades and thieves guild will know it was opened when it is delivered, in which case the party will not be paid.

Should the party attempt to turn the authorities onto the thieves' guild contact in the city they will gain their disfavor. Should the party deliver the package unopened they will get favor with the thieves' guild. Should they deliver it opened, they get neither.

CONCLUSION

Assuming they are not currently being chased by half of the town, eventually the party will return to Magistrate Partinius to report what they have learned. If they have the guards after them then the conclusion is covered in the individual sections above.

If they describe Khane, some of the locals that have been around for a while will remember a man that matched the description. He had grown up in the town and fled when Iuz's minions came. He and his brother have not been seen since.

If they present the sword to Partinius he will, of course, want to keep it. If they keep it secret then it is theirs to have.

POSSIBLE OUTCOMES:

If Khane and his followers were killed, run off, or captured and the sword is surrendered to Partinius then Arrnes and the party are free to go with the blessings of the town. (Party receives favor of Partinius and Favor of Arrnes, if any member treated Partinius poorly withhold that character's favor).

If Khane and his followers were killed, run off, or captured and Mildon is testifies on Arrnes' behalf then Arrnes is freed and the heroes can leave the town happy men: (Party receives favor of Partinius and Favor of Arrnes, if any member treated Partinius poorly withhold that character's favor).

If Khane and his followers are destroyed, run off, or captured; Mildon does not testify; but evidence of the poison is still brought forward then Partinius is not adequately convinced but shows some leniency. Arrnes is sentenced to three years in the mines. If the heroes attempt to free him from Partinius and his men refer to the appropriate stats in Jail Break.

If Khane and his followers are destroyed, run off, or captured but Mildon is unable to testify that Arrnes was not involved and evidence of the poison is not brought forward then Arrnes is sentenced to five years in the mines. If the heroes attempt to free him from Partinius and his men refer to the appropriate stats in Jail Break.

If Khane and his followers are not discovered, but evidence of the poison is still brought forward, Arrnes is sentenced to eight years in the mines. If the heroes attempt to free him from Partinius and his men refer to the appropriate stats in Jail Break.

If Khane and his followers are not discovered and no evidence is brought forward, Arrnes is summarily executed. If the heroes attempt to intervene refer to the appropriate stats for Partinius and his men in Jail Break.

Continuing the adventure...

Assuming the party still has the package and wants to deliver it:

After several days of travel you finally arrive at the city of Rookroost. Package safely secured, your passage through the city gates is uneventful and you are soon in search of your contact in the merchant's quarter. It does not take you long to recognize the man who is to be your contact. After exchanging a few pleasantries you discretely hand him the package.

"Did they pass?" says the merchant to no one in particular as he opens the package and as if in response a quiet voice emanates from the package to answer "Yes, they did well". With a smile on his face the merchant hands you a pouch containing sixty gold, "A bit of a bonus. Would you like to join me for a drink and tell me of your travels? I know this Inn just up the road..."

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

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

Encounter 2: A Friend in Need

Learning at least half the information 15 xp

Encounter 3: The Trial

Playing a productive role 10 xp
 Arranging to get 24 hours 15 xp
 Determining more than alcohol involved 5 xp

Encounter 4: The Stockade

Determining more than alcohol involved 5 xp
 Speaking with Arrnes about the incident 5 xp
 Checking Arrnes' belongings 10 xp

Encounter 5: The Cemetery

Learning useful info from Darton 5 xp
 Showing proper respect 5 xp

Encounter 6: The Broken Tankard

Speaking to Jerod 10 xp
 Treating locals kindly 10 xp

Encounter 7: The Scene of the Crime

Finding the clues 10 xp
 Defeating Gartag 80 xp
 Appropriately dealing with aftermath 10 xp

Encounter 8: The Herbalist Shop

Not needing Jerod to tell them to go here 25 xp
 Treating Mildon well 10 xp
 Defeating Khane & his associates 150 xp
 Getting Mildon's assistance afterwards 10 xp

Conclusion

Getting Arrnes released	40 xp
Getting Arrnes 3 years in the Mines	20 xp
Getting Arrnes 5 years in the Mines	10 xp
Returning the package unopened	20 xp
*Total experience for objectives	450 xp

Alternative Endings

Encounter 9: Catch and Release

Freeing Arrnes	100 xp
Defeating Gartag	100 xp

Encounter 10: Causing a Scene

Freeing Arrnes	100 xp
Defeating Gartag	100 xp
Defeating Partinius	100 xp

Encounter 11: Jail Break

Freeing Arrnes	250 xp
----------------	--------

*Total experience for alternatives 350 xp

*Cannot get xp from both standard scenario and Alternative Endings sections

Discretionary roleplaying award	0-50 xp
Total possible experience	500 xp

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items that are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment

and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things that it later finds unreasonable but which were allowed at the time.

- Divine scroll with speak with dead (6th-level caster).
- **Favor/Disfavors**
 - Whip Scars: The character named above has received horrible whip scars on his or her back from working in the silver mines of the Rift Canyon.
 - Favor of Partinius: The character named above has earned an influence point with Magistrate Partinius of Zelosus.
 - Disfavor of Partinius: The character named above has earned the enmity of Magistrate Partinius of Zelosus.
 - Favor of Arrnes: The character named above saved Arrnes from certain death. He owes the player an enormous debt he hopes to one-day repay.
 - Favor of Thieves Guild: The character named above has earned an influence point with the RookRoost Thieves' Guild.
 - Disfavor of Thieves' Guild: The character named above has earned the malevolence of the RookRoost Thieves' guild; in any encounter with guildmembers in the future, this character will not be shown mercy or quarter.

- **Short Sword of Kurell: +1 short sword.** Any humanoid creature passing within 15 feet of the drawn blade is affected by the weapon as per a *suggestion* spell. A successful save makes the target immune for the duration of the combat. The suggestion is "The weapon is glorious and I must have it for myself. I will kill its wielder" and will cause the effected character to make the wielder their primary target. In addition, any creature that dies while wielding the Short Sword of Kurell, disappears, and may only be raised by a true resurrection, wish, or miracle. You should contact your triad regarding this event. Because this is a cursed item you will need to bring this cert to your DM's attention.

APPENDIX A: NPC STATISTICS

☛ **Arnes**, male human **Ftr2**: CR 2; Medium-size humanoid (human); HD 2d10; hp 16; Init +3; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atks +5 melee (1d3+3 subdual, fist); AL CG; SV Fort +3, Ref +3, Will -1; Str 16, Dex 16, Con 10, Int 10, Wis 8, Cha 12.

Skills and Feats: Hide +5, Ride +8, Wilderness Lore +1, Diplomacy +1, Escape Artist +3, Move Silent +3; Track, Dodge, Combat Reflexes, Mobility

Possessions: Leather armor, short sword (impounded), map, 10 sp.

☛ **Mildon**, male human **Exp5**: CR 4; Medium-size humanoid (human); HD 5d6; hp 17; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atks +3 melee (1d3-1 subdual, fist); AL N; SV Fort +0, Ref +2, Will +7; Str 8, Dex 12, Con 8, Int 17, Wis 16, Cha 12.

Skills: Appraise +11, Bluff +1, Diplomacy +1, Heal +13, Hide +1, Sense Motive +3, Spot +3, Profession (herbalist) +13, Alchemy +13, Knowledge (religion) +11; Skill Focus (Alchemy), Expertise, Skill Focus (Herbalist).

Possessions: 14gp, 22sp, 6cp.

☛ **Town Guard, standard, male human Ftr1**: CR1; Medium-size humanoid (human); HD 1d10; hp 12; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atks +3 melee (1d8+3/19-20, longsword [wielded two-handed], +4 Ranged (1d6+2, throwing axe); AL CN; SV Fort +4, Ref +3, Will +2; Str 14, Dex 16, Con 14, Int 8, Wis 14, Cha 8.

Skills and Feats: Spot +4, Search -1, Hide +2, Ride +7, Escape Artist +2, Move Silent +2, Use Rope +3; Improved Initiative, Dodge, Quick Draw

Possessions: Studded leather armor, 2 throwing axes, 5 sp.

☛ **Town Guard, advanced, male human Ftr2**: CR2; Medium-size humanoid (human); HD 2d10; hp 20; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atks +5 melee (1d8+3/19-20, longsword [wielded two-handed], +5 Ranged (1d6+2, throwing axe); AL CN; SV Fort +5, Ref +3, Will +2; Str 14, Dex 16, Con 14, Int 8, Wis 14, Cha 8.

Skills and Feats: Spot +4, Search -1, Hide +2, Ride +7, Escape Artist +2, Move Silent +2, Use Rope +4; Improved Initiative, Dodge, Quick Draw, Weapon Focus Longsword

Possessions: Studded leather armor, 2 throwing axes, 5 sp.

☛ **Town Guard, elite, male human Ftr4**: CR 4; Medium-size humanoid (human); HD 4d10; hp 36; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atks +5 melee (1d8+3/19-20, longsword [wielded two-handed], or +5 ranged (1d6+2, throwing axe); AL CN; SV Fort +5, Ref +3, Will +2; Str 15, Dex 16, Con 14, Int 8, Wis 14, Cha 8.

Skills and Feats: Spot +4, Search -1, Hide +2, Ride +7, Escape Artist +2, Move Silent +2, Use Rope +4; Improved Initiative, Dodge, Quick Draw, Weapon Focus Longsword

Possessions: Studded leather armor, 2 throwing axes, 5 sp.

☛ **Gartag**, male half-orc **Mnk4**; CR 4; Medium-size humanoid (orc); HD 4d10; hp 23; Init +7; Spd 40 ft.; AC 16 (Touch 16, flat-footed 13); Atks +6 melee (1d8+3, unarmed strike) or +4/+4 melee (1d8+3, flurry of blows), or +6 Ranged (Net, see *Player's Handbook* page 102); SA Stunning attack, Flurry of blows, unarmed strike; SQ Evasion, Deflect arrows, Still mind, Slow Fall; AL LE; SV Fort +4, Ref +7, Will +7; Str 16, Dex 16, Con 10, Int 8, Wis 16, Cha 6.

Skills and Feats: Hide +10, Move Silent +10, Tumble +10, Jump +5, Sense Motive +3, Listen +3, Spot +3; Improved Initiative, Exotic Weapon Proficiency (net).

Possessions: Net, 12 gp, 8 sp.

☛ **Partinius**, male human **Rogr/Clr3**: CR 4; Medium-size humanoid (human); HD 1d6+3d8; hp 24; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atks +2 melee (1d6/19-20, short sword); SA Sneak attack +1d6; AL CN; SV Fort +3, Ref +5, Will +8; Str 10, Dex 15, Con 10, Int 10, Wis 16, Cha 14.

Skills and Feats: Bluff +6, Concentration +5, Diplomacy +6, Disguise +6, Gather Info +6, Sense Motive +7, Spot +7, Innuendo +7, Profession (lawyer) +7, Read Lips +4, Profession Herbalist +5, Spellcraft +2; Iron Will, Toughness, Craft Wondrous Item.

Possessions: Chain shirt, shortsword, holy symbol Iuz, 50gp ring, 42 gp, 28 sp.

Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): 0—*detect magic* (x2), *light*, *cure minor wounds*; 1st—*change self**, *cause fear*, *doom*, *obscuring mist*; 2nd—*invisibility**, *bull's strength*, *shield other*.

* Domain Spells; *Deity*: Iuz; *Domains*: Chaos (+1 Chaos spells); *Trickery* (bluff, disguise, hide class skills).

Tactics: Partinius has a number of skills that will help him deal with the characters in social situations. Bluff for lying, Diplomacy for getting the party to do what he wants, Sense Motive to see if they are trying to pull a fast one on him, Spot

if they do something sneaky, Innuendo as they hint to each other, Read Lips if they step away to speak, and Spellcraft. Do *not* be obvious that he is doing so but use these as appropriate to support the charade, as this is critical to the story. But if he gets caught, he gets caught.

APL 2

➤ **Khan, male human Clr:** CR 1; Medium-size humanoid (human); HD 1d8; hp 13; Init +3; Spd 20 ft.; AC 17 (touch 23, flat-footed 14); Atks +3 melee (1d6+3/19-20, *short sword of Kurell*); AL CE; SV Fort +4, Ref +3, Will +4.; Str 14, Dex 16, Con 14, Int 8, Wis 14, Cha 8.

Skills and Feats: Concentration 6, Spot +2, Listen +2, Knowledge (arcana) +1, Knowledge (religion) +1; Martial Weapon Proficiency (short sword), Toughness

Possessions: Scale mail, short sword of Kurell, 15 gp, 15 sp

Spells Prepared (3/2+1; base DC 12 + spell level): 0—*detect magic, light, purify food and drink*; 1st—*entropic shield**, *shield of faith, cause fear*.

*Domain spell; Deity: Kurell; Domains: Luck (reroll one roll); Trickery (Buff, Disguise, Hide are class skills).

➤ **Dolur, male human Sor:** CR 1; Medium-size humanoid (human); HD 1d4+5; hp 9; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks -1 melee (1d4-1/19-20, dagger), or +3 ranged (1d8/19-20, light crossbow); AL CN; SV Fort +2, Ref +3, Will +2.; Str 8, Dex 16, Con 14, Int 12, Wis 10, Cha 14.

Skills and Feats: Concentration +6, Spot +0, Listen +0, Knowledge (arcana) +3, Hide +4, Move Silent +5, Spellcraft +5; Improved Initiative, Toughness.

Possessions: Spell components, dagger, 15 gp, 25 sp.

Spells Known (5/4; base DC = 12 + spell level): 0—*daze, mage hand, open/close, disrupt undead*; 1st—*magic missile, change self*.

Tactics: If the opportunity presents itself, Dolur will use alter self to assume the appearance of the Herbalist in order to cause confusion.

➤ **Malta & Irtul, male human Rog** (2): CR 1; Medium-size humanoid (human); HD 1d6; hp 6;

Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atks +2 melee (1d6+2/18-20, rapier), SA

Sneak attack +1d6; AL CE; SV Fort 0, Ref +5, Will 0; Str 15, Dex 16, Con 10, Int 14, Wis 10, Cha 8.

Skills and Feats: Disguise +3, Hide +6, Intimidate +3, Move Silent +6, Sense Motive +4, Spot +4, Innuendo +4, Tumble +6, Disable Device +6, Open Lock +7, Listen +4; Expertise, Improved Disarm.

Possessions: Studded leather, rapier, 5 gp, 25 sp.

APL 4

➤ **Khane, male human Clr2:** CR 2; Medium-size humanoid (human); HD 2d8; hp 20; Init +3 (Dex); Spd 20 ft.; AC 17 (touch 13, flat-footed 14); Atks +4 melee (1d6+3/19-20, Short Sword of Kurell); AL CE; SV Fort +5, Ref +3, Will +5; Str 14, Dex 16, Con 14, Int 8, Wis 14, Cha 8.

Skills and Feats: Concentration +7, Spot +2, Listen +2, Knowledge (arcana) +1, Knowledge (religion) +1; Martial Weapon Proficiency (shortsword), Toughness.

Equipment: Scale Mail, Shortsword of Kurell, 15 gp, 15 sp

Spells Prepared (4/3+1; base DC = 12 + spell level): o—*detect magic, light, cure minor, purify food & drink*; 1st—*entropic shield**, *shield of faith, divine favor, cause fear*.

*Domain Spell; Deity: Kurell; Domains: Luck (reroll one roll); Trickery (bluff, disguise, hide class skills).

➤ **Dolur, male human Sor1/Rog1:** CR 2; Medium-size humanoid (human); HD 1d4, 1d6; hp 15; Init +7; Spd 30'; AC 13 (touch 13, flat-footed 10); Atks -1 melee (1d4-1/19-20, dagger), or +3 ranged (1d8 (crit 19-20), light crossbow); SA Sneak attack +1d6; AL CN; SV Fort +2, Ref +5, Will +2; Str 8, Dex 16, Con 14, Int 12, Wis 10, Cha 14.

Skills: Concentration +6, Spot +0, Listen +0, Knowledge (arcana) +3, Move Silent +8, Spellcraft +5, Hide +7, Tumble +7; Improved Initiative, Toughness

Possessions: spell components, dagger, 15 gp, 25 sp

Spells Known (5/4; base DC = 12 + spell level): o—*daze, mage hand, open/close, disrupt undead*; 1st—*magic missile, change self*.

Tactics: If the opportunity presents itself, Dolur will use alter self to assume the appearance of the Herbalist in order to cause confusion.

➤ **Malta & Irtul, male human Rog2 (2):** CR 2; Medium-size humanoid (human); HD 2d6; hp 10; Init +3 (Dex); Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atks +3 melee (1d6+2/18-20, rapier), SA Sneak Attack +1d6; SQ Evasion; AL CE; SV Fort 0, Ref +6, Will 0; Str 15, Dex 16, Con 10, Int 14, Wis 10, Cha 8.

Skills and Feats: Disguise +4, Hide +7, Intimidate +4, Move Silent +7, Sense Motive +5, Spot +5, Innuendo +5, Tumble +7, Disable Device +7, Open Lock +8, Listen +5; Expertise, Improved Disarm

Possessions: Studded leather, rapier, 5 gp, 25 sp

APL 6

➤ **Khane, male human Clr4:** CR 4; Medium-size humanoid (human); HD 4d8; hp 34; Init +3 (Dex); Spd 20 ft.; AC 17 (+4 scale mail, +3 dex); Atks +6 melee (1d6+3/19-20, Short Sword of Kurell); AL CE; SV Fort +6, Ref +4, Will +6; Str 15, Dex 16, Con 14, Int 8, Wis 14, Cha 8.

Skills and Feats: Concentration +9, Spot +2, Listen +2, Knowledge (arcana) +1, Knowledge (religion) +1; Martial Weapon Proficiency: Shortsword, Toughness, Power Attack

Possessions: Scale Mail, Shortsword of Kurell, 15 gp, 15 sp

Spells Known (5/4+1/3+1; base DC = 12 + spell level): o—*detect magic, light, cure minor (x2), purify food and drink*; 1st—*entropic shield**, *shield of faith, divine favor, cause fear, bane*; 2nd—*invisibility**, *bull's strength, silence, endurance*.

*Domain spell; Deity: Kurell; Domains: Luck (reroll one roll); Trickery (Buff, Disguise, Hide are class skills).

➤ **Dolur, male human Sor1/Rog3:** CR 4; Medium-size humanoid (human); HD 1d4+3d6; hp 27;

Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +5 melee (1d4/19-20, dagger), or +5 ranged (1d8/19-20, light crossbow); SA Sneak attack +2d6; SQ Evasion, uncanny dodge; AL CN; SV Fort +3, Ref +6, Will +3; Str 8, Dex 16, Con 14, Int 13, Wis 10, Cha 14.

Skills and Feats: Concentration +6, Spot +0, Listen +0, Knowledge (arcana) +3, Hide +10, Move Silent +10, Spellcraft +5, Tumble +9, Bluff +8; Improved Initiative, Toughness

Possessions: Spell components, dagger, 15 gp, 25 sp

Spells Known (5/4; base DC = 12 + spell level): o—*daze, mage hand, open/close, disrupt undead*; 1st—*magic missile, change self*.

Tactics: If the opportunity presents itself, Dolur will use alter self to assume the appearance of the Herbalist in order to cause confusion.

➤ **Malta & Irtul, male human Rog4 (2):** CR 4; Medium-size humanoid (human); HD 4d6; hp 18; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atks +6 melee (1d6+3/18-20, rapier); SA Sneak attack +2d6; SQ Evasion, uncanny dodge; AL CE; SV Fort 0, Ref +6, Will 0; Str 16, Dex 16, Con 10, Int 14, Wis 10, Cha 8.

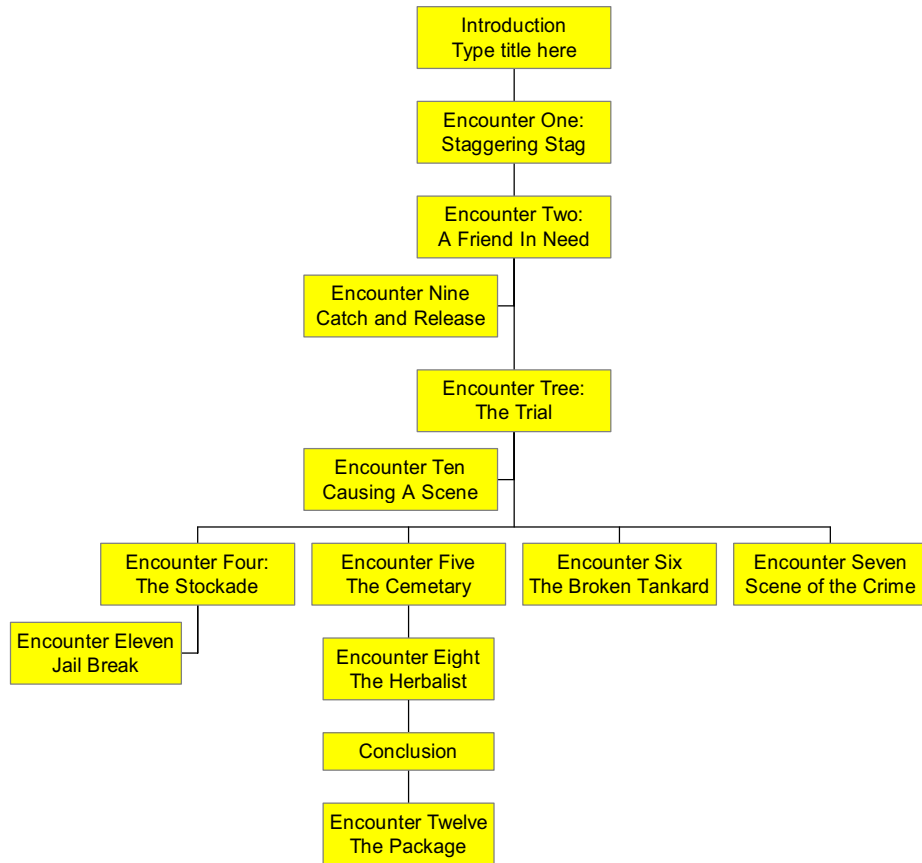
Skills and Feats: Disguise +6, Hide +9, Intimidate +6, Move Silent +9, Sense Motive +7, Spot +7, Innuendo +7, Tumble +9, Disable Device +9, Open Lock +10, Listen +7; Dodge, Expertise, Improved Disarm
Possessions: Studded leather, rapier, 5 gp, 25 sp

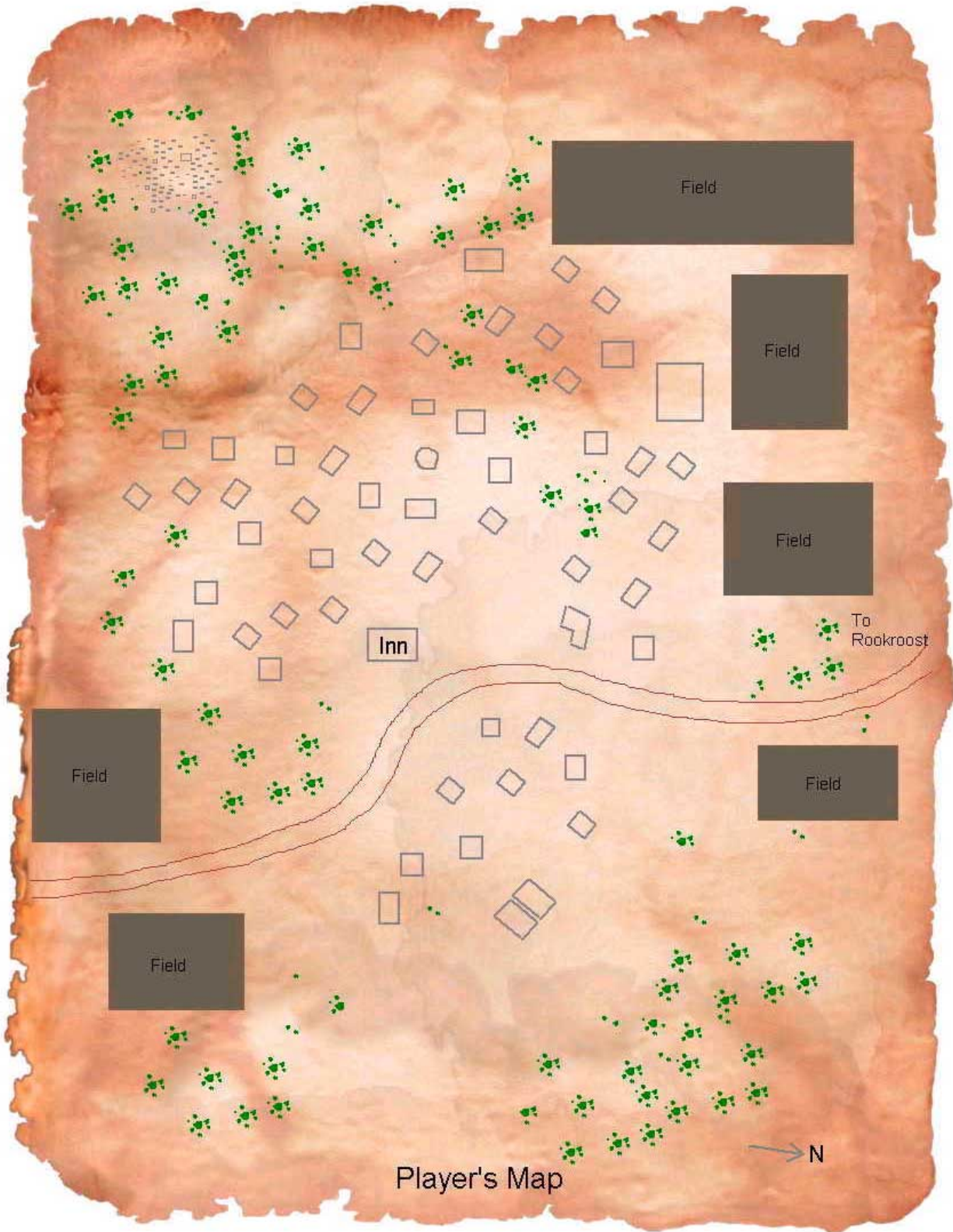
PLAYER HANDOUT #1: HISTORY OF ARNES

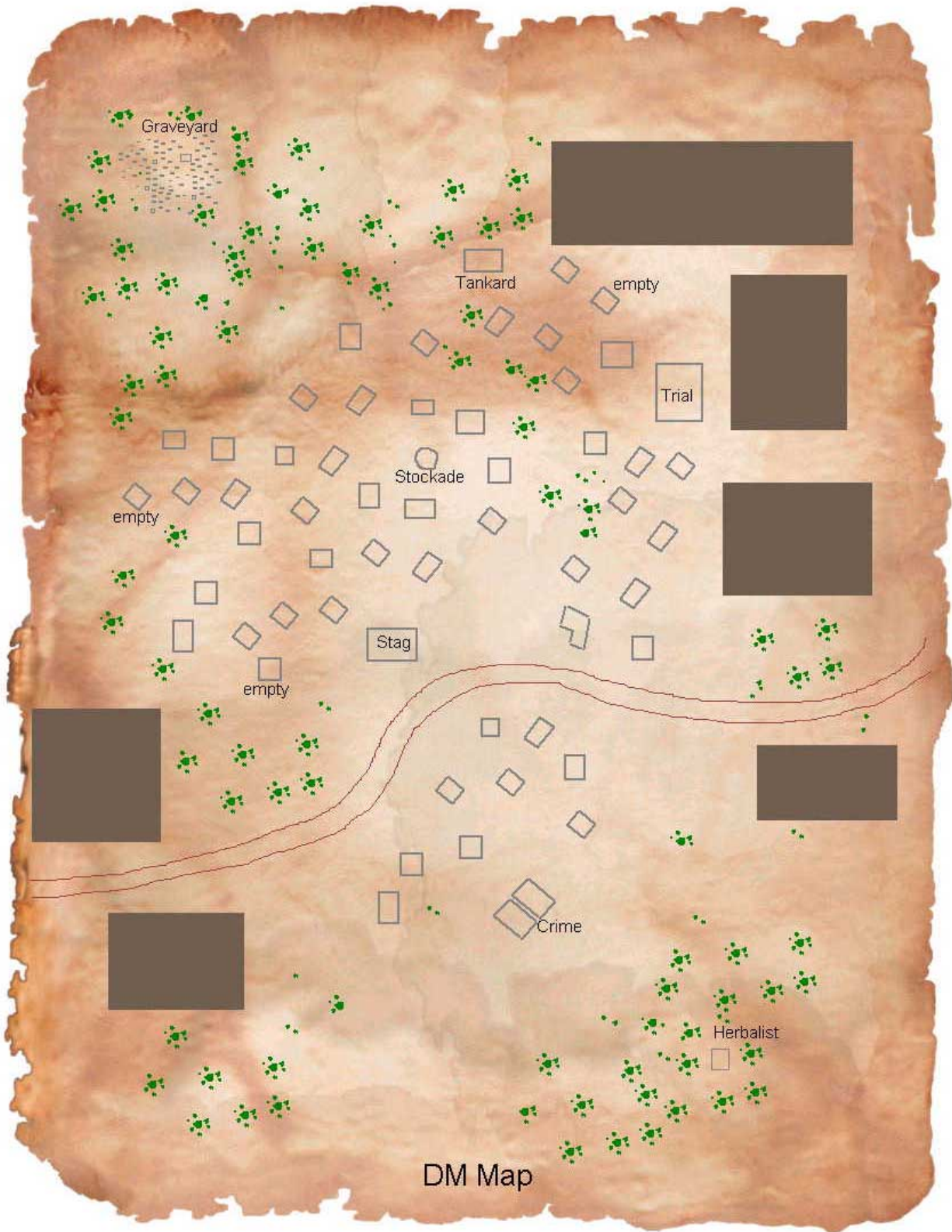
It has been many years since you last saw Arnes Mantran. Although never particularly close you spent enough time with him over the years that you consider him a friend.

In the time you knew him he was always kind to others and tried to do right. However he always did have a bit of a wild streak that got him in trouble at times.

Several years ago you split company as he left to find his fortune as an adventurer. From his appearance today it is apparent that the years since have been hard to the man. He is obviously malnourished and his clothes and belongings are in serious disrepair.







DM Map

ENLISTING THE ICONIC

☞ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☞ **Mialee, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or -6 melee (1d6, quarterstaff) and -10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☞ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☞ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init -1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or -1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref -1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bles, protection from evil**, *shield of faith*.

* Domain spell; *Deity:* Pelor; *Domains:* Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.