

BDK2-06



FIFTY SILVER INGOTS

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

Version 1

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Doing the right thing in the Bandit Kingdoms can result in a dozen wrong things; it only takes one wrong thing to kill you. An adventure for characters levels 1 – 8.

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

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution 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, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works 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 running the event. 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's 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 described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. You cannot have more than six 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 both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually 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.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

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 DMs 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" amongst 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 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 (www.wizards.com/rpga), 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.

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 character participating in the adventure. To determine the Average Party Level (APL):

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character 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 characters, add one to that average.

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters 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. Characters 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 usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) 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, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in the Bandit Kingdoms. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

Tired of his wagons being robbed, Rhaedrick Avenfear of Rookroost is funding a local bounty on bandit ears. While scouting south of the city, the party has a chance to fetch a quick reward when they catch a group of bandits attacking a caravan of the merchant's company. They defeat the bandits and rescue a girl named Marcy that begins a journey of revenge, murder, and pursuit of a renegade.

Marcy, however, is in no need of rescue for she led these brigands. She is a former member of the Rookroost Thieves Guild (RTG). Marcy betrayed the guild and they want her dead. 'M' as Marcy is known in Rookroost, has aligned herself with Thorn, a mysterious individual that seeks to lead the Rookroost Thieves Guild. She desires a prominent position in the Guild under Thorn's leadership. Thorn ordered 'M' to leave the city walls and attack trade caravans.

Thorn's current plan is to disrupt Rookroost trade. When the Eye of the RTG looks weak enough, Thorn can strike. Until then, Marcy leads bandits in the countryside, which helps to make ends meet. 'M' has not placed her eggs in one basket. She realizes Thorn's ambitions could fail and she has developed apprentices in Stoink. Her students wait for her to come to Rookroost and lead them.

Fifty Silver Ingots is the second installment of the "Thorn in the Eye" series of the Bandit Kingdoms regional series set in Living Greyhawk. Please make a note of characters with the following qualifications:

- Members of the Rookroost Thieves Guild.
- Characters that have adventured in Piepper's Ferry.
- Character's that know Rhaedrick Avenfear.
- Characters that are indentured to Rhaedrick.

You may want to jot down the character's skill modifiers for Sense Motive and Spot. You also need the weight of the character and their state of encumbrance, as it affects certain movement actions in *the urban encounters*.

This adventure can follow several paths. It is possible to get off the beaten path or make a poor choice that ends in an alternate finish. Remember that Rookroost and the Bandit Kingdoms are a dangerous place.

Civil disturbances result in the Rookroost Town Patrol arriving in 5 minutes. They can be bribed. A character's Diplomacy or Intimidation check can be increased one point for every 10 gp offered. A successful check (DC 15) results in the characters being let go. The Town Patrol can be found in DM's *Aid* 2.

The bottom line is the characters should have ample room to roleplay, but realize there are consequences for being too cocky.

Encounter 1: The Brigands

The adventure begins with the characters actively looking for highwaymen south of Rookroost. They find a young woman named Marcy in the wagon who states that she paid for a ride to Rookroost.

Encounter 2: Wrong Way

Any party that elects to pilfer the wagon and take off with the goods are met by an Iuz patrol. Marcy betrays the party to the patrol.

Encounter 3: To Rookroost

The best choice for the party is to return the wagon to Rhaedrick in Rookroost. Marcy remains with the party if they allow it. If forced to leave the party, Marcy uses hidden entrances and passages to enter Rookroost.

Encounter 4: Funary Gate

The party joins the line for the Funary Gate, where Grindell is in charge of the guards. If things get too hot, Rhaedrick Avenfear himself arrives and tells Grindell he wants his wagon.

Encounter 5: Jailed

The party may find themselves in the local jail. Rhaedrick Avenfear comes by to see who "stole" his wagon. Any RTG member or a character that knows Rhaedrick should be able to get out of jail. Rude characters or anyone with Rhaedrick's enmity may find themselves left in the clink.

Encounter 6: Rhaedrick

Characters that are bailed out by Rhaedrick Avenfear, at the Gate or Jail, are taken to his warehouse. Marcy could not be more pleased, if she is with them. She is casing the joint the whole time she is there.

Encounter 7: A RTG Welcome

The party is followed when they leave Rhaedrick. The RTG is waiting for a good opportunity to snatch the girl. Once the thieves' guild feels confident that they can take her, they will strike.

Encounter 8: Tavern of the One Eyed Owl

All encounter paths lead to the Tavern of the One Eyed Owl. The party arrives under one of the following circumstances:

- The party came with 'M' after fleeing the RTG.
- They come here looking for Marcy.
- The characters want to find out why Drauer wants them dead.

While waiting, the characters could be drugged by the bartender and taken prisoner by Marcy. They might find Marcy if they are searching for her and try to catch her.

Encounter 9: The Rooftops of Rookroost

Pursuing Marcy across the Rooftops of Rookroost proves difficult, as she knows the area well. She also has her apprentices prepared to ambush anyone that chases her.

Encounter 10: 'M'

The party has been drugged and now they are trussed up in M's hideout. She tells them what fools they are. 'M' taunts them with her plan to rob Rhaedrick.

Encounter 11: Fifty Silver Ingots

The party must hurry to Rhaedrick's warehouse. When they arrive, the gate is opened and the guards' throats are slit. 'M' and her apprentices are unloading a wagon that carries the silver ingots.

INTRODUCTION

Please remember that things are different 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.

With that said, the adventure begins.

Another morning begins with cold tasteless trail food and sore muscles from sleeping on the bitter ground. At least you had some coverage from last night's showers due to the copse of trees you found, although it's still quite damp. Your mates join you in your curses. There is not even a rabbit for stew or onion for flavor. Everyone suffers as Iuz's forces have chased away the game, not to mention the farmers, but then again your party is not hunting game. Rather you are hunting brigands. Rhaedrick Avenfear is paying 25 gold for every pair of brigands ears that is turned in. Rumor is Avenfear freed an indentured halfling that brought in a dozen pairs of ears.

Then you hear a sound, metal striking metal. You look at your comrades who are already notching arrows and pulling out spell components. It might be a good day in the Bandit Kingdoms after all.

The characters have done exactly what they have hoped for. They have found brigands.

ENCOUNTER 1: THE BRIGANDS

You and your comrades run out of the woods in time to see an orc (ogre at APL 6 and 8) bash a dwarf's head in. A human form is slumped over on the wagon seat. A couple of arrows jut out of his side. Another looks up from a dead form, a look of glee on its face as it removes the corpse's purse. Then it looks your way and shouts a warning.

The party has found humanoids attacking a wagon. This group is led by 'M,' a human female. 'M' is carrying out these robberies to curry favor with Talon, plus she needs the gold. Previously the woman had been a member of the Rookroost Thieves' Guild. Presently the RTG would like to exterminate her for previous transgressions. These brigands use 'M' as bait. Most teamsters stop when they see 'M' posing as a distraught "peasant girl". This allows the brigands to attack a stationary target.

When the party encounters the brigands, 'M' is in the back of the wagon, which is covered with a large cloth. She had intended to don her leather armor, but does not change when the party strikes. 'M' is wearing a peasant disguise for her Marcy cover.

Tactics: The brigands do not coordinate their attacks very well. 'M' only participates if the party is obviously outclassed by the brigands. She comes out at that time and mops up the surviving party members.

APL 2 (EL 4)

🐾 **Orcs (4):** hp 4, 4, 4, 4; see Appendix I.

🐾 **Goblins (4):** hp 4, 4, 4, 4; see Appendix I.

🐾 **'M' (Non-Combatant):** Female human Rog3; hp 14; see Appendix I.

APL 4 (EL 6)

🐾 **Orcs (4):** Male orc Ftr2; hp 16, 16, 16, 16; see Appendix I.

🐾 **Goblins (4):** Male goblin Ftr1; hp 10, 10, 10, 10; see Appendix I.

🐾 **'M' (Non-Combatant):** Female human Rog5; hp 22; see Appendix I.

APL 6 (EL 8)

🐾 **Ogres (4):** hp 26, 26, 26, 26; see *Monster Manual*.

🐾 **Goblins (4):** Male goblin Ftr2; hp 16, 16, 16, 16; see Appendix I.

🐾 **'M' (Non-Combatant):** Female human Rog7; hp 30; see Appendix I.

APL 8 (EL 10)

🐾 **Ogre Magi:** hp 37; see *Monster Manual*.

🐾 **Ogres (8):** hp 26, 26, 26, 26, 26, 26, 26, 26; see *Monster Manual*.

🐾 **'M' (Non-Combatant):** Female human Rog7/Spymaster*2; hp 40; see Appendix I.

Development: Once the combat is over, proceed with the following.

The thugs are dead or fleeing. A quick look at the dwarf and the human reveals that you are too late to provide healing. On both sides of the wagon are large crests. The crest depicts an open chest containing a closed flask, a bolt of cloth, and a goblet. From inside the wagon you hear a scuffling noise.

Characters that make a successful Knowledge (Rookroost) or Knowledge (Bandit Kingdoms) check (DC 15) identify the crest as Rhaedrick Avenfear's.

Marcy has decided to pose as a passenger going to Rookroost. Losing this wagon has deeply angered her. She focuses on hurting the party for foiling her robbery. Only the party's death satisfies her. Now the question is how does the party react to the noise from the wagon. When they see 'M' read or paraphrase the following.

You see a young girl wearing a light brown dress, plain and without decoration. Long auburn hair flows neatly down her back. Tears trickle over cheeks lightly freckled by the sun. She has a pleasant figure for a man to behold, but her body trembles. Her arms are wrapped tightly around a backpack.

"You ain't gonna hurt me none is you. I ain't got much. Ever'thin I owns I wears or is in this bag." Her plump lips quiver. Blue eyes go from one party member to the next looking for hope.

The loose-fitting peasant dress complements her figure, and it has long baggy sleeves. 'M' knows how to distract a man, while demonstrating a certain amount of naiveté. Some party members may try to hit on her and she appears embarrassed to get them to back off. Characters that request may make a Sense Motive check against her

Bluff check. She tells the party that her name is Marcy. 'M' hopes the party is satisfied with saving the damsel from death, or worse at the hands of humanoids, and there is no apparent reason for them not to feel this way. She only acts anxious if they display interest in her backpack. It really is all she possesses, until she can get back to Rookroost.

Examining the teamster's papers indicates the goods belong to Rhaedrick Avenfear. Anyone with the Appraise skill or Profession (merchant) skill would estimate that the merchandise has a value of around 5,000 gold pieces (DC 10). The party may feel compelled to return the wagon. Fortunately, the draft horses were not injured in the fight and they can pull the wagon for the party. It is a well-known fact that Rhaedrick rewards anyone that protects his goods, not to mention the bounty on bandit ears. Indentured characters are certainly looking for a way to pay Rhaedrick off.

One question is what does the party do with Marcy. She wants to stay with the party no matter which way they go. If for some reason the party does not want the girl to ride with them, she hops off the wagon. Then she walks in the direction of Rookroost. Should the party move in a direction other than toward Rookroost, 'M' tails them.

Whether 'M' accompanies the party or not, ask them their intent. Some parties may take the wagon to Rookroost, which means moving on to *Encounter 3*. If they decide to abscond Rhaedrick's wares and head elsewhere, go to *Encounter 2*.

If a party member decides to attack 'M' she throws a Tanglefoot bag at them. The peasant blouse is baggy allowing her to conceal such things. She protects herself with a poison covered dagger if possessed at the APL played. 'M' then reaches into the backpack and takes out a *potion of invisibility* that she drinks immediately. She flees down the road. If the party tries to track her, 'M' uses *dust of tracelessness* to complete her withdrawal. This increases the Track DC by +20.

If the party murders 'M' in cold blood, *Encounter 2* begins now. The patrol has seen them murder a peasant girl.

ENCOUNTER 2: WRONG WAY

The characters have decided to take the wagon and sell the goods. Iuz patrols are out in strength as bandits have hit another silver shipment. It is impossible to evade patrols without abandoning the caravan. Any pets, animal companions, or familiars that can scout for the party are attacked when a patrol sees them. The basic Spot is (DC 15) for a medium-size creature. They do this because they are cruel, but more importantly they are hungry.

The party meets a patrol, shortly after they leave the ambush site. Unbeknownst to the party, this patrol had previously encountered this very same wagon. The party, if they are observant, see the patrol approaching, and have the option of leaving the wagon behind and fleeing, or staying to parlay and/or fight.

A grizzled half-orc urges his horse toward the party. The warrior glares at you and a scar across his forehead throbs seemingly in time with his rapid heartbeat. Several humanoids follow him, with weapons visibly drawn. A thirteenth rider is close behind. The hood of her dark cloak hides her face.

The hooded figure calls out in a sweet voice, "Captain, ask them what happened to Swen and that dwarf?"

The Captain's scarred face wrinkles angrily at the command, "Answer the priest! Be quick about it or suffer the Old One's curse."

If the party tells the truth about the brigands, they are asked why they did not take the goods to Rookroost. Feel free to make appropriate Bluff, Sense Motive checks depending on how the characters approach their answer. The best they can hope for is that the patrol lets them go. Under no circumstances does the patrol allow the party to leave with the wagon.

The Priest of Iuz makes a Spot check for "offensive" Holy Symbols. She orders the patrol to bring forth the offender(s) to be flogged. The offender's back is stripped and they receive 13 lashes from the half-orc's whip, if they submit.

Meanwhile, Marcy approaches one of the patrol members and informs him that the characters are bandits and they killed the teamster and the guard. She tries to avoid the party's notice if possible. Any character that states they are watching Marcy are successful automatically. The characters can Sense Motive vs. her Bluff as to why she would want to talk to a patrol member.

If 'M' had to follow the party, she circles round to the rear of the patrol and shouts that the party stole the wagon and murdered the teamster and guard.

If the party murdered 'M,' guards investigating the caravan quickly discover the body.

The Captain and the Priest of Iuz have agreed upon the party's guilt as soon as they recognized Swen's wagon. They merely seek confirmation of guilt or aggression from the party to arrest them.

Tactics: The moment the Captain sees any move he considers threatening him or his forces, he uses the Quick Draw feat with his Greataxe and attacks the closest foe. The riders fire one volley of arrows and then make a Spirited Charge with their heavy lances. After the charge, they draw their own greataxes and seek melee.

'M' also actively fights against the party. She hopes to trick her first victim into thinking she is a friend and catch them flat-footed. Once 'M' has dropped a party member or realizes she is outclassed, she steals a horse and rides to Rookroost.

Development: If the party defeats the patrol, they should make a Spot check (DC 15). Success means they see a second patrol on the top of a hill. If they get on a horse and flee now they can escape. If they hesitate, they have to fight this second patrol. If they fail the Spot check, the patrol gets close enough to charge them with lances, while blowing their horns, which signals more patrols. An identical patrol shows up every 5 minutes.

Once they are clear of the patrols and Rhaedrick's wagon, they must consider where they can go. If they choose Rookroost, then go to *Encounter 3*. Any other destination ends the adventure. If the party surrenders or is captured go to *Encounter 5*.

APL 2 OR 4 (EL 8)

➤ **Half-Orc:** Male half-orc Ftr5; hp 44; see Appendix I.

➤ **Cleric:** Female human Clr3 (Iuz); hp 24; see Appendix I.

➤ **Orcs (6):** Male orc Ftr1; hp 10, 10, 10, 10, 10, 10; see Appendix I.

➤ **Heavy Warhorses (8):** hp 30; see *Monster Manual*.

Note: Studded leather barding – AC 17 (touch 10, flat-footed 16).

APL 6 AND 8 (EL 12)

➤ **Half-Orc:** Male half-orc Ftr9; hp 76; see Appendix I.

➤ **Cleric:** Female human Clr7 (Iuz); hp 52; see Appendix I.

➤ **Orcs (6):** Male orc Ftr3; hp 22; see Appendix I.

➤ **Heavy Warhorses (8):** hp 30; see *Monster Manual*.

Note: Studded leather barding – AC 17 (touch 10, flat-footed 16).

ENCOUNTER 3: TO ROOKROOST

The trip to Rookroost takes only a few hours. Marcy is mostly quiet, as she just wants to be alone, sitting on the bolts of satin.

If Marcy rides to Rookroost with the party, she stays to herself. She is angry about losing the wagon and she plots her revenge. If the party looks weak, she tries to kill them. Weak is defined as two conscious party members. 'M' does not believe she could defeat three or more in a fight.

If she decides to strike read the following:

You hear the girl cry out. She jumps up, pulls, and tugs at her bodice. Her blue eyes meet yours and panic is evident. Marcy dances about pulling at her dress.

When someone asks the girl what the problem is, she cries out "Bug!" She acts too frightened to say more. She is hoping that a party member comes to her aid. Once the "bug is gone" and they turn their back, 'M' attacks. First, she throws tanglefoot bags at whoever is driving the coach. Then she attempts to stab the other character.

If a character asks for a Sense Motive check, have him make a Sense Motive check against Marci's Bluff check.

Marcy's success results in her killing any unconscious party members and the adventure is over. If the party kills her, the adventure is done also. She tries to

flee for Rookroost if things turn bad for her. She has a *potion of invisibility* as well as *dust of tracelessness*.

If separated from the party for whatever reason, Marcy arrives at Rookroost first. She grew up in the city and is familiar with its ins and outs.

Marcy would prefer to ride into town with the party, if she lacks the confidence to attack them now. This is especially true, if they are talking about returning the wagon to Rhaedrick Avenfear. She might hint that this is the right thing to do. 'M' is hoping to case Avenfear's warehouse. The party might help her out despite the frustrations they have given her earlier.

The party notices that more troops are marching down the road from the north. The party is directed to enter through a western gate, as the army's camp is dominating the area south of the city. In fact, the characters have never seen such a large troop presence in Rookroost previously.

ENCOUNTER 4: FUNARY GATE

The streets of the city are packed. The smell of sweat, mud and blood assail your nostrils. The horses are skittish as they are constantly avoiding pedestrian cutting across their path. The sun sets on a day that has become intolerably long. Ahead of you stands the Funary Gate. The last threshold you must pass before you can return the goods to Avenfear.

The gate guards are more abusive than you recall, and everyone waiting in line seems on edge. Payment is taken and often rewarded with a boot in the pants to speed the peasants on their way. A wicked looking half-orc watches the orcs collect coin.

A halfling spits back on the guards after he is kicked. Before anyone can react, the half-orc takes his greataxe and decapitates the small being. A few cries of shock resound through the waiting crowd. The half-orc points at your group and shouts, "Clean up the mess or I'll double your fee."

The characters may recognize Grindell from Piepper's Ferry. His mood is worse than they may recall. Once again, he is prepared to charge excessive fees to enter the city. If the party takes exception to Grindell's murdering the halfling, it is a very poor place to pick a fight.

ENCOUNTER 4A: FUNARY GATE

If Marcy is with the party read or paraphrase the following:

Your wagon is next. You brace yourself to hear the toll. Instead, the half-orc stares at the crest on the wagon. He glares at the party and growls, "Where's Swen? He owes me money."

Grindell does not care that the party does not know Swen. He simply wants his money and once he gets his mind on something, it can be difficult to get it off the subject. Swen's debt amounted to fifty gold, which the party can pay without further complication. Grindell is so pleased to recover the gold that he forgets to charge the party

their gate fee. If the party asks Rhaedrick Avenfear, he does not reimburse this debt.

If the party wants to argue, let them. Grindell is unrelenting. His guards stand ready and eager to back him up. If it looks like they may come to blows read or paraphrase the following:

"Grindell, what's up with my wagon?" A short human followed by an ogre asked the question. The human wears his black hair tied back with a leather strap. The shine on his black boots is mirror like. The oil on his studded leather smells fresh. Behind him, the ogre picks at his nose, while flies circle his greasy braids.

Rhaedrick Avenfear has arrived, along with his best friend, Grod. Some characters may recognize them from Piepper's Ferry or interactives. Rhaedrick continues to speak:

"Whose crest is that on the wagon, Grindell?" The human speaks in an annoyed tone.

"It's you'se," Grindell turns a darker shade of green.

"Am I in arrears?"

"No, you'se at da gate."

Rhaedrick chuckles and Grod grimaces; the ogre speaks and the words rumble, "Da bozz paid da billz, dummy!"

Grindell turns another shade of dark green and steps back. He looks almost afraid and then he happens to look at the party. He points at your group and asks, "Whats about dem?"

Rhaedrick turns and faces you. He looks each of you in the eye in turn. Then he speaks, "Yes, what about you folks? What are you doing with my wagon and where are my men?"

Now the party has to explain themselves to Rhaedrick. This is simple for characters that have relationships with Rhaedrick or ties to the Rookroost Thieves' Guild. Rhaedrick uses his Sense Motive skill to detect for lies.

Rhaedrick's inquiries focus on the following:

- Are his goods intact?
- What happened to his men?
- Where are their bodies?
- Were they delivering his wagon?

Liars are left with Grindell, who wants his 50 gold. If a fight breaks out, just follow the guidelines in the tactics subsection. Captured characters go to *Encounter 5*. Marcy slips away during the fight.

ALL APLS

➤ **Rhaedrick Avenfear:** Male human Rog9; hp 56; see Appendix I.

➤ **Grod:** Male ogre Ftr6; hp 99; see Appendix I.

Characters that satisfy Rhaedrick are invited to accompany him to his warehouse and *Encounter 6*.

Development: The characters should be pleased with developments. Not nearly as pleased as Marcy, whose desire to visit Rhaedrick's compound is going to be

realized. One bit of bad news for 'M.' An RTG member has recognized her and he is going to tell a friend or two.

ENCOUNTER 4B: FUNARY GATE

If the characters approach the Funary gate without Marcy read the following:

Your wagon is next. You brace yourself to hear the toll. Before that happens, a rat-faced human approaches the half-orc and whispers in his ear. They glance at the wagon and the half-orc looks you over.

The half-orc looks over at one of the guards and shouts, "Raise the gray banner!" The guard runs into the gatehouse door and shouts can be heard resounding their way up to the top. The goblin archers look more intently in your direction and they hold arrows in their free hand. A checkered gray and white banner is run up the flagpole.

On the ground, the guards have formed a line. The front rank of orcs wields greataxes at the ready. Behind them, another line of guards grasps longspears. The rat-faced man grins wickedly and moves behind the guards.

The half-orc leader walks ups and shouts, "Give me da Bill of Ladin'."

The party has the option of fighting or giving Grindell the teamster's papers. While this goes on, Drauer, the ratty little man, blends into the crowd and slips away. Too much is going on for the party to keep track of him and if a party member tries to follow him, warning arrows are shot once from the gate. If the characters keep following, they are targeted by subsequent shots.

Grindell would love to chop someone in half if they gave him half a reason. When given the teamster's papers he hands it over to another guard. The guard reads the document for a painfully long time. The guard speaks to Grindell in a low voice, and then Grindell demands to speak with Swen. Of course, the teamster is dead and buried. If a party member poses as Swen, it does not work, as Grindell knew the man. Grindell grins as he says, "You know, we hang bandits in this town, unless the Boneheart gets 'em."

The characters may state their allegiance to Rhaedrick. Grindell says they have time to prove that, but for now, they are going to jail. No arguments, unless it is with a sword.

The gray banner has already notified the Sheriff that prisoners need to be collected. This adds reinforcements as a Town Patrol is on the way (See DM's Aid 2). They arrive in five minutes. Another squad of 12 orcs dons their armor inside the gatehouse barracks. They are ready two minutes after the first initiative is rolled. Characters that choose to fight, better strike for a quick escape from the Funary Gate guards. The guards do not venture too far from the gate.

Tactics: A fight is deadly here. Grindell has archers up on the battlements and they have 75% cover, which adds +7 to their AC and +3 to their Reflex save. Grindell has 10 or 12 orcs on the ground and they form up in a double line. The front rank has greataxes ready, while the back line wields longspears. They advance using this line

to achieve maximum damage. If any gaps appear in the line, Grindell fills in the breach. Horns cry shrilly and reinforcements arrive from the barracks and other parts of the city. The characters do not have time to take treasure off the guards if they do win, as the Town Patrol arrives while they strip the dead.

Development: Characters that fight and escape have two choices. They can seek out Rhaedrick and tell him what transpired. They can also check their connections in the city to locate the ratty looking fellow.

APL 2 OR 4 (EL 8)

✦ **Grindell:** Male half-orc Bbn4/Rog2; hp 59; see Appendix I.

✦ **Orcs (10):** hp 4, 4, 4, 4, 4, 4, 4, 4, 4, 4; see Appendix I.

✦ **Goblins (4):** hp 4, 4, 4, 4; see Appendix I.

APL 6 OR 8 (EL 12)

✦ **Grindell:** Male half-orc Bbn5/Rog3; hp 76; see Appendix I.

✦ **Orcs (10):** Male orc Ftr3; hp 22, 22, 22, 22, 22, 22, 22, 22, 22, 22; see Appendix I.

✦ **Goblins (4):** Male goblin Ftr2; hp 16, 16, 16, 16; see Appendix I.

✦ **Sorcerers (2):** Male/Female human Sor4; hp 16, 16; see Appendix I.

ENCOUNTER 5: JAILED

The characters stew in the prison for an hour. Rhaedrick visits them then. He comes for a variety of reasons. These include Grindell sending a message that the characters claimed to be working for him and Rhaedrick's curiosity to see who stole his wagon.

A short human enters followed by an ogre. The human wears his black hair tied back with a leather strap. The shine on his black boots is mirror like and you can see the grunge that covers your body in their reflection. You can smell the fresh oil that has been rubbed into his studded leather. Behind him, the ogre picks at his nose, while flies circle his greasy braids. The orc guard stands by the exit watching the pair.

"Rhaedrick Avenfear," the man announces. "At your service."

- If the characters are on good terms with Rhaedrick, he vouches for them. He uses their bandit bounty gold to free them.
- Rhaedrick recognizes members of the Thieves Guild and demands their release. They lose the reward also.
- Should none of the party have a relationship with Rhaedrick, they can try to convince him of their innocence. A successful Bluff or Diplomacy check gets the characters free.
- Any characters caught in *Encounter 2* receive a -10 circumstance penalty for any attempts at swaying

Rhaedrick. A character may use an influence point for Rhaedrick or RTG influence to remove this modifier for one skill check, such as Bluff or Diplomacy.

- If Rhaedrick leaves the party in jail, he does not return for them.

Drauer or M (never both) comes into the jail later to gloat:

The ratty face man from the Funary Gate comes into the jail. He looks through the bars, a big grin on his thin lips.

"Have you heard, they're going to hang some thieves in the mornin'? Did I mention that they be lookin' like you? Well I'll be drinkin' to your memory tonight. Maybe I'll be askin' the bard at the One Eyed Owl to be singin' an Ode to the Dead.

Without further ado, Drauer leaves. Checking with the guards confirms that they are to be executed on the morrow.

If Marcy comes by read this:

"Saved the damsel in distress now did ya. Well I ain't no dainty damsel and I ain't ever been distressed. I'll just have to hire me some better boys next time I'm workin' the roads, boys that know what a lookout is supposed to do.

"You won't be stopping me next time. You won't be available, as Wee Jas will be ticklin' your bones. You see they hang bandits in this city, and you will be a hangin' in the mornin'.

"Seein' how I'm in town. I might go by and see Rhaedrick Avenfear. You might of gived him back his wagon, but that don't mean I ain't gonna' get it back."

She smiles really sweetly.

"See ya, but not on this world."

And she leaves. The guards confirm the pending execution.

The guards have been drinking all afternoon. By the time torches are lit, they are rip-roaring drunk. They remember to feed you when Drauer or Marcy leaves.

The guard stumbles toward the door with a long tray of food. He mumbles something unintelligible and then stoops over to slide the tray through under the door. In his stupor, he misjudges the distance, slips and slams his head into the iron bars. He slides down against the bars out cold. A set of keys dangles from his belt.

The fellow also has a short sword. The other guards are in an adjacent room. Two drunken guards roll dice, while another pair is asleep along the far wall. A thief might be able to sneak around and kill the slumbering guards.

After the guards are dispatched, the characters find all of their belongings in another room down the hall. The time is two hours till midnight and the characters need to work quickly if they are going to make any progress in the adventure. DMs must keep accurate track of time, as it determines what is happening when the characters arrive for *Encounter 11*.

If the characters do not escape, they are due to be hung in the morning.

- A character with a membership in the Rookroost Thieves Guild can be released for 200 gp. This character can use connections to get others out, but it costs 500 in gold. These characters are released in the morning, after Rhaedrick Avenfear has been framed for stealing Rift silver and 'M' has skipped town.
- Characters without connections are not hung, as a clerical error delays their hanging. A subsequent error, results in their being released a few months later. These characters lose 10 TUs for the time they spent in jail.

APL 2 OR 4 (EL 3)

🔥**Orcs (4):** hp 4, 4, 4, 4; see Appendix I.

APL 6 OR 8 (EL 7)

🔥**Orcs (4):** Male orc Ftr3; hp 22, 22, 22, 22; see Appendix I.

ENCOUNTER 6: RHAEDRICK

The characters may accompany Rhaedrick from the gate (or jail) to his warehouse compounds. Here they can chat on a variety of topics. Depending on the questions the characters ask Rhaedrick can provide the following information:

- Many groups seek to weaken and even destroy the Rookroost Thieves Guild.
- An individual, referred to as the Thorn, leads one such faction.
- Rhaedrick pays protection money to keep Iuz minions off his back.
- Without the guild, Rookroost would be a more dangerous place to live.
- Paying the guild is an expense of doing business in Rookroost.
- Word on the street is one of Cranzer's silver shipments was lost to bandits in the Midlands.

Rhaedrick eventually steers the conversation toward their imprisonment. He wants to know what transpired at the gate. Formerly imprisoned characters may describe Drauer. Rhaedrick recognizes the man and tells the characters his name. He also informs them that Drauer frequents the Tavern of the One Eyed Owl.

Rhaedrick does not recognize Marcy if she is present. She has fooled him and 'M' is taking stock of Rhaedrick's setup. As soon as she can get away from the party, 'M' wants to rob this place.

Rhaedrick tells the characters to relax for now. He has work for them but it does not start until the morrow. This is also a good time for characters to buy gear if they need to. If Drauer framed the characters, Rhaedrick

suggests they check out the One Eyed Owl, if the characters do not think of it first.

Development: If Marcy is present, go to *Encounter 7*. If the characters want to go to the Tavern of the One Eyed Owl, they may proceed to *Encounter 8*. If they have not learned of Drauer from Rhaedrick, the party can use Gather Information checks. The checks can be improved by +1 for every 5 gp spent. Successful checks provide information in the following order:

- Drauer is a member of the Thieves' Guild. (DC 10)
- He is in the burglary trade. (DC 12)
- The man frequents the Tavern of the One Eyed Owl. (DC 15)

If they are trying to find out who Marcy is, they learn in this order:

- Marcy sounds like 'M.' (DC 5)
- 'M' is a spiteful person that frequently seeks revenge on those that cross her. (DC 8)
- She has a friend in Rookroost named Drauer. (DC 10)
- 'M' is a former member of the Thieves' Guild. (DC 12)
- She betrayed the Thieves Guild. (DC 15)
- Her deeds led to the execution of an RTG training master. (DC 20)

ENCOUNTER 7: AN RTG WELCOME

Enforcers from the Rookroost Thieves Guild have followed Marcy to Rhaedrick's place. They wait to snatch 'M' and take her to a Thieves court, for a quiet execution. They have no fight with the characters. It is dark when characters leave Rhaedrick. DMs must keep an accurate track of time, as it determines what is happening when the characters arrive for *Encounter 11*.

Marcy seems to glow after leaving Rhaedrick's warehouse. She says, "I'm hungry. I know a really good tavern. It's called the Tavern of the One Eyed Owl. They bake a great robber's pie and it ain't expensive. It is a bit of a walk, if'n you don't mind."

Whether the characters accept her suggestion or not, they still must deal with the enforcers. Marcy knows the city and she guides the characters.

Marcy leads you along a narrow street. It cuts between two tall buildings, both twenty-five feet in height. The alley runs straight for fifty feet. You have crossed halfway through the alley when four figures block your exit. A glance over your shoulder shows more unwelcome company behind you.

A female voice calls out, "Welcome to Rookroost. We need to talk to the girl. The rest of you should go on about your business."

Characters with a successful Innuendo skill check (DC 15), understand that this is Rookroost Thieves Guild business. Step aside and no one troubles them. The characters make partial actions now and then read:

You have not had much chance to respond, when 'M' pulls a vial out of her bag and drinks. She vanishes. She shouts out, "They want to kidnap me."

M's next move is to climb the wall, which is brick and (DC 15). She does not know that an enforcer is waiting on each rooftop as ranged weapon support. The wizard has a rat familiar that climbs after 'M.' The rat can use its scent ability to find her. At APL 6 and higher, the wizard is able to make touch attacks with the rat. Whenever she fails a climb check, it kicks up a little brick dust. Party members and Enforcers, notice with a successful Spot check (DC 15). 'M' uses her Move Silently skill to bypass the rooftop enforcers and slink away if the party does not fight for her. Do not forget the rat actively seeks her out and lets its master know what it can. If the party does come to her aid, she sneak attacks the enforcer on the roof, using a poisoned dagger if available. When the enforcer is dead, she grabs his crossbow and fight from the roof.

The characters must make a decision. Do they listen to the RTG enforcers and leave the alleyway and 'M' to the guild? Do they fight the RTG on their home turf?

The characters cannot debate; they must leave now, or fight the guild. Characters that make a successful Innuendo check, understand that she wants you out of the alley or the characters find themselves in the Thieves' court. If they leave now, they are not hassled.

Tactics: The enforcers' first priority is catching 'M,' they do whatever it takes to seize the girl and go. There are eight enforcers, four in the front, two in the rear, and one on the roof of both buildings. The magic user is with the front group and both groups on the ground have a thug. Up on the roof are two more thugs.

The spellcaster casts spells in an effort to capture 'M' alive. The rogues climb the wall after the woman. If they do not know which wall the woman went up, determine it randomly. This is also true for the familiar. Thugs protect the climbers and if not threatened sweep at the walls with their swords in hopes of knocking 'M' off the wall. The rooftop enforcers shoot light crossbows in support of their comrades on the street.

If 'M' is disabled, a thug snatches her and carries her around the corner. A secret entrance to the tunnels of Rookroost is located here. A ninth enforcer waits inside where he can see those that approach this doorway. There is no mechanism located outside that opens this door. The door can be opened, entered, and closed in one movement action.

If the party kills or knocks unconscious two of the enforcers at street level, then their mates retreat.

Development: If 'M' is dead or abducted, this adventure is over. If the party hands 'M' over to the enforcers, then they receive a favor with the guild. If the party attacks the enforcers and one survives, they receive the guilds disfavor.

If the party kills all of the enforcers, not including the doorman, as he cannot see them, then no one knows and therefore no disfavor is incurred.

If Marcy lives, the party must decide what to do. If she remains with the party, they can go to Encounter 8. Before they proceed, the party probably has a few questions. 'M' uses her Bluff skill to answer these questions. Her basic story is that her father had a few debts with the guild when he died. Her uncle is a well to do merchant in Stoink, though he does not like her. The guild hopes that by kidnapping Marcy, her uncle may pay his brother's debts.

If the party challenges her credibility, she runs for it. If the party does not catch her in the first three rounds, she is able to find a passage to slip into and away. She knows the city far better than any of them could. When fighting, she always looks for a chance to flee. If they defeat her, the adventure is over. They also find the key to her room at the Tavern of the One Eyed Owl.

The characters may choose to Gather Information on Marcy if she is no longer with them. They may want to know more about this woman. Use the same process for learning about 'M' as provided at the end of Encounter 6. After learning more about 'M' the characters may go to Encounter 8.

If the characters continue looking for information for two hours or more, with a successful check they learn the following in order:

- A big job is happening that night. (DC 20)
- An RTG traitor is gathering her apprentices. (DC 25)
- 'M' is doing the big job. (DC 28)
- The big job is Rhaedrick Avenfear's warehouse. (DC 30)

Marcy does not rejoin the party once she leaves them. She sends a message to Thorn, informing him she wants to do a job on Rhaedrick Avenfear. She plans to take revenge on the party later. Thorn is pleased with her target. He has 50 ingots of Rift silver that he wants to use for entrapment in his power scheme. Rhaedrick a fine target for this.

If the Enforcers defeat the party, they are taken far below the city for Thieves Court. The RTG conducts their mockery of justice in this place.

- Non-members lose 4 TUS for hindering the enforcers, while an RTG member loses 8 TUs and is fined 50 gp times the APL.
- If a guild member was killed, the guilty party member loses 12 TUs and is fined 200 gp times the APL.
- An RTG member that kills an enforcer, loses 24 TUs, must pay 250 gp times the APL and has their nose sliced off and ear lobes removed.
- A character that conducts a coup de grace on an enforcer is burned alive at the stake.

APL 2 (EL 4)

✚RTG Rogues (2): Male/Female human Rog1; hp 6; see Appendix I.

✚RTG Fighters (3): Male/Female human Ftr1; hp 11; see Appendix I.

✚RTG Wizard: Male human Wiz1; hp 7; see Appendix I.

APL 4 (EL 6)

✚RTG Rogues (2): Male/Female human Rog2; hp 10; see Appendix I.

✚RTG Fighters (3): Male/Female human Ftr2; hp 18; see Appendix I.

✚RTG Wizard: Male human Wiz2; hp 10; see Appendix I.

APL 6 (EL 8)

✚RTG Rogues (2): Male/Female human Rog3; hp 14; see Appendix I.

✚RTG Fighters (3): Male/Female human Ftr3; hp 25; see Appendix I.

✚RTG Wizard: Male human Wiz3; hp 13; see Appendix I.

APL 8 (EL 10)

✚RTG Rogues (2): Male/Female human Rog5; hp 22; see Appendix I.

✚RTG Fighters (3): Male/Female human Ftr5; hp 39; see Appendix I.

✚RTG Wizard: Male human Wiz5; hp 19; see Appendix I.

ENCOUNTER 8: TAVERN OF THE ONE EYED OWL

The characters arrive outside the Tavern of the One Eyed Owl. They may have learned of it from a number of different sources. 'M' may lead them to this spot. No matter how they found themselves here, read or paraphrase the following:

You have come to the warehouse district, south of where The Shank intersects Dead Man's Passage. The tavern is a red brick building and you can see a balcony on the second floor. A 6-foot pole sits outside the establishment. On the top, carved into the wood is a depiction of an owl wearing an eye patch.

Across the street are three large oak trees bordered by a row of 6-foot tall red-tipped photinias. A branch from one of the oaks extends across the street dimming the effectiveness of the streetlights.

The characters may choose to go inside the tavern. If they do read or paraphrase the following:

You enter a dank room that holds a dozen scattered tables. The bar stands directly across from the entrance. Behind the counter is a door from which the sounds of a kitchen resound. To the left

of the bar a small stage juts out in a semicircle along the wall. A stairwell opens beyond it. Next to the stairs is a door with a privy sign hanging above it. A table in the opposite corner looks to provide a clear view of both doors and the stairwell. Most of the other tables already have patrons sitting round them.

A bony half-elf stands behind the bar; he is tall for his kind and his complexion is pallid. Two blond braids hang down his back.

If anyone questions the bartender regarding any subject, he interrupts and responds:

"All I know is my ales, brandies, and wine. People are in and out too much for me to care what their name is as long as they pay for the plates and cups I fill. If you want trouble, you can find it somewhere else. If you want a drink I'm ready to pour." End of conversation.

The characters have to order a drink or they are asked to leave. They may rent a room as well. A mug of ale can be had for 4 cp, while wine costs 2 sp for a flask. The rooms rent for 2 sp a day and a meal costs 3 sp.

ENCOUNTER 8A: TAVERN OF THE ONE EYED OWL

If Marcy is with the party read or paraphrase the following:

If the characters are with 'M' she offers to buy a round of drinks in appreciation of the characters saving her from the brigands. Whether they accept her offer or not she goes to the bar, carrying her bag. Proceed with the following:

Marcy glides to the bar. She looks happy here and she waves at various folk in the bar. While standing at the bar she sees a ratty little man and her eyes widen with apparent glee. She skips to him and gives him a hug and peck on the cheek. Marcy chats with the man while she waits for the bartender to take her order. When the bartender takes the order, she gives the ratty man another hug and returns to the table. The ratty little man goes upstairs.

If any character happens to follow her to the bar, she whispers in Drauer's ear. Drauer is the ratty little man and her favorite apprentice. She is polite enough to introduce Drauer as a childhood friend, which is true. If a character tries to follow Drauer, they are not successful as the crowd in the room allows him sufficient lead to make it upstairs.

When asked where her friend went, Marcy claims she does not know. She is using her Bluff skill. Marcy is using Drauer as a courier to contact Thorn. He goes to tell his associates that their mistress is downstairs and to be ready. Then he leaves through the window to deliver his message. One of the apprentices moves downstairs to watch 'M' and the party. Another prepares for a quick retreat to the Training House (see DM's Aid 6).

After this situation is played out, proceed:

Marcy has barely sat down, when she announces, "Pardon me. I ain't been to the privy all day and I'm bout ta bust." She picks up her bag and sashays across the room to the door marked privy.

A character may follow 'M' through the privy door. The door opens onto a small courtyard. A balcony covers the doorway. There are two buildings besides the tavern. One building is the tavern owner's dwelling, while the other building is the privy, which has two doors and two rooms. One room has a sign for men and the other for women. Marcy whistles a tune as she enters the door marked for woman.

'M' cracks the door and looks to see if she is followed. She watches for one minute and then she climbs up the balcony and into the room her apprentices are using for lodging.

If one character follows Marcy, she takes a poisoned dagger out of her bag and makes a sneak attack as soon as the character enters the privy. The character may make a Spot check versus M's hide skill to see if they notice the woman spying from inside the privy. 'M' only attacks a character that enters the privy. If she sees they intend to wait outside, she simply exits the privy and returns to the party at the table, whistling while she moves.

If two or more characters follow, 'M' pretends to do her business and then returns to the table, whistling her little ditty as she moves.

If Marcy visits her apprentices, she tells them that she is drugging some people. If successful, they may take the party to the training house (DM's Aide 9). They should be ready to move and soon. One apprentice prepares for a quick retreat across the roofs as described in the previous paragraph.

At this time, 'M' is told that Thorn delivered three chests. She opens one and sees the Rift silver ingots. The woman is a little surprised by this. She regains her composure and climbs back down into the courtyard and returns to the party.

A character in the privy courtyard may notice her return or the apprentice moving across the balcony. They must make a successful Spot versus Hide to achieve this. If 'M' realizes she is seen, the woman bolts for building H on the DM's Aide 4. Characters may pursue Marcy or the apprentice. Go to *Encounter 9: the Rooftops of Rookroost*. The apprentices left in the room may hear the commotion outside (DC 15), causing them to follow the characters.

Shortly, after Marcy leaves for the privy, the drinks arrive. It is a bitter ale common to Rookroost, unless a character requested something else. The barmaid leaves a goblet of wine for Marcy. The ale has been poisoned by Marcy's chum behind the bar. The poison used is *oil of taggit*, which requires a successful Fortitude save (DC 15) to resist once ingested. There is no primary damage or save made, but the secondary damage is unconsciousness.

Once the affects of the ale are apparent, Marcy signals her apprentice to go upstairs for the others. It takes 5 rounds before he returns with them. The barkeeper bolts the front door. The patrons of the tavern

are common folk and know better than to interfere in business that does affect them.

If only one character passes their Fortitude save, she attacks them with a poisoned dagger. She does not want to kill anyone in the common room. 'M' wants to incapacitate them so she can kill them slowly later. If two or more characters are in reasonable health, Marcy flees up the stairs and characters that follow can go to *Encounter 9*. If all of the characters are out of action, go to *Encounter 10*.

ENCOUNTER 8B: TAVERN OF THE ONE EYED OWL

If Marcy is not with the party and Drauer did not point them out at the Funary Gate follow this course of action:

'M' has adopted her Mika role. Mika has rosy cheeks, and blond hair. Marcy's freckles are gone. 'M' is waiting for Drauer to arrive with orders from Thorn.

When Mika sees the characters she takes their drink orders or delivers them if the bartender received the order. She poisons their drinks with oil of taggit, so that she may capture them, as described earlier.

If the entire party is incapacitated go to *Encounter 10*. If only one character continues to resist, she attacks them with a poisoned dagger. Note that 'M' is not wearing leather armor while posing as a barmaid. If she defeats the one character, proceed to *Encounter 10*.

When the poison does not affect two or more party members, 'M' flees the bar. She runs upstairs and anyone that follows her should go to *Encounter 9*. She also flees if she loses 25% of her hit points, while fighting a solitary character.

Whenever 'M' is working as a barmaid, her apprentices are already in building H and the rope is set up at building B.

ENCOUNTER 8C: TAVERN OF THE ONE EYED OWL

If the party is looking for Drauer follow this section:

The time passes and the crowd increases in number. This bar caters to those that labor with their hands and back. They are commoner NPCs and offer no threat to the party, as they are merely curious. They want no trouble and mind their own business. Time passes and midnight is growing near, when Drauer arrives with a man and a female half-elf. They take a seat near the bar and order drinks.

Drauer leaves his drink and companions and moves toward the stairs. The characters can try to intercept him, but the crowd slows them. If for some reason a character decides to cast a spell, the clientele grows fearful and a Concentration check is required. Someone fetches the

town patrol, which arrives in five minutes. The tavern goers do not attack the characters and flee if they feel threatened.

If any characters wait outside, they see Drauer and his companions turn the corner and head for the tavern. At this same time, a town patrol happens to march by. If the party accosts Drauer, he tells the town patrol that the party is trying to rob him. Otherwise, the party watches Drauer enter the tavern.

Shortly after Drauer enters the tavern, have the party make a Spot check. The night is overcast, but there is a lantern hanging over the tavern door. A successful Spot check (DC 25 for normal and low-light vision; DC 20 for darkvision) reveals a dark figure walking across the roof of the adjacent building. Then it jumps onto the tavern's balcony.

The character(s) outside must decide if they go check out the person sneaking around on the balcony or follow Drauer into the Tavern of the One Eyed Owl. Of course, they could just wait outside.

Any party members that goes inside the tavern now, sees Drauer wave to his companions before he runs upstairs. These characters are able to follow him. Any characters that follow Drauer upstairs should be read the following:

You look down the hall and notice a door as it shuts. You advance down the hall as a Bard begins singing a Flanish rhyme. Pressing your ear against the door you hear, "Come here and give me a kiss," a male voice speaks.

"You failed me," The female voice scolds.

"What are you talking about?" Drauer's voice whines. He tries to change the subject, "I got orders from Thorn for you."

"Give it to me. I told ya to kill those meddling louts."

"What do you mean? They'll be dead tomorrow. Hung in the square with all the other scum."

The female laughs in a mocking tone before she speaks, "They're out of jail and they're looking for you, Drauer. Did you read this?"

"Sure did. Mika don't look at me like that."

A large thud resounds inside the room.

If the character(s) open the unlocked door they will see 'M' standing over Drauer's corpse, dagger in hand. She is dressed entirely in black from her hooded cloak to her leather boots. The characters recognize her and she looks surprised to see them. She tosses a tanglefoot bag at whoever is closest. Then 'M' screams at the top of her lungs while, dashing out the window. If no character waits on the balcony, go to *Encounter 9*.

Tactics: This evening 'M' is traveling light. She has left her backpack. She has all of her other magic items, weapons, tanglefoot bags, tindertwigs, and caltrops however. She had brought one of her ropes, but she left it hanging off Building B from DM's Aide 4.

She uses any of these items as she sees fit to hinder pursuit. She drops caltrops where any that follow cannot evade. Anyone that gets too close has a tanglefoot bag tossed at him or her, as she has no desire to fight now.

Should the character(s) behind the bushes decide to follow the shadowy figure of 'M' as she goes to meet Drauer, they can climb the tree (DC 15) and cross the street on one of the tree's long limbs with a Balance check (DC 15). If the weight on the branch exceeds 200 lbs., the wood creaks loudly. If the character(s) return to the trunk, they do not break the branch. The branch has a break DC of 20. For every 10 pounds above 200 add +1 to the break check. When the branch breaks the characters falls 10 feet into the middle of the street, taking 2d6 damage, unless they have abilities that dictate otherwise. No other character is able to use the branch to reach the balcony once it is broken.

Characters that make it to the end of the branch must use their Jump skill to make it onto the balcony. The DC for this standing jump is based on the character's movement rate. For 30 ft. it is DC 5, 20 ft. is DC 7 and 40 ft. is DC 3. If they fail, the character plummets to ground level and takes 2d6 damage. Fortunately, no one outside of the party notices their lack of grace.

A character can also run across the street and climb the wall up to the balcony. It is a brick wall, which sets the Climb check at DC 15. A character climbing the wall is noticed with a successful Spot check (DC 20). A successful Spot means the Town Patrol arrives in 5 minutes.

Anyone that lands on the balcony can go to the open window of Drauer's room and hear the conversation inside as well as the murder of Drauer. Whether characters enter Drauer's room from the inside or outside the woman leaves immediately. She is unprepared to see anyone on the balcony. If she still has a tanglefoot bag, she uses it on the closest party member. Go to *Encounter 9*.

If the characters cut off 'M' before she reaches the window, by some devious method, such as fly or spider climb, she cries out, "Drauer it's a trap." Drauer runs out of the room. If the characters do not stop him in the hall, he runs for a place that he considers a safe hiding spot, the oak trees behind the hedges across the street. Drauer is a coward and does not fight by himself, surrendering at the threat of damage. He has Thorn's original note and a copy he made for himself on his person. Go to *Encounter 9* for further pursuit of 'M.'

Characters that do not chase after 'M' can gather evidence in the room. It is easy to find a copy of Thorn's note on Drauer's corpse. Give the character that finds the note the Player's Handout. There is nothing else of importance or value in this room. Drauer remaining possessions are a dagger, his clothing and 5 sp. The DM should note that 'M' has already moved the chests' containing the silver.

If 'M' screams, Drauer's companions run upstairs, as well as half of the bar patrons. It takes them three rounds to arrive. Any party members present are accused of the murder, and the Town Patrol is summoned. Characters better scram, waiting here only puts them in jail and ends the adventure.

The characters can search for clues as detailed at the end of *Encounter 7*.

Should M's screams be muffled or silenced, an hour passes before the human male and his half-elf companion go upstairs to see what happened to their friend. They find him dead of course. After palming Drauer's copy of the note if it is still there, they raise the alarm.

Rhaedrick Avenfear comes into possession of this note. He sends Grod to contact the characters and ask them to help. If the characters agree, go to *Encounter 11*. Otherwise, the adventure is over.

ENCOUNTER 9: THE ROOFTOPS OF ROOKROOST

'M' has already proven that she is an accomplished actress. Now 'M' shows off the skills she learned growing up in Rookroost. Being quite an acrobat 'M' uses this ability to flee the characters across the rooftops of Rookroost. Planning is another skill she uses in pursuing her goals. She has back up hiding in the night ready to aid her escape across the rooftops of Rookroost. DM Aids 4, 5, and 6 help with this encounter.

If any characters are waiting on the balcony, 'M' tumbles past them and the chase ensues. Characters on the street level do not have a chance to catch up to her short of magic or special abilities.

She double-times across the rooftops and the characters need to pass many skill checks to catch her. Make sure armored characters include the check penalty in all of these rolls. She drank a *potion of darkvision* earlier, if she entered the tavern from the balcony, so she is not having any vision problems. The potion is good for another hour and forty-five minutes. If being chased from the bar, she drinks the potion, the first chance she gets.

To successfully keep up and then catch up to 'M,' the characters must use their Balance, Climb, Jump, and Tumble skills. She does not stop to fight unless melee ensues. Her apprentices are in a good position to ambush the party at the warehouse. This is displayed on DM's Aid 6. One apprentice keeps an eye on her until she lands on the roof. If they notice their mistress having difficulty, they go to her aid.

If the characters catch up with 'M' read or paraphrase the following:

Marcy raises her hands in surrender. She yells, "Don't hurt me". A tear trickles down her cheek.

Tactics: 'M' is stalling so her apprentices can rescue her. They gladly attack and run interference to allow their mistress to escape. They drink *potions of darkvision*, and use any magic that helps them attack the party. These minions are dressed in black and make sneak attacks with saps upon unsuspecting characters in the rear. They attempt to subdue these characters. If they drop a character with one strike let them make their Move Silently check at -5 versus the remaining characters' Listen checks. Success means they caught the body and set it quietly upon the rooftop. They may continue to

sneak forward and attack other characters in the same manner.

Once they are discovered, they attack with reckless abandon. They no longer use subdual attacks. They seek opponent's flanks and try to knock characters off the roof if possible. Anyone that falls off takes 1d6 falling damage for every full 10 ft. that they fall. 'M' does not fight anymore than she has to. Rather she continues to run if possible. Her apprentices fight until 'M' has signaled that she is clear and away. Then the students flee, each going in a different direction.

Apprentices that are captured can be intimidated into revealing the plan to rob Rhaedrick Avenfear. With this information, the party can proceed to *Encounter 11*. If the party is completely subdued, go to *Encounter 10*.

Development: Should the characters actually capture or kill 'M' the adventure is over. They can hand her over to the Town Patrol or they might even give her to Rhaedrick. If 'M' escapes a number of things are happening.

If 'M' murdered Drauer, the Town Patrol shows up five minutes after the body is discovered. If the Town Patrol catches the characters, they are not bailed out of jail this time. They are accused of killing a member of the Rookroost Thieves Guild and Rhaedrick cannot help them.

Characters that return to the Tavern of the One Eyed Owl after losing 'M' on the rooftops see that the Town Patrol is present. Patrol members are posted outside the tavern's entrance. If other party members did not follow 'M' and left the tavern, they may intercept their companions. They can inform them that the Town Patrol is investigating Drauer's murder.

If the entire party ran across the rooftops and they return to the Tavern of the One Eyed Owl without 'M,' they could be spotted, and the guards pursue them if they are. The party may choose to flee and lay low. They may also seek out Rhaedrick.

Should the characters be clueless, there is a vagrant living in the warehouse (building H). He heard 'M' planning with the apprentices to hit Rhaedrick Avenfear's warehouse. He informs the party for a drink or if successfully intimidated. He does not have a lot of information on their plan, mainly the target. With this information, the party can go to *Encounter 11*.

APL 2 (EL 5)

🐉 **Goblins (4):** hp 4, 4, 4, 4; see Appendix I.

🐉 **Half-Orc Mercenaries (4):** Male half-orc Ftr1; hp 11, 11, 11, 11; see Appendix I.

APL 4 (EL 7)

🐉 **M's Apprentices (2):** Male/Female human Rog2; hp 10, 10; see Appendix I.

🐉 **Half-Orc Mercenaries (3):** Male half-orc Ftr3; hp 25, 25, 25; see Appendix I.

APL 6 (EL 9)

➤ **M's Apprentices** (2): Male/Female human Rog3; hp 14, 14; see Appendix I.

➤ **Half-Orc Mercenaries** (3): Male half-orc Ftr3; hp 25, 25, 25; see Appendix I.

➤ **Wizard Assistant**: Male human Wiz6; hp 25; see Appendix I.

APL 8 (EL 11)

➤ **M's Apprentices** (2): Male/Female human Rog5; hp 22, 22; see Appendix I.

➤ **Half-Orc Mercenaries** (3): Male half-orc Ftr5; hp 39, 39, 39; see Appendix I.

➤ **Wizard Assistants** (2): Male human Wiz6; hp 25, 25; see Appendix I.

ENCOUNTER 10: 'M'

You open your eyes and can see nothing, as a cloth binds them. The smell of dust and rotting wood assails your nostrils. Rope bites into the skin around your wrists and ankles when you attempt to stand.

"You're awake," a strong woman's voice pierces the quiet. "Good. I'm tired of waiting for ya."

The woman is silent and then in the sweet voice that you recognize as Marcy you hear, "But I been tired of you all for the longest time. You killed mah road crew. I ain't lookin' forward to gettin' new boys.

"You wuz nice enough to let me stay with ya'. Like I wuz somebody's little sister. Pectect me so's I can think long and hard about how I would be killin' you, and I have thought about it quite a bit. I will enjoy it. Promise you it ain't gonna' be quick. You kin bet on it.

"But I'll let ya' sweat a bit first. Me and my city crew have got a little work ta do. I gotta take care of Avenfear right now. Ya see my boss gived me 50 silver bricks. Well, he told me to see that Avenfear receives these here bricks. Ya' could call it a gift, but this here gift will bite ya back. That's cause this here is Rift silver, mined by Cranzer.

"I hear that Cranzer wants his silver back. Wants it back somethin' fierce. Well, after I deliver the goods to Avenfear, I'll just have to see that somebody finds out, an important somebody too.

"With Avenfear gone, a lot of folks would be hurtin'. Who else can move contraband like him? Course I don't care about that. Cause Avenfear and his friends would like to see me tied up, just like you is, and worse.

"But I better stop yappin' and get on with my bizness. Then I can come back and entertain you folks. Bye! Bye!"

The sound of padded feet echo round the room and then all is quiet.

The party needs to get moving. First, they need to get untied. 'M' is confident that they cannot escape, as she has not left a guard. It takes about 15 minutes to walk to Rhaedrick's warehouse. It takes an hour for 'M' to

complete the job. Then she returns to take care of the characters.

If they get loose, the characters are in the warehouse from DM's Aide 6. 'M' and her apprentices return through the main door, which is on the top of the map. The question for the characters is, what do they do? These are the choices:

- Stop 'M' from framing Rhaedrick Avenfear. Go to *Encounter 11*.
- They could ambush 'M' and her apprentices when they return.
- Run and hide in an unheroic fashion, ending the adventure.

ENCOUNTER 11: FIFTY SILVER INGOTS

The party has made it to Rhaedrick Avenfear's warehouse. The situation they find there depends upon the time they arrive. 'M' and her apprentices will arrive at 2 hours after M leaves the party, or 2 hours past midnight, whichever time is later.

Rhaedrick has two guards standing outside the entrance, which is lit with a pair of lanterns. They wear scale mail and are armed with longswords and short swords. If the characters approach them, they are eyed suspiciously and ordered to leave. No character is allowed to pass without Rhaedrick's approval. No one in the party has approval to enter his warehouse.

If the party presses them, they blow their whistles. This brings the Town Patrol in 10 minutes. If the guards are missing or laid out in the street, the Town Patrol waits there for an hour until Rhaedrick and Grod arrive. They talk for a few minutes and then the Town Patrol leaves. If the guards are conscious, they tell the Town Patrol that the party is interfering with their watch. The Town Patrol orders the characters to leave. They do not consider what the party has to say. The Town Patrol wants to get back to their dice game.

Should the party approach Rhaedrick after disabling his guards, he is angered if they admit to doing it. He listens to their warning and then tells them to leave. Rhaedrick does not trust anyone that hurts his employees, no matter how noble the intent. The adventure is over for this party, unless they want to take on Rhaedrick and Grod. A town patrol happens by to assist also. If the party does not mention the guards, Rhaedrick asks the party to guard his warehouse until the morning. Have them devise a plan.

The characters can hide outside the warehouse and not bother the guards. The street across from the warehouse is not lit. A broken down wagon provides cover and a clear view of the entrance.

'M' strikes unless she sees the Town Patrol or Rhaedrick Avenfear. She waits to attack until at least an hour after they leave. She gives up at hour before dawn. 'M' fears the law without any guild protection. In

addition, she does not want Rhaedrick killed, as Thorn desires that Avenfear be imprisoned and the RTG humiliated by his 'crime.'

When 'M' and her "crew" approach, read or paraphrase the following:

The party hears the squeaky wheels of a cart being pushed over the cobblestones. It grows louder for it must be coming closer. The guards are curious looking in the direction of the noise, but there is nothing to be seen. The noise leads to the front of Rhaedrick's warehouse and stops.

The guards look confused and a little spooked. In an instant blood sprays and both men fall to the ground. Standing over them is a brutish half-orc and human wearing a dark cloak. Both wield bloodied swords. A cart has appeared now as well.

The cloaked figure moves to the warehouse door and opens it. The cart squeaks as the half-orcs push it toward the opened door.

'M' hired a 6th level wizard to cast *invisibility sphere* on one of her apprentice rogues at APL 2 and APL 4. The wizard is paid for his services and he departs. At higher APLs the wizard casts *invisibility sphere* from his prepared spells.

A mercenary accompanies the invisible apprentice. At APL 2 two mercenaries accompany a goblin to open the door. Together, they push a cart that holds the fifty silver ingots. Once they are in front of the warehouse door, the guards are dispatched the door is opened.

While the party watches the murdering of the guards, they can also try to spot 'M' and her apprentices. They are using their Hide skills, as 'M' anticipates Rhaedrick having additional guards lurking for an ambush. The wizards also wait further back, wanting to avoid notice.

After the warehouse gate is opened, the thugs drag the bodies inside. Then they locate the cart and push it into the warehouse compound. Marcy believes the mercenaries under the rogue's supervision can plant the silver. She waits in the shadows covering them.

Inside, the warehouse stands three stories tall and several more lanterns provide light inside. A system of pulleys and winches moves goods up and down the different levels. There are handcars on each level, which are used for moving goods about. Several of Rhaedrick's wagons sit empty on the ground floor.

The rogue has been ordered to disperse the three chests of ingots. Each chest appears quite different from one another. It takes ten minutes to hide one chest. Once the chests are in place, the bandits push the cart out, close the door, and leave. All of this happens, unless the characters interfere.

If the characters want to locate the chests and they did not see them placed, it is quite a laborious effort to find them. Every chest in the warehouse has a lock. There are 52 chests on level one, 111 chests on level two, and level three has 93 chests. The party may contact Rhaedrick, who can quickly find the extra chests by bringing in his warehouse foreman.

The chests must be found before dawn or Lord Mortoth arrives with a host of troops. The party is

instructed to leave. Rhaedrick is escorted away in chains. This adventure is over.

Tactics: Once the party is spotted, 'M' and her other minions move into action. 'M' attacks those in the rear. They especially seek to attack spellcasters and characters using ranged weapon. First, they drink *potions of invisibility* if available. 'M' also consumes a *potion of haste*. Then they Move Silently and Hide as they seek to catch the party unawares.

When the rogues strike, the wizard casts a readied *web* spell to entrap as many well armored characters as possible. He then follows up with a *fireball*. 'M' attacks opponents with poisoned daggers. 'M' and her apprentices may climb to the upper levels to gain a tactical advantage. The mercenaries fire light crossbows at anyone caught in the *web* spell.

Any of her apprentices that were killed in *Encounter 9* have not been replaced. Wounded apprentices and wizards have taken healing potions if available. Any items used in *Encounter 9* or healing potions previously consumed, are no longer available, as they did not have time to replace them.

ALL APLS

➤ **Rhaedrick's Guards (2):** Male human War2; hp 14; see Appendix I.

APL 2 (EL 6)

➤ **Goblins (4):** hp 4, 4, 4, 4; see Appendix I.

➤ **Half-Orc Mercenaries (4):** Male half-orc Ftr1; hp 11, 11, 11, 11; see Appendix I.

➤ **'M':** Female human Rog3; hp 14; see Appendix I.

APL 4 (EL 8)

➤ **M's Apprentices (2):** Male/Female human Rog2; hp 10, 10; see Appendix I.

➤ **Half-Orc Mercenaries (3):** Male half-orc Ftr3; hp 25, 25, 25; see Appendix I.

➤ **'M':** Female human Rog5; hp 22; see Appendix I.

APL 6 (EL 10)

➤ **M's Apprentices (2):** Male/Female human Rog3; hp 14, 14; see Appendix I.

➤ **Half-Orc Mercenaries (3):** Male half-orc Ftr3; hp 25, 25, 25; see Appendix I.

➤ **Wizard Assistant:** Male human Wiz6; hp 25; see Appendix I.

➤ **'M':** Female human Rog7; hp 30; see Appendix I.

APL 8 (EL 12)

➤ **M's Apprentices (2):** Male/Female human Rog5; hp 22, 22; see Appendix I.

➤ **Half-Orc Mercenaries (3):** Male half-orc Ftr5; hp 39, 39, 39; see Appendix I.

🐉 **Wizard Assistants (2):** Male human Wiz6; hp 25, 25; see Appendix I.
 🐉 **'M':** Female human Rog7/Spymaster*2; hp 40; see Appendix I.

APL 6
 APL 8

870 XP
 1080 XP

CONCLUSION

If the characters succeed, they receive recognition from the Rookroost Thieves Guild. If they fail, they might be blamed for Rhaedrick's arrest. If they capture 'M,' the RTG are pleased. If they thwart the frame up, but 'M' escapes, she does not trouble them any more this adventure. A free Rhaedrick sees that the silver is moved to a safe location. He also pays the party for their share of the silver.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value to each character.

Encounter 1: The Brigands

Defeat the bandits.

APL 2	60 XP
APL 4	150 XP
APL 6	240 XP
APL 8	300 XP

Encounter 7: An RTG Welcome

Defeat the RTG members.

APL 2	60 XP
APL 4	150 XP
APL 6	240 XP
APL 8	300 XP

Encounter 9 through 11

Defeat M's apprentices and capture or kill 'M.'

APL 2	150 XP
APL 4	240 XP
APL 6	300 XP
APL 8	360 XP

Discretionary Roleplaying Award

Good roleplaying and investigation.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP

Total Possible Experience

APL 2	300 XP
APL 4	600 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 minute 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 (that is, 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 piece 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 treasures from each encounter add it up and that is 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.

TREASURE KEY:

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

Encounter 1: The Brigands

Defeat the bandits, strip them of their gear, and take their ears as proof for the bounty. (25 gp per bandit up to the maximum listed below) At APLs 2 – 6 they don't get paid for the goblins.

APL 2:	L: 0 gp; C: 106 gp; M: 0
APL 4:	L: 0 gp; C: 106 gp; M: 0
APL 6:	L: 0 gp; C: 102 gp; M: 0
APL 8:	L: 17 gp; C: 225 gp; M: 0

Encounter 7: An RTG Welcome

Defeat the RTG members and strip them of their gear.

APL 2: L: 59 gp; C: 6 gp; M: 0

APL 4: L: 141 gp; C: 12 gp; M: 0

APL 6: L: 202 gp; C: 18 gp; M: *dust of tracelessness* (2 pinches) (Value 38 gp per pinch per character); 6 *potions of cure light wounds* (Value 8 gp per potion per character); 3 *potions of darkvision* (Value 45 gp per potion per character).

APL 8: L: 320 gp; C: 24 gp; M: *dust of tracelessness* (2 pinches) (Value 38 gp per pinch per character); 6 *potions of cure light wounds* (Value 8 gp per potion per character); *wand of web* (10 charges) (Value 135 gp per character); 3 *potions of darkvision* (Value 45 gp per potion per character).

Encounter 9 through 11

Defeat M's apprentices and capture or kill 'M,' and strip them of their gear.

APL 2: L: 81 gp; C: 8 gp; M: 0

APL 4: L: 107 gp; C: 7 gp; M: 2 *potions of cat's grace*, 3 *potions of darkvision*.

APL 6: L: 143 gp; C: 9 gp; M: 2 *potions of cat's grace*, 3 *potions of darkvision*, 3 *potions of invisibility* (Value 45 gp per potion per character); *dust of tracelessness* (Value 38 gp per character); 3 *potions of cure light wounds* (Value 8 gp per potion per character).

APL 8: L: 261 gp; C: 11 gp; M: 2 *potions of blur*, 3 *potions of cat's grace*, 3 *potions of darkvision*, 6 *potions of invisibility* (Value 45 gp per potion per character); *dust of tracelessness* (Value 38 gp per character); 7 *potions of cure light wounds* (Value 8 gp per potion per character); 2 *sets bracers of armor +1* (Value 150 gp per character); *potion of haste* (Value 113 gp per character); +1 *short sword* (Value 346 gp per character); *Heward's handy haversack* (Value 300 gp per character).

Conclusion

Rhaedrick remains free, disposes of the silver and gives the characters their share.

APL 2: L: 0 gp; C: 40 gp; M: 0

APL 4: L: 0 gp; C: 40 gp; M: 0

APL 6: L: 0 gp; C: 40 gp; M: 0

APL 8: L: 0 gp; C: 40 gp; M: 0

Total Possible Treasure

APL 2: 300 gp

APL 4: 600 gp

APL 6: 1000 gp

APL 8: 1400 gp

Adventure Certificate Items

Leave all that apply, mark out those that do not with an ink pen or marker.

Escaped from Rookroost jail.

If the characters are known to have thwarted the abduction of Marcy by the RTG, or if they fail to save Rhaedrick, they receive:

Disfavor of the RTG

If the characters help the RTG apprehend Marcy, and/or save Rhaedrick, they receive:

Favor of the RTG

APPENDIX I: NPCS

ENCOUNTER 1: THE BRIGANDS

APL 2 (EL 4)

➤ **Orcs (4):** CR 1/2; Medium-size humanoid (orc); HD 1d8; hp 4; Init +0; Spd 20 ft.; AC 14 (touch 10, flat-footed 14); Atk +3 melee (1d6+3, club); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Listen +2, Spot +2; Alertness.

Possessions: club, scale mail, belt pouch, 5 gp.

➤ **Goblins (4):** CR 1/4; Small humanoid (goblinoid); HD 1d8; hp 4; Init +1; Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Atk +1 melee (1d4-1/19-20, dagger) or +3 ranged (1d6/x3, shortbow); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +6, Listen +3, Move Silently +4 Spot +3; Alertness.

Possessions: studded leather armor, belt pouch, 25 sp, shortbow, 20 arrows, dagger.

APL 4 (EL 6)

➤ **Orcs (4):** Male orc Ftr2; CR 2; Medium-size humanoid (orc); HD 2d10; hp 16; Init +0; Spd 20 ft.; AC 14 (touch 10, flat-footed 14); Atk +5 melee (1d6+3, club); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Listen +2, Spot +2; Alertness, Power Attack, Weapon Focus (club).

Possessions: club, scale mail, belt pouch, 5 gp.

➤ **Goblins (4):** Male goblin Ftr1; CR 1; Small humanoid (goblinoid); HD 1d10; hp 10; Init +1; Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Atk +2 melee (1d4/19-20, dagger) or +3 ranged (1d6/x3, shortbow); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0; Str 10, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +5, Jump +1, Listen +3, Move Silently +4 Spot +3; Alertness, Point Blank Shot.

Possessions: studded leather armor, belt pouch, 25 sp, shortbow, 20 arrows, dagger.

APL 6 (EL 8)

➤ **Goblins (4):** Male goblin Ftr2; CR 2; Small humanoid (goblinoid); HD 2d10; hp 16; Init +1; Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Atk +3 melee (1d4/19-20, dagger) or +4 ranged (1d6/x3, shortbow); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0; Str 10, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +5, Jump +3, Listen +3, Move Silently +4 Spot +3; Alertness, Far Shot, Point Blank Shot.

Possessions: studded leather armor, belt pouch, 25 sp, shortbow, 20 arrows, dagger.

ENCOUNTER 2: WRONG WAY

APL 2 or 4 (EL 8)

➤ **Half-Orc:** Male half-orc Ftr5; CR 5; Medium-size humanoid (orc); HD 5d10+10; hp 44; Init +0; Spd 30 ft.; AC 15 (touch 10, flat-footed 15); Atk +8 melee (1d8+3/x3, heavy lance) or +10 melee (1d12+4/x3, greataxe) or +5 ranged (1d2+3 subdual, whip); SQ Darkvision 60 ft.; AL LE; SV Fort +6, Ref +1, Will +1; Str 16, Dex 10, Con 14, Int 10, Wis 10, Cha 12.

Skills and Feats: Handle Animal +9, Ride +10; Exotic Weapon Proficiency (whip), Mounted Combat, Quick Draw, Ride-By Attack, Weapon Focus (greataxe).

Possessions: heavy lance, masterwork greataxe, whip, chain shirt, small wooden shield, *potion of cure moderate wounds*.

➤ **Cleric:** Female human Clr3 (Iuz); CR 3; Medium-size humanoid (human); HD 3d8+6; hp 24; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +2 melee (1d8, light flail); SA Spells, rebuke undead; AL CE; SV Fort +5, Ref +2, Will +8; Str 10, Dex 12, Con 14, Int 10, Wis 16, Cha 9.

Skills and Feats: Concentration +8, Handle Animal +1, Ride +3, Spot +5; Combat Casting, Iron Will, Mounted Combat.

Possessions: light flail, chain shirt, *scroll of summon monster II*, silver holy symbol (Iuz).

Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): 0 – *detect magic, light, mending, resistance*; 1st – *entropic shield, magic weapon, protection from good**, *shield of faith*; 2nd – *death knell, hold person, shatter**.

*Domain spell. Domains: Chaos (You cast chaos spells at +1 caster level); Evil (You cast evil spells at +1 caster level).

➤ **Orcs (6):** Male orc Ftr1; CR 1; Medium-size humanoid (orc); HD 1d10; hp 10; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atk +4 melee (1d8+3/x3, heavy lance) or +4 melee (1d12+3/x3, greataxe) or +1 ranged (1d6/x3, shortbow); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +2, Ref +0, Will -1; Str 16, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Listen +1, Ride +4, Spot +1; Alertness, Mounted Combat.

Possessions: heavy lance, greataxe, shortbow, studded leather armor, small wooden shield, 20 arrows.

APL 6 and 8 (EL 12)

➤ **Half-Orc:** Male half-orc Ftr9; CR 9; Medium-size humanoid (orc); HD 9d10+18; hp 76; Init +0; Spd 30 ft.; AC 16 (touch 10, flat-footed 16); Atk +12/+7 melee (1d8+3/x3, heavy lance) or +14/+9 melee (1d12+4/x3, greataxe) or +9/+4 ranged (1d2+3 subdual, whip); SQ Darkvision 60 ft.; AL LE; SV Fort +9, Ref +4, Will +4; Str 16, Dex 10, Con 14, Int 10, Wis 10, Cha 13.

Skills and Feats: Handle Animal +9, Ride +10; Cleave, Exotic Weapon Proficiency (whip), Mounted

Combat, Power Attack, Quick Draw, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (greataxe).

Possessions: heavy lance, masterwork greataxe, whip, +1 chain shirt, cloak of resistance +1, small wooden shield, potion of cure serious wounds, potion of bull's strength, potion of haste.

☛ **Cleric:** Female human Clr7 (Iuz); CR 7; Medium-size humanoid (human); HD 7d8+14; hp 52; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +6 melee (1d8, light flail); SA Spells, rebuke undead; AL CE; SV Fort +7, Ref +3, Will +10; Str 10, Dex 12, Con 14, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +12, Handle Animal +4, Ride +4, Spot +6; Combat Casting, Iron Will, Mounted Combat, Spell Penetration.

Possessions: masterwork light flail, +1 chain shirt, scroll of summon monster II, potion of protection from elements, silver holy symbol (Iuz).

Spells Prepared (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level): 0 – detect magic, guidance, light, mending, read magic, resistance; 1st – detect good, divine favor, entropic shield, magic weapon, protection from good*, shield of faith; 2nd – death knell, hold person, shatter*, silence, spiritual weapon; 3rd – bestow curse, invisibility purge, magic circle against good*, wind wall; 4th – discern lies, unholy blight*.

*Domain spell. Domains: Chaos (You cast chaos spells at +1 caster level); Evil (You cast evil spells at +1 caster level).

☛ **Orcs (6):** Male orc Ftr3; CR 3; Medium-size humanoid (orc); HD 3d10; hp 22; Init +0; Spd 30 ft.; AC 15 (touch 10, flat-footed 15); Atk +6 melee (1d8+3/x3, heavy lance) or +6 melee (1d12+3/x3, greataxe) or +3 ranged (1d6/x3, shortbow); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +1, Will +0; Str 16, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Listen +1, Ride +6, Spot +1; Alertness, Mounted Combat, Ride-By Attack.

Possessions: heavy lance, greataxe, shortbow, chain shirt, small wooden shield, 20 arrows, potion of cat's grace, 2 potions of cure light wounds.

ENCOUNTER 4A: FUNARY GATE

All APLs

☛ **Rhaedrick Avenfear:** Male human Rog9; CR 9; Medium-size humanoid (human); HD 9d6+18; hp 56; Init +8; Spd 30 ft.; AC 19 (touch 14, flat-footed 15); Atk +12/+7 melee (1d6+4/18-20, rapier) or +10/+5 ranged (1d4+2/19-20, dagger); SA Sneak attack (+5d6); SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL CG; SV Fort +5, Ref +12, Will +5; Str 14, Dex 19, Con 14, Int 16, Wis 14, Cha 17.

Skills and Feats: Appraise +14, Bluff +12, Craft (brew poison) +9, Decipher Script +11, Diplomacy +12, Forgery +10, Gather Information +9, Hide +11, Innuendo +13, Intimidate +12, Knowledge (Bandit Kingdoms) +5, Knowledge (Rookroost) +8, Listen +11, Move Silently +4, Open Lock +9, Profession

(Merchant) +9, Read Lips +8, Search +10, Sense Motive +11, Spot +11; Combat Reflexes, Improved Initiative, Leadership, Lightning Reflexes, Weapon Finesse (rapier).

Possessions: +2 rapier, two daggers, +2 studded leather armor, ring of invisibility, two vials of contact poison, belt pouch, 30 gp.

☛ **Grod:** Male ogre Ftr6; CR 8; Large giant; HD 4d8+6d10+40; hp 99; Init -1; Spd 30 ft.; AC 17 (touch 9, flat-footed 17); Atk +17/+12 melee (2d6+13, greatclub); Face/Reach 5 ft. by 5 ft./10 ft.; AL CN; SV Fort +13, Ref +2, Will +4; Str 22, Dex 8, Con 19, Int 5, Wis 12, Cha 6.

Skills and Feats: Climb +7, Listen +4, Spot +4; Cleave, Great Cleave, Improved Bull Rush, Power Attack, Sunder, Weapon Focus (greatclub), Weapon Specialization (greatclub).

Possessions: +2 greatclub, +1 hide armor, sling, 20 bullets, 2 belt pouches, ring of protection +1, 5 gp.

ENCOUNTER 4B: FUNARY GATE

APL 2 or 4 (EL 8)

☛ **Grindell:** Male half-orc Bbn4/Rog2; CR 6; Medium-size humanoid (orc); HD 4d12+2d6+18; hp 59; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +10 melee (1d12+6/x3, greataxe) or +8 ranged (1d6+4, throwing axe); AL CE; SA Rage (2/day), sneak attack (+1d6); SQ Darkvision 60 ft., fast movement, evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +7, Ref +7, Will +3; Str 19, Dex 17, Con 17, Int 11, Wis 14, Cha 10.

Skills and Feats: Climb +7, Hide +2, Innuendo +5, Intimidate +7, Jump +7, Listen +9, Sense Motive +7, Spot +7; Cleave, Power Attack, Weapon Focus (greataxe).

Possessions: greataxe, throwing axe, scale mail armor, belt pouch, 5 gp, 50 sp.

☛ **Orcs (10):** CR 1/2; Medium-size humanoid (orc); HD 1d8; hp 4; Init +0; Spd 20 ft.; AC 14 (touch 10, flat-footed 14); Atk +3 melee (1d12+3, greataxe) or +3 melee (1d8+3/x3, longspear); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Listen +2, Spot +2; Alertness.

Possessions: greataxe, longspear, scale mail, belt pouch, 5 gp.

☛ **Goblins (4):** CR 1/4; Small humanoid (goblinoid); HD 1d8; hp 4; Init +1; Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Atk +1 melee (1d4-1/19-20, dagger) or +3 ranged (1d6/x3, shortbow); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +6, Listen +3, Move Silently +4 Spot +3; Alertness.

Possessions: studded leather armor, belt pouch, 25 sp, shortbow, 20 arrows, dagger.

APL 6 or 8 (EL 12)

➤ **Grindell:** Male half-orc Bbn5/Rog3; CR 8; Medium-size humanoid (orc); HD 5d12+3d6+24; hp 76; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Atk +14/+9 melee (1d12+7/x3, greataxe) or +10/+5 ranged (1d6+5, throwing axe); AL CE; SA Rage (2/day), sneak attack (+2d6); SQ Darkvision 60 ft., fast movement, evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL CE; SV Fort +8, Ref +7, Will +4; Str 20, Dex 17, Con 17, Int 11, Wis 14, Cha 10.

Skills and Feats: Climb +11, Hide +4, Innuendo +6, Intimidate +9, Jump +11, Listen +11, Sense Motive +8, Spot +8; Cleave, Power Attack, Weapon Focus (greataxe).

Possessions: masterwork greataxe, 2 throwing axes, +1 scale mail armor, belt pouch, 5 gp, 50 sp.

➤ **Orcs (10):** Male orc Ftr3; CR 3; Medium-size humanoid (orc); HD 3d10; hp 22; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atk +5 melee (1d12+3/x3, greataxe) or +5 melee (1d8+3/x3, longspear); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +1, Will +0; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Listen +3, Spot +2; Alertness, Cleave, Power Attack.

Possessions: greataxe, longspear, masterwork scale mail armor, belt pouch, 5 gp.

➤ **Goblins (4):** Male goblin Ftr2; CR 2; Small humanoid (goblinoid); HD 2d10; hp 16; Init +1; Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Atk +1 melee (1d4-1/19-20, dagger) or +3 ranged (1d6/x3, shortbow); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +6, Listen +4, Move Silently +5 Spot +4; Alertness, Point Blank Shot, Rapid Shot.

Possessions: leather armor, belt pouch, 25 sp, short bow, 20 arrows, dagger, *potion of cat's grace*, 2 *potions of cure light wounds*, *potion of protection from elements (cold)*, *potion of protection from elements (fire)*.

➤ **Sorcerers (2):** Male/Female human Sor4; CR 4; Medium-size humanoid (human); HD 4d4+3; hp 16; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +1 melee (1d4-1/19-20, dagger) or +4 ranged (1d4-1/19-20, thrown dagger); SA Spells; AL CN; SV Fort +1, Ref +3, Will +4; Str 8, Dex 14, Con 11, Int 12, Wis 10, Cha 17.

Skills and Feats: Concentration +7, Knowledge (arcana) +8, Scry +8, Spellcraft +8; Combat Casting, Spell Focus (Evocation), Toughness.

Possessions: robes, belt pouch, 25 sp, dagger, 2 *potions of cure light wounds*, *potion of protection from elements (cold)*, *potion of protection from elements (fire)*.

Spells Known (6/7/4; base DC 13 + spell level; 15 + spell level for Evocation spells): 0 – *daze*, *detect magic*, *light*, *mending*, *ray of frost*, *resistance*; 1st – *mage armor*, *magic missile*, *shield*; 2nd – *flaming sphere*.

Familiar (raven): Tiny magical beast; HD 4d8; hp 8; Init +2; Spd 10 ft., fly 40 ft. (average); AC 16 (touch 14, flat-footed 14); Atk +4 melee (1d2-5, claws); SQ Alertness, improved evasion, share spells, empathic link, touch; Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; AL LE; SV Fort +2, Ref +4, Will +6; Str 1, Dex 15, Con 10, Int 6, Wis 14, Cha 6.

Skills and Feats: Listen +6, Spot +6; Weapon Finesse (claws).

ENCOUNTER 5: JAILED

APL 2 or 4 (EL 3)

➤ **Orcs (4):** CR 1/2; Medium-size humanoid (orc); HD 1d8; hp 4; Init +0; Spd 20 ft.; AC 14 (touch 10, flat-footed 14); Atk +3 melee (1d12+3, greataxe) or +3 melee (1d8+3/x3, longspear); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Listen +2, Spot +2; Alertness.

Possessions: greataxe, longspear, scale mail, belt pouch, 5 gp.

APL 6 or 8 (EL 7)

➤ **Orcs (4):** Male orc Ftr3; CR 3; Medium-size humanoid (orc); HD 3d10; hp 22; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atk +5 melee (1d12+3/x3, greataxe) or +5 melee (1d8+3/x3, longspear); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +1, Will +0; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Listen +3, Spot +2; Alertness, Cleave, Power Attack.

Possessions: greataxe, longspear, masterwork scale mail armor, belt pouch, 5 gp.

ENCOUNTER 7: AN RTG WELCOME

APL 2 (EL 4)

➤ **RTG Rogues (2):** Male/Female human Rog1; CR 1; Medium-size humanoid (human); HD 1d6; hp 6; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +1 melee (1d6+1/18-20, rapier) or +3 ranged (1d4+1/19-20, thrown dagger); SA Sneak attack (+1d6); AL N; SV Fort +0, Ref +5, Will +0; Str 12, Dex 17, Con 10, Int 12, Wis 10, Cha 8.

Skills and Feats: Bluff +3, Climb +5, Disable Device +5, Hide +7, Innuendo +4, Jump +5, Listen +4, Move Silently +7, Open Lock +7, Use Rope +7; Dodge, Improved Initiative.

Possessions: dagger, rapier, tanglefoot bag, sling, leather armor, flint and steel, belt pouch, 50 ft. hemp rope, grappling hook, whetstone, thieves' tools, 10 sling bullets, signal whistle, belt pouch, 5 gp.

➤ **RTG Fighters (3):** Male/Female human Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+1; hp 11; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +5 melee (1d8+3/19-20, longsword) or +2 ranged

(1d6/x3, short bow); AL N; SV Fort +3, Ref +1, Will +0; Str 17, Dex 12, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +7, Innuendo +2, Jump +7; Cleave, Power Attack, Weapon Focus (longsword).

Possessions: longsword, shortbow, 20 arrows, studded leather armor, whetstone, tanglefoot bag, signal whistle, belt pouch, 5 gp.

RTG Wizard: Male human Wiz1; CR 1; Medium-size humanoid (human); HD 1d4+3; hp 7; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk -1 melee (1d4-1/19-20, dagger) or +1 ranged (1d4-1/19-20, dagger); SA Spells; AL N; SV Fort +2, Ref +1, Will +3; Str 8, Dex 12, Con 10, Int 17, Wis 12, Cha 10.

Skills and Feats: Alchemy +7, Concentration +4, Craft (jewelry) +7, Knowledge (arcana) +7, Scry +7, Spellcraft +7; Combat Casting, Scribe Scroll, Toughness.

Possessions: dagger, robes, tanglefoot bag, thunderstone, whetstone, peasant's outfit, signal whistle, belt pouch, 5 gp.

Spells Prepared (3/2; base DC = 13 + spell level): 0 – daze, flare, open/close; 1st – color spray, spider climb.

Familiar (rat): Tiny magical beast; HD 1d8; hp 3; Init +2; Spd 15 ft., climb 15 ft.; AC 15 (touch 14, flat-footed 13); Atk +4 melee (1d3-4, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SQ Scent, alertness, improved evasion, share spells, empathic link; AL CE; SV Fort +2, Ref +4, Will +3; Str 2, Dex 15, Con 10, Int 6, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Hide +18, Move Silently +10; Weapon Finesse (bite).

APL 4 (EL 6)

RTG Rogues (2): Male/Female human Rog2; CR 2; Medium-size humanoid (human); HD 2d6; hp 10; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +2 melee (1d6+1/18-20, rapier) or +4 ranged (1d4+1/19-20, thrown dagger); SA Sneak attack (+1d6); SQ Evasion; AL N; SV Fort +0, Ref +6, Will +0; Str 12, Dex 17, Con 10, Int 12, Wis 10, Cha 8.

Skills and Feats: Bluff +4, Climb +6, Disable Device +6, Hide +8, Innuendo +5, Jump +6, Listen +5, Move Silently +8, Open Lock +8, Use Rope +8; Dodge, Improved Initiative.

Possessions: dagger, rapier, tanglefoot bag, sling, leather armor, flint and steel, belt pouch, 50 ft. hemp rope, grappling hook, whetstone, thieves' tools, 10 sling bullets, signal whistle, belt pouch, 10 gp.

RTG Fighters (3): Male/Female human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+2; hp 18; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +6 melee (1d8+3/19-20, longsword) or +3 ranged (1d6/x3, short bow); AL N; SV Fort +4, Ref +1, Will +0; Str 17, Dex 12, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +5, Innuendo +2, Jump +5; Cleave, Point Blank Shot, Power Attack, Weapon Focus (longsword).

Possessions: longsword, shortbow, 20 arrows, masterwork chainmail, whetstone, tanglefoot bag, signal whistle, belt pouch, 10 gp.

RTG Wizard: Male human Wiz2; CR 2; Medium-size humanoid (human); HD 2d4+3; hp 10; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +0 melee (1d4-1/19-20, dagger) or +2 ranged (1d4-1/19-20, dagger); SA Spells; AL N; SV Fort +2, Ref +1, Will +4; Str 8, Dex 12, Con 10, Int 17, Wis 12, Cha 10.

Skills and Feats: Alchemy +8, Concentration +5, Craft (jewelry) +8, Knowledge (arcana) +8, Scry +8, Spellcraft +8; Combat Casting, Scribe Scroll, Toughness.

Possessions: dagger, robes, tanglefoot bag, thunderstone, whetstone, peasant's outfit, signal whistle, belt pouch, 10 gp.

Spells Prepared (4/3; base DC = 13 + spell level): 0 – daze, flare, open/close, resistance; 1st – color spray, grease, spider climb.

Familiar (rat): Tiny magical beast; HD 2d8; hp 5; Init +2; Spd 15 ft., climb 15 ft.; AC 15 (touch 14, flat-footed 13); Atk +4 melee (1d3-4, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SQ Scent, alertness, improved evasion, share spells, empathic link; AL CE; SV Fort +2, Ref +4, Will +4; Str 2, Dex 15, Con 10, Int 6, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Hide +18, Move Silently +10; Weapon Finesse (bite).

APL 6 (EL 8)

RTG Rogues (2): Male/Female human Rog3; CR 3; Medium-size humanoid (human); HD 3d6; hp 14; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +5 melee (1d6+1/18-20, rapier) or +5 ranged (1d4+1/19-20, thrown dagger); SA Sneak attack (+2d6); SQ Evasion, uncanny dodge (Dex bonus to AC); AL N; SV Fort +1, Ref +6, Will +1; Str 12, Dex 17, Con 10, Int 12, Wis 10, Cha 8.

Skills and Feats: Bluff +5, Climb +7, Disable Device +7, Hide +9, Innuendo +6, Jump +7, Listen +6, Move Silently +9, Open Lock +9, Use Rope +9; Dodge, Improved Initiative, Weapon Finesse (rapier).

Possessions: dagger, rapier, tanglefoot bag, sling, leather armor, flint and steel, belt pouch, 50 ft. hemp rope, grappling hook, whetstone, thieves' tools, 10 sling bullets, signal whistle, *dust of tracelessness*, *potion of cure light wounds*, belt pouch, 15 gp.

RTG Fighters (3): Male/Female human Ftr3; CR 3; Medium-size humanoid (human); HD 3d10+3; hp 25; Init +5; Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +7 melee (1d8+3/19-20, longsword) or +4 ranged (1d6/x3, short bow); AL N; SV Fort +4, Ref +2, Will +1; Str 17, Dex 12, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +6, Innuendo +3, Jump +6; Cleave, Improved Initiative, Point Blank Shot, Power Attack, Weapon Focus (longsword).

Possessions: longsword, shortbow, 20 arrows, masterwork chainmail, whetstone, tanglefoot bag,

signal whistle, *potion of cure light wounds*, *potion of darkvision*, belt pouch, 15 gp.

➤ **RTG Wizard:** Male human Wiz3; CR 3; Medium-size humanoid (human); HD 3d4+3; hp 13; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +0 melee (1d4-1/19-20, dagger) or +2 ranged (1d4-1/19-20, dagger); SA Spells; AL N; SV Fort +3, Ref +2, Will +4; Str 8, Dex 12, Con 10, Int 17, Wis 12, Cha 10.

Skills and Feats: Alchemy +9, Concentration +6, Craft (jewelry) +9, Knowledge (arcana) +9, Scry +9, Spellcraft +9; Combat Casting, Scribe Scroll, Silent Spell, Toughness.

Possessions: dagger, robes, tanglefoot bag, thunderstone, whetstone, peasant's outfit, signal whistle, *potion of cure light wounds*, belt pouch, 15 gp.

Spells Prepared (4/3/2; base DC = 13 + spell level): 0 – *daze*, *flare*, *open/close*, *resistance*; 1st – *color spray*, *grease*, *spider climb*; 2nd – *blindness/deafness*, see *invisibility*.

Familiar (rat): Tiny magical beast; HD 3d8; hp 6; Init +2; Spd 15 ft., climb 15 ft.; AC 15 (touch 14, flat-footed 13); Atk +4 melee (1d3-4, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SQ Scent, alertness, improved evasion, share spells, empathic link, touch; AL CE; SV Fort +2, Ref +4, Will +4; Str 2, Dex 15, Con 10, Int 7, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Hide +18, Move Silently +10; Weapon Finesse (bite).

APL 8 (EL 10)

➤ **RTG Rogues (2):** Male/Female human Rog5; CR 5; Medium-size humanoid (human); HD 5d6; hp 22; Init +8; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +8 melee (1d6+1/18-20, rapier) or +7 ranged (1d4+1/19-20, thrown dagger); SA Sneak attack (+3d6); SQ Evasion, uncanny dodge (Dex bonus to AC); AL N; SV Fort +1, Ref +8, Will +1; Str 12, Dex 18, Con 10, Int 12, Wis 10, Cha 8.

Skills and Feats: Bluff +7, Climb +9, Disable Device +9, Hide +12, Innuendo +8, Jump +9, Listen +8, Move Silently +12, Open Lock +12, Use Rope +12; Dodge, Improved Initiative, Weapon Finesse (rapier).

Possessions: dagger, masterwork rapier, tanglefoot bag, sling, leather armor, flint and steel, belt pouch, 50 ft. hemp rope, grappling hook, whetstone, thieves' tools, 10 sling bullets, signal whistle, *dust of tracelessness*, *potion of cure light wounds*, belt pouch, 20 gp.

➤ **RTG Fighters (3):** Male/Female human Ftr5; CR 5; Medium-size humanoid (human); HD 5d10+5; hp 39; Init +5; Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +10 melee (1d8+4/19-20, longsword) or +6 ranged (1d6/x3, short bow); AL N; SV Fort +5, Ref +2, Will +1; Str 18, Dex 12, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +9, Innuendo +4, Jump +9; Cleave, Great Cleave, Improved Initiative, Point Blank Shot, Power Attack, Weapon Focus (longsword).

Possessions: masterwork longsword, shortbow, 20 arrows, masterwork chainmail, whetstone, tanglefoot

bag, signal whistle, *potion of cure light wounds*, *potion of darkvision*, belt pouch, 20 gp.

➤ **RTG Wizard:** Male human Wiz5; CR 5; Medium-size humanoid (human); HD 5d4+3; hp 19; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +1 melee (1d4-1/19-20, dagger) or +3 ranged (1d4-1/19-20, dagger); SA Spells; AL N; SV Fort +3, Ref +2, Will +5; Str 8, Dex 12, Con 10, Int 18, Wis 12, Cha 10.

Skills and Feats: Alchemy +12, Concentration +8, Craft (jewelry) +12, Knowledge (arcana) +12, Knowledge (the planes) +6, Scry +12, Spellcraft +12; Combat Casting, Scribe Scroll, Silent Spell, Still Spell, Toughness.

Possessions: dagger, robes, tanglefoot bag, thunderstone, whetstone, peasant's outfit, signal whistle, *potion of cure light wounds*, wand of web (10 charges), belt pouch, 20 gp.

Spells Prepared (4/4/3/2; base DC = 14 + spell level): 0 – *daze*, *flare*, *open/close*, *resistance*; 1st – *color spray*, *grease*, *magic missile*, *spider climb*; 2nd – *blindness/deafness*, *ghoul touch*, see *invisibility*; 3rd – *fly*, *hold person*.

Familiar (rat): Tiny magical beast; HD 5d8; hp 9; Init +2; Spd 15 ft., climb 15 ft.; AC 15 (touch 14, flat-footed 13); Atk +4 melee (1d3-4, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SQ Scent, alertness, improved evasion, share spells, empathic link, touch, speak with master; AL CE; SV Fort +2, Ref +4, Will +5; Str 2, Dex 15, Con 10, Int 8, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Hide +18, Move Silently +10; Weapon Finesse (bite).

ENCOUNTER 9: THE ROOFTOPS OF ROOKROOST

ENCOUNTER 11: FIFTY SILVER INGOTS

All APLs

➤ **Rhaedrick's Guards (2):** Male human War2; CR 1; Medium-size humanoid (human); HD 2d8+2; hp 14; Init +1; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Atk +5 melee (1d8+2/x3, longsword) or +4 melee (1d6+2/19-20, short sword); AL N; SV Fort +4, Ref +1, Will +0; Str 14, Dex 13, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +3, Intimidate +7, Jump +3; Skill Focus (Intimidate), Weapon Focus (longsword).

Possessions: scale mail armor, belt pouch 10 sp, longsword, short sword.

APL 2 (EL 6)

➤ **Goblins (4):** CR 1/4; Small humanoid (goblinoid); HD 1d8; hp 4; Init +1; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atk +1 melee (1d6-1/19-20, short sword) or +1 melee (1d6-1 subdual, sap); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +6, Listen +3, Move Silently +4 Spot +3; Alertness.

Possessions: leather armor, short sword, sap, belt pouch, 25 sp.

👉 **Half-Orc Mercenaries (4):** Male half-orc Ftr1; CR 1; Medium-size humanoid (orc); HD 1d10+1; hp 11; Init +2; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atk +5 melee (1d8+4/19-20, longsword) or +5 melee (1d6+4 subdual, sap) or +3 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft.; AL CE; SV Fort +3, Ref +2, Will +1; Str 18, Dex 14, Con 12, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +3, Jump +3; Cleave, Power Attack.

Possessions: scale mail armor, small wooden shield, longsword, sap, light crossbow, 20 bolts, belt pouch, 5 gp, *potion of cure light wounds*.

👉 **'M':** Female human Rog3; CR 3; Medium-size humanoid (human); HD 3d6; hp 14; Init +3; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +3 melee (1d6+1/19-20, short sword) or +3 melee (1d4+1/19-20, dagger) or +5 ranged (1d4+1/19-20, dagger); SA Sneak attack (+2d6); SQ Evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +1, Ref +6, Will +2; Str 12, Dex 16, Con 10, Int 12, Wis 12, Cha 13.

Skills and Feats: Balance +9, Bluff +11, Climb +7, Craft (brew poison) +4, Disable Device +2, Disguise +5, Escape Artist +4, Gather Information +5, Hide +5, Innuendo +5, Jump +8, Listen +5, Move Silently +5, Open Lock +6, Spot +6, Tumble +11, Use Rope +5; Acrobatic*, Persuasive*, Skill Focus (Bluff).

Possessions: 4 daggers, short sword, leather armor, belt pouch, 10 gp, backpack, 4 traveler's outfits, disguise kit, 4 caltrops, 2 grappling hooks, 100 ft. silk rope, 2 sacks, thieves tools, 3 tindertwigs, tanglefoot bag.

*See Appendix 2: New Rules for additional information.

APL 4 (EL 8)

👉 **M's Apprentices (2):** Male/Female human Rog2; CR 2; Medium-size humanoid (human); HD 2d6; hp 10; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +2 melee (1d6+1/18-20, rapier) or +2 melee (1d6+1 subdual, sap) or +4 ranged (1d4+1/19-20, dagger); SA Sneak attack (+1d6); SQ Evasion; AL CE; SV Fort +0, Ref +6, Will +0; Str 12, Dex 17, Con 10, Int 12, Wis 10, Cha 8.

Skills and Feats: Balance +8, Bluff +4, Climb +6, Disable Device +3, Escape Artist +7, Hide +8, Innuendo +4, Jump +6, Listen +4, Move Silently +8, Tumble +8, Use Rope +5; Dodge, Improved Initiative.

Possessions: rapier, dagger, leather armor, tanglefoot bag, thunderstone, *potion of cat's grace*, *potion of darkvision*, belt pouch, 5 gp.

👉 **Half-Orc Mercenaries (3):** Male half-orc Ftr3; CR 3; Medium-size humanoid (orc); HD 3d10+3; hp 25; Init +2; Spd 20 ft.; AC 18 (touch 12, flat-footed 16); Atk +8 melee (1d8+4/19-20, longsword) or +7 melee (1d6+4 subdual, sap) or +5 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft.; AL CE; SV Fort +4, Ref +3, Will +2; Str 18, Dex 14, Con 12, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +4, Jump +4; Cleave, Dodge, Power Attack, Weapon Focus (longsword).

Possessions: chainmail armor, small wooden shield, longsword, sap, light crossbow, 20 bolts, belt pouch, 5 gp.

👉 **'M':** Female human Rog5; CR 5; Medium-size humanoid (human); HD 5d6; hp 22; Init +3; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +4 melee (1d6+1/19-20, short sword) or +4 melee (1d4+1/19-20, dagger) or +6 ranged (1d4+1/19-20, dagger); SA Sneak attack (+3d6); SQ Evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +1, Ref +7, Will +2; Str 12, Dex 17, Con 10, Int 12, Wis 12, Cha 13.

Skills and Feats: Balance +11, Bluff +13, Climb +9, Craft (brew poison) +5, Disable Device +3, Disguise +7, Escape Artist +4, Gather Information +6, Hide +6, Innuendo +5, Jump +10, Listen +7, Move Silently +6, Open Lock +6, Spot +8, Tumble +13, Use Rope +5; Acrobatic*, Persuasive*, Skill Focus (Bluff).

Possessions: 4 daggers, short sword, leather armor, belt pouch, 10 gp, backpack, 4 traveler's outfits, disguise kit, 4 caltrops, 2 grappling hooks, 100 ft. silk rope, 2 sacks, masterwork thieves tools, tanglefoot bag, 3 tindertwigs, *potion of darkvision*.

Note: One dagger is covered with poison (Malys Root Paste: Contact (DC 16), Initial/Secondary damage (1 Dex/2d4 Dex)).

*See Appendix 2: New Rules for additional information.

APL 6 (EL 10)

👉 **M's Apprentices (2):** Male/Female human Rog3; CR 3; Medium-size humanoid (human); HD 3d6; hp 14; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +5 melee (1d6+1/18-20, rapier) or +3 melee (1d6+1 subdual, sap) or +5 ranged (1d4+1/19-20, dagger); SA Sneak attack (+2d6); SQ Evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +1, Ref +6, Will +1; Str 12, Dex 17, Con 10, Int 12, Wis 10, Cha 8.

Skills and Feats: Balance +9, Bluff +5, Climb +7, Disable Device +4, Escape Artist +8, Hide +9, Innuendo +5, Jump +7, Listen +4, Move Silently +9, Tumble +9, Use Rope +5; Dodge, Improved Initiative, Weapon Finesse (rapier).

Possessions: rapier, dagger, leather armor, tanglefoot bag, thunderstone, *potion of blur*, *potion of cat's grace*, *potion of darkvision*, *potion of invisibility*, belt pouch, 5 gp.

👉 **Half-Orc Mercenaries (3):** Male half-orc Ftr3; CR 3; Medium-size humanoid (orc); HD 3d10+3; hp 25; Init +2; Spd 20 ft.; AC 18 (touch 12, flat-footed 16); Atk +8 melee (1d8+4/19-20, longsword) or +7 melee (1d6+4 subdual, sap) or +5 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft.; AL CE; SV Fort +4, Ref +3, Will +2; Str 18, Dex 14, Con 12, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +4, Jump +4; Cleave, Dodge, Power Attack, Weapon Focus (longsword).

Possessions: chainmail armor, small wooden shield, longsword, sap, light crossbow, 20 bolts, belt pouch, 5 gp, *potion of cure light wounds*.

☛ **Wizard Assistant:** Male human Wiz6; CR 6; Medium-size humanoid (human); HD 6d4+6; hp 25; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +3 melee (1d4/19-20, dagger); +4 ranged (1d4/19-20, thrown dagger); AL CE; SV Fort +2, Ref +3, Will +5; Str 10, Dex 13, Con 10, Int 18, Wis 10, Cha 12.

Skills and Feats: Alchemy +13, Concentration +11, Craft (metalworking) +13, Knowledge (arcana) +13, Knowledge (Bandit Kingdoms) +13, Scry +13, Spellcraft +13; Combat Casting, Scribe Scroll, Skill Focus (Concentration), Still Spell, Toughness (2).

Possessions: scholar's robes, belt pouch, 10 gp, dagger.

Spells Prepared (4/4/4/3; base DC = 14 + spell level): 0 – *dancing lights, daze, flare, ghost sound*; 1st – *color spray, magic missile, shield, spider climb*; 2nd – *fog cloud, Melf's acid arrow* (2), *web*; 3rd – *fireball, fly, invisibility sphere*.

☛ **'M':** Female human Rog7; CR 7; Medium-size humanoid (human); HD 7d6; hp 30; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +7 melee (1d6+1/19-20, short sword) or +6 melee (1d4+1/19-20, dagger) or +8 ranged (1d4+1/19-20, dagger); SA Sneak attack (+4d6); SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL CE; SV Fort +2, Ref +8, Will +3; Str 12, Dex 17, Con 10, Int 12, Wis 12, Cha 13.

Skills and Feats: Balance +12, Bluff +15, Climb +11, Craft (brew poison) +6, Disable Device +3, Diplomacy +6, Disguise +9, Escape Artist +5, Gather Information +7, Hide +6, Innuendo +6, Jump +12, Listen +7, Move Silently +6, Open Lock +6, Profession (farmer) +3, Spot +8, Tumble +13, Use Rope +5; Acrobatic*, Improved Initiative, Persuasive*, Skill Focus (Bluff).

Possessions: 4 daggers, masterwork short sword, leather armor, belt pouch, 10 gp, backpack, 4 traveler's outfits, disguise kit, 4 caltrops, 2 grappling hooks, 100 ft. silk rope, 2 sacks, masterwork thieves tools, tanglefoot bag, 3 tindertwigs, *potion of darkvision*, *potion of invisibility*, *dust of tracelessness*.

Note: Two daggers are covered with poison (Malys Root Paste: Contact (DC 16), Initial/Secondary damage (1 Dex/2d4 Dex)).

*See Appendix 2: New Rules for additional information.

APL 8 (EL 12)

☛ **M's Apprentices (2):** Male/Female human Rog5; CR 5; Medium-size humanoid (human); HD 5d6; hp 22; Init +8; Spd 30 ft.; AC 16 (touch 14, flat-footed 12); Atk +7 melee (1d6+1/18-20, rapier) or +4 melee (1d6+1 subdual, sap) or +6 ranged (1d4+1/19-20, dagger); SA Sneak attack (+3d6); SQ Evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +1, Ref +7, Will +1; Str 12, Dex 18, Con 10, Int 12, Wis 10, Cha 8.

Skills and Feats: Balance +11, Bluff +7, Climb +9, Disable Device +4, Escape Artist +10, Hide +11,

Innuendo +5, Jump +9, Listen +6, Move Silently +11, Tumble +11, Use Rope +7; Dodge, Improved Initiative, Weapon Finesse (rapier).

Possessions: rapier, dagger, leather armor, tanglefoot bag, thunderstone, *potion of blur*, *potion of cat's grace*, *potion of darkvision*, *potion of invisibility*, *potion of cure light wounds*, belt pouch, 5 gp.

☛ **Half-Orc Mercenaries (3):** Male half-orc Ftr5; CR 5; Medium-size humanoid (orc); HD 5d10+5; hp 39; Init +2; Spd 20 ft.; AC 18 (touch 12, flat-footed 16); Atk +11 melee (1d8+6/19-20, longsword) or +9 melee (1d6+4 subdual, sap) or +7 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft.; AL CE; SV Fort +5, Ref +3, Will +2; Str 18, Dex 14, Con 13, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +6, Jump +6; Cleave, Dodge, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: masterwork chainmail armor, small wooden shield, masterwork longsword, sap, light crossbow, 20 bolts, belt pouch, 5 gp, *potion of cure light wounds*, *potion of invisibility*.

☛ **Wizard Assistants (2):** Male human Wiz6; CR 6; Medium-size humanoid (human); HD 6d4+6; hp 25; Init +1; Spd 30 ft.; AC 12 (touch 11, flat-footed 11); Atk +3 melee (1d4/19-20, dagger); +4 ranged (1d4/19-20, thrown dagger); AL CE; SV Fort +2, Ref +3, Will +5; Str 10, Dex 13, Con 10, Int 18, Wis 10, Cha 12.

Skills and Feats: Alchemy +13, Concentration +11, Craft (metalworking) +13, Knowledge (arcana) +13, Knowledge (Bandit Kingdoms) +13, Scry +13, Spellcraft +13; Combat Casting, Scribe Scroll, Skill Focus (Concentration), Still Spell, Toughness (2).

Possessions: scholar's robes, belt pouch, 10 gp, dagger, *bracers of armor* +1, *potion of cure light wounds*.

Spells Prepared (4/4/4/3; base DC = 14 + spell level): 0 – *dancing lights, daze, flare, ghost sound*; 1st – *color spray, magic missile, shield, spider climb*; 2nd – *fog cloud, Melf's acid arrow* (2), *web*; 3rd – *fireball, fly, invisibility sphere*.

☛ **'M':** Female human Rog7/Spymaster*2; CR 9; Medium-size humanoid (human); HD 7d6+2d8; hp 40; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +8/+3 melee (1d6+2/19-20, short sword) or +7/+2 melee (1d4+1/19-20, dagger) or +9/+4 ranged (1d4+1/19-20, dagger); SA Sneak attack (+5d6); SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked), cover identity, undetectable alignment; AL CE; SV Fort +2, Ref +11, Will +6; Str 12, Dex 17, Con 10, Int 12, Wis 12, Cha 14.

Skills and Feats: Balance +14, Bluff +18, Climb +11, Craft (brew poison) +7, Disable Device +3, Diplomacy +7, Disguise +11, Escape Artist +5, Gather Information +10, Hide +6, Innuendo +7, Jump +14, Listen +7, Move Silently +7, Open Lock +7, Profession (farmer) +5, Spot +8, Tumble +16, Use Rope +7; Acrobatic*, Improved Initiative, Persuasive*, Quick Draw, Skill Focus (Bluff).

Possessions: 4 daggers, +1 *short sword*, leather armor, belt pouch, 10 gp, *Heward's handy haversack*, 4 traveler's

outfits, disguise kit, 12 caltrops, 2 grappling hooks, 100 ft. silk rope, 2 sacks, masterwork thieves tools, 4 tanglefoot bags, 3 tindertwigs, *potion of darkvision*, *potion of invisibility*, *potion of haste*, *dust of tracelessness*, *potion of cat's grace*.

Note: Two daggers are covered with poison (Terinav Root: Contact (DC 16), Initial/Secondary damage (1d6 Dex/2d6 Dex)).

*See Appendix 2: New Rules for additional information.

APPENDIX 2: NEW RULES

ACROBATIC [GENERAL] AS PRESENTED IN *SONG AND SILENCE*

You have excellent body awareness and coordination.

Benefit: You gain a +2 bonus on all Jump and Tumble checks.

PERSUASIVE [GENERAL] AS PRESENTED IN *SONG AND SILENCE*

You could sell a tindertwig to a troll.

Benefit: You gain a +2 bonus on all Bluff and Intimidate checks.

SPYMASTER AS PRESENTED IN *SONG AND SILENCE*

Some adventurers glory in their reputations – the wider their exploits are known, the happier they are. By contrast, the spymaster prefers to avoid attention. She does her work quietly and in private, keeping well away from public scrutiny. To allay suspicions, she often maintains a cover identity by pretending to be a member of some other character class – typically the one in which she began her career.

Spymasters are rarely popular, but as long as nation distrusts nation, there will be work for those who can gather information that others wish to keep hidden. Many a ruler who publicly claims to abhor spymasters, secretly employs a stable of them, if only to protect his own secrets from the spymasters of other nations. The secrecy inherent in the profession and its high fatality rate make it impossible to determine how many spymasters are active in a setting at any given time.

Rogues make excellent spymasters because of their generous skill allotments and their propensity for stealth. Likewise, rangers have an edge when operating as spymasters in outdoor surroundings. In truth, however, characters of any class may become spymasters – the more unlikely the combination may seem, the better the cover it provides. Some wizards and sorcerers use their spell craft as a cover for subterfuge, and some barbarians are far more subtle than they may seem. Spymasters may also be of any alignment. They range from self-serving information brokers who sell their services to the highest bidder to high-minded moles who penetrate and destroy corrupt organizations.

It's important for spymasters to keep personal emotions distinct from professional attachments. They must be ready to liquidate even someone close to them without a moment's thought if so ordered. Betrayal is their business, and their loyalty is always to their mission, not to the people encountered while carrying the mission out.

Occasionally, spymasters find it expedient to infiltrate adventuring parties heading for the area where the real mission lies.

Hit Die: d8

Requirements

To become a spymaster, a character must fulfill all the following criteria.

Base Attack Bonus: +5

Skills: Bluff 5 ranks, Gather Information 5 ranks, Innuendo 5 ranks.

Feat: Skill Focus (Bluff).

Special: The character must have 5 ranks in each of two skills from the following list: Diplomacy, Disguise, Forgery, and Sense Motive.

Class Skills

The spymaster's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Read Lips (Int), Scry (Int), Search (Int), Sense Motive (Wis), Speak Language, Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 8 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+2	+2	Cover identity, required ranks, sneak attack +1d6
2 nd	+1	+0	+3	+3	Required ranks, undetectable alignment
3 rd	+2	+1	+3	+3	Quick change, required ranks, uncanny dodge (Dex bonus to AC)
4 th	+3	+1	+4	+4	Cover identity, required ranks, sneak attack +2d6
5 th	+3	+1	+4	+4	Required ranks, slippery mind, spot scrying
6 th	+4	+2	+5	+5	Required ranks, uncanny dodge (can't be flanked)
7 th	+5	+2	+5	+5	Cover identity, required ranks, sneak attack +3d6
8 th	+6	+2	+6	+6	Deep cover, hear subharmonics, required ranks
9 th	+6	+3	+6	+6	Detection damper, reactive body language, required ranks
10 th	+7	+3	+7	+7	<i>Mind blank</i> , required ranks

Class Features

Weapon and Armor Proficiency: A Spymaster is proficient with light and medium armor and with all simple and martial weapons.

Cover Identity. A typical spymaster wishes to keep her true profession secret, so she pretends to be a simple rogue, ranger, or the like. In addition to allaying her companions' suspicions, maintaining a cover identity also leads opponents to underestimate the spymaster until it is too late. At 1st level, a spymaster establishes one specific cover identity (such as Murek the tailor from Sumberton). While operating in that identity, she gains a +4 circumstance bonus on Disguise checks and a +2 circumstance bonus on Bluff and Gather Information checks. At 4th level and again at 7th level, the spymaster can maintain one additional cover identity that provides the same circumstance bonuses as the first.

Should the spymaster wish to "retire" a cover identity and develop a new one, she must spend one week rigorously practicing subtle vocal intonations and body language before she earns the bonuses. Cover identities do not in themselves provide the spymaster with additional skills, proficiencies, or class features that others might expect of the professions pretended, though required ranks (see below) can bolster skills in the chosen areas. However, the spymaster must be careful to choose identities that can withstand regular scrutiny.

Required Ranks: A spymaster makes it a point to know what she's doing when she's pretending to be someone else. At every spymaster level, she must spend at least two skill points on a Craft, Profession, or Knowledge skill relating to one of her chosen cover identities. The usual maximum rank limit still applies to these skills.

Sneak Attack: The spymaster gains the sneak attack ability (see the Rogue section in Chapter 3 of the Player's Handbook) at 1st level if she does not already have it. She gains +1d6 damage with this attack initially, but this rises to +2d6 at 4th level and to +3d6 at 7th level. If she already has the sneak attack ability from a previous class, the damage bonuses stack.

Undetectable Alignment (Ex): The web of different identities and agendas inside the spymaster's mind makes it impossible to detect her alignment. Via any form of divination once she reaches 2nd level. The ability functions exactly like an undetectable alignment spell, except that it is always active. Only divinations are confounded; spells that function only against certain alignments, such as protection from evil and holy smite, affect the spymaster normally.

Quick Change (Ex): By 3rd level, the spymaster has become adept at quickly switching from one identity to another. She now can don a disguise in one-tenth the normal time (1d3 minutes) and put on or take off armor in one-half the normal time.

Uncanny Dodge (Ex): Also at 3rd level, the spymaster gains the uncanny dodge ability if she did not already have it. If she already had uncanny dodge from one or more previous classes, levels of those classes stack with the spymaster levels for the purpose of determining the benefits, but she continues to progress in the ability along whichever track she was originally using for it. M adds her spymaster levels to her Rogue levels and uses the Rogue table 3-15 to determine her uncanny dodge benefits.

Slippery Mind (Ex): At 5th level, the spymaster gains the slippery mind ability if she does not already have it.

Spot Scrying (Ex): Also at 5th level, the spymaster notices the magical sensor created by arcane eye, scrying, a crystal ball or the like with a successful Spot check (DC 20).

Deep Cover (Ex): At 8th level, the spymaster can quiet her mind and completely immerse herself in her cover identity at will. While she is in deep cover, divination spells only detect information appropriate for her cover identity; they reveal nothing relating to her spymaster persona.

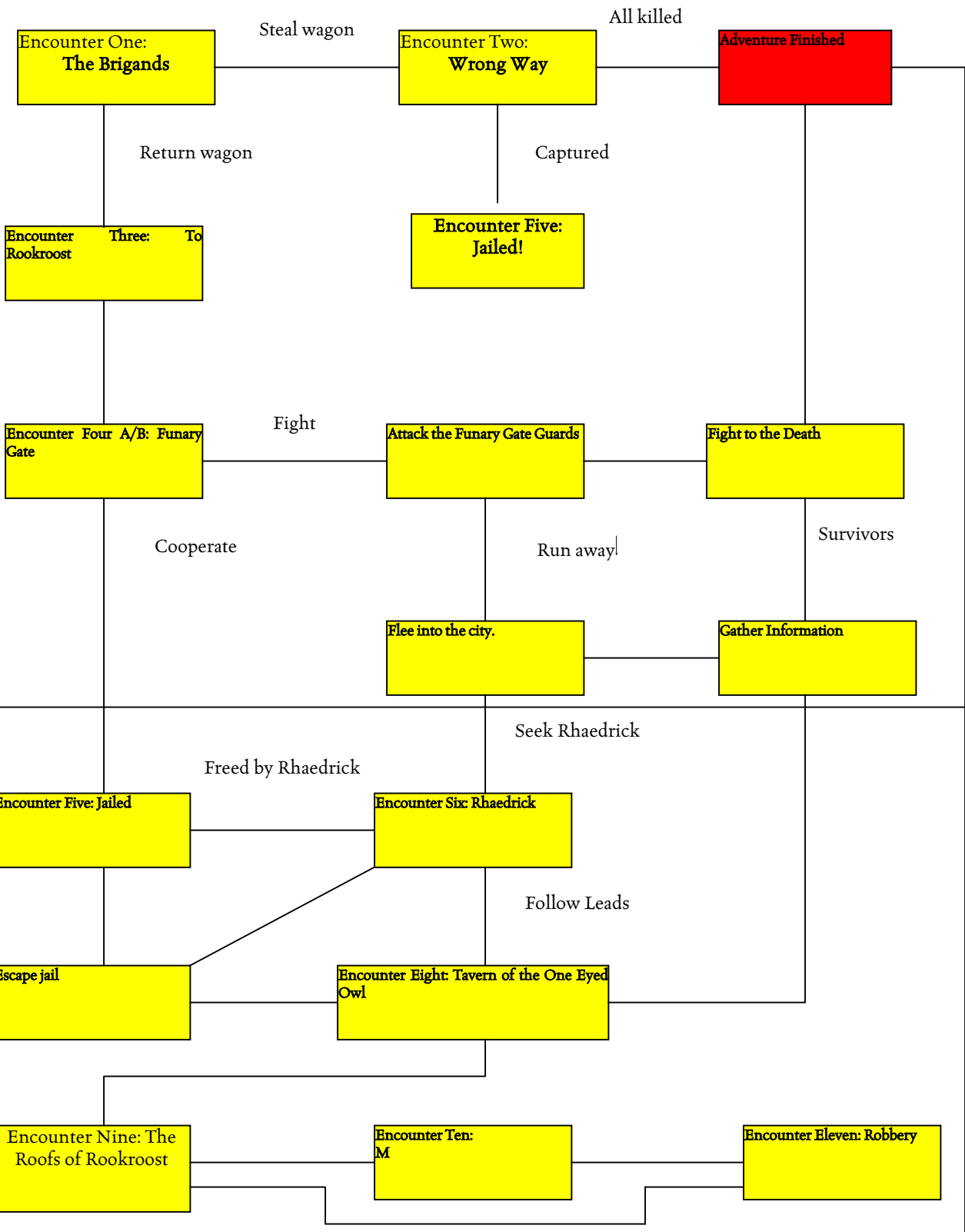
Hear Subharmonics (Ex): Also at 8th level, the spymaster can determine the true motives of others by listening carefully to the subtle inflections of their voices. Her ears are so well trained that she gains a +3 insight bonus on Sense Motive checks.

Detection Damper (Su): At 9th level, the spymaster can subconsciously create interference that hampers detect magic spells. The aura strengths for all magic items she holds, carries, or wears register as two categories weaker than they normally would. For example, a strong aura becomes faint, and faint or dim auras become completely undetectable.

Reactive Body Language (Ex) Also at 9th level, the spymaster learns the silent language of subconscious body movements. By mimicking the body language of those with whom she interacts, she gains a +2 insight bonus on Bluff and Disguise checks.

Mind Blank (Sp): At 10th level, the spymaster can become immune to all mind-affecting spells and divinations by rigorously silencing her mind. Using *mind blank* is a standard action, and the spymaster can do it a number of times per day equal to 3 + her Intelligence modifier. This ability works exactly like a *mind blank* spell cast by a 15th level sorcerer, except that it affects the spymaster only and its duration is 10 minutes.

DM'S AID 1: ADVENTURE FLOWCHART



DM'S AID 2: THE TOWN GUARD

APL 2 (EL 5)

➤ **Town Guard (Rogue) (3):** Male/Female human Rog1; CR 1; Medium-size humanoid (human); HD 1d6+1; hp 7; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +2 melee (1d6+2, club) or +3 ranged (1d8/19-20, light crossbow); SQ Sneak attack (+1d6); AL CE; SV Fort +1, Ref +5, Will +0; Str 14, Dex 16, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Bluff +3, Climb +2, Decipher Script +2, Disable Device +1, Gather Information +3, Hide +6, Innuendo +4, Intimidate +3, Jump +4, Listen +4, Move Silently +6, Use Rope +5; Dodge, Point Blank Shot.

Possessions club, light crossbow, studded leather armor, 10 bolts, tanglefoot bag, *potion of cat's grace*, *potion of cure light wounds*.

➤ **Town Guard (Fighter) (3):** Male/Female human Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+1; hp 11; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +4 melee (1d8+3/x3, longspear) or +4 melee (1d6+3/19-20, short sword) or +3 ranged (1d8/19-20, light crossbow); AL CE; SV Fort +3, Ref +2, Will +0; Str 16, Dex 14, Con 12, Int 8, Wis 10, Cha 10.

Skills and Feats: Climb +5, Jump +5; Cleave, Dodge, Power Attack.

Possessions: long spear, short sword, light crossbow, studded leather armor, small wooden shield, 10 bolts, *potion of blur*, *potion of bull's strength*, *potion of cure light wounds*.

APL 4 (EL 7)

➤ **Town Guard (Rogue) (2):** Male/Female human Rog2; CR 2; Medium-size humanoid (human); HD 2d6+2; hp 12; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +3 melee (1d6+2, club) or +4 ranged (1d8/19-20, light crossbow); SQ Sneak attack (+1d6); SQ Evasion; AL CE; SV Fort +1, Ref +6, Will +0; Str 14, Dex 16, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Bluff +4, Climb +3, Decipher Script +2, Disable Device +2, Gather Information +3, Hide +7, Innuendo +5, Intimidate +4, Jump +4, Listen +5, Move Silently +7, Use Rope +6; Dodge, Point Blank Shot.

Possessions club, light crossbow, studded leather armor, 10 bolts, tanglefoot bag, *potion of cat's grace*, 2 *potions of cure light wounds*.

➤ **Town Guard (Fighter) (3):** Male/Female human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+2; hp 18; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +5 melee (1d8+3/x3, longspear) or +5 melee (1d6+3/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow); AL CE; SV Fort +4, Ref +2, Will +0; Str 16, Dex 14, Con 12, Int 8, Wis 10, Cha 10.

Skills and Feats: Climb +6, Jump +6; Cleave, Dodge, Mobility, Power Attack.

Possessions: long spear, short sword, light crossbow, studded leather armor, small wooden shield, 10 bolts,

potion of blur, *potion of bull's strength*, *potion of cure light wounds*, *potion of invisibility*.

➤ **Town Guard (Wizard):** Male half-elf Wizz; CR 2; Medium-size humanoid (elf); HD 2d4; hp 7; Init +2; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +1 melee (1d4/19-20, dagger) or +3 ranged (1d4/19-20, thrown dagger); SA Spells; SQ Immunity to sleep spells and similar magical effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL CE; SV Fort +0, Ref +2, Will +3; Str 10, Dex 14, Con 10, Int 16, Wis 10, Cha 10.

Skills and Feats: Alchemy +8, Concentration +5, Knowledge (arcana) +8, Listen +1, Scry +8, Search +4, Spellcraft +8, Spot +1; Combat Casting.

Possessions: dagger, robes, *potion of blur*, *potion of invisibility*, *potion of levitation*, *potion of cure light wounds*.

Spells Prepared (4/3; base DC = 13 + spell level): 0 – *detect magic*, *ray of frost* (2), *resistance*; 1st – *color spray*, *magic missile* (2).

APL 6 (EL 9)

➤ **Town Guard (Rogue) (2):** Male/Female human Rog4; CR 4; Medium-size humanoid (human); HD 4d6+4; hp 22; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +5 melee (1d6+2, club) or +8 ranged (1d8/19-20, light crossbow); SQ Sneak attack (+2d6); SQ Evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +2, Ref +7, Will +1; Str 14, Dex 17, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Bluff +6, Climb +5, Decipher Script +3, Disable Device +3, Gather Information +5, Hide +9, Innuendo +7, Intimidate +6, Jump +4, Listen +5, Move Silently +9, Use Rope +8; Dodge, Point Blank Shot, Weapon Focus (light crossbow).

Possessions club, light crossbow, studded leather armor, 10 masterwork bolts, tanglefoot bag, *potion of cat's grace*, 2 *potions of cure light wounds*, *potion of darkvision*.

➤ **Town Guard (Fighter) (3):** Male/Female human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+4; hp 32; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Atk +9 melee (1d8+5/x3, longspear) or +7 melee (1d6+3/19-20, short sword) or +6 ranged (1d8/19-20, light crossbow); AL CE; SV Fort +5, Ref +3, Will +1; Str 17, Dex 14, Con 12, Int 8, Wis 10, Cha 10.

Skills and Feats: Climb +8, Jump +8; Cleave, Dodge, Mobility, Power Attack, Weapon Focus (longspear), Weapon Specialization (longspear).

Possessions: masterwork long spear, short sword, light crossbow, +1 *studded leather armor*, small wooden shield, 10 bolts, *potion of blur*, *potion of bull's strength*, *potion of cure light wounds*, *potion of invisibility*.

➤ **Town Guard (Wizard):** Male half-elf Wizz/Ftr1; CR 4; Medium-size humanoid (elf); HD 3d4+1d10; hp 16; Init +2; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +2 melee (1d6/18-20, rapier) or +4 ranged (1d4/19-20, thrown dagger); SA Spells; SQ Immunity to sleep spells

and similar magical effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL CE; SV Fort +3, Ref +3, Will +3; Str 10, Dex 14, Con 10, Int 17, Wis 10, Cha 10.

Skills and Feats: Alchemy +9, Concentration +6, Jump +5, Knowledge (arcana) +9, Listen +1, Scry +9, Search +4, Spellcraft +9, Spot +1; Combat Casting, Dodge, Spell Penetration.

Possessions: rapier, dagger, robes, *potion of blur*, *potion of invisibility*, *potion of levitation*, *potion of cure light wounds*, *scroll of ray of enfeeblement*, 2 *scrolls of spider climb*, *wand of magic missiles* (1st).

Spells Prepared (4/3/2; base DC = 13 + spell level): 0 – *detect magic*, *ray of frost* (2), *resistance*; 1st – *color spray*, *magic missile* (2); 2nd – *ghoul touch*, *web*.

APL 8 (EL 11)

🗡️**Town Guard (Rogue) (2):** Male/Female human Rog6; CR 6; Medium-size humanoid (human); HD 6d6+6; hp 32; Init +3; Spd 30 ft.; AC 17 (touch 14, flat-footed 14); Atk +6 melee (1d6+2, club) or +9 ranged (1d8/19-20, light crossbow); SQ Sneak attack (+3d6); SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL CE; SV Fort +3, Ref +8, Will +2; Str 14, Dex 17, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Bluff +8, Climb +7, Decipher Script +4, Disable Device +4, Gather Information +7, Hide +11, Innuendo +9, Intimidate +8, Jump +5, Listen +6, Move Silently +11, Use Rope +8; Dodge, Point Blank Shot, Precise Shot, Weapon Focus (light crossbow).

Possessions club, light crossbow, studded leather armor, 10 masterwork bolts, tanglefoot bag, *potion of cat's grace*, 2 *potions of cure light wounds*, *potion of darkvision*, *ring of protection* +1.

🗡️**Town Guard (Fighter) (3):** Male/Female human Ftr6; CR 6; Medium-size humanoid (human); HD 6d10+6; hp 46; Init +2; Spd 30 ft.; AC 19 (touch 12, flat-footed 17); Atk +11/+6 melee (1d8+6/x3, longsword) or +9/+4 melee (1d6+3/19-20, short sword) or +8 ranged (1d8/19-20, light crossbow); AL CE; SV Fort +6, Ref +4, Will +4; Str 17, Dex 14, Con 12, Int 8, Wis 10, Cha 10.

Skills and Feats: Climb +8, Jump +8; Cleave, Dodge, Iron Will, Mobility, Power Attack, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +1 long sword, short sword, light crossbow, +1 chainmail armor, small wooden shield, 10 bolts, *potion of blur*, *potion of bull's strength*, *potion of cure light wounds*, *potion of invisibility*.

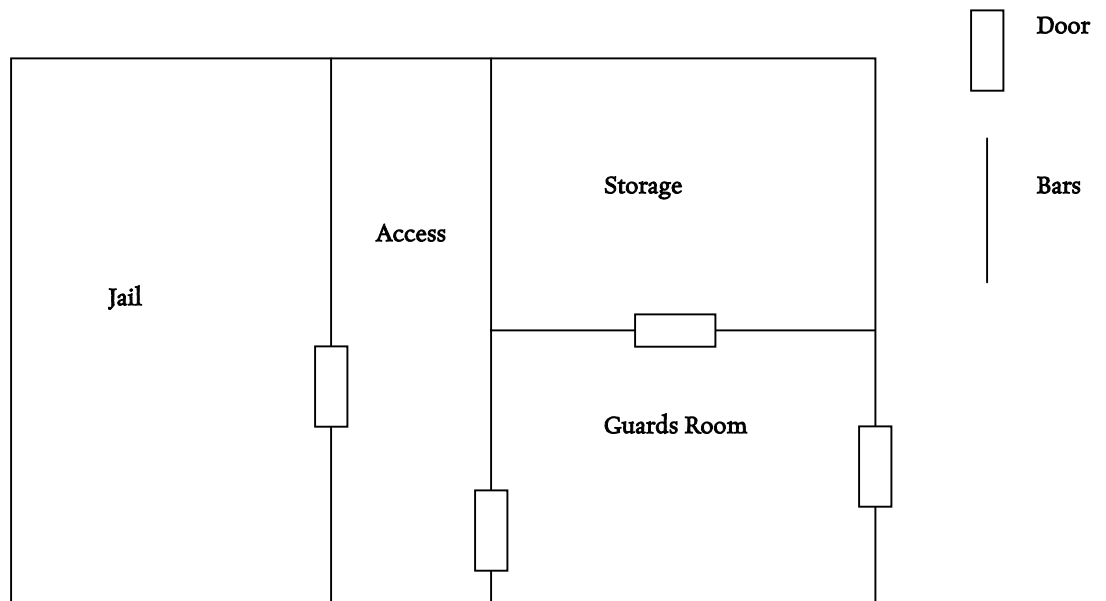
🗡️**Town Guard (Wizard):** Male half-elf Wiz5/Ftr1; CR 6; Medium-size humanoid (elf); HD 5d4+1d10; hp 22; Init +2; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +4 melee (1d6/18-20, rapier) or +5 ranged (1d4/19-20, thrown dagger); SA Spells; SQ Immunity to sleep spells and similar magical effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL CE; SV Fort +3, Ref +3, Will +4; Str 10, Dex 14, Con 10, Int 17, Wis 10, Cha 10.

Skills and Feats: Alchemy +11, Concentration +10, Jump +5, Knowledge (arcana) +11, Listen +1, Scry +11, Search +4, Spellcraft +11, Spot +1; Combat Casting, Dodge, Extend Spell, Skill Focus (Concentration), Spell Penetration.

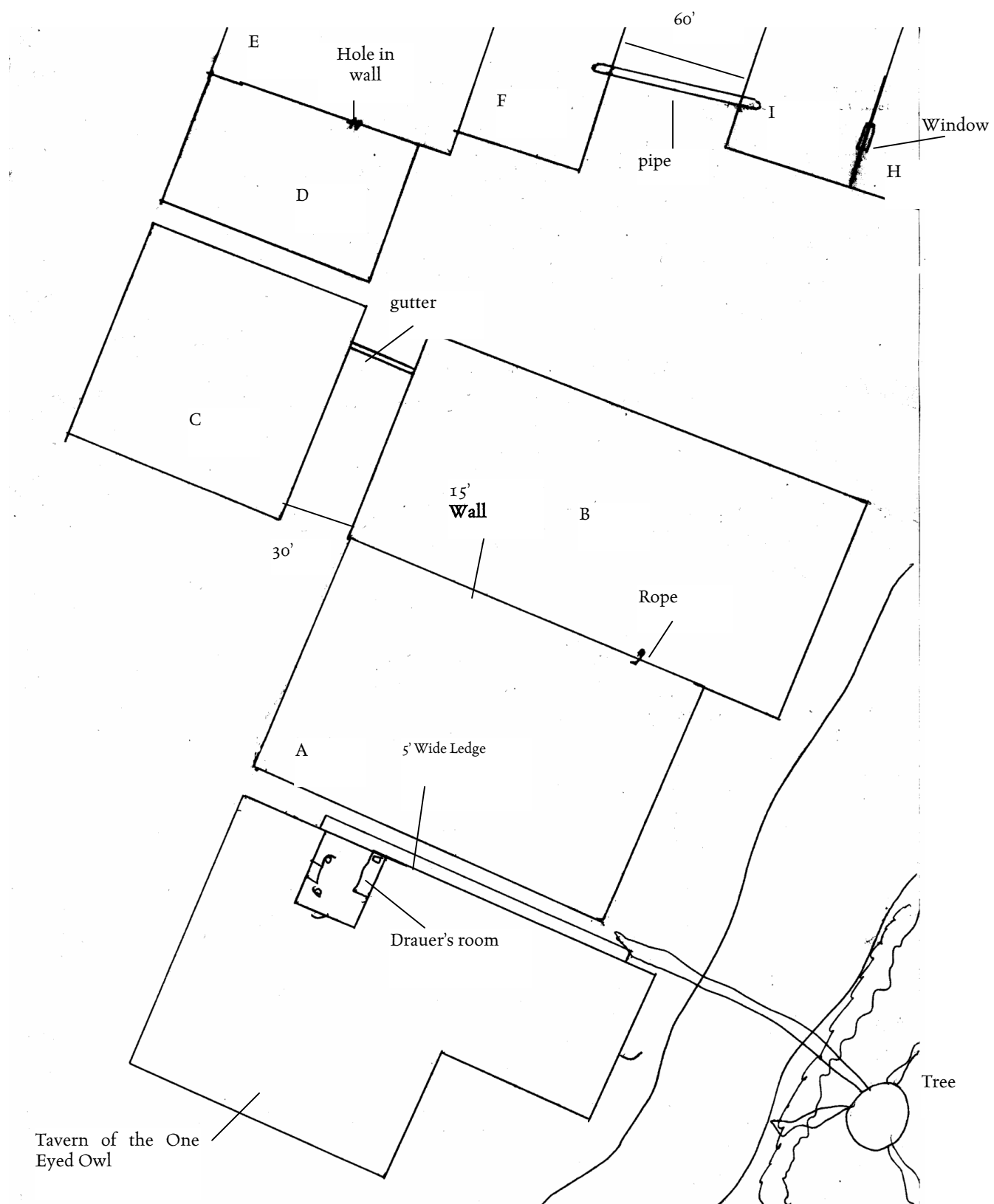
Possessions: masterwork rapier, dagger, robes, *potion of blur*, *potion of invisibility*, *potion of levitation*, *potion of cure light wounds*, *scroll of ray of enfeeblement*, 2 *scrolls of spider climb*, *wand of magic missiles* (3rd).

Spells Prepared (4/4/3/2; base DC = 13 + spell level): 0 – *detect magic*, *ray of frost* (2), *resistance*; 1st – *color spray*, *magic missile* (2), *magic weapon*; 2nd – *ghoul touch*, *mage armor* (extended), *web*; 3rd – *endurance* (extended), *hold person*.

JAIL MAP



DM'S AID 4



DM'S AID 5: ROOFTOPS OF ROOKROOST

All buildings are brick. Typical thickness is 1-ft. and to break through requires a successful Strength check (DC 35). The hardness is 8 and Hit Points are 90 for a section of wall. The climb DC is 25. Exterior doors are the strong wooden type with a 2 in. thickness and all are locked, which requires a DC 25 to break. The hardness for each door is 5 and they have 20 hit points. Interior doors, as the tavern has are the good wooden type and 1 1/2 in. thick. If locked they break on DC 18, while stuck they break on a DC 16. They have a hardness of 5 and 15 hit points.

Jump 101: There are two jumps characters must make if they want to pursue 'M.' The two jumps are from the ledge of the Tavern of the One Eyed Owl and from building C to building D. The first jump is 15 ft., and missing it causes 1d6 falling damage, while failing the latter jump entails a 30-ft. drop and 3d6 damage. Do not forget to use armor check penalties.

Jump	Speed	15	20	30	40
Tavern ledge Running		DC 40	DC 26	DC 20	DC 14
Tavern ledge Standing		DC 68	DC 45	DC 34	DC 23
Building C to D Running		DC 50	DC 33	DC 25	DC 17
Building C to D Standing		DC 88	DC 58	DC 44	DC 30

Climb 101: All of the buildings are brick and can be scaled at DC 15. A rope draped down a wall decreases this difficulty to DC 5. 'M' has a rope hanging off building B on to building A that she uses. When climbing the rope she uses Accelerated Climbing, which imposes a -5 penalty on her Climb skill check. Success means she makes it to the top in one move action. If she fails she may try a second time during the round. She pulls the rope up after she finishes her climb, but does not take the time to gather it if she is pursued. It is possible that she can climb and pull the rope up in one round, since this is only a 15-ft. wall. She has 25% cover while pulling the rope up for +2 AC bonus and +1 Reflex Save Bonus. There is another 15' climb at building E to Building F. No rope is at that location. 'M' only uses accelerated climb here, if she fears the characters may catch her during their part of the round.

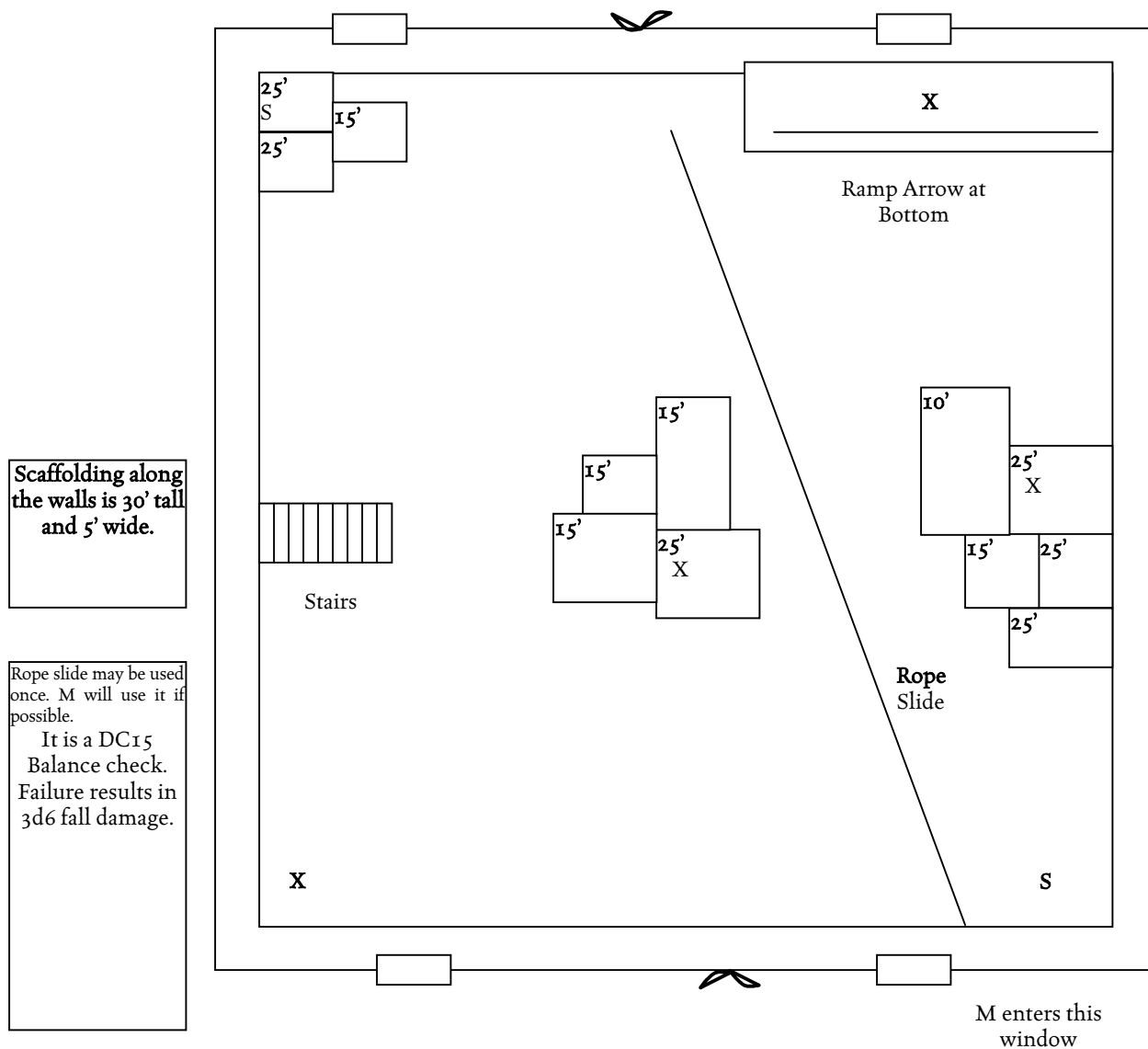
The gutter requires a Balance check (DC 10), as it is only 9 in. wide. The gutter spans 30 ft. It is also fragile tin-like material. Any character that weighs 150lbs is at risk of breaking the gutter. A check has to be made at DC 15 for each round they are on the stressed gutter. Add 1 to the die roll for each additional 10 pounds above 150. If the gutter breaks, the character falls 30 ft. for 3d6 damage. A character that is within 10 ft. of a wall can try to catch the wall at a DC 35. That would leave a 30 ft. jump for other pursuers. A character moving 30 ft. can make it at DC 35, while 40-ft. movement can do it at DC 26.

The Hole in the Wall can be crawled through at a full movement round action. Only one character may fill the hole at a time. A Tumble check can be made at DC 20. Success indicates the character passes through and can continue moving as long as they do not exceed 20 ft. for medium-size creatures. Small creatures have a +5 on the check but can only move a maximum of 15 ft.. If any character has a success +10, they can use their normal full movement. Failure means the hole is blocked. Encumbered characters may not Tumble.

The pipe is 18 in. wide, angled down and slick. It takes 4 rounds to cross with a balance check for each round at (DC 15). Failing the first check results in a 45-ft. foot drop for 4d6 damage. Because the slide is angled lower, a drop on the other checks results in only 3d6 falling damage. A falling character can attempt to catch the pipe with a climb check of DC 35. They need to make another Climb check to pull themselves up at DC 15. If they fail by 5 they lose their grip and fall. No one else can move over the pipe while someone is hanging on, or the individual is knocked off and the moving person has +5 added to their balance check.

The window to the warehouse on DM's Aid 6 is like the Hole in the Wall only bigger. It has a DC of 15 for any tumblers.

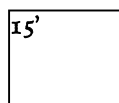
DM'S AID 6



Windows



Doors



Crate with height given in feet.

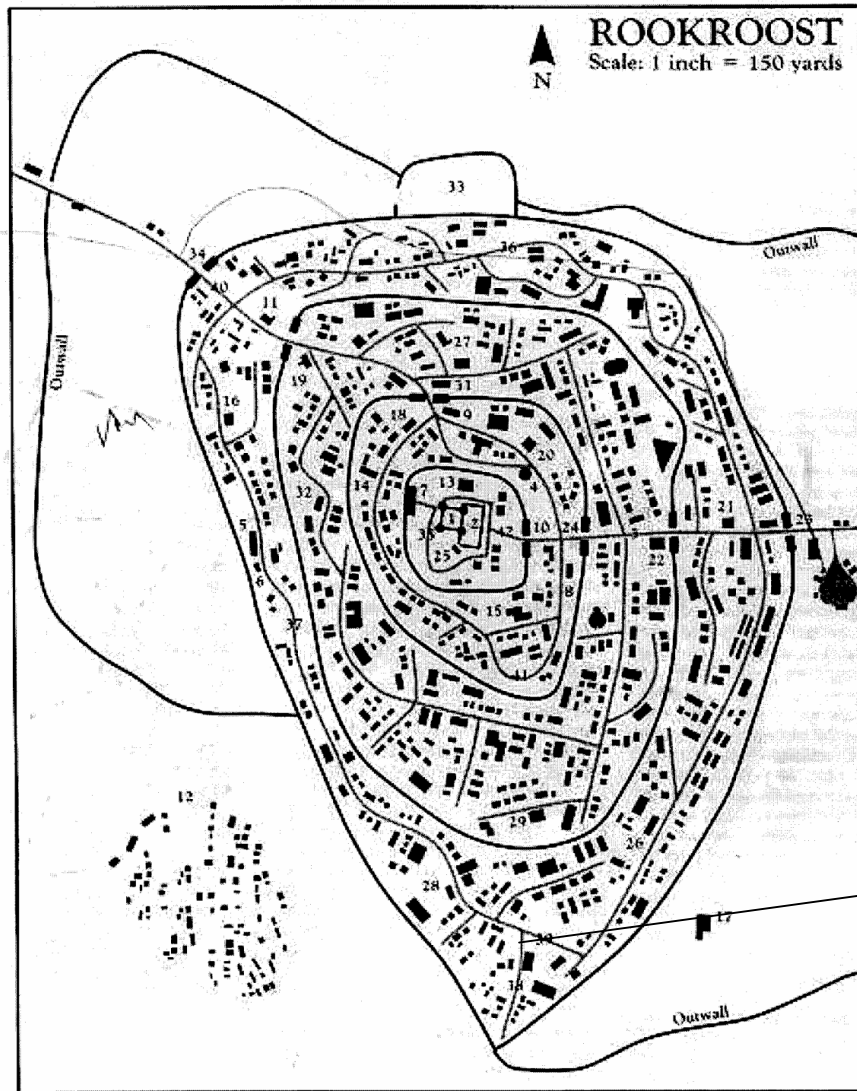
X

M's Apprentices

S

M's Sorcerer's

DM'S AID 7



Tavern of the One
Eyed Owl

Rhaedrick Avenfear must fall.

I have fifty sliver ingots for
Avenfear,

Cranzer will be interested, I am
sure.

As these are Rift ingots.

Thorn.