

URD1-05

THE NIGHT WHERE NOTHING HAPPENS

A One-Round D&D LIVING GREYHAWK®
Duchy of Urnst Regional Adventure

Version 1

by Ryan Hicks

Who determines which trade goods pass through the city of Seltar unmolested and which ones disappear mysteriously? There are organizations in the merchant city that grease the wheels of bureaucracy and at times, these people need a little entertainment. It is recommended that characters of similar alignment play this event. An adventure for character levels 1-6.

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

PREPARATION

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

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

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

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

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

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

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

SCORING

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

games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" 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 will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

LIVING GREYHAWK TIER STRUCTURE

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th

The level cap indicated is the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

IS IT A FULL MOON?

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

LIFESTYLE

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

Destitute

You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Wild

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

Poor

You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Rough

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

Common

You have common lodgings, and at common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High

You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury

You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

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

Judges are encouraged to roleplay these reactions whenever possible.

Lifestyle Cost	Skill Modifier	
Destitute	14 sp	-2
Wild	14 sp	-2 (-1 rural)

Poor	43 sp	-1
Rough	43 sp	-1 (o rural)
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

ADVENTURE SUMMARY AND BACKGROUND

Several years ago, Duke Karl cleaned the thieves out of Leukish in what many call the greatest event of his rule and the only time he truly proved himself as a leader. Where were those thieves to go? Many left to the renowned Thieves' Guild in Greyhawk, but others found a place ripe for crime: Seltaren. Seltaren is the old capital of the Duchy of Urnst and was once a city of splendor and wealth. Once the capital changed to the port city of Leukish, however, Seltaren gradually degraded into a city of backstabbing politics and criminal activity. Because many Noble Houses still claimed it as their home, however, they managed to keep a part of the city beautiful and pristine. Further, they ensured that all overland trade through the Duchy would pass through the walls of Seltaren. Over the years, Seltaren became a city divided; Upper Seltaren consists of the well cared for manor houses of the nobility and wealthy, while beneath the infamous Seltaren Falls, a grand waterfall crashing over a cliff that splits the city, Lower Seltaren became a den of poverty, cutthroats, and despair. Further, after the Temple Coalition Revolt of 571 CY, where the religious organizations left the Duchy of Urnst, Lower Seltaren housed many abandoned temples to forgotten gods.

Fifteen years ago, an Oeridian named Masseri took control of many of the underworld elements of Lower Seltaren. It was an extremely difficult task, considering the fact that several Merchant Houses were also vying for that particular leadership position at the time. Masseri, however, was very tactful and managed to convince many of those Houses that he was the best man for the job. Since then, he has been trying to become wealthy on his own, while still ensuring that Seltaren remains the center of trade for the Duchy. To this end, he has been regulating thievery as much as possible in the city; if crime became too rampant, Duke Karl may well eliminate the thieves from Seltaren as well.

Crime in Seltaren is not very organized, despite Masseri's attempts to control it. There are still many small groups of thieves that elude his leadership. Last year, Masseri created a secret game he called "The Night Where Nothing Happens" and quietly notified the rogues of the city of the rules. The idea was that if he can provide sport for the thieves, he would further his leadership role. The concept of the game was simple, as well as more than a little attractive to many thieves of the city.

The goal was to obtain as many objects as possible from a list that Masseri generated. It was a simple scavenger hunt. The rules were a bit harsher than usual, though: no one must know of the existence of this game

and no one must know that any items went missing. When the game was over, all items were returned to the owners without affecting the commerce of Seltaren in any way.

The rewards for the team of the three winners were generous. One was promoted to a respected merchant in a powerful Merchant House, one was granted free reign over a section of the wharf district, and the third was given a *ring of chameleon power*. Ever since this event, many thieves in the city did indeed start following Masseri more loyally. And many of them asked Masseri to organize another game.

This event starts roughly two hours after sunset of the night that the thieves of Seltaren were notified that another "Night Where Nothing Happens" was on (see the appendix for a complete description of the rules). Six bands of independent thieves were given the list of items and they quickly began their search. Time is short for them, for they must meet Masseri's agents before midnight with as many of the items as they could find.

Unknown to Masseri, this year's *Night Where Nothing Happens* is doomed to fail horribly.

Agents of the powerful and corrupt House Teranor desire to destroy Masseri's leadership and send the thievery in Seltaren into complete chaos. There is absolutely no apparent political or economic gain for this action, so Masseri will be caught completely by surprise.

One of the groups of rogues after the items is a group called The Cultured Shadows, of young half-fiends led by Aerken Teranor, an aging member of House Teranor, considered to be very powerful within the House, and also the secret father of these four half-fiends.

As the night passes, Aerken's group will try to collect as many items as possible while slaying every group they come across. At midnight, when the "Night Where Nothing Happens" is over, Aerken hopes to demand the prizes from Masseri while letting his horrid offspring feast upon Masseri's entrails.

ADVENTURE SYNOPSIS

The PCs begin this adventure at a Seltaren tavern called "The Borderland," a tavern with a mix of upper- and lower-class patrons that is situated at the base of the great cliff of Seltaren. A traveling bard has been spinning a stunning tale until late in the evening. As the bard finishes, the PCs are made aware of a man outside clutching the dead form of his companion.

This man, who simply calls himself Falls, is all that remains of one of the groups of thieves called *The Love of the City*. Aerken's group attacked while his group was attempting to find one of the items on the list.

The PCs now have a choice, they can join with Falls and try to find the rest of the items and maybe win the game, they can investigate the murder of Falls's group, they can march to the final meeting place and wait for Masseri, or they can report the entire thing to the watch. Of course, the PCs may try to do something entirely different, but these are the four most likely courses of action.

If the PCs take Falls's offer to join him on the "Night Where Nothing Happens," follow the timeline presented in the appendix to see which items are still there when the PCs get there. It is also possible that Aerken's group will catch them at any of these sites. If the PCs manage to avoid Aerken's group throughout the night, then they will likely meet up with him at midnight when they come to collect their reward.

If the PCs investigate the murder of Falls's group, Falls will not accompany them. When they arrive at the warehouse where the murder took place, they will find that another group of thieves is already there, cleaning up. This group, called the Groundhogs and led by a gnome named Grumbar, is attempting to clear any signs of the massacre that occurred here, and will explain that this must remain the *Night Where Nothing Happens* and blame the mess on amateurs. Grumbar is not against offering whatever aid he can to help the PCs catch the murderers, but will not abandon the game to do so. Here, the PCs can learn that these attacks seem to be tied to the game and may decide to investigate each of the locations on their own or with Grumbar's group.

If the PCs jump straight to the final encounter, let them know that they'll be waiting while potential murders are occurring. If they still decide to do this, the adventure likely will not last the entire three and one-half hours, but it can still be fun as the PCs deal with the one remaining thief group, Masseri, and a very pleased Aerken.

If the PCs report the entire thing to the watch of Lower Seltaren, they will be met with a bit of a surprise. Revin Szabo, a captain-at-arms for House Szabo is having a drink with Ferai Rissel, the captain of the watch for Lower Seltaren. The two of them are obviously enamored with each other and neither wants to part company. If the PCs talk of the massacre, Ferai will send a group of guards to investigate. If the PCs talk of *The Night Where Nothing Happens*, Ferai will look concerned, but Revin will try to get as much detail as possible from the PCs. Neither will be inclined to do anything about the issue, as apparently no harm is meant to come from the night. However, the PCs still have the option of pursuing the matter on their own.

THE PASSAGE OF TIME

As this event progresses, keep the PCs aware of the urgency of time. At midnight, the entire event is over and they're already starting about two hours late. Keep track of how much time the PCs spend at each location and follow the timeline indicated in the Appendix. Never use actual times when talking to the PCs; rather than 11:00 PM, say that it's about an hour before midnight.

At this time, a waning half moon will rise about fifteen minutes before midnight. Any PC can make a Wilderness Lore, Knowledge (nature), or Knowledge (arcane) check, DC 12 to know this information.

Because the PCs have roughly three hours of game time to complete the mission, a good idea might be to roughly tie real-world time passage to game time passage.

While this might result in a very fun game, do not use this as a strict rule. Often, game mechanics can slow the game, or particularly speedy players can speed things up. If you'd like, just use it as a general guideline.

PLAYER INTRODUCTION

For some reason, each of the PCs are listening to a tale by a bard at The Borderland, a tavern on the border between Upper and Lower Seltaren. The players are welcome to come up with any reason they want, but a few possibilities are as follows:

1. You've heard that the Borderland has an interesting mix of people. Because it rests between the two sides of Seltaren, it attracts both lower and upper class citizens. The open mixing between the two cultures is often interesting and full of excitement.
2. You just happened by and decided to have a bite to eat. The food is good and fairly priced, the location is very accessible, and the atmosphere is lively.
3. You've heard that a locally famous bard will come by and tell a tale about how the Suel crossed the Cairn Hills and founded the Maure Compact. While the content of the story might seem dry, the way he tells it is not only educational, but very entertaining as well.
4. You've heard that the Borderland welcomes almost any traveler, so long as they're peaceful. This is a rarity in a city such as Seltaren, where often, if you're not in the "in crowd," you don't get service.

When all of the PCs have some reason to be at the Borderland on this night, present them with the following scene:

The warm summer nights are becoming more rare as autumn begins to come to the Duchy of Urnst. Sitting in the warm tavern called "The Borderland" in the city of Seltaren, you don't need to worry about the cold of the night. The tavern used to be quite crowded and boisterous as people ate their dinners and drank their ale. For the past hour, however, the tavern has been quieter, listening to the story of the bard standing by the fire. Around twenty people fill the tavern, most of them in rapt attention to the story being weaved, though a few patrons come and go, ignoring the storyteller; they are a diverse mix, some wearing the finely tailored clothes of nobles, others the stained and worn outfits of dockworkers. Amid the diversity, no one seems completely out of place here.

Now is a good time to have the players describe their characters. Let them know that their meals at the Borderland were taken care of by their Lifestyle Costs, so they should adjust their meal accordingly.

The bard tells the story of the flight from the Suel Dominion by three renegade noble Houses. He tells of the sealing of the Maure Compact and the founding of Urnst. The tale speaks of the hardships and dangers faced by the renegade Suel Houses on their arduous quest for a new homeland. The bard sings of the valor and strength of Lord Tyrgon Grek, the one-eyed illrigger who had forsaken his brotherhood and vowed to fight no more. He regales the gathering with the fierce determination of the sorcerous Yher'gdal Golan U' morael whose mastery of elements and arcane lore saved the refugees seven times. And the bard entrances the crowd with the beauty and cunning of Lady Ondrem Urlirel who tricked the cruel elven lords to the west, charmed the dwarven masters of Dumadan, and was ultimately bested by the innocence and grace of her rival Avehilda Maure. And the bard tells of Avehilda Maure, how a mere slip of a girl belonging to a servitor house through her vision and desire brought the people to peace and founded a nation. And though the tale is time worn and oft repeated, the bard polishes it like a bright silver chalice. Each listener is drawn to drink the ancient golden dew poured forth finding refreshment and solace in a tale well told.

ENCOUNTER 1: THE MUG

As the bard finishes the story, flourishing a practiced bow to the crowd, the audience applauds the excellent story. Just as the applause begins to die down, a loud thud coming from the wall next to the door to the tavern rocks the lanterns sitting on the tables. It sounded as though someone fell against the wall very hard outside on the small porch.

The thud came from Falls collapsing against the wall carrying the corpse of his friend Perine. Falls is lying outside on the porch, clutching Perine's bloodied body closely and sobbing quietly to himself.

The porch extends ten feet out from the tavern with an overhanging roof. There are two tables on the porch, each surrounded by weathered wooden chairs. A lone lantern hangs from a corner of the porch's roof.

Perine's body is covered with rend marks, as though torn at with powerful claws. Aside from what appears to be three horrid claw swipes on his chest, there is a large wound on his neck from a bite attack.

The battle took place at a warehouse next to the docks of Seltaren Lake. Falls remembers that when his group entered the warehouse to retrieve the crate of gems, they were attacked by a winged demon. The other two people in Falls's group, Lake and Ilmaera were killed immediately. Falls managed to pull Perine from the warehouse and run away, but didn't know that his friend was dead until he got to the Borderland.

Inside the tavern, no one (except perhaps the PCs) rushes outside to investigate. After the thud, most of the patrons decide that it was nothing they should involve themselves in and decide to finish their drinks. The bard, thinking that he might lose his audience, starts up a lively song about slaying dragons on his lute.

NPC(s): Falls statistics and information on the Love of Seltaren can be found in the appendix.

Falls is stricken with grief at losing his friend, but his grief only makes him want to complete the "Night Where Nothing Happens" to honor his friends' death. Falls himself is uninjured at this time, even though his loose tunic is covered with blood.

When the PCs talk to Falls, he will look to them as potential allies with which to continue the game.

He is very intelligent and will happily argue that the game is not entirely unlawful and works toward the best interest of Seltaren and the Duchy of Urnst itself. It is likely that a debate on what is lawful and what is not lawful will occur here, in which case Falls will use the following points to try to convince the PCs:

- Every item is returned to the owner without them knowing it was gone. Last year, this worked out very well and no one knew about it.
- Masseri has proven a capable leader of the underworld elements in this city. Without his leadership, crime would run unchecked.
- There will always be crime in this city, but surely the worst of it comes from the Noble and Merchant Houses. A neutral party such as Masseri's organization is a controlling factor in their machinations.
- The game teaches rogues to use their skills as part of something larger than their own survival. It gives people like him a sense of brotherhood and a way to earn a living without harming the economics of the city.

If the PCs are adamant that this is plainly illegal, Falls urges them not to tell anyone what he has revealed and tries to leave to complete the game on his own.

If the PCs are more concerned with finding out what killed Perine, Falls will tell them how to get to the warehouse where the battle took place, but will refuse to accompany them there.

Treasure: Falls has the +1 longsword from the Fridden Moirek's locker already. If the PCs agree to help him gather more items, he will let them use it, but only for the duration of the game. He will insist they do not damage the sword at all and will be very distraught whenever the weapon is used in combat. Though this sword is a certified treasure for this event, PCs that take this weapon will receive the Enmity of the Seltaren Rogues, which is another cert available in this module.

+1 Longsword, Sword of the Seltaren Watch Captain: This sword is emblazoned with the seal of the Seltaren City Watch. Anyone using this sword gains a +1 reaction modifier to any Charisma-related skill checks when in Seltaren and posing as a member of the Seltaren City Watch.

Description of Travel Upper and Lower City

As the PCs move between the Upper and Lower City, include this descriptive text.

Carved into the cliff face years ago, the draw that contains the only road between the two cities lies quiet in the darkness of night. On both sides of the draw, intricate carvings in the stone depict the glory of the old Suel peoples that founded this city. Great reliefs of women and men performing various tasks rise into the darkness above you. Along the side of the road is a line of merchant stalls. This is Merchant's Draw, named such because of its geographical make up, but also because many of today's Merchant Houses were founded by the hard work of peddling wares along this street. Aspiring merchants typically spend their lives trying to get a stall along this road, though fewer than a handful succeed at gaining this prestigious position each year.

ENCOUNTER 2: THE CRATE

The warehouse of House Meissel, like many other such buildings, is located on the lake itself, supported by ancient pylons. These structures were placed long ago by enterprising businessmen who wanted their warehouses closer to the lake's barge traffic, but could not afford to rent land from the noble owner. The mass of buildings actually built on the lake is evidence that this loophole in Seltaren bureaucracy is widely known and widely used. These one-story buildings stretch along the shore of the lake, with often rickety docking the only method of getting to land.

House Meissel, being one of the more wealthy houses, has managed to build its warehouse directly on the edge, looking out over the lake where the surface is clear of buildings, though many small boats and larger barges are still scattered across the lake. Far off in the distance, the constant roar of Seltaren Falls can be heard, a reminder of what creates the constant mist that fills the lake.

There is only one entrance to the warehouse; a large set of wooden double doors that open inward. The doors are currently closed.

Here, the PCs may meet the Groundhogs, if they arrive immediately after speaking with Falls. If the Groundhogs are here, then they are cleaning up after the massacre and have already removed the bodies and are currently washing the boards clear from bloodstains and using mending to repair the claw marks on the boards. The leader of the Groundhogs has created several dancing lights to illuminate this procedure, each the same color and brightness of a torch.

If the PCs ask about where the dead bodies are, the Groundhogs will say that there are methods of cleaning things up on a lake like this. The Groundhogs have tied bags of rocks to the corpses (what remained of them) and shoved them out into the lake. If the PCs decide to dredge the bodies up from the lake, go to Encounter 7: The Net and use the statistics for the Skum presented there. The creature will be feasting on the corpses and will not take kindly to having its meal interrupted.

If the PCs come here after the Groundhogs left, then there is no evidence as to what happened. There are no bloodstains, no bodies, not even any claw marks on the boards. A successful Search check DC 15 will reveal that

some of the boards are damper than they should be, as though someone had recently poured water on them.

NPCs: The Groundhogs stats and information can be found in the appendix.

Tactics: The Groundhogs want to quickly finish cleaning the warehouse, then leave to finish the game. They will, under no circumstances, mention the Night Where Nothing Happened, as they know that it is grounds for disqualification to do so. However, they may be concerned about what killed the Love of the City, so they will not argue if the PCs wish to follow them around and offer protection.

If the PCs start talking about what they know, then Grumbar will get very excited. He will delve for information, offering up to 50 gold for a hint of information about the game that he does not already know. Keep in mind that he only has 140 gold at his disposal, and if the PCs really work to trade information, he will reveal some of what he knows, albeit very reluctantly. Refer to the appendix for more information on what the Groundhogs know and what they need to know.

If one of the PCs has a portable ram, Grumbar will get very excited and offer to pay up to 20 gold for it. He will not explain that it is one of the items on the list. Keep in mind that he only has 140 gold at his disposal.

Treasure: There is 20 gold worth of gems and precious metals left in this warehouse, all secured away in sealed crates with either "LEUKISH" or "GREYHAWK" written on them. House Meissel had made a clerical error and the crate marked "RADIGAST" should not have been here, otherwise the House would have posted a guard. As they thought there was only 20 gold worth of goods here, the House didn't feel that hiring a guard to watch the merchandise was worthwhile. Note that prying open crates and moving the containers would possibly leave indications that something had gone on, so if there are any players of the game present when a PC is looking through the stuff, they will complain that they're breaking the rules.

Development: The PCs can choose to follow the Groundhogs through the night or they can take the information they have and form their own plan for how to track down the creatures that did this. If the PCs follow the Groundhogs, move to Encounter 4: The Scroll, as that's where they're headed next.

ENCOUNTER 3: THE CARRIAGE

The Boravek Morsen Coachhouse is located a short distance off Upper Merchant's Way, the major route through Upper Seltaren. Although the buildings along Upper Merchant's Way are kept in good condition, they are no match for the glorious Estates that sprawl through the rest of the upper city. The

Coachhouse is a two-story building serves as a temporary boardinghouse for teamsters and workers, as well as the office. Another building just to the side serves as a stable for the horses and a shop for repairing the carriages. In front of this second building sits [number of carriages remaining, three or less] carriages. The carriages are in good condition, each with the symbol of Boravek Morsen Coachhouse detailed on the doors. None of the coaches currently has any horses hooked up to them.

If the PCs arrive at this scene between about 8:30 and 9:00, then the Cultured Shadows are waiting in the stables in ambush. They have rendered the six horses contained therein unconscious (they don't like horse flesh so they won't dine and they won't kill the horses because horses are a valuable commodity). If the PCs defeat the Cultured Shadows and remain in this scene long enough for the Bear Rapid to arrive, then the Bear Rapid will wait until the PCs leave before trying to get the carriage.

If the PCs arrive at the scene between about 9:00 and 9:30, then they will be just after the Cultured Shadows have slain the members of the Bear Rapid. The corpses of the three Bear Rapid members will be laid out on tables in the stable and the Cultured Shadows will be having a semi-formal dining affair, toasting their victory with elegant wine glasses filled with blood. If the PCs defeat the Cultured Shadows and remain in this scene long enough for the Few Coppers to arrive, then the Few Coppers will wait until the PCs leave before trying to get the carriage (and clean the scene, if the PCs do not do so).

If the PCs arrive after 9:30, then the Few Coppers will have already cleaned up the mess and taken the second-to-last carriage. There will be no evidence of the killing, and all of the horses will be returned to consciousness.

All of the lights will be out in the main building, in which sleeps the teamster and Boravek Morsen himself. They will awaken to any particularly loud noise with a successful Listen check DC 20. If one of them awakens, then he will awaken the rest. It will take them three minutes to get dressed, light lanterns, and move outside to investigate. If they notice that any of the carriages are missing, Boravek will immediately send one of the teamsters to the guardhouse in Upper Seltaren. This should alarm the PCs, especially if one of them is currently using the magical longsword of Fridden Moirek, the captain of the Upper Seltaren watch.

NPCs: This encounter will always include Boraven Morsen and his three teamsters. It may also include the Cultured Shadows (see the appendix for their stats).

☛ **Boraven Morsen** (male human Suel Com3; Listen +3) owns and operates his Coachhouse.

☛ **Teamsters (Jurnek, Kravel, Jaske)** (male human Suel Com1; Listen +0) work for Boraven Morsen Coachhouse.

Tactics: If the PCs arrive with the Groundhogs, the Groundhogs will urge the PCs to remain on a side street while Lisendha quietly leads her horse up to the last

carriage, attach the horse, and lead the horse away. Grumbar will not allow the PCs to ride on the carriage; though he will maintain a slow enough rate to let the PCs follow him as his company leaves the scene.

Development: If the PCs are with the Groundhogs, then move to Encounter 9: The Half-Orc, as that's where they're headed next.

ENCOUNTER 4: THE SCROLL

The temple to Lydia is by far the largest temple in all of Seltaren. Even so, it is small compared to many other temples in the Flannaess. A three-story building in Upper Seltaren, it is certainly a well-kept building. Marble steps ascend to a platform before the main doors. On the platform rest four statues, each of the same woman in various poses: the first is the woman with arms held up, as though welcoming the warmth of the sun, the second is the woman in deep study of a book, the third is the woman joyously playing a harp, and the fourth is the woman holding what appears to be a newborn babe in her arms. Although the doors are closed, a young woman with long, curly red hair and stunning gray eyes sits out front of the temple on the platform, slowly rocking in a chair, plucking out a peaceful tune on a golden lap harp. To her side rests a small table, on which sits a pile of scrolls and a brightly-lit lantern.

This woman is Sovahn Lorinar, a distant relative of the current Duke and an acolyte for the priests of Lydia in Seltaren. Through the divinations of her temple, she learned that she should sit out front of the temple and give scrolls of cure light wounds to anyone who came asking for them. In return, she hopes to learn stories of their backgrounds, their desires, and their needs.

Whenever anyone asks her for the scroll, she will ask for his or her story in return. She will not write them down, but listen very attentively, asking questions to ensure the accuracy of the story. When she is convinced that she has learned the truth, she will happily hand over one scroll to the teller.

NPCs: Sovahn Lorinar has had a fairly interesting life herself. She is too young yet to remember much of the Temple Coalition Revolt, but she does remember meeting Justinian Lorinar once when she was a child. She remembers him as a passionate man who was very kind to her. She has not yet had the pleasure of meeting Duke Karl Lorinar, but hopes that one day she will be able to do so.

She is charming, intelligent, and very precise. Unlike many other Suel, she will not show disfavor at other races, rather she will treat women with a greater camaraderie than men. If any woman she meets is interested in the faith of Lydia, she will happily ask them to come to the morning ceremony, where all truths will be revealed.

Tactics: If the PCs arrive with the Groundhogs, Grumbar will waste no time and send Lisendha to speak with the priestess. Lisendha will tell the story of how she spent

two years at the Stalwart Pines Ranger School before she decided that she was inadequate for the training and left. Since then, she's been working for Grumbar in Seltaren, working for whichever Houses need her services. Sovahn, as attentive as ever, will ask if Lisendha has ever stolen anything, to which Lisendha will reply that she does so regularly, but only when the cause is right. Satisfied that this is the truth, Sovahn will give Lisendha a scroll. After this, Grumbar will not wait more than five minutes for the PCs to speak to Sovahn before moving on.

Treasure: Up to six scrolls of *cure light wounds*.

Development: If the PCs are traveling with the Groundhogs, then move to **Encounter 3: The Carriage**, as that's where they're going next.

ENCOUNTER 5: THE BIRD

One of the largest buildings in Upper Seltaren, the Palladium is nothing like what it used to be. In times past, the Urnst Senate enacted laws here; this used to be the capital of the Urnst nation. Ever since the capital was moved to Leukish, this building has become far less used and far less important to the people of the Duchy. To this day, though, it remains a stunning tribute to old Suel architecture; the large gilded dome towers above surrounding buildings and intricately carved marble walls support its massive weight. All along the edge of the roof of this large circular building rest many statues of humans doing all sorts of tasks. Some are crafting lovely jewelry and armor, other study books or scrolls, yet others protect families.

In contrast to this display of pride, a stone slab still remains on a dais in the square in front of the building. This is where countless children were slain years ago for having impure bloodlines, a law enacted by the old Suel Senate that has since been abolished.

On the wall of this building rests a statue of a small songbird, opening its mouth in a silent song of joy. The wall is 30 feet high and the carvings on the walls reduce the Climb check to a DC 15 (note that two checks are required for a creature with a base move of 30 trying to climb 30 feet). Once at the top, the ledge where the statues are on is very thin. A Strength check DC 8 is required to pull the statue from the wall as it is secured with an old putty; once free, a Balance check DC 15 is required to avoid falling off (assuming the bird was pulled off with brute force and not removed with a dagger or file).

Also, there are some monstrous spiders hiding among the statues. As soon as someone starts fiddling with the bird, they will become disturbed and attack. A successful Spot check DC 22 will reveal the spiders among the statues (DC 18 if the character has a light source, low-light vision, or darkvision) before they attack. A person attacked while on the ledge will need to make a Balance check DC 15 each time he takes damage or fall to the ground, taking 3d6 points of damage.

If the PCs arrive here between 10:00 and 10:30, then the Cultured Shadows are dining on Fall's broken body and toasting to their success with ornate wine glasses filled with blood. They are doing this just inside the half-open huge stone doors of the Palladium, therefore a Spot check DC 20 is required to spot them before both parties are aware of each other. The bird is missing.

If the PCs arrive here after 10:30, then they will be able to spot the devoured remains of Falls. The bird is missing.

Creatures: If statistics for the Cultured Shadows are required, look to the appendix.

TIER 1 (EL 1)

☛ **Monstrous Spiders, small (hunter)** (2): hp 4; see *Monster Manual* page 210.

TIER 2 (EL 2)

☛ **Monstrous Spiders, medium (hunter)** (2): hp 11; see *Monster Manual* page 210.

TIER 3 (EL 4)

☛ **Monstrous Spiders, medium (hunter)** (4): hp 11; see *Monster Manual* page 210.

Tactics: As soon as they are disturbed, the spiders will attack the person on the roof. As their fire has been ignited, even if the person leaves the roof, they will lower themselves down to the ground and continue attacking everyone around them.

If the PCs are here with Falls, then Falls will insist that he be the one to get the bird. He is quite skilled at this type of thing and this has always been his job. If someone mentions that his name isn't the best name for someone who goes about climbing on walls, he smiles and says that his name is for the best feature of Seltaren, not for any particular tendency he has to fall from buildings. If the PCs let Falls go up, he will try to yank the bird from the ledge with great gusto and be surprised as the spiders attack him. As the spiders bite at him, he will need to make a Balance check DC 15 each time he takes damage or fall to the ground, taking 3d6 points of damage.

Treasure: Just the bird, which is one of the items for the game.

Development: If the PCs were with Falls and Falls dies, then the PCs need to decide whether to proceed without him.

ENCOUNTER 6: THE NET

Floating near the center of Lake Seltaren is a small rowboat that contains a large pile of fish netting. It is barely visible from the

shore amid the mist that covers the lake. No other boats can be seen that only contain a pile of netting like this one does.

Somehow, the PCs will need to get out to the center of the lake to retrieve the net. There are many small boats that are unattended at this hour, so getting there shouldn't be a problem. Once at the rowboat, the net can be retrieved. The problem, however, is that when the rowboat is disturbed, it will attract the attention of the Skum swimming in the water nearby. Note that the Skum will not be here if the PCs dove after the corpses of Falls's group when the Groundhogs mentioned what they did with the corpses.

The Skum comes from an aboleth living in the lake of Seltaren. Under no circumstances will this intelligent creature rise during this event, which is something everyone should give thanks for.

Creatures:

ALL TIERS (EL 2)

➤ **Skum** (1): hp 11; see *Monster Manual* page 166.

Tactics: Hungry, the Skum will try to grapple an opponent first; if successful, then the opponent is pulled from the boat into the water. On Tier 1, the Skum will not try to run with its prize, rather, it will try to pull yet another opponent from the boat. On Tier 2, it will try to attack that opponent on the surface of the water without fleeing with its prize. On Tier 3, it immediately starts to drag its opponent underwater.

Treasure: Just the net, which is one of the items needed for the game.

ENCOUNTER 7: THE LETTER

Reaching the gates of the most luxurious estate in all of Seltaren is not difficult. Situated near the falls, overlooking all of Lower Seltaren, the Perine Estate is truly a grand structure. Beyond the iron gates that lead into the estate, large buildings can be seen that are a wonderful example of Suel architecture, with large domed buildings and huge arches. Contrary to the other estates, however, the gardens visible through the gates are less well-tended, in fact, many of the hedges seem overgrown with disuse.

Atop the iron gates stand the letters "P", "E", and "E". The other letters are missing.

The other groups had already managed to get these letters from the gates, so there is little for the PCs to do at this point. If a PC decides to investigate inside the estate, remind them that House Teranor is the largest and wealthiest House in all of the Duchy and is known to traffic in some illegal activities.

About a minute after the PCs arrive, a group of men can be spotted, walking through the overgrown gardens carrying a lantern. The guards will not spot them until a minute later and if any of them succeed, will start yelling and running back toward the estate, summoning the

House Guards. Note that Teranor House Guards are certainly not City Watch.

NPCs: Note that the Guards of House Teranor are not listed in this module. If the guards are summoned and the PCs still have not left the area, a group of twenty armed men and women will approach the gate and ask them to leave.

Teranor Guards (3 or 20) (male human Rog6/Fig2; Spot +12) guards the Perine Estate.

ENCOUNTER 8: THE LOGS

Many timbers fill parts of Lake Seltaren, unguarded and floating freely in the water. Each of them is ten feet long bounce together quietly as the water slowly shifts them around.

This could be almost anywhere along the lake. There is no problem at all in getting the logs, although the trick is in how to get ten of them to the Hippodrome by midnight. Each log weighs about 300 pounds.

Even if the PCs arrive at this scene at the same time as the Few Coppers, the two groups will not meet. Because there are so many places to get the logs from, there is little chance that the two groups will notice each other.

ENCOUNTER 9: THE HALF-ORC

A muffled drunken ballad can be heard from an outhouse just outside of the Genreede estate. Judging from the horrid sense of tune, it is very likely that this song comes from a half-orc. You easily catch a few lines from the song:

"Oh, my axe and my drink and my drink and my axe are all we need. Oh, the axe and the drink and the drink and the axe are all you need. Oh, her axe and her drink and her drink and her axe are all he needs..."

For some reason, the surrounding area is devoid of passersby.

The outhouse itself is a small structure, just large enough to sit one person. At this time, however, there is a half-orc in a stained smock sprawled out face-down over the pit. His legs are sticking awkwardly out of the structure, holding the door open. Six empty skins lie discarded on the ground near the door.

Rugarth the half-orc chef is drinking away his sorrows after being fired from House Reede's employ. He has been doing so since before sunset and has already emptied his stomach three times. Not letting that stop his drinking, though, he constantly managed to continue drinking. Now, however, he is doubly sad because he is out of drink and cannot stand up to get any more.

If the Groundhogs are with the PCs, then Grumbar will immediately walk up and smack Rugarth on the back of the head with his sap, immediately tipping the half-orc the rest of the way into unconsciousness.

Note that anyone else can do the same thing, with the equivalent of a *coup de grace*. In Rugarth's current state, he is considered helpless.

Another option is to try to talk to the half-orc and convince him that he's not actually doing what it looks like he's doing as he's brought to the Hippodrome.

If, for some reason, the PCs remove Rugarth from his stupor, he will complain that he's not drunk enough and want more to drink. He will also tell the PCs that he was fired because he said that dwarves stink worse than elves. He doesn't mind being fired. After all, dwarves stink more than elves.

NPCs:

☛ **Rugarth** (male half-orc Com1; hp 6) unemployed, used to be a chef for House Reede.

Development: If the PCs are with the Groundhogs, move to Encounter 11: The Hippodrome, as that's where they're headed next.

ENCOUNTER 10: THE GUARDHOUSE

Often a very busy place this time of night in Seltaren, the guardhouse for Lower Seltaren is strangely quiet. A decently well-kept building, the guardhouse is large enough to house all of the guards for the lower city and is known to have a large dungeon beneath its walls for those criminals who get caught in their crimes.

The main door to the guardhouse lies open to the cool night air and the warm light of a fire can be seen within.

Inside the main reception area of the guardhouse sits two people, Revin Szabo, the captain-at-arms, for House Szabo, and Ferai Rissel, the captain of the watch for Lower Seltaren. Both are wearing their insignia (Knowledge: Local, Nobility, or Duchy Lore DC 10 to identify their affiliations). The two of them are obviously enamored with each other and neither wants to part company. They are currently enjoying a glass of wine and talking by the fire.

When the PCs enter, however, both will be all business. If the PCs talk of any of the massacres, Ferai will send a group of guards to investigate.

If the PCs talk of *The Night Where Nothing Happens*, Ferai will look concerned, but Revin will try to get as much detail as possible from the PCs. He will sense that this is potentially very important information for his House.

Neither will be inclined to do anything about the issue, as apparently no harm is meant to come from the night. However, they do encourage the PCs to pursue the matter on their own and report back *in the morning* if they uncovered anything.

If the PCs become rude or hostile to either of these people, then neither will have any qualms suggesting they be put in jail until they cool off. They do have the entire watch of Seltaren just a shout away. Unless a PC

has an Influence Point with House Szabo or the City Watch of Seltaren, they will not get a better treatment than that.

NPCs:

☛ **Ferai Rissel** (female human Ftr5; hp 36) the captain of the watch for Lower Seltaren. This is the highest ranking position other than the Governor himself, who is currently in Leukish.

☛ **Revin Szabo** (male human Ftr6; hp 44) the captain-at-arms for House Szabo.

Development: Though the PCs will not be deputized by Ferai to investigate the situation, she will authorize them to look into it on their own. Although no new clues can be found here, this encounter may give PCs a new option for going on this adventure.

If the PCs decide to head to any other station of the city watch in Lower Seltaren, they will be instructed to speak to Ferai Rissel.

If the PCs decide to head to the guardhouse in Upper Seltaren, they will awaken Firden Moirek, the captain of the watch there. He will be disturbed at the theft of his sword, but since it came back unharmed, he sees no crime in the matter. He will be no more inclined than Ferai Rissel to help the PCs investigate the matter.

ENCOUNTER 11: THE HIPPODROME

In the darkness, the huge Hippodrome looms before you. Long ago, it was an arena for the sport of the upper class Suel nobility, where they cheered on brutal battles to the death between Oeridian slaves, Flan captives, and orcish shock troops. They would bring in ferocious animals and worse from the wild and set them against these people, cheering for more bloodshed.

Over the years, the large Hippodrome has fallen into disuse until now it lies completely abandoned. Stonework that once rivaled that of Greyhawk itself now lies crumbled to the ground, a result of some ancient cataclysm. Many walls are supported with wooden beams, the beams themselves threatening to rot away. People do not go here anymore, for there is a common rumor that the restless spirits of those who were slain here, years ago, haunt the building.

The only entrance to the Hippodrome that is not boarded up or collapsed and blocked by rubble is the Grand Archway leading to the arena itself. Beyond the dark passage, the old battlegrounds can be seen.

Take a look at the appendix for a map of this encounter.

Before midnight, no one is here, though the PCs are welcome to explore the Hippodrome while they wait for Masseri and the participants to arrive. It is dangerous to explore too much among the ruins, however, as the walls are very unstable.

If the PCs arrive at midnight and they have been traveling with the Groundhogs, then no one else is there.

If the PCs arrive on their own or with Falls, then the Groundhogs are already there, with a carriage on which is tied a very smelly half-orc. Grumbar will happily introduce himself and cautiously eye the items the PCs have.

After all of the participants have arrived except for the Cultured Shadows, a Suel human arrives from the far side of the arena, having picked his way carefully and stealthily through the rubble. He will introduce himself simply as an agent of Masseri and ask the groups to list their goods. If only one group is there, then he will still insist the list of items is presented.

If the PCs tell of the massacres, he will betray a look of concern and finger his ring noticeably. Grumbar will mention what he had to go through to clean up after the massacre, something for which the agent of Masseri is much relieved by. Even in the light of this information, this man will insist that people start listing items.

Note that the following only happens if the PCs have not managed to slay the Cultured Shadows before this event.

During the listing of items, the clatter of hooves can be heard from the Grand Archway. Coming rapidly into the arena is Dzark Teranor driving a carriage. Atop the carriage are lashed ten logs, and Kerith and Esil sit inside. Driving the carriage near the group, Dzark will simply announce that the Cultured Shadows have arrived and the Few Coppers are just behind them.

As he states this, several things happen:

- Another carriage comes careening into the arena. Aergoth drives this one.
- Grumbar immediately insists that they are too late and raises quite a stink about it.
- Dzark will reply to Grumbar's insistence with "father wouldn't like that"
- The agent of Masseri turns and looks fearfully behind him at the upper seats of the Hippodrome. There is nothing there, but his nervousness is increasing and he's getting fidgety.
- Anything the PCs wish to do, as a standard action.

Immediately after this, Aerken Fly's into the scene to engage the agent of Masseri, the Tiefling's create a magical darkness on each of the groups and the battle begins.

Trap(s): Anyone climbing over the rubble must make a Reflex save DC 15 for every ten feet of movement or take 1d6 damage of collapsing rubble falling on them or under them.

Creatures and NPCs: For the statistics of the Groundhogs, Falls, or the Cultured Shadows, see the appropriate appendix.

Tralkes the agent of Masseri, male human Rgr1/Rog3:

Medium-size Humanoid (human): HD 1d10+3d6+8; hp 37; Init +3; Spd 30; AC 15 (Touch 13, Flat-footed 12); Atks +6 melee (1d4+1/19-20, dagger), or +4 melee (1d4+1/19-20, dagger) and +4 melee (1d4+1/19-20, dagger), or +6 ranged (1d4+1/19-20, dagger); S A Rog sneak attack (+2d6); SD Rog evasion, Rog uncanny dodge; AL NG; SV Fort +2, Ref +8, Will -1; Str 12, Dex 16, Con 14, Int 12, Wis 8, Cha 10.

Skills and Feats: Disable Device +6, Hide +7, Listen +2, Move Silently +8, Open Locks +6, Pick Pockets +6, Search +5, Spot +1, Tumble +7; Blind Fight, Ambidextrous (v), Two-weapon Fighting (v), Tracking, Weapon Finesse (dagger).

Possessions: leather armor, 2 daggers, copper ring.

Tactics: Each group has their own desires and plans for this combat.

- Aerken Teranor wants to keep his children alive while slaying as many of these people as possible. His primary target, however, is the agent of Masseri. Aerken does not know that this is not actually Masseri himself. He currently believes (unless the PCs give him reason not to) that he shouldn't be considered a target and will take this opportunity to try to get near the agent of Masseri. Once he gets near the agent, someone attacks him, or someone injures one of his children, he starts screaming insanely at the top of his lungs. He will scream things like, "My children will feast upon your entrails, Masseri," or "You will burn for eternity for harming my son!" or "My children! Come to my aid!"
- The tieflings will kill everyone they can, all the while retaining a very dignified air. Unlike their father, they will not let anger overcome them; although they will fight to the death out of loyalty. They will move with elegance and grace, apologizing for every grievous wound they open, and yet lick their horrid lips at the scent of blood. Dzark will cast summon monster (dire creature, DM's Choice), and then *Shield* (from scrolls) then continues to attack by spell from a distance. Aergoth will climb on top of the carriage he has parked 100 ft. from the center of combat, where he has 2 loaded heavy crossbows. He will cast *true strike* (round 1), then fire a crossbow (round 2); then repeat. Esil and Kerith will close with the closest enemies and work as a team. On third tier Aergoth will cast invisibility on himself before entering the hippodrome.

The Groundhogs leave as quickly as possible. They get back in the carriage and start to drive it away. They do

everything in their power to save their own skins or that of their comrades.

- The Tralkes, the agent of Masseri stands dumbstruck for a moment. He was told he would be paid well enough for checking off the items people brought in on the list, but wasn't at all signing up for this. He will try to flee Aerken at first, but Aerken will fly and cut him off. Realizing there is no escape from the fiend, he will try to dispatch Aerken.
- If Rugarth is there and awake, he will immediately decide to fall asleep when the darkness hits. None of the half-fiends will attack him, as his smell repulses their highly refined tastes.

Treasure: Only what is on the fallen foes.

CONCLUSION

Once the battle is over, Masseri himself comes to the arena. Masseri is a very nondescript Oeridian human, with a huge frock of curly brown hair. He is currently wearing the clothing of a dockworker, soot stained and worn. He speaks clearly and precisely, with a great deal of confidence. He will look at people around him as he speaks, gauging their reactions.

He is very concerned with the events that happened this night and will ask the survivors what happened. If the PCs make a connection to House Teranor, Masseri will curse the House of the White Heron (another name for House Teranor) and mention that he wishes the entire House would rot in the Abyss. If the PCs agree that that would be a good thing as well, Masseri will say that he will see what he can do about it and that he'll keep the PCs in mind.

No matter what the PCs managed to retrieve, they will not be the winners of *The Night Where Nothing Happens*, because they did not learn the rules by legitimate means. Further, by Masseri's value system, the Groundhogs will have retrieved the most valuable items.

Masseri will express great regret that no one was able to get the glass globe. He will be very pleased at finding all three letters and jokingly ask the PCs if they know what it spells now. He will hold the lute reverently in his hands and refuse to let anyone touch it once he has it in his hands.

Not wanting to be ungrateful, however, Masseri promises to remember their faces and could possibly do them a favor in the future, should they need. He assures the PCs that this is a good thing.

All items in the game must be handed over to Masseri at this point. He and his agents will replace everything, exactly as though it had never moved.

The End

EXPERIENCE POINT SUMMARY

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

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

Encounter 1: The Mug

Arguing the legality of the game	10 xp
Getting the mug	10 xp

Encounter 2: The Crate

Learning about massacre	10 xp
Convincing Grumbar to let PCs follow	10 xp

Encounter 3: The Carriage

Getting the carriage	10 xp
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Encounter 4: The Scroll

Getting the scroll	10 xp
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Encounter 5: The Bird

Getting the bird statue	15 xp
Defeating or avoiding the spiders	50 xp

Encounter 6: The Net

Defeating or avoiding the Skum	75 xp
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Encounter 8: The Logs

Figuring out how to carry the logs	10 xp
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Encounter 9: The Half-orc

Getting Rugarth	15 xp
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Encounter 10: The Guardhouse

Getting permission to investigate	10 xp
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Encounter 11: The Hippodrome

Slaying the Cultured Shadows	200 xp
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Conclusion:

Turning all items over to Masseri	15 xp
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Role-playing experience:	0-50 xp
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Max Experience Point total	500 xp
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TREASURE SUMMARY

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

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

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

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

Note: All items with an asterisk (*) are a part of the *Night Where Nothing Happens* and should be returned. Failing to return any of these items results in the Enmity of the Rogues of Seltaren.

Encounter One:

- +1 longsword, *Sword of the Seltaren Watch Captain*. This sword is emblazoned with the seal of the Seltaren City Watch. Anyone using this sword gains a +1 reaction modifier to any Charisma-related skill checks when in Seltaren and posing as a member of the Seltaren City Watch. *

Encounter Two:

- 20 gp worth of gems and precious metals. *

Encounter Three:

- Three carriages. *

Encounter Four:

- Six divine scrolls of *cure light wounds*, value 25 g.p. each

Encounter Eleven:

- | | |
|---|----------|
| • Breastplate | 100 g.p. |
| • 4 rapiers | 45 g.p. |
| • Silver ring set with a bloodstone | 45 g.p. |
| • Silver bracelet | 40 g.p. |
| • Silver necklace with an amethyst pendant | 120 g.p. |
| • 4 crystal goblets in case | 100 g.p. |
| • Gold ring | 13 g.p. |
| • 2 heavy crossbows | 50 g.p. |
| • 20 bolts | 1 g.p. |
| • 4 white linen napkins, bloodstained | 0 g.p. |
| • leather satchel | 1 g.p. |
| • Silver ring | 2 g.p. |
| • Arcane scroll of <i>mage armor</i> | 25 g.p. |
| • Arcane scroll of <i>shield</i> | 25 g.p. |
| • 2 arcane scrolls of <i>summon monster I</i> | 25 g.p. |
| • Arcane scroll <i>Tenser's floating disk</i> | 25 g.p. |
| • Silver circlet | 48 g.p. |
| • Obsidian ring | 40 g.p. |

Conclusion:

Influence or enmity as below.

- **Influence Point**
Anyone who returns all items on the list for the game to Masseri AND does not tell anyone about the *Night Where Nothing Happens* AND does not leave behind any obvious evidence that the night happened, receives one Influence Point With The Rogues of Seltaren.
- **Enmity, Minor**
Anyone who chooses to not return any item OR tells anyone about the *Night Where Nothing Happens* OR leaves behind obvious evidence that the night happened, receives the Enmity of The Rogues Of Seltaren, Minor.
- **Enmity, Major**
Anyone who chooses to not return the magical longsword of Fridden Moirek receives the Enmity of The Rogues of Seltaren, Major.

APPENDIX 1: RULES FOR THE NIGHT WHERE NOTHING HAPPENS

The Night Where Nothing Happens is a form of a scavenger hunt, with many rules variations from the standard game. Like a normal scavenger hunt, all parties playing the game must obtain as many items as possible from a list within a predetermined amount of time. The following is a list of differences between a normal scavenger hunt and *The Night Where Nothing Happens*:

- **Nothing must happen.** Every item must be obtained purely through stealth. No one must know that anything was stolen. Alerting the city watch of the events is grounds for disqualification.
- **No one must know of the game.** It is a secret event that only a privileged few have any knowledge of. If the game is revealed to anyone but those who are able to learn of it on their own, then the person who revealed the information will receive the Enmity of the Seltaren Rogues.
- **No one is ever told all of the rules.** Only those rogues skilled enough in the ways of the city know what the rules are, and even their knowledge will likely be incomplete. When Masseri organizes the event, he hides the rules throughout the city. Therefore, while it may be relatively easy to learn that one needs to obtain a longsword, it is much more difficult to learn that the longsword has to be the *longsword* from Fridden Moirek's locker in the Upper Seltaren guardhouse.
- **The event ends at midnight.** Masseri needs some time to have all of the items returned; therefore the event must end precisely at midnight.
- **The winner is not necessarily the one with the most items.** Actually, some items are much more important to the victory than others. For example, it is true that one of the items is any old satchel, but another item is Rugarth, the half-orc chef who works for House Reede. Not only does the game require that Rugarth himself must be brought (and no other half-orc will do), but Rugarth cannot know what is happening, or that anything at all happened that was unusual. Therefore, getting Rugarth is far more important than getting any satchel. Only Masseri knows the exact importance of each item, though there is always much speculation as to which ones are worth more.

APPENDIX 2: THE COMPLETE LIST OF ITEMS TO BE RETRIEVED

The following list details the basic item that must be obtained, then describes more specific information on what exactly is required. Some of this information cannot reasonably be obtained in this module, but particularly crafty PCs may be able to learn more than what the NPCs know. Information presented in *italics* represents the state of the items at the start of the event.

- **A magical longsword.** This must come from Fridden Moirek's locker. Fridden Moirek is the captain of the watch for Upper Seltaren. *Held by Falls.*
- **A lute.** The lute needed is Ardena Coriner's and is known to be located in the Ilmaera Estate in Upper Seltaren. *Held by The Groundhogs. Note that Falls has the wrong one.*
- **A mug full of ale.** This must be a completely full mug of ale from The Borderland tavern. The trick for the PCs isn't in getting the mug, but keeping it full of Borderland ale. It is acceptable to fill a skin with Borderland ale, and then fill the mug when the items are presented. *Plenty, each going for a silver piece. The Groundhogs, the Bear Rapid, and the Few Coppers already have one.*
- **A crate of gems.** These gems must come from a warehouse owned by House Meissel. The box needed is labeled "TO RADIGAST" and contains 1,000 gold worth of corundum gems. *The Cultured Shadows took this box before they killed most of the Love of the City.*
- **A carriage.** This must come from the Boravek Morsen Coachhouse. *Three of them, all parked out front of the carriage house.*
- **A scroll of cure light wounds.** This must come from Temple of Lydia in Seltaren. They have a market value of 25 gold. *The Temple has six of them available tonight.*
- **A bird.** This is the statue of a songbird that is atop the Palladium. *It is still there at the start of the module.*
- **A fishing net.** You need 25 sq. feet. This net must come from a small rowboat floating in the middle of the lake. *Still there.*
- **A wrought-iron letter.** The letters "R", "I" or "N" from atop the gate of the Perine Estate. Yes, this does mean that the letters will then spell "PEE." Masseri apparently has a sense of humor. *The "R" is held by the Groundhogs, the "I" is held by the Bear Rapid, and the "N" is held by the Cultured Shadows.*
- **Ten logs.** These logs must come from some of the timber stored in the lake. There are many places to get such logs, and any of them will do. The trick, of course, is to get them to the meeting place. One likely idea is to get one of the carriages and put them on that. *No logs have been retrieved at the start of the module.*
- **A half-orc.** Rugarth, the half-orc chef of House Reede. He must be retrieved without knowing what's going on. *He is getting drunk in the outhouse behind Reede's estate.*
- **A satchel.** Any old satchel will do.
- **A torch.** Any old torch will do.
- **A crowbar.** Any old crowbar will do.
- **A platinum piece.** Any old platinum piece will do.
- **A portable ram.** This can come from anyone that calls himself an adventurer. *Any ram will do, so long as it comes from an adventurer. None of the groups have one yet.*
- **A glass sphere.** This must come from the Governor's Estate. It is a perfect glass sphere, crafted by magic. No one knows of this item and, unless the PCs find some way to learn that it is on the list, they will not know to get it. *This item is under heavy guard at the Governor's Estate in Upper Seltaren.*

APPENDIX 3: THE GENERAL TIMELINE

If the PCs do not affect the course of the night in any way, this is where each of the remaining four groups will be during the course of the *Night Where Nothing Happens*. Words in **bold** indicate the Encounters listed in the module where that location can be found.

Note that all times are provided for DM reference, are rough estimates, and should never be mentioned to the PCs. Instead, use vague terms such as “about an hour before midnight,” or “about thirty minutes after you left the tavern,” etc.

	<i>The Love of the City</i>	<i>The Cultured Shadows</i>	<i>The Groundhogs</i>	<i>The Bear Rapid</i>	<i>The Few Coppers</i>
8:00 PM	1 - The Mug. At The Borderland	On the move.	2 - The Crate. Cleaning up the Meissel warehouse after the murders.	Looking for the longsword, which is already gone.	Getting the wrong crate of gems.
8:30 PM	1 - The Mug. At The Borderland	3 - The Carriage. Staking out the carriage house.	On the move.	On the move.	Still getting that wrong crate.
9:00 PM	On the move	3 - The Carriage. Attacking the Bear Rapid. Taking carriage.	4 - The Scroll. Getting the scroll from the Temple.	3 - The Carriage. At the carriage house, getting killed.	On the move.
9:30 PM	5 - The Bird. Trying to get bird, falling and dying.	On the move.	On the move.	Dead.	3 - The Carriage. They get a carriage and clean up the Bear Rapid murders.
10:00 PM	Dead.	5 - The Bird. Notices death of Falls and dines on his entrails.	3 - The Carriage. They get the last carriage.	Dead.	On the move.
10:30 PM	Dead.	On the move.	On the move.	Dead.	8 - The Logs. They put the logs onto their carriage.
11:00 PM	Dead.	On the move. They track down The Few Coppers and slay them in the streets.	9 - The half-orc. They knock Rugarth out and put him in the carriage.	Dead.	On the move. Ambushed by The Cultured Shadows in the streets.
11:30 PM	Dead.	On the move.	On the move.	Dead.	Dead.
Midnight	Dead.	11 - The Hippodrome. They arrive about five minutes late.	11 - The Hippodrome. They come in with their goods.	Dead.	Dead.

APPENDIX 4: THE LOVE OF THE CITY

The Love of the City was formed just over a year ago, under the leadership of Lake, a skilled rogue who wanted to share his respect for Seltaren with others. Every member of the group had a role to fill: Lake was the charismatic leader, Perine the stalwart fighter, Ilmaera the mystical sorcerer, and Falls, the skilled second-story man. None of them knew each other's real names as they'd been using code names from the beginning.

❖ **Falls, male human Rogz:** Medium-size Humanoid (human); HD 2d6 + 4; hp 13; Init +3; Spd 30; AC 15 (Touch 13, Flat-footed 12); Atks +2 melee (1d4+1/19–20, dagger), or +4 ranged (1d4+1/19–20, dagger); SA Rog sneak attack (+1d6); SD Rog evasion; AL NG; SV Fort +2, Ref +8, Will –1; Str 12, Dex 16, Con 14, Int 16, Wis 8, Cha 10.

Skills and Feats: Balance +3, Climb +6, Disable Device +6, Hide +7, Listen +2, Move Silently +8, Open Locks +6, Pick Pockets +6, Search +5, Spot +1, Tumble +7; Blind-Fight, Lightning Reflexes.

Possessions: leather armor, three daggers, a pouch containing 15 gp and 40 sp. Satchel containing: +1 longsword, lute (the wrong one).

Description: Falls is a lithe, agile young human of indeterminate heritage. His face is somewhat plain and his medium-length brown hair often gets in his eyes. He is full of a vibrant energy and makes it known in his passion for Seltaren. He loves the city and all that it offers any person of skill.

Falls knows about the following other teams:

The Few Coppers. They are a new group and just a bunch of complete amateurs.

The Bear Rapid. These guys are good, but we can beat them.

The Cultured Shadows. A bunch of High Society dandies, from what I heard.

The Groundhogs. They are a great group led by a gnome. They almost won last year.

Falls knows to retrieve the following items:

A magical longsword. This must come from Fridden Moirek's locker. Fridden Moirek is the captain of the watch for Upper Seltaren. *He's got it already!*

A mug full of ale. This must be a completely full mug of ale from The Borderland tavern. The trick for the PCs isn't in getting the mug, but keeping it full of Borderland ale. It is acceptable to fill a skin with Borderland ale, and then fill the mug when the items are presented. *Plenty, each going for a silver piece.*

A crate of gems. These gems must come from a warehouse owned by House Meissel. The box needed is labeled "TO RADIGAST." *The Love of the City was after this when they were attacked by those fiends..*

A carriage. This must come from the Boravek Morsen Coachhouse.

A scroll of cure light wounds. This must come from Temple of Lydia in Seltaren.

A bird. This is the statue of a songbird that is atop the Palladium.

A fishing net. You need 25 sq. feet. This net must come from a small rowboat floating in the middle of the lake.

A wrought-iron letter. The letters "R", "I" or "N" from atop the gate of the Perine Estate. Yes, this does mean that the letters will then spell "PEE." Masseri apparently has a sense of humor. *The "R" is held by the Groundhogs, the "I" is held by the Bear Rapid, and the "N" is held by the Cultured Shadows.*

A lute. Any old lute will do. *He's got it wrong.*

A half-orc. Any old half-orc will do. *He's got it wrong.*

A satchel. Any old satchel will do.

A torch. Any old torch will do.

A crowbar. Any old crowbar will do.

A platinum piece. Any old platinum piece will do.

Falls's Plan:

After going to The Mug, Falls plans to go to Encounter 5: The Bird, then Encounter 7: The Letter, then Encounter 4: The Scroll, then if he has time, Encounter 6: The Net. When he completes these tasks, he intends to go directly to Encounter 11: The Hippodrome. It is very likely that Falls will die in Encounter 5: The Bird, though.

Appendix 5: The Groundhogs

The Groundhogs have been an organized group for almost three years and had participated in the last *Night Where Nothing Happened*, but failed to complete the event because their sorcerer, Gavin, had fallen accidentally and they needed to get him to the temple. It is commonly understood that the Groundhogs would've won last year had the accident not happened. Because Grumbar, the gnomish leader of the group, had decided to save his friend rather than win the game, he has earned a great deal of respect among both his own group and the rest of Seltaren's underworld. The only other member of the group is a half-elven woman named Lisendha, a dropout from the Stalwart Pines ranger school.

🔮 **Grumbar, male gnome Rog3:** Small Humanoid (gnome); HD 3d6+6; hp 16 Init +3; Spd 20 ft.; AC 15 (Touch 14, Flat-footed 13); Atks +2 melee (1d4+2/19–20, dagger), or +3 ranged (1d6/x3, shortbow); SA Rog sneak attack; SD Rog evasion; AL LG; SV Fort +2, Ref +3, Will +0; Str 10, Dex 16, Con 15, Int 14, Wis 10, Cha 10.

Skills and Feats: Appraise +8, Disable Device +8, Hide +9, Listen +6, Move Silently +9, Open Locks +9, Pick Pockets +9, Search +8, Spot +6, Tumble +9; Dodge, Mobility.

Possessions: leather armor, dagger, short sword.

Description: Grumbar is always twiddling his fingers. It's more of a calculating gesture than a nervous tick. He sports the typical large gnomish nose and has a long braided gray beard, although the top of his head is completely shaved clean. Every action he considers will be for the best of the Groundhogs and Groundhog law is the only law he truly respects, though he follows it to the letter. His given name is Grumbar Mumbar Brumbar Rooster Tumber and has several cousins in House Burlondin that he is quite proud of.

🔮 **Lisendha, female half-elf Rgr3:** Medium-size Humanoid (elf); HD 3d10; hp 16; Init +3; Spd 30 ft.; AC 15 (Touch 13, Flat-footed 12); Atks +5 melee (1d8+2/19–20, longsword), or +3 (1d8+2/19–20, longsword) and +3 melee (1d6+1/19–20, shortsword), or +6 ranged (1d8/x3, longbow); SA species enemy (goblinoid); SD ; AL N; SV Fort, Ref, Will; Str 14, Dex 17, Con 11, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +9, Listen +8, Move silently +9, Spot +8, Wilderness Lore +7; Ambidexterity (v), Point blank shot, Precise shot, Tracking (v), Two-weapon fighting (v).

Possessions: leather armor, longsword, shortsword, dagger, longbow, 20 arrows.

Description: Lisendha is a strong woman, quite capable of defending herself in almost all situations. Her pale white hair trails behind her in a single braid, interwoven with bits of feather and beads. Her facial features are rugged and sturdy. When she speaks, it is quiet, but with confidence. She only has one name, having given up any other names when she failed out of the Stalwart Pines Ranger School.

🔮 **Kavin, male halfling Sor3:** Small Humanoid (halfling); HD 3d4+3; hp 11; Init +3; Spd 20 ft.; AC 14 (Touch 14, Flat-footed 11); Atks +4 melee (1d4-2/19–20, dagger), or +4 ranged (1d4-2, dagger); AL N; SV Fort +3, Ref +5, Will +5; Str 6, Dex 16, Con 13, Int 10, Wis 12, Cha 15.

Skills and Feats: Concentration +7, Spellcraft +6, Listen +3, Move Silently +5; Toughness, Weapon Finesse (dagger).

Possessions: backpack, dagger.

Spells Known (6/6; Spell DC = 12 + spell level): 0—*detect poison, detect magic, mage hand, mending, prestidigitation*; 1st—*feather fall, sleep, unseen servant*.

Description: Kavin Houndswallow has a shaved head just like Grumbar in the front and a long ponytail in the back, just like Lisendha (bits of feather and all, although his is black). Kavin is generally very insecure, and tries to emulate those who he respects. He is from The Vale up north, though would never consider going back, because he hates jam (he heard a member of the city watch say so once and thought he would adopt that idea for his own).

The Groundhogs know of the following facts that Falls didn't know:

A lute. The lute needed is Ardena Coriner's and is known to be located in the Ilmaera Estate in Upper Seltaren. Held by The Groundhogs.

Ten logs. These logs must come from some of the timber stored in the lake. There are many places to get such logs, and any of them will do. The trick, of course, is to get them to the meeting place. One likely idea is to get one of the carriages and put them on that.

A half-orc. Rugarth, the half-orc chef of House Reede. He must be retrieved without knowing what's going on. He is *getting drunk in the outhouse behind Reede's estate, the Genreede Estate*.

A portable ram. This can come from anyone that calls himself an adventurer. *Any ram will do, so long as it comes from an adventurer.*

What they want to learn from the PCs:

A magical longsword. They want to know that Falls already has it.

- **A bird.** This is the statue of a songbird that is atop the Palladium.

- **A fishing net.** You need 25 sq. feet. This net must come from a small rowboat floating in the middle of the lake.

APPENDIX 6: THE CULTURED SHADOWS

The Cultured Shadows is a group organized by a high-ranking member of House Teranor, Aerken Teranor. Aerken sired four Tiefling offspring. Rather than let them grow up scorned in society, Aerken educated them and taught them proper etiquette and culture. The result is a horridly polite group of fiendish creatures. While they dine on human flesh, these fiends will dab their mouths with napkins and politely ask for seconds. Their dress is also very finely tailored, they sport the latest styles of dress and have been known to stage mock dances where they twirl corpses of young women and men about a blood-streaked dance floor.

Their entire purpose for this night is to disrupt the game and make this, as they put it, the *Night Where Nothing Ever Happens Again*. That, and to feast upon human flesh, or elven, or halfling or even possibly dwarven.

✦ **Aerken, male Suel half-fiend Ari6:** CR 8; Medium-size Outsider (6 ft. tall); HD 6d8+4; hp 34; Init +4; Spd 30, Fly 30 (average); AC 19 (Touch 13, Flat-footed 16); Atks +6 melee (1d4+2, 2 claws) +4 melee (1d6+1, bite); SA Darkness 3/day, Desecrate 1/day, Unholy Blight 1/day; SQ Darkvision 60 ft. SD Immune to Poison, acid, cold, electricity, fire resistance 20; AL CE; SV Fort +3, Ref +6, Will +7; Str 14, Dex 18, Con 12, Int 16, Wis 14, Cha 14.

Skills and Feats: Appraise +12, Bluff +11, Diplomacy +11, Gather Information +11, Listen +11, Sense Motive +11; Spot +11; Multi-Attack, Toughness, Toughness.

Possessions: breastplate.

Description: Aerken Teranor's face is permanently twisted in a snarl of contempt. That, and beautiful blonde tresses of hair are the only evident physical traits of his Suel background. Beneath the blonde hair is a black scaly skin and deep red eyes. His hands are twisted into vile claws that seem to always have bits of flesh stuck to them. A pair of leathery wings spread out behind his breastplate, which is emblazoned with a white heron. Long ago, he was sired in a union between a member of House Teranor and a demonic creature; for his entire life, he's been battling between maintaining an air of high-culture and horrid demonic desires. In past months, his demonic desires have begun to overcome any sense of morality. The only things he truly loves anymore are his Tiefling children.

Note: Aerken is not with the Tieflings if encountered at the Carriage House, and when encountered at the Hippodrome Aerken has already used his Unholy Blight earlier to slay *The Few Coppers*.

TIER 1 (EL 6)

✦ **Esilt, female Suel tiefling Ftr1:** CR 2; Medium-size outsider; HD 1d10+2; hp 12 Init +3; Spd 30; AC 17 (Touch 13, Flat-footed 14); Atks +5 melee (1d6/18-20 rapier); SA Darkness 1/day; SD cold, electricity, and fire resistance 5; AL CE; SV Fort +6, Ref +5, Will +3; Str 11, Dex 17, Con 14, Int 12, Wis 12, Cha 8.

Skills and Feats: Bluff +3, Hide +5, Search +3, Spot +3; Weapon Finesse (rapier), Weapon Focus (rapier).

Equipment: Silver hilted rapier, silver ring w/ bloodstone, silver bracelet, silver necklace with amethyst pendant.

Description: Esilt is nearly 6 feet tall, shapely, with long golden blonde hair, pale skin, and classically patrician Maure Suel features. She is decidedly not wholly human though, with night-black eyes that seem to slightly glow violet. A long purple forked tongue issuing forth over carmine lips completes the visage of exotic and deadly beauty. She wears a dark velvet green doublet; matching pantaloons are tucked into the tops of her cream-colored thigh-high leather boots. Over her right shoulder hangs a cape of heavy dark-amber brocade and upon her hip she bears a highly ornate silver hilted rapier. She is adorned at throat and cuff with the finest of silk lace.

✦ **Aergoth, male Suel Tiefling Sor1:** CR2; Medium-size outsider; HD 1d4+1; hp 5 Init +3; Spd 30; AC 17 (Touch 13, Flat-footed 14); Atks +0 melee (1d6/18-20, rapier) or -1 ranged (1d10/19-20, heavy crossbow) SA darkness 1/day; SD cold, electricity, and fire resistance 5; AL CE; SV Fort +3, Ref +5, Will +4; Str 10, Dex 16, Con 13, Int 10, Wis 12, Cha 13.

Skills and Feats: Bluff +3, Hide +5, Spellcraft +4, Concentration +5; Martial Weapon Proficiency (rapier).

Possessions: rapier, leather satchel (wooden case of 4 crystal goblets, 4 white linen napkins), plain gold ring, 2 heavy crossbows, 20 bolts.

Spells Known (5/4; Spell DC = 11 + spell level): 0—*daze, detect magic, detect poison, ray of frost*; 1st—*mage armor, true strike*.

Note: two of Aergoth's first level spells have already been cast—a *mage armor* on himself and one on Esilt. Both spells are figured into the ACs.

Description: Aergoth is Esilt's twin. He wears his hair bound into a silver wire wrapped queue down his back. Aergoth's eyes are the color of molten steel without hint of sympathy or remorse. His black toothy maw and razor sharp taloned hands mark his departure from humanity. Aergoth prefers garb of crimson slash-and-puffed with pale yellow silk.

✦ **Dzark, male Suel tiefling Wiz1:** CR 2; Medium-size outsider; HD 1d4+1; hp 5 Init +3; Spd 30 ft.; AC 17 (Touch 13, Flat-footed 14); Atks +0 melee (1d6/18-20, rapier), SA darkness 1/day; SD cold, electricity, and fire resistance 5; AL CE; SV Fort +3, Ref +5, Will +5; Str 10, Dex 16, Con 13, Int 17, Wis 12, Cha 8.

Skills and Feats: Bluff +1; Hide +5, Spellcraft +7, Concentration +5, Scry +7, Knowledge (arcana) +7, Knowledge (nobility) +7; Martial weapon (Rapier).

Possessions: Rapier, silver ring, arcane scroll of *mage armor*, arcane scroll of *shield*, 2 arcane scrolls of *summon monster I*, arcane scroll of *Tenser's floating disc*.

Spells Prepared (3/2; Spell DC = 13 + spell level): 0—*ray of frost* (x3), 1st—~~*mage armor* (x2)~~.

Note: Dzark's first level spells have been cast already. Both spells were *mage armor*, one he cast on himself and one he cast on Kelrith. Both ACs reflects this.

Description: Dzark is seems human; until one notices the horns that are slightly not covered by his blonde hair. He is garbed in a fine burgundy velvet houppelarde belted with a broad black leather belt, striped black and burgundy hose, and fine leather shoes. Dzark is a wizard and usually disdains physical combat.

✦ **Kelrith, female Suel tiefling Rogr:** CR1; Medium-size outsider; HD 1d6+1; hp 7 Init +3; Spd 30 ft.; AC 17 (Touch 13, Flat-footed 14); Atks +3 melee (rapier 1d6); SA *Darkness* 1/day; sneak attack +1d6 SD cold, electricity, and fire resistance 5; AL CE; SV Fort +3, Ref +7, Will +2; Str 10, Dex 17, Con 13, Int 16, Wis 10, Cha 8.

Skills and Feats: appraise +7, balance +7, bluff +5, disable device +7, hide +9, move silently +7, open lock +7, pick pocket +7, read lips +7, search +7, tumble +7; Weapon Finesse (rapier).

Possessions: Rapier, a silver circlet, an obsidian ring.

Description: Kelrith appears quite normal, 5 feet 10 inches tall, broad shouldered though lithe and trim, with classically patrician Maure Suel features though decidedly feminine, short reddish blonde hair, a fair complexion, and pale blue eyes. A voluminous yellow-green cloak wraps round Kelrith's form from knees to chin, over tight bright green velvet doublet and breeks gartered below the knee, pale yellow hose, and fine leather half boots. A broad brimmed hat dyed to match her cloak completes the ensemble.

TIER 2 (EL 7)

✦ **Esilt, female Suel tiefling Ftr2:** CR 3; Medium-size outsider; HD 2d10+4; hp 19; Init +3; Spd 30 ft.; AC 17 (Touch 13, Flat-footed 14); Atks +6 melee (1d6/18-20, rapier); SA *Darkness* 1/day; SD cold, electricity, and fire resistance 5; AL CE; SV Fort +7, Ref +5, Will +5; Str 11, Dex 17, Con 14, Int 12, Wis 12, Cha 8.

Skills and Feats: Bluff +3, Hide +5, Search +3, Spot +3; Weapon Finesse (rapier), Weapon Focus (rapier), Iron Will.

Possessions: Silver hilted rapier, silver ring with bloodstone, silver bracelet, silver necklace with amethyst pendant.

Description: Esilt is nearly 6 feet tall, shapely, with long golden blonde hair, pale skin, and classically patrician Maure Suel features. She is decidedly not wholly human though, with night-black eyes that seem to slightly glow violet. A long purple forked tongue issuing forth over carmine lips completes the visage of exotic and deadly beauty. She wears a dark velvet green doublet; matching pantaloons are tucked into the tops of her cream-colored thigh-high leather boots. Over her right shoulder hangs a cape of heavy dark-amber brocade and upon her hip she bears a highly ornate silver hilted rapier. She is adorned at throat and cuff with the finest of silk lace.

✦ **Aergoth, male Suel tiefling Sor2:** CR 2; Medium-size Outsider; HD 2d4+2; hp 8; Init +; Spd 30 ft.; AC 17 (Touch 13, Flat-footed 14); Atks +1 melee (1d6/18-20, rapier); +0 ranged (1d10/19-20, heavy crossbow) SA *darkness* 1/day; SD cold, electricity, and fire resistance 5; AL CE; SV Fort +3, Ref +5, Will +5; Str 10, Dex 16, Con 13, Int 10, Wis 12, Cha 13.

Skills and Feats: Bluff +3, Concentration +6, Hide +5, Spellcraft +5; Martial Weapon Proficiency (rapier).

Possessions: Rapier, leather satchel (wooden case of 4 crystal goblets, 4 white linen napkins), plain gold ring, 2 heavy crossbows, 20 bolts.

Spells Known (6/5; Spell DC = 11 + spell level): 0—*daze*, *detect magic*, *detect poison*, *mage hand*, *ray of frost*; 1st—*mage armor*, *true strike*.

Note: that two of Aergoth's first level spells have already been cast. Both were *mage armor*, one on himself and the other on Esilt. Both ACs reflect this.

Description: Aergoth is Esilt's twin. He wears his hair bound into a silver wire wrapped queue down his back. Aergoth's eyes are the color of molten steel without hint of sympathy or remorse. His black toothy maw and razor sharp taloned hands mark his departure from humanity. Aergoth prefers garb of crimson slash-and-puffed with pale yellow silk.

✦ **Dzark, male Suel tiefling Wizz:** CR 2; Medium-size Outsider; HD 2d4+2; hp 8; Init +3; Spd 30; AC 17 (Touch 13, Flat-footed 14); Atks +1 melee (1d6/19-20, rapier), SA *darkness* 1/day; SD cold, electricity, and fire resistance 5; AL CE; SV Fort +3, Ref +5, Will +6; Str 10, Dex 16, Con 13, Int 17, Wis 12, Cha 8.

Skills and Feats: Bluff +1; Hide +5, Spellcraft +8, Concentration +6, Scry +8, Knowledge (arcana) +8, Knowledge (nobility) +8; Martial Weapon Proficiency (rapier).

Possessions: Rapier, silver ring, scroll *Mage Armor*, Scroll *shield*, 2 Scrolls *Summon Monster I*, Scroll *Tenser's Floating Disc*.

Spells Prepared (4/3; Spell DC = 13 + spell level): 0—*ray of frost* (x3) 1st—*mage armor* (x2), *magic missile*.

Note: Dzark's first level spells have been cast already. Both spells were *mage armor*, one he cast on himself and one he cast on Kelrith. Both ACs reflects this.

Description: Dzark is clearly not human; from his squat and broad torso (5 feet 6 inches) sprouts the thick neck and head of an enormous badger. He is garbed in a fine burgundy velvet houppelarde belted with a broad black leather belt, striped black and burgundy hose, and fine leather shoes. Dzark is a wizard and usually disdains physical combat.

➤ **Kelrith, female Suel tiefling Rog2:** CR2; Medium-size Outsider; HD 2d6+2; hp 11 Init +3; Spd 30 ft.; AC 17 (Touch 13, Flat-footed 14); Atks +4 melee (1d6/18-20, rapier); SA *Darkness* 1/day; Rog sneak attack +1d6; SD Rog evasion, cold, electricity, and fire resistance 5; AL CE; SV Fort +3, Ref +8, Will +2; Str 10, Dex 17, Con 13, Int 16, Wis 10, Cha 8.

Skills and Feats: Appraise +8, Balance +8, Bluff +6, Disable Device +8, Hide +10, Move Silently +8, Open Lock +8, Pick Pocket +8, Read Lips +8, Search +8, Tumble +8; Weapon Finesse (rapier)

Possessions: Rapier, a silver circlet, an obsidian ring.

Description: Kelrith appears quite normal, 5 feet 10 inches tall, broad shouldered though lithe and trim, with classically patrician Maure Suel features though decidedly feminine, short reddish blonde hair, a fair complexion, and pale blue eyes. A voluminous yellow-green cloak wraps round Kelrith's form from knees to chin, over tight bright green velvet doublet and breeks gartered below the knee, pale yellow hose, and fine leather half boots. A broad brimmed hat dyed to match her cloak completes the ensemble.

TIER 3 (EL 9)

➤ **Esilt, female Suel tiefling Ftr4:** CR 5; Medium-size Outsider; HD 4d10+8; hp 33 Init +4(Dex); Spd 30; AC 18 (+4 Dex, +4 Mage Armor); Atks +8 melee (rapier, 1d6+2); SA *Darkness* 1/day; SD cold, electricity, and fire resistance 5; AL CE; SV Fort +8, Ref +7, Will +4; Str 11, Dex 18, Con 14, Int 12, Wis 12, Cha 8.

Skills and Feats: Bluff +3, Hide +6, Search +4, Spot +4; Weapon Finesse (rapier), Weapon Focus (Rapier, +1 to hit), Iron will, Blind-Fight, Weapon Specialization (rapier).

Possessions: Silver hilted rapier, silver ring w/ bloodstone, silver bracelet, silver necklace with amethyst pendant.

Description: Esilt is nearly 6 feet tall, shapely, with long golden blonde hair, pale skin, and classically patrician Maure Suel features. She is decidedly not wholly human though, with night-black eyes that seem to slightly glow violet. A long purple forked tongue issuing forth over carmine lips completes the visage of exotic and deadly beauty. She wears a dark velvet green doublet; matching pantaloons are tucked into the tops of her cream-colored thigh-high leather boots. Over her right shoulder hangs a cape of heavy dark-amber brocade and upon her hip she bears a highly ornate silver hilted rapier. She is adorned at throat and cuff with the finest of silk lace.

➤ **Aergoth, male Suel Tiefling Sor4:** CR4; Medium-size Outsider; HD 4d4+8; hp 16 Init +3(Dex); Spd 30; AC 17 (+3 Dex, +4 Mage Armor); Atks +1 melee (rapier 1d6); +0 ranged (Heavy crossbow, 1d10) SA *darkness* 1/day; SD cold, electricity, and fire resistance 5; AL CE; SV Fort +5, Ref +6, Will +6; Str 10, Dex 16, Con 14, Int 10, Wis 12, Cha 13.

Skills and Feats: Bluff +3, Concentration +9, Hide +5, Spellcraft +7; Martial Weapon (rapier), Combat Casting.

Possessions: Rapier, leather satchel (wooden case of 4 crystal goblets, 4 white linen napkins), plain gold ring, 2 heavy crossbows, 20 bolts.

Spells Known (6/7/4; Spell DC = 11 + spell level): 0- *daze*, *detect magic*, *detect poison*, *mage hand*, *ray of frost*, *disrupt undead*; 1st- *burning hands*, *mage armor*, *true strike*. (Note that two of Aergoth's first level spells have already been cast); 2nd- *invisibility*, *protection from arrows*.

Note: that two of Aergoth's first level spells have already been cast. Both were *mage armor*, one on himself and the other on Esilt. Both ACs reflect this.

Description: Aergoth is Esilt's twin. He wears his hair bound into a silver wire wrapped queue down his back. Aergoth's eyes are the color of molten steel without hint of sympathy or remorse. His black toothy maw and razor sharp taloned hands mark his departure from humanity. Aergoth prefers garb of crimson slash-and-puffed with pale yellow silk.

➤ **Dzark, male Suel tiefling Wiz4:** CR4; Medium-size Outsider; HD 4d4+8; hp 16 Init +3; Spd 30; AC 17 (Touch 13, Flat-footed 14); Atks +1 melee (1d6/18-90, rapier), SA *darkness* 1/day; SD cold, electricity, and fire resistance 5; AL CE; SV Fort +5, Ref +6, Will +7; Str 10, Dex 16, Con 14, Int 17, Wis 12, Cha 8

Skills and Feats: Bluff +1; Hide +5, Spellcraft +10, Concentration +9, Scry +10, Knowledge (arcana) +10, Knowledge (nobility) +10; Martial weapon (Rapier), Combat Casting.

Possessions: Rapier, silver ring, scroll *Mage Armor*, Scroll *shield*, 2 Scrolls *Summon Monster I*, Scroll *Tenser's Floating Disc*.

Spells Prepared (4/4/3; Spell DC = 13 + spell level): 0-*ray of frost* (x3); 1st-~~*mage armor*~~ (x2), *magic missile*; 2nd-*summon monster II*, *flaming sphere*, *summon swarm*.

Note: Dzark's first level spells have been cast already. Both spells were *mage armor*, one he cast on himself and one he cast on Kelrith. Both ACs reflects this.

Description: Dzark is clearly not human; from his squat and broad torso (5 feet 6 inches) sprouts the thick neck and head of an enormous badger. He is garbed in a fine burgundy velvet houppelarde belted with a broad black leather belt, striped black and burgundy hose, and fine leather shoes. Dzark is a wizard and usually disdains physical combat.

➤ **Kelrith, female Suel tiefling Rog4:** CR4; Medium-size Outsider; HD 4d6+4; hp 19 Init +4; Spd 30; AC 18 (Touch 13, Flat-footed 14); Atks +7 melee (1d6/18-20, 1d6); SA *Darkness* 1/day; Rog sneak attack +2d6; SD *Rog evasion*, Rog uncanny dodge, cold, electricity, and fire resistance 5; AL CE; SV Fort +4, Ref +10, Will +3; Str 10, Dex 18, Con 13, Int 16, Wis 10, Cha 8.

Skills and Feats: Appraise +10, Balance +11, Bluff +6, Disable Device +11, Hide +13, Move Silently +11, Open Lock +11, Pick Pocket +11, Read Lips +10, Search +10, Tumble +11; Weapon Finesse (Rapier), Blind-Fight.

Possessions: Rapier, a silver circlet, an obsidian ring.

Description: Kelrith appears quite normal, 5 feet 10 inches tall, broad shouldered though lithe and trim, with classically patrician Maure Suel features though decidedly feminine, short reddish blonde hair, a fair complexion, and pale blue eyes. A voluminous yellow-green cloak wraps round Kelrith's form from knees to chin, over tight bright green velvet doublet and breeks gartered below the knee, pale yellow hose, and fine leather half boots. A broad brimmed hat dyed to match her cloak completes the ensemble.

APPENDIX 7: MAP OF THE CITY OF SELTARE



APPENDIX 8: MAP OF ENCOUNTER 11: THE HIPPODROME

