

NYR2-04



IF IT ISN'T ONE THING

A One-Round D&D® LIVING GREYHAWK®
Nyronnd Regional Adventure
Version 1

by David Wu

RPGA HQ reviewers: Christopher Lindsay and Stephen Radney-MacFarland

After Count Blackmar Huldane's iron-fisted rule over Mowbrenn is broken by his son Cunal, the city experiences a renaissance in personal freedoms and economic growth. But with the transition of government also comes an upsurge in crime. Can anyone bring those men responsible to justice so that Mowbrenn can have a chance to prosper?

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

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

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

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

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

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

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

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

ADVENTURE SUMMARY AND BACKGROUND

Although the people of Mowbrenn have begun to prosper under Cunal Huldane's firm but just rule, a far cry from his father Blackmar's tyranny, there is some legitimacy in his detractors' arguments. They are demanding action on the recent upsurge in crime, but Cunal is faced with few options, being burdened with a militia too used to the old ways of ensuring order through fear and intimidation. So a decree was issued for any able bodied adventurers to bring the leaders of the crime spree in alive, for trial, to show the public that Mowbrenn can be both free and civilized.

The characters may find a personal stake in the Count's call for adventurers, since they fall victims themselves to a robbery their first night in Mowbrenn.

Armed with only a single tenuous lead from that encounter, they start their investigation, but it is soon evident that the trouble is more serious than a few

random cutpurses. Meeting up with a free spirited individual named Connor the Fair, he tips the heroes off to the presence of shady characters operating within the Undercity of Mowbrenn. When the characters follow up, they find a small cult of Hextor worshippers who had found an ancient Pholtan relic known as the Chime of Salvation. Originally meant as a way to cleanse the soul of evil, it proved to be a bitter and disappointing failure to that end. Hence, it was sealed away and lost to the ages until recently found. The Hextorans now use it to shape the wills of those on the pendulum between good and evil, subverting them to their cause. In these times, there are many likely recruits within the populace.

By and large, the general public is ignorant of what's going on, as the Hextorans have only taken 20-30 people in all. Only the members of the Thieves' Guild, an organization of equally great anonymity and secrecy, know of the Hextorans. They in turn have been slowly but surely preying on mid-level Thieves' Guild lieutenants, loosening their control over the crime in the city. Now the freelancers and petty thugs have come out to take advantage of the situation, which is the cause of the current crime increase.

Can the characters foil the Hextoran plans and restore the balance of power?

INTRODUCTION

Distribute *Player's Handout: Mowbrenn Brief*, *Player's Handout 1: Introduction and Mowbrenn Map: Greater/Lesser Mound*.

Rain falls steadily on the lamp-lit cobblestones of New Town, the middle class district in Mowbrenn, landing with dull thuds against the roof of the cramped and crowded carriage you're riding in. Most of the shops in this business district had already closed due to the eight o' clock hour and the weather, but glimmers of candlelight can still be seen through the second floor window shutters.

In a city troubled with crime and abound with rumors of disappearances, there should be a great need for seasoned and hardy adventurers. Common sense dictates that the reward should be in equal proportion to the need.

Despite the soothing melody of rain, it's been a long, cold, and muddy journey. At least your driver assures you that The Feathered Goose would still have a hot meal waiting. As always, the inn should be a good place to pick up on the local news and gossip.

At this point, the characters should arrange themselves in seating order. Those sitting near the window on the right side of the carriage may make a Spot check (DC 13) to notice three cloaked and hooded men in a passing alleyway, gesturing forcefully and evidently engrossed in a deep conversation. There is no significance to this piece of information; it only serves to have the characters set an order in which they leave the carriage. If the characters stop to investigate, they'll discover three young men, Kether, Basil, and Anton. They'll initially look very apprehensively toward any character, expecting a

robbery, and declare that they don't have any money on them. If the characters ask what they were talking about, Kether and Anton were trying to convince Basil to talk to a girl named Serah, who works at the local candlemaker's shop.

Several minutes pass by, and there is a lull in the precipitation. The horses seem to take heart in this and quicken their step. Not long after, the carriage creaks to a stop in front of a plain looking building off to your right. The square windowpanes are frosted over with condensation, and the telltale golden flickering behind them lets you know a warm fire awaits. A wooden sign hangs over the set of double doors, with the picture of a bare-bottomed goose, plucked of all its feathers save one on his rump.

ENCOUNTER 1: ROBBERY

There are four rogues waiting in the shadows of the alleyway next to The Feathered Goose Inn. Two have light crossbows at the ready, each loaded with a single poisoned bolt. The other two have daggers in hand. They are paired off to have one crossbowman covering one melee-equipped rogue.

The carriage the characters are riding in only has a single door on the right hand side, and only one can exit per round.

Refer to DM Aids for a map of the encounter.

Tactics: The rogues allow two characters to exit the carriage before two of them rush the characters in a partial charge. Those on the street can make a Spot check versus the rogue's Hide, though the rogues have taken 10, and receive a +2 circumstance bonus due to the dreary conditions and lighting. Additionally, characters may make an opposed Listen check against the rogues' Move Silently skill to see if they are surprised. The characters still in the carriage can also make a Listen check at -2 if they aren't actively suspicious of the situation. No penalties apply if the characters are alerted.

If the characters on the street are taken by surprise, the melee rogues hold daggers to their throats with a successful melee touch attack. Then they begin to rifle through their possessions with their free hand. They utilize the Appraise skill to identify the most valuable, small item that is within obvious sight, and steal it. If nothing valuable is readily accessible, they cut the coin pouch from the character. Any resistance in such a position allows the rogues to perform a regular sneak attack.

The other two rogues run up to the carriage, point light crossbows (poisoned) at the passengers with readied actions to shoot if they attempt to exit, and shout a demand for money while behind cover of the door. The cover prevents attacks of opportunity, and the people within should not have their Dex bonus to their AC. Even halflings and gnomes lose their Dex bonus inside the cramped carriage, despite their small size. Any offering is taken, but the DM is advised to use his/her best judgment to scale it proportionally to APL level. A 6th level cleric

offering an empty belt pouch, which may be acceptable for a 1st-level character who doesn't have the cash, most likely earns a poisoned crossbow bolt for the trouble.

Any characters on the street not taken by surprise are shot at by one of the crossbow rogues and then engaged by the melee rogue. Their goal is to drop the character as soon as possible and steal the most readily available item before fleeing.

If they manage to steal something from the characters, or if two more characters manage to exit the carriage, or one of the rogues is taken down, the rogues flee back down the alleyway. The supplied map (not to scale) indicates their safe house, and their preferred escape route. Their safe house has a secret door, which requires a successful Search check (DC 15) to find the activation mechanism. The thieves inside have a small room in which to assess their stolen loot, of which there are only the items taken from the characters. No other spoils are present.

Once the encounter is over, Wilhelm, the driver of the carriage, emerges from a fetal position on his seat. He is a completely innocent bystander.

APL 2 (EL 4)

➤ **Alley Rogues (4):** Male human Rog1; hp 6; see Appendix I.

APL 4 (EL 6)

➤ **Alley Rogues (4):** Male human Rog1/Ftr1; hp 12; see Appendix I.

APL 6 (EL 8)

➤ **Alley Rogues (4):** Male human Rog2/Ftr2; hp 22; see Appendix I.

APL 8 (EL 10)

➤ **Alley Rogues (4):** Male human Rog3/Ftr3; hp 32; see Appendix I.

Besides what's listed, the rogues have little else to distinguish them from any other ordinary street thug. Their names are Mort, Terrin, Dyver, and Tanlo. If questioned under duress about any of the plot points, they try to exchange information for their freedom. Before being shipped for incarceration, these men are also available for two days in the custody of the local Watch Office, under Sergeant Meeks. Meeks is amiable to letting the characters speak to them, especially if they mention that they're acting on Cunal's decree. A Guardsman supervises any such interrogation. The alley thieves know the following:

- The local crime boss, Brax, disappeared a month or two ago, and his men's hold on this area of the district has waned. Consequently, independents like them have been getting bolder about hitting good targets.

- They don't know if there's a Thieves' Guild, but different bosses have carved parts of Mowbrenn out for as long as they can remember. They're not sure what's been going on in the rest of the city, but the word out is that a lot of the local bosses have either disappeared or moved on.
- The thieves haven't had any of their friends or contacts disappear.
- They also think that Cunal's decree isn't going to do any good, since there's a whole hill full of people just like them on the Lesser Mound. And the people in New Town are just too rich not to get robbed.

Once the characters decide to end this encounter, they may decide to head into The Feathered Goose next.

Any prisoners turned in to the authorities earn the characters some gold (as listed in the *Treasure Summary*), as they are some of the more notorious thieves in the area.

ENCOUNTER 2: THE FEATHERED GOOSE INN

A single push of the heavy-set double doors to the inn reveals that they're barred from the inside, but a few solid thumps by your driver elicits a muffled shout from within.

After a few wood-on-metal sounds, the door opens with a wave of warm air and the tempting smell of stew. An older man with a friendly smile and wrinkles around the eyes beckons everyone in.

"Come in, come in! Dry yourselves over by the fire if you'd like. There's still some stew left in the pot, so help yourselves before it goes to waste."

He closes the doors behind you and sets the wooden bar across it once again. "I'm Riley, by the way. Getting too dangerous these days to leave doors unlocked. It's a shame, you know."

If any characters are wounded or have a captured rogue, the following greeting might be used instead:

A single push of the heavy-set double doors to the inn reveals that they're barred from the inside, but a few solid thumps by your driver elicits a muffled shout from within.

After a few wood-on-metal sounds, the door opens with a wave of warm air and the tempting smell of stew. An older man with a friendly smile and wrinkles around the eyes beckons everyone in.

But then his eyes go wide at the sight of your group coming in from the night. "By Ehlonna, are you all right? Come in, come in, things are getting worse and worse these days. You can't be out at night without having someone try to cut your purse or worse!"

He gestures to a table near the fire. "Please, make yourselves comfortable. And let me go get some supplies. I keep a few things handy nowadays for things like this."

He disappears behind a leather curtain leading into the kitchen and returns with a bundle of supplies. "I'm Riley, by the way. I'm afraid this'll have to do until morning. I don't want to

send anyone out to find the Watch tonight. Besides, those thugs are just as bad as the scum out there."

Riley is a retired ranger who has some knowledge of herbal lore and field dressings. He'll mix some restorative herbs into the stew (trade secret), expertly bandage up any wounded, and stabilize anyone with negative hit points.

If there's a captured thief with the party, he'll strongly deny characters permission to bring any Watch members to the inn itself. He'll tell them to take the thief to the local Watch office in the morning instead (Sergeant Meeks, commanding). Riley's reasoning is that the Watch isn't to be trusted. They might just cut a deal with the thief while taking him back and let him go.

If the characters don't take his advice and call the Watch, they'll take the thief into custody and tell the characters to come to the Watch office in the morning for their reward. Of course, on the following day, the Watch have no knowledge of who or what the characters are talking about.

❖ **Riley:** Male human Rgr6; hp 52; see Appendix I.

If questioned, he'll gladly bring the characters up to speed on the current situation in Mowbrenn: Too much crime, a militia as dangerous as the thugs, and a general feeling of helplessness that threatens the city's prosperity. Some possible questions and answers follow, but Riley will mention Count Cunal's decree at some time, regardless of the line of questioning. Cunal has called for any able-bodied adventurers to bring the leaders of the crime spree to justice, and Riley suggests that the characters might be the people to do it:

Q: "What's happening around here?/Who were those thieves?"

A: (sigh) "Things just haven't been the same since Cunal took over. He finally reined in the Watch, which I definitely approve of. But at the same time, a lot of the rats are getting braver. I guess it's a sign of the times, what with Cunal trying to change the city."

Q: "What is Cunal doing?"

A: "He's turned this city around, that's what. The kid's not like his father. He's lowered taxes, stopped the Watch from terrorizing the place, encouraged trade... it's actually almost pleasant to live here now. With a few downsides, but still, not many people want the old ways."

Q: "Where is the Watch?/What do you mean about the Watch being thugs?"

A: "I'm telling you, you don't want anything to do with them at all. They're part of Count Blackmar's crowd that we haven't been able to replace just yet. Sure they kept the peace, but they were worse than a street gang." (Riley snorts) "With thieves, at least you know they won't give you a scar to remember them by, even when you give them what they want. Almost made me move back to Gamboge."

Q: "Is there a Thieves Guild?/Any organization to this crime wave?"

A: "A guild? Now, I don't know enough to say one way or the other, but I'd be surprised in a city of this size, if there wasn't a little organization involved. I'll be an elf if I've actually heard anything beyond rumors and speculations, though."

Q: "What about the Undercity? What is it, and do you think it should be a place to be checked out?"

A: "The Undercity? It's more a curiosity than anything, from what I know. Old buildings sometimes crop up when they dig to set up foundations... but the problems are all above ground. It's the streets that aren't safe."

Q: "Is crime a serious problem?/What's being done about it?"

A: "The truth is, there's not much that can be done. You let the Watch loose, and they're more liable to make a deal with the scum. But that reminds me, though. Count Cunal had issued a decree for able-bodied adventurers. You people might just fit the bill. Interested?"

Riley looks at you all with a furrowed brow, then walks behind the counter and retrieves a roll of parchment. He unfurls it on the table, and you see a wax seal imprinted with the signet ring of Count Cunal Huldane of Mowbrenn at the bottom.

Distribute Player Handout 2

"I've had this for a while. Only a few of the inns got one, I heard. It spells out the terms, all stamped and official."

He taps at the writing. "It's a lot of fancy talk, but the general idea is that Cunal's offering a reward of 300 nobles to any person, or party, who can bring in the leaders of the current crime spree. Alive. He wants a nice public trial. That's the tricky part."

Riley smirks. "He's also assuming there are leaders, and some sort of organization, which I'm not so sure about. Street gangs, more like it."

"But it's getting late, and I've got rooms open if you want to stay the night its three sterling a piece. If you want to give this a try, I suggest starting the search in Low Town, over on the other hill. It's probably your best bet. The cream of the scum lives there, so ask around. I'm sure someone can point out an alpha male. Find out where he lives, and you've got 'em. If you can remove a big player, that'll help everyone."

ENCOUNTER 3: NEXT MORNING

The morning greets you bright and clear, with only wisps of clouds in the sky. Already the streets are beginning to show signs of an active and prospering town; a marked change from last night's unpleasant activities.

The smell of freshly baked bread welcomes anyone entering the common room. A few other guests staying the night smile and nod as they break their fast with a light meal and a cup of hot chrysanthemum tea. Riley isn't to be seen, but a young serving girl tends the tables efficiently, making sure there is plenty of honey and cream in the serving dishes, and the tables are never without a loaf of bread.

Following are some of the random occupants of the common room. None offer any major pieces of information except that Low Town is the bad part of Mowbrenn, Cunal's detractors are in the very small minority, they're not sure if there is a Thieves Guild or not, Riley's out running errands, and it's just a good idea to stay indoors at night because the criminal element has been getting increasingly brazen and violent.

☛ **Brandwell, Hired Guard:** Male human War1; AL LG.

Brandwell is from Rel Mord, stutters, and defers to Jorek a lot.

☛ **Jorek, Ore Merchant:** Male dwarf Exp3; AL LN.

Jorek is friendly, and currently on trade route to the County of Urnst.

☛ **Marina, Serving Girl:** Female human Com1; AL LG.

Marina is helpful, but too young to know anything useful.

☛ **Anton, Carpenter:** Male human Exp2; AL CG.

Quiet but amiable, Anton is currently on contract with a spice shop for some custom expansion work.

☛ **Brinn, Scribe:** Female human Exp1; AL LN.

Overly talkative once engaged in conversation, Brinn was only recently licensed and looking for employment.

The characters are free to explore the city as they please, but the scenario text will assume they follow Riley's suggestion to head for Low Town to start their investigations.

ENCOUNTER 4: LOW TOWN

As it turns out, Mowbrenn is a very large city, built on two hills overlooking the plains of Orberend and the County of Mowbrenn. As common in such cities, you find yourself walking down many meandering streets, always in sight of Low Town yet never quite heading directly for it.

It's midmorning when you finally step onto the main road in Low Town and catch the faint scents of wood smoke and roasted meat wafting on the breeze. After such a long walk, you can almost feel a cool mug of ale washing away the thirst. The distant low roar of a very active market area surprises you. For a supposedly poor district, there appears to be a lot of activity.

Buildings are uncommon in Low Town, but it hasn't kept vendors from setting up open-air booths along either side of the main street. The whole scene is more reminiscent of a fair than a real town. Laundry hangs from makeshift lines set up behind some of the booths, as domestic chores are taken care of simultaneously. An active crowd wanders the streets, most of them female with hand woven baskets, busy on their daily shopping trips. A sight that differs from the business-like New Town, children run around the streets, occasionally getting in your way, laughing and chasing each other.

Some possible avenues of investigation might involve finding a tavern to gather the available gossip, asking around away from the market district, or to inquire with the vendors on the current market street the characters are traveling on.

Notably, there is a large grouping of wooden structures on the top of the Lesser Mound, the remains of a barracks, half collapsed watchtower, and supporting structures. Originally meant for a garrison, it has since fallen into disrepair during the war and subsequent economic downturn. Now it's a haven for the seedier elements of Low Town, and most of the residents both curse and avoid it.

Four things for the characters to discover are:

- 1) *Find out who the big player is in Low Town:* A half-elf fighter named Jemman. He was a soldier who returned from the war to find his farm destroyed and his family killed. Bitter and disillusioned, he fell in with a bad crowd and surprisingly started moving up in the ranks. Being a skilled warrior made him intimidating. Having nothing to lose made him dangerous.
- 2) *What does Jemman look like:* A long thin scar down his right cheek is very distinguishing, as his long black hair sometimes hides his slightly pointed ears. He is of average height, but well muscled and in good shape.
- 3) *Where Jemman can be found:* The remains of the old garrison compound in the middle of Low Town, located at the apex of the Lesser Mound.
- 4) *When Jemman is known to frequent the abandoned garrison:* Around sunset is when he makes an appearance to collect the protection money he's been extorting.

These bits of information are scattered throughout Low Town and should take a little work to find, but information is freely given to the right questions. If the characters are having trouble, the only critical pieces of information are the references on where and when Jemman can be expected to make an appearance. That triggers the next sequence of events. However, having the additional information makes their investigations easier and possibly more profitable.

As an aside, inquires for and about a Thieves' Guild are met with disbelief and/or incredible tales of their influence on Count Cunal Huldane.

The following is a breakdown of where the characters can expect to find the information:

- **Street Vendors/Market District** – The remains of the garrison compound in the middle of Low Town is the worst part of town, and that it's a place best avoided before sunset.
- **Taverns/Businesses** – The name "Jemman" as a big player in Low Town, and how his thugs usually show up around sunset for protection money.
- **Around Low Town** – Sightings of a new gang of street toughs, led by a half-elf with a thin scar on his right

cheek. The name “Jemman” was thrown around a few times.

STREET VENDORS/MARKET DISTRICT

Street vendors proudly display their simple wares, hawking “Fresh vegetables!” or “Sweet rolls, get your sweet rolls here!” The quality of goods appears decent. Life is not comfortable here, but it thrives. Characters can obtain anything on Table 7-7 in the *Player’s Handbook*, with the exception of listings under Class Tools and Mounts.

One daring dwarf vendor catches people’s eye. He tends a barbecue pit in a metal trough, and he has a small pig slowly turning on a spit, roasting in its own juices. A brace of chickens and rabbits hang from metal hooks, already cooked and waiting for hungry customers. From the look of the pile of bones by his chopping block, he does good business. A cask of ale rests in the shadow of his booth, along with a barrel of water.

Five copper pieces gets any character a good chunk of roasted meat, and Garl the Dwarf reaches into the barrel of water and retrieves a clay mug for ale. He’s terse but conversational with customers, and possesses the following bits of information about Jemman. Information is most easily attainable through roleplaying, as the answers are given freely, if the right questions are asked.

The Gather Information DC is provided in the event the characters do not end up asking the right questions, and the module is in danger of bogging down. The DM can then call for a roll to simulate some small talk that leads to the clues.

Garl: Male dwarf Exp 2; AL LG.

Q (DC 10): “Do you know anything about the crime around here?”

A: “*Hrumph. Gets dangerous after sunset. Even in the good part of Low Town.*”

Q (DC 12): “Is there a bad part of Low Town?”

A: “*Bah. If you want trouble, check the old garrison after dark. You’d be lucky if you walk out with your head.*”

TAVERNS – THE CRIPPLED FISH

This solid looking log cabin has a worn out sign hanging on the door. A faded picture of a man with a fishing pole suggests that there are a few more letters to the name of the place, but the owner hasn’t bothered to repaint.

The establishment is empty in the day and consists of five standing tables and a long counter, behind which are several different barrels mounted on sawhorses. Two wooden targets are posted on the rear wall, meant for dagger or dart throwing. Only at night are there patrons, usually six or seven at any given time. A single drunk named Cole is passed out at one end of the counter at any hour of the day.

There is a short price list hanging on the wall behind the bar:

Ranger’s Stout – 2 cp
Queen’s Light Ale – 3 cp
Hawking’s Summer Wine – 1 sp (per bottle)
Mixed nuts – 1 cp per bowl

The bartender is named Pierce, an amiable looking human who’ll be napping behind the bar when the characters walk in during the day. He’ll make some small talk and try to peddle the house special, Ranger’s Stout, “Approved by Cunal himself!” It’s essentially hard slash made in Pierce’s still out back. There are also casks of Queen’s Light Ale available, the standard fare in New Town. A few glass bottles of Hawking’s Summer Wine, an expensive but delicious vintage is for sale.

Pierce: Male human Exp2; AL LN.

Q (DC 10): “Do you know anything about the crime around here?”

A: “*Are you kidding? I get shaken down just about every other day for protection money. It’s almost not worth staying open.*”

Q (DC 12): “What time of day does the shake down usually take place?”

A: “*Now that you mention it... it usually happens a little after sunset. Every time. I guess that’s when the scum come out.*”

Q (DC 14): “Do you know who you’re paying off?”

A: “*Someone named ‘Jemman.’ At least, that’s what his little thugs call him. They run his errands for him.*”

AROUND LOW TOWN

As the characters head off from the main road into the makeshift buildings of Low Town, they see signs of daily life going on. Before long they’ll encounter a grassy field, on which are a group of boys playing soldiers and bandits with wooden swords, a group of girls with jump ropes, and three women standing off to the side as chaperones. The going rate is a copper per child watched.

Mirabelle calls out to one of the characters and asks, “Hello there! Can we help you with something, good sir/madam?”

They are amiable to conversation, and having little to do except watch the children and gossip, have some interesting details about Jemman. However, the characters only find the information if they phrase their questions correctly, as these women don’t know anything about the name. Questions about the “gang leader” or the “leader of the street thugs” are more apt to elicit information they want. Otherwise, the women usually carry on and wander into a different topic altogether:

“Jemman? Why, we’ve never heard anything like that. Sounds like a nice young boy, though. A shame you don’t see many of those anymore. I remember when we could go out at night and visit each other for a cup of tea. Now we’re afraid to set out of the house after sunset. You know, two weeks ago, Mirabelle had this awful fever and I wanted to bring over some food, but had the most dreadful time convincing my husband to come along.”

☛ **Mirabelle:** Female human Com4; AL LG.

☛ **Annabeth:** Female human Com2; AL LG.

☛ **Ursula:** Female human Com2; AL LG.

Q (DC 13): "Do you know if there's a bad part of town or where a lot of crime is known to occur?"

A: "Why... I suppose the old abandoned garrison buildings. Nobody who's anyone goes there. You'll get your throat cut for sure!" (murmurs of agreement from all the women)

Q (DC 15): "Do you know anything about a big gang leader or who seems to be in charge of those street toughs?"

A: "Hmm... I don't know if this helps any, but we have seen this half-elf walking around, with a bunch of little thugs coming up and handing things to him. He looks like he's ordering people around, so I suppose he's a leader, I guess. He's got a scar on his right cheek. A long one too."

ALTERNATE ROUTES OF INVESTIGATION

If the characters decide to take some alternate route of investigation, such as going into the sewers blind, have them encounter a carrion crawler or two, but the characters find nothing else.

APL 2 (EL 4)

☛ **Carrion Crawler:** hp 19; see *Monster Manual*.

APL 4 (EL 6)

☛ **Carrion Crawlers (2):** hp 25, 25; see *Monster Manual*.

APL 6 (EL 8)

☛ **Carrion Crawlers, Advanced (2):** hp 72, 72; see Appendix I.

APL 8 (EL 10)

☛ **Fiendish Carrion Crawlers, Advanced (2):** hp 72, 72; see Appendix I.

If the characters decide to randomly assault a suspected thief in order to get some information, either have them succeed at a Spot check to see a pickpocket in progress, or give them an encounter using the "Alley Rogue" stats. But the rogue yields no useful information, denies any existence of the Thieves' Guild, and the authorities pay no bounty.

If the characters have no idea how to proceed with the investigation, or to stake out a local business, have two of the "generic thugs" as listed under "Jemman's Encounter" show up around sunset to extort money from the locals. The thugs give up if one of them is killed or incapacitated. If questioned, they'll point the way to the abandoned garrison on the Lesser Mound, tell them he works for Jemman, and tells them sunset is the best time

to show up to meet him. They've never met him in person, but always worked through his subordinates.

If the characters kill the both of them by accident, have two more show up the following sunset. Repeat as necessary.

If the characters take this course of action, give no bounty for any thugs taken alive, as they are inconsequential.

ENCOUNTER 5: THE ABANDONED GARRISON

When the characters gather enough clues to find out where Jemman is going to make an appearance, they can either show up close to sunset, or decide to stake out the location.

As you walk up the hill of the Lesser Mound, it's obvious that the abandoned garrison complex is not as deserted or completely run down as most people think. Vagrants, beggars, and the mentally ill have all taken refuge in these conveniently abandoned buildings, and the streets have taken on the disarray common to such habitation. There is also a small population of the utterly poor and destitute, who neither has skills nor wares that allow them to mingle with the rest of the Low Towners.

Former barracks are now overcrowded with rubbish, both human and otherwise. The commander's office, armory, and stables all appear to have been the victims of predation; whole boards are missing from the walls. The skeletal ruins of two half completed buildings appear to provide convenient firewood.

The field in the center of the complex seems still in use. Random crates and barrels have been arranged to form alcoves, and the remnants of a large bonfire is ringed by a row of seats.

In the daytime, some of the inhabitants are seen wandering aimlessly, begging for alms, or finding solace in a bottle of gutter slash. Interaction between them and the characters is possible, but it'll usually be incoherent and possibly violent (but easily subdued).

Around 4 to 5 o'clock in the afternoon, there is a noticeable shift in the tension level of the population in the area of the garrison compound. People go indoors if possible and shutter the windows. Those living on the streets cower in fear and cover themselves with whatever they can, hoping to avoid notice. About a half hour afterwards, when the sun is getting red in the sky, generic looking thugs and their companions for the evening trickle into the main square. Small and scattered campfires are started, and a makeshift marketplace of illicit gains from the previous night begins in earnest in the center of the square. Both food and goods are traded. If the characters decided to come at sunset, this is the point where they'll enter.

Nobody matching Jemman's description is seen in the crowd as of yet, and nobody seems to pay much attention to the characters. Unless they intrude or call attention to themselves, they witness an almost friendly environment. The characters are dismissed as

inconsequential, or there at the request of one of the bosses. Either way, except in extreme cases of antagonism, the characters are ignored. If they do somehow antagonize the crowd, generic thugs emerge and challenge the tougher looking characters for pecking order. If they're defeated, the crowd is effectively intimidated into submission.

APL 2 (EL 2)

➤ **Generic Thugs (2):** Male human Ftr1; hp 15, 15; see Appendix I.

APL 4 (EL 4)

➤ **Generic Thugs (2):** Male human Ftr2; hp 24, 24; see Appendix I.

APL 6 (EL 6)

➤ **Generic Thugs (2):** Male human Ftr4; hp 42, 42; see Appendix I.

APL 8 (EL 8)

➤ **Generic Thugs (2):** Male human Ftr6; hp 60, 60; see Appendix I.

THE FIEND-FINDER GENERAL

Not soon after full sunset, Fiendfinder-General Zylinchin of the Church of Pholtus makes a sudden and unexpected entry.

The distant and unexpected thunder of hoof beats interrupts some of the bartering going on, and most of the crowd turns to look at each other in confusion

Before long, five men mounted on horseback burst onto the field. Leading the procession is a man with close-cropped brown hair, wearing a scarred but polished suit of full plate armor. The symbol of Pholtus is emblazoned on the breastplate, and the hard look in his eyes indicates a veteran of many battles.

His men ride in single file, each wearing half plate armor printed with the same symbol of Pholtus. They all carry a bound and struggling figure across their saddles. Their heavy blue cloaks do little to conceal the gleaming and deadly long swords they all carry. These men ride with the ease of experts, and it's a good guess that they are proven veterans as well.

The riders make one circuit around the bonfire then rein their horses in. The man with the brown hair gestures, and each rider unceremoniously dumps their human cargo on the ground.

The characters can make a Knowledge (Mowbrenn, Nyronnd, Pholtus, nobility, or religion) check at DC 13 to recognize Zylinchin.

Zylinchin is the ranking Knight Valorous of Pholtus, who is infamous for always finding witches whenever he conducts a witch-hunt in a region. He believes his faith is the one true interpretation, and that his rank gives him the blessed insight to judge and punish those who do not meet his standards of piety and loyalty. A zealot and close-minded bigot, he is difficult to reason with.

Zylinchin only uses deadly force as a last resort, unless he is convinced that a person is evil or being swayed by demonic forces. If the characters or anyone else confronts him in battle, he attempts to subdue and capture first, before attacking to kill.

☞ **Zylinchin, Knight Valorous of Pholtus:** Male human Ftr15; hp 124; see Appendix I.

☞ **Knights Valorous (4):** Male human Ftr10; hp 94; see Appendix I.

Of these prisoners, the characters will see:

1. Jemman, a silent and defiant looking man with long black hair. A Spot check at DC 13 picks out a long thin scar on his cheek, which shows up fairly clearly with the dim lighting present. DC 15 spots his half-elven ears or other evidence of mixed heritage. He is dressed in leather armor over regular common clothes, but has been stripped of everything else.
2. A second prisoner, Connor the Fair, is dressed in dark leather breeches and jacket, over a green shirt. He'll be offering a string of platitudes, such as "You've got the wrong guy" and so on as he is carried in and dumped on the ground. He is the character's next information source, so it is necessary for him to survive the encounter.

Connor is also one of the ranking lieutenants of the Thieves Guild in Mowbrenn, but operates under the identity of Connor the Fair, bard extraordinaire and champion of the little man.

The Guild operates thusly: Only a very small and select group, perhaps two dozen in all, know of the Guild's existence. Lieutenants like Connor are sent out to hire street toughs of their own, men similar to Jemman, who can support a small gang and stake out a piece of territory in town. Other lieutenants do the same elsewhere, even going so far as to pit them against each other sometimes. This gives the overall illusion that Mowbrenn has no Guild, and that small, relatively harmless gangs are the norm.

However, as the Cult of Hextor, described later, has been targeting the Guild's lieutenants, the Guild's control has waned. Consequently, many independent operators like Jemman have appeared to fill the vacuum, often with crippling effects on the local economy. As this ruins the delicate balance the Guild's planned operations have tried to maintain, Connor has been given orders to eliminate independents such as Jemman. He was in the process of doing so, by planting a Knight's stolen dagger on Jemman. He even managed to have Zylinchin to take personal notice, but managed to get himself into trouble by being too close at the wrong time.

3. The third prisoner is a bear of a man named Pelzen, dressed in studded leather and black trousers. He has a sneer on his face and anyone making a successful Spot check (DC 13) notices

him trying to inconspicuously scan the crowd, possibly looking for someone. He's recognized as a former mercenary and overall bully in Low Town, and is friends only with those he can dominate. He's searching the crowd, hoping one of them is around to make a distraction so he can make a break for it.

4. The fourth prisoner is a young halfling girl named Lita, dressed in a common tunic and breeches. She is beginning to show some signs of innate sorcery, sometimes manifesting a sparkle of light that whizzes about her head and shoulders. She is sniffing quietly and looks scared, but is holding up remarkably given the circumstances.

Zylinchin, dressed in full plate emblazoned with the symbol of Pholtus, remains mounted on his stallion. His escorts of Knights Valorous, each impressively decked in half-plate, all dismount and line the prisoners up in a row.

Zylinchin then makes the following announcement:

I am Zylinchin, Fiendfinder-General of the blessed church of Pholtus. Listen well heathens, and repent your sins! Consider yourselves fortunate to be in our presence, for Pholtus is always willing to accept lost children into our fold.

To demonstrate our good intentions, I present to you four souls tainted with the stench of evil: (points at Jemman) a thief; (points at Connor) a liar and con artist; (points at halfling girl) a child possessed; (points at Pelzen) and a man who sold his very soul, and is now nothing but a shell.

We now release them to Pholtus' mercy. Knights Valorous, do your duty!

The four knights draw their long swords with a slow and deliberate motion, each taking a place behind a prisoner. The characters have several options.

If they do nothing, then the execution proceeds. Each prisoner, save Connor, is stabbed through the back and left to drown in their own blood. Connor ducks aside at the last minute and make one last plea to the crowd: "Fight back! They can't take all of you! Fight!"

In response, someone in the crowd throws a rock at Zylinchin and leaves a bloody streak on his cheek. This evidently breaks the illusion of invulnerability and the crowd erupts in a near riot. Zylinchin and his skilled knights fight their way out successfully, leaving a body or two behind. In the meantime, Connor has slipped his bonds and runs past the characters with a hint/suggestion: "Run you fools, mobs don't take kindly to outsiders!"

If the characters decide to make some type of indirect interference, such as with a spell or other action that does not reveal their presence, Zylinchin demands to know who dares interfere with the will of Pholtus. Meeting no answer, he'll order the execution to continue.

If the characters decide to confront Zylinchin directly by making their presence known, the execution is halted while he deals with this unexpected interruption.

The characters can roleplay and make a Bluff/Diplomacy check (DC 18) to get Zylinchin to change his mind regarding the execution.

If the characters wish to perform a Bluff/Diplomacy check minus the roleplaying, the DC is 23.

If the characters try misdirecting Zylinchin with something akin to "there's a riot/there's a wild mage over yonder," they simply make him want to finish off the executions all that more quickly.

If the characters decide to draw weapons or make some obvious intention to defend the prisoners with force of arms, the crowd is swayed to intervene. They'll close in around the Pholtans, forcing them into a hasty retreat.

If any or all the characters get captured by Zylinchin, they undergo alignment detection and are interrogated as to their intentions at the local Pholtan temple, by the head cleric Faric Luthinson himself. If the characters explain their intentions, they'll receive a stern and patronizing lecture about how Zylinchin is much more experienced in these matters, and that such young men and women shouldn't go about resisting authority.

The characters are also made to compensate the temple for any healing that Zylinchin or his Knights require, but not exceeding 60 gp per character. Then they are released.

JEMMAN'S ENCOUNTER

If the characters manage to rescue the prisoners, Lita the halfling girl gives the character that seems to be the leader a hug, giving him/her a gray stone, and running off into the night. The object is in fact a burned out ioun stone that she considers her lucky charm.

Pelzen gestures for the characters to cut him free, then he'll simply turn around and walk off. He'll resist any character that tries to stop him.

✶Pelzen: Male human Ftr3; hp 25; see Appendix I.

Connor backs away from any attempt to untie him, and says, "It's okay. I've got it." With a shrug or two, the ropes seem to magically fall away from his body.

Jemman barks a short laugh and gestures for the characters to cut his bonds. He'll wistfully say, "Thanks. You know I used to be like you," and give a nod. If the characters let him go, Jemman simply walks off into the night and disappear.

If the characters know who he is and decide to take him into custody, Jemman's agents appear out of the crowd and challenge the characters to give Jemman time to escape. They'll be armed with short swords and saps so that if they win, characters are stripped of equipment and left on the outskirts of Low Town. If they back down, Jemman allows them to leave unmolested as payment in full of his debt. Jemman himself had been disarmed and retreats as far as possible. His maximum speed is a double move (30 ft. base speed, AC 11, Fort +2, Ref +2, Will +0) if he's still tied up.

If questioned under custody, Jemman knows nothing about a Thieves' Guild, but he's had some suspicions about Connor following him of late. He'll try and convince the characters that Connor is not to be trusted.

APL 2 (EL 2)

🗡️ **Jemman's Thugs** (2): Male human Rog1; hp 7, 7; see Appendix I.

APL 4 (EL 4)

🗡️ **Jemman's Thugs** (2): Male human Rog1/Ftr1; hp 14, 14; see Appendix I.

APL 6 (EL 6)

🗡️ **Jemman's Thugs** (2): Male human Rog1/Ftr3; hp 28, 28; see Appendix I.

APL 8 (EL 8)

🗡️ **Jemman's Thugs** (2): Male human Rog1/Ftr5; hp 42, 42; see Appendix I.

🗡️ **Jemman**: Male human Ftr5; hp 44; see Appendix I.

Connor tags along with the characters after this encounter, regardless of the outcome. He'll offer one of the following opening lines, depending on the situation.

🗡️ **Connor the Fair**: Male human Rog8/Brd1; hp 47; see Appendix I.

If the characters didn't interfere and Jemman dies:

"Well folks, that's one less bad apple in town. So what's your story? People like you don't end up in Low Town except for a reason."

If the characters interfere and let Jemman go:

"You know, thanks for the rescue and all, but do you realize who you just let go? After all that trouble I went through to set him up?"

(Connor lifted a dagger from one of the Knights and planted it on Jemman.)

If the characters interfere and manage to capture Jemman:

"Hey, folks, thanks for the rescue. And you know, I think you're just the people I'm looking for."

Connor will then introduce the next plot thread to the characters.

"Okay, some introductions. I'm Connor. Connor the Fair, performer extraordinaire and champion of the masses." (he bows)

"Now if you're on that damned fool mission Huldane's dreamed up, let me tell you a story or two. There's something sinister going on around here, and it isn't about a small fry like that Jemman fellow. Regular people have been disappearing off the streets... and maybe even some of the old crime bosses, from what I hear. Now everyone's out to get everyone else for control, and it's getting dangerous. I lost two good friends over in New Town checking a lead."

Some possible questions/answers:

Q: "Where did you lose your friends?"

A: *"At a warehouse over in New Town. We tracked a couple of characters to it. It looked abandoned, but they decided to scout out the place first. They didn't come back out."*

Q: "What kind of characters?"

A: (sarcastic look) *"Unusual ones? There was this big guy walking around with a little guy in the middle of the night. Doesn't quite fit in, you know?" (Both humans in standard travelers' outfits)*

Q: "Who are you? What's your interest in all this? How did you get mixed up with this?"

A: *"I was with a little group of my own, that's what. We were on the same damned mission from Cunal. Now I'm just trying get a few nobles together and buy a ride out of this stinkin' hole."*

Q: "What 'sinister' business?"

A: *"I don't know. Best we could figure, someone's taking people off the streets. Not too many, and not anyone important. But how that fits in with a crime wave? Like I said, best guess, if you get rid of the old boss... when the cat's away, you know? By now, I don't really care."*

Q: "What's your business with Jemman?"

A: *"Thought he was my ticket out of here, that's what. Grab a dagger from that knight, put it on Jemman, point it out to that big fellow; 300 nobles in my pocket and I'm out of here. Just didn't expect that boy to start a crusade about it."*

Q: "Can you show us the warehouse?"

A: (measuring look) *"You serious? All right... but I'm coming too. Maybe I can find out what happened to my friends. Can I borrow a dagger or something? Those guys took mine."*

If the characters don't think to check out the warehouse then have Connor bring it up as a suggestion.

ENCOUNTER 6: NEW TOWN WAREHOUSE

Connor leads the characters at night, to a warehouse in a relatively abandoned section of New Town. A successful Knowledge (architecture and engineering) check (DC 10) allows a character to figure out that the soil around here has been eroding, and that some of the buildings might have fallen off their foundations. Any damage incurred to the buildings in the area on the character's part does not

bring any legal complications down on the party, as the owners had written off their investment long ago. Some small sinkholes have developed in the district, and people have moved everything that's worth moving already.

Connor asks to stay behind from here on, claiming a lack of equipment and a desire to walk away from the place alive. If the characters are intent on having him follow, then keep Connor firmly out of the way lest a stray spell take him out.

The streets in this New Town district are strangely absent of lights and residents. Only the stars keep you from groping around in the dark. Your guide leads you confidently through the streets, and you see him keeping count of intersections on his fingers. After the sixth one, he turns right and ducks down an alleyway. He signals you to be quiet as you come to your destination, a large, seemingly abandoned warehouse. The windows are thick with dust, but the doors seem solid and in good repair.

OUTSIDE THE WAREHOUSE

The warehouse itself is empty, measuring 90 ft. by 120 ft. with a large set of double doors on one end for wagons and a regular door besides it. The double doors are barred from the inside, and the regular door is locked. Two windows are present on each of the two long sides, but all are intact and thick with accumulated dust.

Anyone looking in the window sees a small structure in the back, which seems to serve as an office, and a staircase that leads down into a cellar.

Two Hextoran guards are standing watch in the office, and have set up a small campfire to keep warm. They've placed planks over the office windows to keep the light from attracting vagrants, and characters peering into the windows need to make a successful Spot check (DC 17) check to notice the faint flickering light against the far wall, opposite the door to the office.

A successful Listen check (DC 20) lets the characters hear some faint and distant screams. A half-elf cleric of Heironeous named Rolan is being tortured in the cellar.

The glass windows can be broken quite easily, although it alerts the guards within unless precautions are taken.

The 2 inch thick boards making up the side of the warehouse are solid and still in good repair.

🔒 **Large Double Doors, Barred:** 2 in. thick; Hardness 5; hp 20; Break (DC 25).

🔒 **Simple Wooden Door:** 1 in. thick; Hardness 5; hp 10; Break (DC 15); *Very Simple Lock:* Hardness 15; hp 30; Open Locks (DC 20).

ALERTING THE OFFICE GUARDS INSIDE THE WAREHOUSE

If the characters make any loud noises while gaining entry, it automatically alerts the office guards. They put out the campfire, quietly remove the boards blocking the office windows then fire their bows/crossbows at the

characters while keeping behind the three-fourths cover from the windows. The noise of combat, or a shouted alarm from the office guards should also attract the cellar guards in 5 rounds, after they've donned their armor hastily. All guards fight to the death.

APL 2 (EL 2)

👤 **Hextoran Office Guard (2):** Male human Ftr1; hp 12, 12; see Appendix I.

APL 4 (EL 4)

👤 **Hextoran Office Guard (2):** Male human Ftr2; hp 20, 20; see Appendix I.

APL 6 (EL 6)

👤 **Hextoran Office Guard (2):** Male human Ftr4; hp 36, 36; see Appendix I.

APL 8 (EL 8)

👤 **Hextoran Office Guard (2):** Male human Ftr6; hp 52, 52; see Appendix I.

SNEAKING INTO THE WAREHOUSE

The sounds of Rolan screaming can be clearly heard within the warehouse itself when the characters enter. It is slightly muffled, so it might appear to be coming from either the office or the staircase.

If the characters manage to sneak up to the guards in the office, they'll catch them in a game of dice, with the remnants of a meal of roast pheasant and ale next to the fire. They can also bypass the guards by winning an opposed Move Silently check against their Listen check, to enter the cellar. The guards in the office get a -2 circumstance penalty to both Spot and Listen checks, given their current focus on the dice game.

Characters can also get within 50 feet of the office door if they move at half speed. Then have them make a Move Silently check versus the guard's Listen check. Those moving at full speed need to make checks as soon as they enter the warehouse. Anyone running automatically alerts the office guards.

One such opposed check is needed per movement round. The guards in the cellar, if alerted from a shout or the sounds of combat, will take 5 rounds to don their armor hastily before showing up on the scene. Their stat block indicates AC for hastily donned armor.

THE STAIRCASE TO THE CELLAR/IRON DOOR

The staircase leading down is at a steep angle, so for every 5 foot square, the character descends 5 feet below ground level. It ends at a heavy iron door that is partially ajar, 20 feet below ground level. This may make an efficient trap if all the guards are alerted, trapping the characters on the

staircase. If this happens, some of them are not able to attack unless they have reach weapons or spells.

Characters can attempt to climb out of the staircase with a successful Climb check (DC 15) as the walls are chiseled and rough, or they can make a standing Jump check (3 ft. minimum + 1 ft./2 points above DC 10) to grab the edge, followed by a successful DC 10 (Light load), DC 13 (Medium load), or DC 15 (Heavy load) Strength check to pull themselves up. Keep mind that the maximum distance that a character may jump is a function of their height unless they are a monk with the *leap of the clouds* ability or using some form of magic. Either activity can provoke an attack of opportunity.

The characters notice that the iron door seems to dramatically muffle the screaming from within. If the characters have a light source present, they notice that the hinges are rusty from age. A successful Spot check (DC 16) in the dark also gives each of them a chance to see it.

Any type of oil, grease, soap, or other lubrication silences the hinges of the door. If they do not, it alerts all the guards within with a loud squeak when opened or closed.

THE CELLAR

This room appears to be a makeshift dungeon and torture chamber. Unfortunates are housed in a cage with a half-elf hanging from a chain attached to the rafters.

(If applicable) Three guards are here, with their backs to the door. Their attention is focused on the half-elf at present. None of them are wearing armor at the moment, and two are sipping at mugs of ale and watch, as the third is busy heating up an iron bar in a fire. Their weapons and armor are lying on a nearby table.

The half-elf is a cleric of Heironeous named Rolan. All prisoners have been driven insane through the excessive use of the Chime of Salvation, but the Hextorans had kept them around for entertainment. None of Connor's friends are found.

Unless they were warned and called up earlier due to combat, the three guards in the cellar have their backs to the door. Their weapons and armor are on the table, along with Rolan's holy symbol and equipment.

If the characters sneak in and close the door behind them, it muffles the sounds of battle and does not attract the two guards from the office. Likewise, the characters can first close the door and attack the guards in the office without attracting the ones in the cellar. The door has no lock.

APL 2 (EL 3)

☛ **Hextoran Cellar Guards (3):** Male human Ftr1; hp 12, 12, 12; see Appendix I.

APL 4 (EL 5)

☛ **Hextoran Cellar Guards (3):** Male human Ftr2; hp 20, 20, 20; see Appendix I.

APL 6 (EL 7)

☛ **Hextoran Cellar Guards (3):** Male human Ftr4; hp 36, 36, 36; see Appendix I.

APL 8 (EL 9)

☛ **Hextoran Cellar Guards (3):** Male human Ftr6; hp 52, 52, 52; see Appendix I.

THE PRISONERS

After the battle is over, any searching reveals a set of scrolls detailing the experimental use of the Chime of Salvation, a Pholtan relic of alignment change capable of pushing a character's alignment one step from evil to neutral or neutral to good, and so forth. It was created with the intention of turning those infected with evil into goodhearted men. However, it was discovered that any alignment change of two steps caused insanity, and evil turned neutral only left a soul hovering on the pendulum. Given that such a soul would, more often than not, descend again into the familiar darkness, the relic was abandoned and sealed away.

[Player Handout 3]

They also discover a *potion of cure light wounds*, and a set of three small metal rods, which act like tuning forks. Any character that strikes them hears a pure, clear sound. These are used later at the abandoned Pholtan temple. Finally, there is a well thumbed-through tome entitled "Shocking Tales of Elven Desire," written by Danil Smythe the Younger. It's a piece of fluff literature, but a curiosity that can fetch a high price in some circles.

The commoners in the cell are quite insane, and dressed in dirty, tattered clothing common to the lower class, but here are their original statistics:

☛ **Lydia:** Female human Com1; AL NG.

She was taken while out scavenging for food one night in Low Town.

☛ **Kault:** Male human Com2; AL CG.

He was in the abandoned warehouse district looking for wood and abandoned equipment for Low Town projects.

☛ **Ralli:** Female human Com1; AL CG.

She is a young girl who was taken when she and her sister were in New Town one night, rooting through rubbish for food and clothing.

☛ **Fiban:** Male human Com1; AL LG.

He is Low Town's self appointed protector, who wanders the streets of Low Town at night on patrol.

☛ **Tyber:** Male human Com2; AL NG.

He was out looking for firewood one cold night.

When rescued, it's quite evident from the numerous welts and burn marks on Rolan's body that he was singled out by the Hextorans for special treatment.

A *lesser restoration* spell restores some balance to his shattered mind, enabling him to stutter out the words "The Two," referring to the Hextoran cleric and warrior, "Pholtus" and "No."

A *heal* or *greater restoration* restores Rolan's sanity completely, leaving him weak but lucid. He'll inform the characters that they still face a Hextoran cleric and a fierce warrior, that another unfortunate is in the process of being turned, he heard something about a "musical lock," and that they're using some type of ancient Pholtan relic that had been discovered in a sunken temple in the Undercity.

ENCOUNTER 7: THE PHOLTAN TEMPLE

The opening in the cellar wall on the far side leads into a section of Mowbrenn's mysterious and ancient Undercity. According to sages and scholars, Mowbrenn was built on the buried ruins of another city, belonging to a civilization long since disappeared. In some areas like this one, excavations have turned up forgotten city streets, complete with cobblestones.

The passageway beyond the collapsed cellar wall is narrow, but just fifteen feet in is a small natural cavern that appears to be the beginning of a sinkhole. On the opposite wall, you see bricks, probably belonging to of the cellar of the building across the street. A side tunnel continues onward, following the general direction of the surface street, though it definitely continues deeper into the earth.

The floor is pitted and uneven, but the area is stable. There had already been a partial collapse into a sinkhole, which formed the small cavern the characters are standing in. The surface street is directly above them.

If the characters decide to proceed onward:

After some two hundred feet into the tunnel, the passageway hits ancient cobblestones and flattens out. It continues on another ten feet, and then meets a wall of stone; it appears to be the side of a long buried building. The tunnel continues onward, following a row of buildings for about 100 feet before making a 90-degree right turn.

None of these buildings are intact as their roofs have collapsed under the weight of the dirt, and nothing of value is found by trying to dig out more of the building.

Proceeding onward, you all enter a large cavern, possibly enclosing a former town square, given the flat expanse of cobblestones under your feet. The only building visible is a temple with the symbol of Pholtus prominently displayed on its stone door. The temple protrudes from the cavern wall opposite to the passageway, just barely enough to allow you access.

There are no hinges visible or keyhole on the stone door, only a series of five horizontal lines as per a music sheet, with a small hole representing each note. Any character that checks the holes finds them empty, but lined with a thin layer of metal. A message is written above this in an old, but still recognizable form of Common:

"Repent all ye who enter, for only he who wields true faith may pass. For all seekers of wisdom, sing the Key of Pholtus."

Any cleric or paladin of Pholtus can simply use their "Turn Undead" ability on the door and cause it to open. Any cleric or paladin of a similar alignment to Pholtus' (LN) will successfully turn if he affects 2 HD of creatures or more. Any cleric one step removed from that alignment must affect 3 HD to turn the door, and two alignment steps removed requires 4 HD. Repeated attempts are allowed. All other alignments fail. Either positive or negative energy can be used, only some form of divine power is necessary.

The door was also meant to open if tuning forks, the metal rods found earlier, are inserted into the three corresponding notes that make up the chord ("key") for the Pholtan church's hymn. The notes are D, G, and B, corresponding to the "G" chord. The rods then need to be tapped, and the resultant resonant frequency triggers the opening mechanism. The Hextorans entered using this method, thereby keeping the door and the trap intact.

BARDS VERSUS THE TEMPLE DOOR

Bards can make an Intelligence check (DC 5) to realize the lines look very much like a music sheet. Also, any bard that hears the metal rods being struck instantly recognizes them as tuning forks from the clear tone. They can then figure out what note each rod is just by playing or humming.

If the bard has any levels in Perform that involves playing music or singing, they automatically are able to identify the chord, once the rods' function has been determined. They also know what notes the chord is comprised of, allowing them to practically put the puzzle together just from character experience.

The only thing that remains for them to figure out is that the rods need to be struck after placing them in the door.

CHARACTERS SKILLED IN PERFORM VS. THE DOOR

Any character who has ranks in Perform that involve playing music or singing can make an Intelligence check (DC 10), to realize the rods are tuning forks.

A similar check at DC 10 also allows them to make the connection that the carving looks like a music sheet, and remember how to read the scale.

They can also make a Wisdom check (DC 10) to identify one rod's tone by ear.

CHARACTERS UNSKILLED IN ANY MUSICAL BACKGROUND

For those who are not bards and lack any ranks in Perform, a Knowledge (religion) check DC 25 allows any character to recall the actual notes of the chord used in the hymn.

They can also try to identify each rod's tone by ear, but must make a Wisdom check (DC 15).

An Intelligence check (DC 15) allows them to recall how the notes on the music sheet are laid out, presumably from some long forgotten childhood lesson.

Any music related Knowledge or Craft skill adds their bonus to these checks on a 1 to 1 basis. Characters can also add a +1 circumstance bonus per 2 points of their Listen bonus.

If the rods are struck when placed in the wrong notes, then an alarm sounds within the temple, alerting the Hextorans within. The door remains locked.

If the characters wish to break down the door, they can do so but set off a divine spell trap in addition to alerting the Hextorans. The spell differs per APL:

APL 2 (EL 1)

✂️ **Glyph Trap (bane):** CR 1; triggered by smashing down the door; Will save (DC 12) negates; Search (DC 26); Disable Device (DC 26).

APL 4 (EL 3)

✂️ **Glyph Trap (hold person):** CR 3; triggered by smashing down the door; Will save (DC 13) negates; Search (DC 27); Disable Device (DC 27).

APL 6 (EL 5)

✂️ **Glyph Trap (bestow curse):** CR 5; triggered by smashing down the door (-4 enhancement penalty on attack rolls, saving throws, ability checks, and skill checks); Will save (DC 15) negates; Search (DC 28); Disable Device (DC 28).

APL 6 (EL 5)

✂️ **Glyph Trap (order's wrath):** CR 7; triggered by smashing down the door; Reflex save (DC 16) partial; Search (DC 29); Disable Device (DC 29).

🔨 **Temple Door:** 2 in. thick; hardness 5; hp 20; Break (DC 25).

If the characters decide not to breach the door, the Hextoran cleric and warrior leave the temple in two hours. However, another kidnapped unfortunate, a beggar named Armot, is pushed into insanity as a result.

TEMPLE INTERIOR

The interior of the temple has been thoroughly defiled and destroyed by its new inhabitants, but the structure is still intact. The altar and shrine at the head of the temple have been

smashed and charred, and the symbol of Pholtus is defaced. The spiked fist of Hextor has been drawn onto the wall with blood. An unconscious man dressed in the clothes of a street beggar is lashed to the altar.

The warrior is a fighter who has ranks as a Fist of Hextor at higher APLs. The cleric has a series of supportive spells, but prefers to heal the warrior before using his offensive selection. No quarter is given in this last engagement.

APL 2 (EL 4)

🗡️ **Wylliam, Warrior of Hextor:** Male human Ftr2; hp 22; see Appendix I.

🙏 **Saymul, Cleric of Hextor:** Male human Clr2; hp 15; see Appendix I.

APL 4 (EL 6)

🗡️ **Wylliam, Warrior of Hextor:** Male human Ftr4; hp 40; see Appendix I.

🙏 **Saymul, Cleric of Hextor:** Male human Clr4; hp 27; see Appendix I.

APL 6 (EL 8)

🗡️ **Wylliam, Warrior of Hextor:** Male human Ftr6; hp 58; see Appendix I.

🙏 **Saymul, Cleric of Hextor:** Male human Clr6; hp 27; see Appendix I.

APL 8 (EL 10)

🗡️ **Wylliam, Warrior of Hextor:** Male human Ftr6/Fist of Hextor2; hp 76; see Appendix I.

🙏 **Saymul, Cleric of Hextor:** Male human Clr8; hp 39; see Appendix I.

CONCLUSION

When the Hextorans have been defeated, the characters find a missive detailing more of their activities, and a second set of tuning forks on Saymul, the cleric.

[Player Handout 4]

The chime itself looks almost harmless, being a silver bell an inch in diameter and an inch high. Faint runes adorn the outer lip in an old dialect, saying "Thy will be done upon the world."

In a small office off to the side, more spoils may be found, as listed in the Treasure Summary.

If the characters had snuck past the guards in the office, they are gone when the characters return. One of them had checked in the cellar for a change of shift, and found the remains of his fellows. Realizing the consequences of failing their duties, they wisely departed the premises with all their equipment.

Connor's friends in the Thieves' Guild had been turned successfully and sent away to meet other Hextorans, and so little chance remains of finding them.

He takes note of who takes the chime, and picks their pocket at an appropriate time to relieve them of the artifact, thinking it might prove useful for the Guild.

If successful, he parts ways as soon as possible, but the characters discover he's left behind a Guild-minted coin and a thank you note for being "such good marks." [Player Handout 5, Endgame 1] This is their invitation to join the Guild if they so choose.

If Connor is not successful in the Pick Pocket attempt and he is caught, makes the excuse that it might be the only chance to save his friends. Whether or not the characters believe his story affects whether or not they get the invitational Guild marker.

If they turn him in, Connor is found guilty of conspiracy charges under magical interrogation, and he also tells the authorities that the characters have the Chime, if they haven't turned it in, or stated their intention to turn it in already. The whole point is to keep the characters from keeping the Chime. Otherwise, let things play out without the authorities tracking down the characters.

The characters should be given the full reward, even for confiscation, as if they had delivered it to a good aligned temple. It also nets the characters some reward money for Connor, but denies them Guild membership.

If they let him go, Connor chuckles and tells them they're quite the impressive party, then leaves the Guild marker and an invitation with a wink. [Player handout 6, Endgame 2] However, seeing that he can't have the Chime for the Guild, he discreetly informs the authorities that the characters have it. Once again, they'll ask to confiscate it, giving the full monetary reward in exchange, if the characters haven't stated their intention to turn it over themselves.

If the characters and Connor actually part ways before he has a chance to relieve them of the chime, then Connor returns one night and steals it from them, whether they're in an inn or camped out in the wilderness. Give the characters an opportunity to use Spot or Listen checks against Connor's skills. If he proves successful, he makes off with the chime, leaves the Guild marker, and a note. [Distribute Player Handout 5, Endgame 1]

If he fails and is caught, he'll give the excuses and follow the same courses of action as outlined above. [Distribute Player Handout 6, Endgame 2]

If the characters kill Connor to silence him about the existence of the Chime, a fellow Guild Lieutenant named Danzig takes over the business of trying to relieve the party of the artifact. He has the same stats as Connor, and would have been alerted to the situation during an opportune moment, such as the characters gathering at the inn to rest up after the last encounter.

If Connor makes off with the chime, and the characters have any spells such as *locate object*, *locate creature*, or other magical means to track him down, they find him after a few hours of searching. Connor is found in a compromising position in a local brothel, celebrating his apparent victory. He'll offer the usual excuses and try to appeal to the characters' sense of professional courtesy.

But the characters are now free to turn Connor in, get the reward money, as well as keep the Guild marker to join the Thieves' Guild. This would be a complete and total victory.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 1: Robbery

Defeat the alley rogues.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

Encounter 5: The Abandoned Garrison

Defeat the thugs in the crowd.

APL 2	60 XP
APL 4	120 XP
APL 6	150 XP
APL 8	210 XP

Encounter 6: New Town Warehouse – Office Guards

Defeat the office guards.

APL 2	60 XP
APL 4	120 XP
APL 6	150 XP
APL 8	210 XP

Encounter 6: New Town Warehouse – Cellar Guards

Defeat the cellar guards.

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Encounter 7: The Pholtan Temple

Defeat Wylliam and Saymul.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

Total Possible Experience

APL 2	300 XP
APL 4	600 XP
APL 6	900 XP
APL 8	1200 XP

TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

TREASURE KEY:

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

Encounter 1: Robbery

Defeat the alley rogues and strip them of their gear.

APL 2: L: 20 gp; C: 4 gp; M: 0
APL 4: L: 26 gp; C: 4 gp; M: 0
APL 6: L: 56 gp; C: 4 gp; M: 0
APL 8: L: 56 gp; C: 4 gp; M: 0

Bounties

Bring the alley rogues in alive.

APL 2: L: 0 gp; C: 6 gp; M: 0
APL 4: L: 0 gp; C: 12 gp; M: 0
APL 6: L: 0 gp; C: 18 gp; M: 0

APL 8: L: 0 gp; C: 24 gp; M: 0

Encounter 5: The Abandoned Garrison

Defeat the thugs and strip them of their gear

APL 2: L: 5 gp; C: 2 gp; M: 0
APL 4: L: 8 gp; C: 4 gp; M: 0
APL 6: L: 8 gp; C: 6 gp; M: 0
APL 8: L: 8 gp; C: 6 gp; M: 0

Encounter 5: (Jemman's Encounter)

Defeat Jemman's thugs.

APL 2: L: 8 gp; C: 4 gp; M: 0
APL 4: L: 8 gp; C: 4 gp; M: 0
APL 6: L: 11 gp; C: 4 gp; M: 0
APL 8: L: 11 gp; C: 4 gp; M: 0

Bounties

Bring Jemman's thugs in alive.

APL 2: L: 0 gp; C: 20 gp; M: 0
APL 4: L: 0 gp; C: 40 gp; M: 0
APL 6: L: 0 gp; C: 60 gp; M: 0
APL 8: L: 0 gp; C: 80 gp; M: 0

Bring Jemman in alive.

APL 2: L: 0 gp; C: 60 gp; M: 0
APL 4: L: 0 gp; C: 60 gp; M: 0
APL 6: L: 0 gp; C: 60 gp; M: 0
APL 8: L: 0 gp; C: 60 gp; M: 0

-OR-

Bring Jemman in dead.

APL 2: L: 0 gp; C: 50 gp; M: 0
APL 4: L: 0 gp; C: 50 gp; M: 0
APL 6: L: 0 gp; C: 50 gp; M: 0
APL 8: L: 0 gp; C: 50 gp; M: 0

Encounter 6: New Town Warehouse – Office Guards

Defeat the office guards and strip them of their gear.

APL 2: L: 21 gp; C: 2 gp; M: 0
APL 4: L: 21 gp; C: 2 gp; M: *potion of cure light wounds*
(Value 7 gp per character)
APL 6: L: 21 gp; C: 4 gp; M: *potion of cure light wounds*
(Value 7 gp per character)
APL 8: L: 21 gp; C: 4 gp; M: *potion of cure light wounds*
(Value 7 gp per character)

Encounter 6: New Town Warehouse – Cellar Guards

Defeat the cellar guards and strip them of their gear.

APL 2: L: 38 gp; C: 4 gp; M: 0
APL 4: L: 38 gp; C: 6 gp; M: 0
APL 6: L: 38 gp; C: 6 gp; M: 0
APL 8: L: 38 gp; C: 9 gp; M: 0

Bounties

Bring Hextoran guards in alive.

APL 2: L: 0 gp; C: 15 gp; M: 0

APL 4: L: 0 gp; C: 15 gp; M: 0
APL 6: L: 0 gp; C: 15 gp; M: 0
APL 8: L: 0 gp; C: 15 gp; M: 0

Encounter 7: The Pholtan Temple

Defeat Wylliam and Saymul and strip them of their gear.

APL 2: L: 61 gp; C: 8 gp; M: 0
APL 4: L: 61 gp; C: 8 gp; M: 0
APL 6: L: 61 gp; C: 8 gp; M: 0
APL 8: L: 61 gp; C: 8 gp; M: 0

Bounties

Bring Wylliam and Saymul in alive.

APL 2: L: 0 gp; C: 20 gp; M: 0
APL 4: L: 0 gp; C: 40 gp; M: 0
APL 6: L: 0 gp; C: 60 gp; M: 0
APL 8: L: 0 gp; C: 80 gp; M: 0

Total Possible Treasure

APL 2: 300 gp
APL 4: 364 gp
APL 6: 447 gp
APL 8: 496 gp

Thieves' Guild Marker (2 gp, Adventure)

This is a gold coin that's twice the usual trade weight. One side is stamped with a bird's eye sketch of Mowbrenn, and the other has the scales of Justice. According to Connor, you've been invited to find out what it means.

Influence with Count Cunal Huldane of Mowbrenn

(Influence point) - You have received the personal thanks of Count Huldane for your efforts on behalf of the citizens and city of Mowbrenn.

Favor of Rolan, Cleric of Heironeous

You can claim the free clerical services of casting either *lesser restoration* or *cure moderate wounds* as a one-time event when in the city of Mowbrenn.

APPENDIX I: NPCS

ENCOUNTER 1: ROBBERY

APL 2 (EL 4)

➤ **Alley Rogues (4):** Male human Rog1; CR 1; Medium-size humanoid (human); HD 1d6; hp 6; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +1 melee (1d4+1/19-20, dagger) or +3 ranged (1d8 plus poison/19-20, light crossbow); SA Sneak attack, poison; AL CN; SV Fort +0, Ref +5, Will +1; Str 12, Dex 16, Con 10, Int 14, Wis 12, Cha 10.

Skills and Feats: Appraise +6, Balance +5, Bluff +4, Climb +4, Escape Artist +7, Hide +7, Jump +5, Listen +5, Move Silently +7, Pick Pocket +4, Search +6, Spot +5, Tumble +5; Dodge, Improved Initiative.

Possessions: dagger, leather armor, light crossbow, 10 bolts, belt pouch, 5 gp, traveler's outfit.

Poison (carrion crawler brain juice): Contact (DC 13); Initial/Secondary (paralysis/o).

APL 4 (EL 6)

➤ **Alley Rogues (4):** Male human Rog1/Ftr1; CR 2; Medium-size humanoid (human); HD 1d6+1d10; hp 12; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +4 melee (1d4+1/19-20, dagger) or +4 ranged (1d8 plus poison/19-20, light crossbow); SA Sneak attack, poison; AL CN; SV Fort +2, Ref +5, Will +1; Str 12, Dex 16, Con 10, Int 14, Wis 12, Cha 10.

Skills and Feats: Appraise +6, Balance +4, Bluff +4, Climb +5, Escape Artist +6, Hide +6, Jump +5, Listen +5, Move Silently +6, Pick Pocket +4, Search +6, Spot +5, Tumble +4; Dodge, Improved Initiative, Weapon Finesse (dagger).

Possessions: dagger, studded leather armor, light crossbow, 10 bolts, belt pouch, 5 gp, traveler's outfit.

Poison (medium-size spider venom): Injury (DC 14); Initial/Secondary (1d4 Str/1d6 Str).

APL 6 (EL 8)

➤ **Alley Rogues (4):** Male human Rog2/Ftr2; CR 4; Medium-size humanoid (human); HD 2d6+2d10; hp 22; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +6 melee (1d4+1/19-20, dagger) or +6 ranged (1d8 plus poison/19-20, light crossbow); SA Sneak attack, poison; SQ Evasion; AL CN; SV Fort +3, Ref +6, Will +1; Str 12, Dex 17, Con 10, Int 14, Wis 12, Cha 10.

Skills and Feats: Appraise +7, Balance +4, Bluff +5, Climb +5, Escape Artist +6, Hide +6, Jump +6, Listen +6, Move Silently +6, Pick Pocket +4, Search +7, Spot +6, Tumble +4; Combat Reflexes, Dodge, Improved Initiative, Mobility, Weapon Finesse (dagger).

Possessions: dagger, chain shirt, light crossbow, 10 bolts, belt pouch, 5 gp, traveler's outfit.

Poison (terinav root): Contact (DC 16); Initial/Secondary (1d6 Dex/2d6 Dex).

APL 8 (EL 10)

➤ **Alley Rogues (4):** Male human Rog3/Ftr3; CR 6; Medium-size humanoid (human); HD 3d6+3d10; hp 32;

Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +9 melee (1d4+1/19-20, dagger) or +8 ranged (1d8 plus poison/19-20, light crossbow); SA Sneak attack, poison; SQ Evasion, uncanny dodge (Dex bonus to AC); AL CN; SV Fort +4, Ref +7, Will +3; Str 12, Dex 17, Con 10, Int 14, Wis 12, Cha 10.

Skills and Feats: Appraise +8, Balance +5, Bluff +6, Climb +7, Escape Artist +7, Hide +7, Jump +7, Listen +7, Move Silently +7, Pick Pocket +5, Search +8, Spot +7, Tumble +5; Combat Reflexes, Dodge, Improved Initiative, Mobility, Weapon Finesse (dagger), Weapon Focus (dagger)..

Possessions: dagger, chain shirt, light crossbow, 10 bolts, belt pouch, 5 gp, traveler's outfit.

Poison (terinav root): Contact (DC 16); Initial/Secondary (1d6 Dex/2d6 Dex).

ENCOUNTER 2: THE FEATHERED GOOSE INN

➤ **Riley:** Male human Rgr6; CR 6; Medium-size humanoid (human); HD 6d10+12; hp 52; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +8/+3 melee (1d8+3/19-20, long sword) and +7 melee (1d6+1/19-20, short sword) or +7 ranged (1d6/x3, shortbow); SA Favored enemy (goblinoids); AL NG; SV Fort +7, Ref +3, Will +4; Str 16, Dex 12, Con 14, Int 10, Wis 14, Cha 10.

Skills and Feats: Animal Empathy +4, Climb +5, Handle Animal +4, Heal +6, Hide +5, Intuit Direction +4, Knowledge (nature) +2, Listen +6, Move Silently +5, Profession (innkeeper) +3, Ride +3, Search +2, Spot +6, Swim +0, Wilderness Lore +7; Improved Initiative, Point Blank Shot, Precise Shot, Track, Weapon Focus (long sword).

Possessions: long sword (behind bar), short sword (behind bar), shortbow (in back room), 12 arrows (in back room), belt pouch, 20 gp, traveler's outfit, studded leather armor

Spells Prepared (2; base DC = 12 + spell level): 1st – resist elements, speak with animals.

ENCOUNTER 4: LOW TOWN

Alternate Routes of Investigation

APL 6 (EL 8)

➤ **Carrion Crawlers, Advanced (2):** CR 6; Huge aberration; HD 9d8+36; hp 72 each; Init +1; Spd 30 ft., climb 15 ft.; AC 18 (touch 9, flat-footed 17); Atk +10 melee (paralysis, 8 tentacles) and +5 (1d6+3, bite); Face/Reach 10 ft. by 20 ft./10 ft.; SA Paralysis; SQ Scent; AL N; SV Fort +7, Ref +4, Will +8; Str 22, Dex 13, Con 18, Int 1, Wis 15, Cha 6.

Skills and Feats: Climb +16, Listen +10, Spot +10; Alertness, Combat Reflexes.

APL 8 (EL 10)

➤ **Fiendish Carrion Crawlers, Advanced (2):** CR 8; Huge aberration; HD 9d8+36; hp 72 each; Init +1; Spd 30 ft., climb 15 ft.; AC 18 (touch 9, flat-footed 17); Atk +10 melee (paralysis, 8 tentacles) and +5 (1d6+3, bite); Face/Reach 10 ft. by 20 ft./10 ft.; SA Paralysis, smite good; SQ Scent, darkvision 60 ft., cold and fire resistance 15, damage reduction 5/+2; SR 18; AL N; SV Fort +7, Ref +4, Will +8; Str 22, Dex 13, Con 18, Int 3, Wis 15, Cha 6.

Skills and Feats: Climb +16, Listen +10, Spot +10; Alertness, Combat Reflexes.

ENCOUNTER 5: THE ABANDONED GARRISON

APL 2 (EL 2)

➤ **Thugs (2):** Male human Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+5; hp 15 each; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +4 melee (1d6+3/19-20, short sword) or +4 melee (1d3+3 subdual, unarmed) or +4 ranged (1d4+3/19-20, dagger); AL CN; SV Fort +4, Ref +3, Will +0; Str 16, Dex 16, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Intimidate +1, Sense Motive +2; Improved Initiative, Improved Unarmed Attack, Toughness.

Possessions: dagger, short sword, leather armor, belt pouch, 5 gp, commoner's outfit.

APL 4 (EL 4)

➤ **Thugs (2):** Male human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+8; hp 24 each; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +5 melee (1d6+3/19-20, short sword) or +5 melee (1d3+3 subdual, unarmed) or +5 ranged (1d4+3/19-20, dagger); AL CN; SV Fort +5, Ref +3, Will +0; Str 16, Dex 16, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Intimidate +2, Sense Motive +2; Dodge, Improved Initiative, Improved Unarmed Attack, Toughness.

Possessions: dagger, short sword, studded leather armor, belt pouch, 10 gp, commoner's outfit.

APL 6 (EL 6)

➤ **Thugs (2):** Male human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+14; hp 42 each; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +8 melee (1d6+3/19-20, short sword) or +7 melee (1d3+3 subdual, unarmed) or +7 ranged (1d4+3/19-20, dagger); AL CN; SV Fort +6, Ref +4, Will +1; Str 17, Dex 16, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Intimidate +3, Sense Motive +3; Dodge, Improved Initiative, Improved Unarmed Attack, Mobility, Toughness, Weapon Focus (short sword).

Possessions: dagger, short sword, studded leather armor, belt pouch, 15 gp, commoner's outfit.

APL 8 (EL 8)

➤ **Thugs (2):** Male human Ftr6; CR 6; Medium-size humanoid (human); HD 6d10+20; hp 60 each; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +10/+5 melee (1d6+5/19-20, short sword) or +9/+4 melee (1d3+3 subdual, unarmed) or +9/+4 ranged (1d4+3/19-20, dagger); AL CN; SV Fort +7, Ref +5, Will +2; Str 17, Dex 16, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Intimidate +4, Sense Motive +4; Dodge, Improved Initiative, Improved Unarmed Attack, Mobility, Spring Attack, Toughness, Weapon Focus (short sword), Weapon Specialization (short sword).

Possessions: dagger, short sword, studded leather armor, belt pouch, 15 gp, commoner's outfit.

THE FIEND-FINDER GENERAL

➤ **Zylinchin, Knight Valorous of Pholtus:** Male human Ftr15; CR 15; Medium-size humanoid (human); HD 15d10+30; hp 124; Init +4; Spd 20 ft.; AC 24 (touch 10, flat-footed 24); Atk +24/+19/+14 melee (1d8+10/17-20, long sword) or +18/+13/+8 melee (1d4+3/19-20, dagger); AL LG; SV Fort +11, Ref +7, Will +7; Str 16, Dex 10, Con 14, Int 13, Wis 10, Cha 14.

Skills and Feats: Diplomacy +5, Gather Information +5, Intimidate +8, Knowledge (religion) +7, Listen +3, Ride +10, Search +4, Sense Motive +6, Spot +5; Alertness, Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Improved Critical (long sword), Improved Initiative, Improved Unarmed Attack, Iron Will, Lightning Reflexes, Power Attack, Quick Draw, Sunder, Weapon Focus (long sword), Weapon Specialization (long sword).

Possessions: +5 longsword, +3 full plate armor, +1 large steel shield, dagger, belt pouch, *potion of cure serious wounds*, *potion of detect thoughts*, 100 gp, explorer's outfit.

➤ **Knights Valorous (4):** Male human Ftr10; CR 10; Medium-size humanoid (human); HD 10d10+30; hp 94; Init +4; Spd 20 ft.; AC 21 (touch 10, flat-footed 21); Atk +17/+12 melee (1d8+8/17-20, long sword); AL LG; SV Fort +10, Ref +5, Will +5; Str 18, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Handle Animal +0, Intimidate +2, Jump +1, Knowledge (religion) +0, Listen +1, Ride +8, Sense Motive +3, Spot +1; Cleave, Dodge, Great Cleave, Improved Critical (long sword) Improved Initiative, Iron Will, Mobility, Power Attack, Spring Attack, Weapon Focus (long sword), Weapon Specialization (long sword).

Possessions: +2 long sword, +1 half plate armor, +1 large steel shield, *potion of cure moderate wounds*, belt pouch, explorer's outfit, 25 gp.

JEMMAN'S ENCOUNTER

➤ **Pelzen:** Male human Ftr3; CR 3; Medium-size humanoid (human); HD 3d10+3; hp 25; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atk +7 melee

(1d3+4 subdual, unarmed strike); AL CN; SV Fort +4, Ref +2, Will -1; Str 18, Dex 14, Con 13, Int 8, Wis 8, Cha 9.

Skills and Feats: Intimidate +2, Spot +2; Dodge, Improved Unarmed Attack, Mobility, Toughness, Weapon Focus (battleaxe).

Possessions: studded leather armor, belt pouch, 5 gp, traveler's outfit

APL 2 (EL 2)

Jemman's Thugs (2): Male human Rog1; CR 1; Medium-size humanoid (human); HD 1d6+1; hp 7 each; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +2 melee (1d6+2 subdual, sap) or +2 melee (1d6+2/19-20, short sword); SA Sneak attack; AL CN; SV Fort +1, Ref +5, Will +0; Str 14, Dex 16, Con 12, Int 10, Wis 10, Cha 12.

Skills and Feats: Balance +6, Climb +5, Hide +6, Intimidate +5, Jump +5, Listen +4, Move Silently +6, Spot +4, Tumble +6; Dodge, Mobility.

Possessions: sap, short sword, studded leather armor, belt pouch, 5 gp, traveler's outfit.

APL 4 (EL 4)

Jemman's Thugs (2): Male human Rog1/Ftr1; CR 2; Medium-size humanoid (human); HD 1d6+1d10+2; hp 14 each; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +3 melee (1d6+2 subdual, sap) or +4 melee (1d6+2/19-20, short sword); SA Sneak attack; AL CN; SV Fort +3, Ref +5, Will +0; Str 14, Dex 16, Con 12, Int 10, Wis 10, Cha 12.

Skills and Feats: Balance +6, Climb +6, Hide +6, Intimidate +5, Jump +5, Listen +4, Move Silently +6, Spot +4, Tumble +7; Dodge, Mobility, Weapon Focus (short sword).

Possessions: sap, short sword, studded leather armor, belt pouch, 5 gp, traveler's outfit.

APL 6 (EL 6)

Jemman's Thugs (2): Male human Rog1/Ftr3; CR 4; Medium-size humanoid (human); HD 1d6+3d10+4; hp 28 each; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +5 melee (1d6+2 subdual, sap) or +6 melee (1d6+2/19-20, short sword); SA Sneak attack; AL CN; SV Fort +4, Ref +6, Will +1; Str 15, Dex 16, Con 12, Int 10, Wis 10, Cha 12.

Skills and Feats: Balance +5, Climb +6, Hide +5, Intimidate +5, Jump +5, Listen +5, Move Silently +5, Spot +5, Tumble +6; Combat Reflexes, Dodge, Improved Initiative, Mobility, Weapon Focus (short sword).

Possessions: sap, short sword, chain shirt, belt pouch, 5 gp, traveler's outfit.

APL 8 (EL 8)

Jemman's Thugs (2): Male human Rog1/Ftr5; CR 6; Medium-size humanoid (human); HD 1d6+5d10+6; hp 42 each; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +7 melee (1d6+2 subdual, sap) or +8 melee

(1d6+4/19-20, short sword); SA Sneak attack; AL CN; SV Fort +4, Ref +6, Will +1; Str 15, Dex 16, Con 12, Int 10, Wis 10, Cha 12.

Skills and Feats: Balance +5, Climb +7, Hide +6, Intimidate +5, Jump +6, Listen +5, Move Silently +6, Spot +5, Tumble +6; Combat Reflexes, Dodge, Improved Initiative, Mobility, Weapon Focus (short sword), Weapon Specialization (short sword).

Possessions: sap, short sword, chain shirt, belt pouch, 4 gp, traveler's outfit.

Jemman: Male human Ftr5; CR 5; Medium-size humanoid (human); HD 5d10+10; hp 44; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +7 melee (1d3+2 subdual, unarmed strike); AL CN; SV Fort +6, Ref +3, Will +3; Str 14, Dex 11, Con 15, Int 12, Wis 14, Cha 10.

Skills and Feats: Appraise +3, Bluff +1, Climb +3, Craft (leatherworking) +3, Forgery +2, Handle Animal +1, Intimidate +3, Jump +3, Listen +5, Ride +1, Search +2, Sense Motive +4, Spot +5; Alertness, Cleave, Lightning Reflexes, Power Attack, Weapon Focus (short sword), Weapon Specialization (short sword).

Possessions: traveler's outfit.

Connor the Fair: Male human Rog8/Brd1; CR 9; Medium-size humanoid (human); HD 9d6+9; hp 47; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +7/+2 melee (1d3+1 subdual, unarmed strike); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked), bardic music, bardic knowledge; AL CN; SV Fort +3, Ref +11, Will +6; Str 12, Dex 16, Con 12, Int 14, Wis 10, Cha 12.

Skills and Feats: Appraise +10, Bluff +9, Decipher Script +3, Disable Device +12, Disguise +2, Escape Artist +13, Gather Information +9, Hide +11, Intimidate +5, Listen +7, Move Silently +13, Open Lock +13, Perform +9, Pick Pocket +14, Search +12, Sense Motive +1, Spot +6, Tumble +8, Use Magic Device +3; Dodge, Improved Initiative, Iron Will, Martial Weapon Proficiency (long sword), Mobility, Weapon Focus (short sword).

Possessions: pouch, 2 gp, traveler's outfit.

ENCOUNTER 6: NEW TOWN WAREHOUSE

Alerting the Office Guards Inside the Warehouse

APL 2 (EL 2)

Hextoran Office Guard (2): Male human Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+2; hp 12 each; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +5 melee (1d8+3, light flail) and +3 ranged (1d8/19-20, light crossbow); AL LE; SV Fort +4, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Listen +3, Spot +3; Dodge, Point Blank Shot, Weapon Focus (light flail).

Possessions: light flail, light crossbow, 25 bolts, chain shirt, belt pouch, 50 sp, explorer's outfit

APL 4 (EL 4)

➤ **Hextoran Office Guard (2):** Male human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+4; hp 20 each; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +6 melee (1d8+3, light flail) and +4 ranged (1d6/x3, shortbow); AL LE; SV Fort +5, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Listen +4, Spot +3; Dodge, Point Blank Shot, Rapid Shot, Weapon Focus (light flail).

Possessions: light flail, shortbow, 30 arrows, chain shirt, belt pouch, 50 sp, explorer's outfit

APL 6 (EL 6)

➤ **Hextoran Office Guard (2):** Male human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+8; hp 36 each; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +8 melee (1d8+3, light flail) and +6 ranged (1d6/x3, shortbow); AL LE; SV Fort +6, Ref +3, Will +2; Str 17, Dex 14, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Listen +5, Spot +4; Combat Reflexes, Dodge, Mobility, Point Blank Shot, Rapid Shot, Weapon Focus (light flail).

Possessions: light flail, shortbow, 30 arrows, chain shirt, belt pouch, 10 gp, explorer's outfit

APL 8 (EL 8)

➤ **Hextoran Office Guard (2):** Male human Ftr6; CR 6; Medium-size humanoid (human); HD 6d10+12; hp 52 each; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +10/+5 melee (1d8+3, light flail) and +9/+4 ranged (1d6+2/x3, shortbow); AL LE; SV Fort +7, Ref +4, Will +3; Str 17, Dex 14, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Listen +6, Spot +5; Combat Reflexes, Dodge, Mobility, Point Blank Shot, Rapid Shot, Weapon Focus (light flail), Weapon Focus (short bow), Weapon Specialization (short bow).

Possessions: light flail, shortbow, 30 arrows, chain shirt, belt pouch, 10 gp, explorer's outfit.

THE CELLAR

APL 2 (EL 3)

➤ **Hextoran Cellar Guards (3):** Male human Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+2; hp 12 each; Init +2; Spd 30 ft.; AC 12* (touch 12, flat-footed 10); Atk +5 melee (1d10+3/19-20, heavy flail) or +4 melee (1d6+1d6(fire)+3, heated metal bar); AL LE; SV Fort +4, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Listen +3, Spot +3; Dodge, Mobility, Weapon Focus (heavy flail).

Possessions: heavy flail, chain shirt, belt pouch, 5 gp, explorer's outfit.

*Hastily donned chain shirt AC 15 (touch 12, flat-footed 13)

APL 4 (EL 5)

➤ **Hextoran Cellar Guards (3):** Male human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+4; hp 20 each; Init +6; Spd 30 ft.; AC 12* (touch 12, flat-footed 10); Atk +6 melee (1d10+3/19-20, heavy flail) or +5 melee (1d6+1d6(fire)+3, heated metal bar); AL LE; SV Fort +5, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Listen +4, Spot +3; Dodge, Improved Initiative, Mobility, Weapon Focus (heavy flail).

Possessions: heavy flail, chain shirt, belt pouch, 10 gp, explorer's outfit.

*Hastily donned chain shirt AC 15 (touch 12, flat-footed 13)

APL 6 (EL 7)

➤ **Hextoran Cellar Guards (3):** Male human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+8; hp 36 each; Init +6; Spd 30 ft.; AC 12* (touch 12, flat-footed 10); Atk +8 melee (1d10+3/19-20, heavy flail) or +7 melee (1d6+1d6(fire)+3, heated metal bar); AL LE; SV Fort +6, Ref +3, Will +2; Str 17, Dex 14, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Listen +5, Spot +4; Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Focus (heavy flail).

Possessions: heavy flail, chain shirt, belt pouch, 10 gp, explorer's outfit.

*Hastily donned chain shirt AC 15 (touch 12, flat-footed 13)

APL 8 (EL 9)

➤ **Hextoran Cellar Guards (3):** Male human Ftr6; CR 6; Medium-size humanoid (human); HD 6d10+12; hp 52 each; Init +6; Spd 30 ft.; AC 12* (touch 12, flat-footed 10); Atk +10/+5 melee (1d10+5/19-20, heavy flail) or +9/+4 melee (1d6+1d6(fire)+3, heated metal bar); AL LE; SV Fort +7, Ref +4, Will +5; Str 17, Dex 14, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Listen +6, Spot +5; Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

Possessions: heavy flail, chain shirt, belt pouch, 15 gp, explorer's outfit.

*Hastily donned chain shirt AC 15 (touch 12, flat-footed 13)

ENCOUNTER 7: THE PHOLTAN TEMPLE

APL 2 (EL 4)

➤ **Wylliam, Warrior of Hextor:** Male human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+6; hp 22; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Atk +6 melee (2d4+4, spiked chain) or +3 ranged (1d8/19-20, light crossbow); AL LE; SV Fort +6, Ref +1, Will -1; Str 16, Dex 12, Con 16, Int 10, Wis 8, Cha 12.

Skills and Feats: Intimidate +3, Knowledge (religion) +2, Spot +1; Cleave, Exotic Weapon Proficiency (spiked chain), Power Attack, Weapon Focus (spiked chain).

Possessions: spiked chain, banded mail armor, light crossbow, 20 bolts, belt pouch, 20 gp, explorer's outfit.

☛ **Saymul, Cleric of Hextor:** Male human Clr2; CR 2; Medium-size humanoid (human); HD 2d8+2; hp 15; Init +4; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Atk +3 melee (1d10+1/19-20, heavy flail); SA Spells, rebuke undead; AL LE; SV Fort +4, Ref +0, Will +6; Str 13, Dex 10, Con 12, Int 8, Wis 16, Cha 12.

Skills and Feats: Concentration +6, Knowledge (religion) +1, Spellcraft +0, Spot +4; Combat Casting, Improved Initiative, Weapon Focus (heavy flail).

Possessions: heavy flail, banded mail armor, small steel shield, belt pouch, 20 gp, explorer's outfit.

Spells Prepared (4/3+1; base DC = 13 + spell level): 0 – cure minor wounds, guidance, light, resistance; 1st – cause fear, doom, inflict light wounds*, protection from good.

*Domain spell. **Domains:** Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day); War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

APL 4 (EL 6)

☛ **Wylliam, Warrior of Hextor:** Male human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+12; hp 40; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Atk +8 melee (2d4+4, spiked chain) or +5 ranged (1d8/19-20, light crossbow); AL LE; SV Fort +7, Ref +2, Will +0; Str 17, Dex 12, Con 16, Int 10, Wis 8, Cha 12.

Skills and Feats: Intimidate +4, Knowledge (religion) +3, Spot +2; Cleave, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Power Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Possessions: spiked chain, banded mail armor, light crossbow, 20 bolts, belt pouch, 20 gp, explorer's outfit.

☛ **Saymul, Cleric of Hextor:** Male human Clr4; CR 4; Medium-size humanoid (human); HD 4d8+4; hp 27; Init +4; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Atk +6 melee (1d10+2/19-20, heavy flail); SA Spells, rebuke undead; AL LE; SV Fort +5, Ref +1, Will +7; Str 14, Dex 10, Con 12, Int 8, Wis 16, Cha 12.

Skills and Feats: Concentration +8, Knowledge (religion) +2, Spellcraft +1, Spot +4; Combat Casting, Improved Initiative, Weapon Focus (heavy flail).

Possessions: heavy flail, banded mail armor, small steel shield, belt pouch, 20 gp, explorer's outfit.

Spells Prepared (5/4+1/3+1; base DC = 13 + spell level): 0 – cure minor wounds (2), guidance, light, resistance; 1st – cause fear (2), doom, inflict light wounds*, protection

from good; 2nd – hold person, sound burst, spiritual weapon*, summon monster II (fiendish hyena).

*Domain spell. **Domains:** Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day); War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

APL 6 (EL 8)

☛ **Wylliam, Warrior of Hextor:** Male human Ftr6; CR 6; Medium-size humanoid (human); HD 6d10+18; hp 58; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Atk +10/+5 melee (2d4+4, spiked chain) or +7 ranged (1d8/19-20, light crossbow); AL LE; SV Fort +8, Ref +3, Will +1; Str 17, Dex 12, Con 16, Int 10, Wis 8, Cha 12.

Skills and Feats: Intimidate +5, Knowledge (religion) +4, Spot +3; Cleave, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Great Cleave, Power Attack, Sunder, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Possessions: spiked chain, banded mail armor, light crossbow, 20 bolts, belt pouch, 20 gp, explorer's outfit.

☛ **Saymul, Cleric of Hextor:** Male human Clr6; CR 6; Medium-size humanoid (human); HD 6d8+6; hp 27; Init +4; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Atk +7 melee (1d10+2/19-20, heavy flail); SA Spells, rebuke undead; AL LE; SV Fort +6, Ref +2, Will +8; Str 14, Dex 10, Con 12, Int 8, Wis 16, Cha 12.

Skills and Feats: Concentration +10, Knowledge (religion) +2, Spellcraft +1, Spot +5; Combat Casting, Improved Initiative, Spell Focus (Enchantment), Weapon Focus (heavy flail).

Possessions: heavy flail, banded mail armor, small steel shield, belt pouch, 20 gp, explorer's outfit.

Spells Prepared (5/4+1/4+1/3+1; base DC = 13 + spell level, 15 + spell level for Enchantment spells): 0 – cure minor wounds (2), guidance, light, resistance; 1st – cause fear (2), doom, inflict light wounds*, protection from good; 2nd – hold person, sound burst (2), spiritual weapon*, summon monster II (fiendish hyena); 3rd – blindness/deafness, dispel magic, magic vestment*, summon monster III (fiendish boar).

*Domain spell. **Domains:** Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day); War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

APL 8 (EL 10)

☛ **Wylliam, Warrior of Hextor:** Male human Ftr6/Fist of Hextor2; CR 8; Medium-size humanoid (human); HD 8d10+24; hp 76; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Atk +13/+8 melee (2d4+6, spiked chain)

or +9 ranged (1d8/19-20, light crossbow); AL LE; SV Fort +11, Ref +3, Will +1; Str 18, Dex 12, Con 16, Int 10, Wis 8, Cha 12.

Skills and Feats: Intimidate +7, Knowledge (religion) +6, Spot +5; Cleave, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Great Cleave, Power Attack, Sunder, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Possessions: spiked chain, banded mail armor, light crossbow, 20 bolts, belt pouch, 20 gp, explorer's outfit.

✚ **Saymul, Cleric of Hextor:** Male human Clr8; CR 8; Medium-size humanoid (human); HD 8d8+8; hp 39; Init +4; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Atk +9/+4 melee (1d10+2/19-20, heavy flail); SA Spells, rebuke undead; AL LE; SV Fort +7, Ref +2, Will +9; Str 14, Dex 10, Con 12, Int 9, Wis 16, Cha 12.

Skills and Feats: Concentration +12, Knowledge (religion) +2, Spellcraft +3, Spot +5; Combat Casting, Improved Initiative, Spell Focus (Enchantment), Weapon Focus (heavy flail).

Possessions: heavy flail, banded mail armor, small steel shield, belt pouch, 20 gp, explorer's outfit.

Spells Prepared (6/5+1/4+1/4+1/2+1; base DC = 13 + spell level, 15 + spell level for Enchantment spells): 0 – *cure minor wounds* (2), *detect magic*, *guidance*, *light*, *resistance*; 1st – *cause fear* (2), *cure light wounds*, *doom*, *inflict light wounds**, *protection from good*; 2nd – *hold person*, *sound burst* (2), *spiritual weapon**, *summon monster II* (fiendish hyena); 3rd – *bestow curse*, *blindness/deafness*, *dispel magic*, *magic vestment**, *summon monster III* (fiendish boar); 4th – *divine power**, *freedom of movement*, *summon monster IV* (fiendish dire wolf).

*Domain spell. *Domains:* Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day); War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

APPENDIX 2: GLOSSARY FOR KNOWLEDGE/GATHER INFORMATION CHECKS

- Chime of Salvation – The Chime was a Pholtan relic that was designed to rescue those that had fallen to evil. Little else is known except for its name. Either it was lost to history, or an utter and forgotten failure.
 - Bardic Knowledge - DC 16
 - Gather Information – DC 23
 - Knowledge (History) – DC 18
 - Knowledge (Pholtus) – DC 15
 - Knowledge (Religion) – DC 18
- “Great Blessing” – In some religious circles, the cataclysmic period that rent the land of Nyronnd was seen as a Blessing by the dark gods.
 - Bardic Knowledge - DC 10
 - Gather Information – DC 22
 - Knowledge (History) – DC 13
 - Knowledge (Pholtus) – DC 10
 - Knowledge (Religion) – DC 11
- Isklat – An ancient city that was said to have been “swallowed by the earth” itself. Present day Mowbrenn is built on its ruins.
 - Bardic Knowledge - DC 17
 - Gather Information – DC 20
 - Knowledge (Geography) – DC 13
 - Knowledge (History) – DC 15
 - Knowledge (Mowbrenn) – DC 14
 - Knowledge (Nyronnd) – DC 17
- “Nonaligned” – A semi-derogatory term that dark religions use to refer to evil creatures that have not sworn fealty to their own god.
 - Bardic Knowledge - DC 15
 - Gather Information – DC 22
 - Knowledge (Religion) – DC 13
- Onyxgate – A waypoint during the exodus from Almorian lands. During the chaos of the period, it is said that everything anyone has ever lost – a key, a trinket, or the Crown Jewels, can all be found somewhere in the city... if you know where to look.
 - Bardic Knowledge - DC 13
 - Gather Information – DC 17
 - Knowledge (Geography) – DC 15
 - Knowledge (History) – DC 12
 - Knowledge (Nyronnd) – DC 13
- “Pilgrimage Trail” – The exodus route from Almorian lands, heading into the Pale. Given its significance, it is often used as a point of reference in many historical accounts, in both a spatial and temporal context. The “Pilgrimage Trail” is always known to be the route: Almor – Onyxgate – Mithat – Rel Mord – Isklat/Mowbrenn – Borneven – Midmeadow.
 - Bardic Knowledge - DC 5
- Gather Information – DC 6
- Knowledge (History) – DC 5
- Knowledge (Nyronnd) – DC 6
- Saymul – A somewhat infamous name of a cleric associated with Hextor. He's known to be an eccentric, dedicated to questing for lost relics and ancient artifacts, no matter how mythical they may be.
 - Bardic Knowledge - DC 20
 - Gather Information – DC 23
 - Knowledge (Hextor) – DC 15
 - Knowledge (Religion) – DC 20
- Sanctus, Lord – A high priest of Hextor, current whereabouts unknown. He is most noted for rising to his position through the massacre of a score of Heironean clerics in the Dutchy of Womtham.
 - Bardic Knowledge - DC 17
 - Gather Information – DC 23
 - Knowledge (Heironeous) – DC 10
 - Knowledge (Hextor) – DC 10
 - Knowledge (Religion) – DC 15
- Stavros – A high cleric of Pholtus in ancient times. Noted for his extreme piety and faith to his god, he was instrumental in developing several magical items that still exist today. One such item was the Chime of Salvation, since lost to history. Most of his works are in the possession of the Pale.
 - Bardic Knowledge - DC 16
 - Gather Information – DC 20
 - Knowledge (Pholtus) – DC 12
 - Knowledge (Religion) – DC 15
- Thieves' Guild – Though officially denied, Guild operates through several layers. Sections of the city are divided among the Guild Lieutenants, who in turn answer to District Captains and so forth. The lieutenants occasionally order turf wars among themselves in order to distract from the idea of a formal Guild operating in the city.
 - Gather Information – DC 21
 - Knowledge (Mowbrenn) – DC 23
- Wylliam – The name of a member of the Fists of Hextor. He is known for his brutal methods and sadistic, ritual killings. His signature piece involves skinning a victim alive and leaving them to the scavengers.
 - Bardic Knowledge - DC 18
 - Gather Information – DC 23
 - Knowledge (Hextor) – DC 13
 - Knowledge (Religion) – DC 17

APPENDIX 3: NEW RULES

FIST OF HEXTOR AS PRESENTED IN *SWORD AND FIST*

While many view the Fists of Hextor simply as effective if brutal mercenaries, they are in fact templars sworn to the service of their unforgiving deity. The world is a dark and unforgiving place, or so says the Church of Hextor, wherein the strong survive by ruling the weak and forging order from the chaos. To support its dogma, the Church established this elite company of templars and made them available for hire to those whose causes complemented the Church's ultimate goals (and who could, naturally afford to pay the hefty tithes necessary to maintain a crack unit of well-armed and well-trained men and women). The Fists are infamous for their efficient brutality: Nowhere will an employer in need of military aid locate mercenaries more dedicated to ensuring that the rule of law prevails over the forces of anarchy and confusion.

Most Fists of Hextor are fighters, monks, or clerics, but ex-barbarians, ex-paladins, rangers, and wizards are all counted among their number. The veneration of Hextor, Champion of Evil and Scourge of Battle) a willingness to utilize cruelty and harsh measures to crush dissent, a belief that power is the greatest reward life offers, and a willingness to endure all manner of hardship in service to these ideals.

NPC Fists of Hextor are usually mercenary soldiers engaged in some martial enterprise on behalf of the nearest temple dedicated to Hextor. Sometimes small groups or even solitary Fists are encountered, though these too are often carrying out a specific task or mission for the Church.

Hit Die: d10

Requirements

To qualify to become a Fist, a character must fulfill all the following criteria.

Alignment: Lawful evil, neutral evil, or lawful neutral.

Base Attack Bonus: +5.

Feats: Power Attack, Cleave, Spiked gauntlet weapon proficiency.

Intimidate: 4 ranks.

Spot: 4 ranks.

Knowledge (religion): 4 ranks.

Other: Must worship Hextor, and must survive the ritual ceremony of induction into the Fists of Hextor.

Class Skills

The Fist of Hextor's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Knowledge (religion) (Int), Profession (Int), Ride (Dex), Sense Motive (Wis), Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

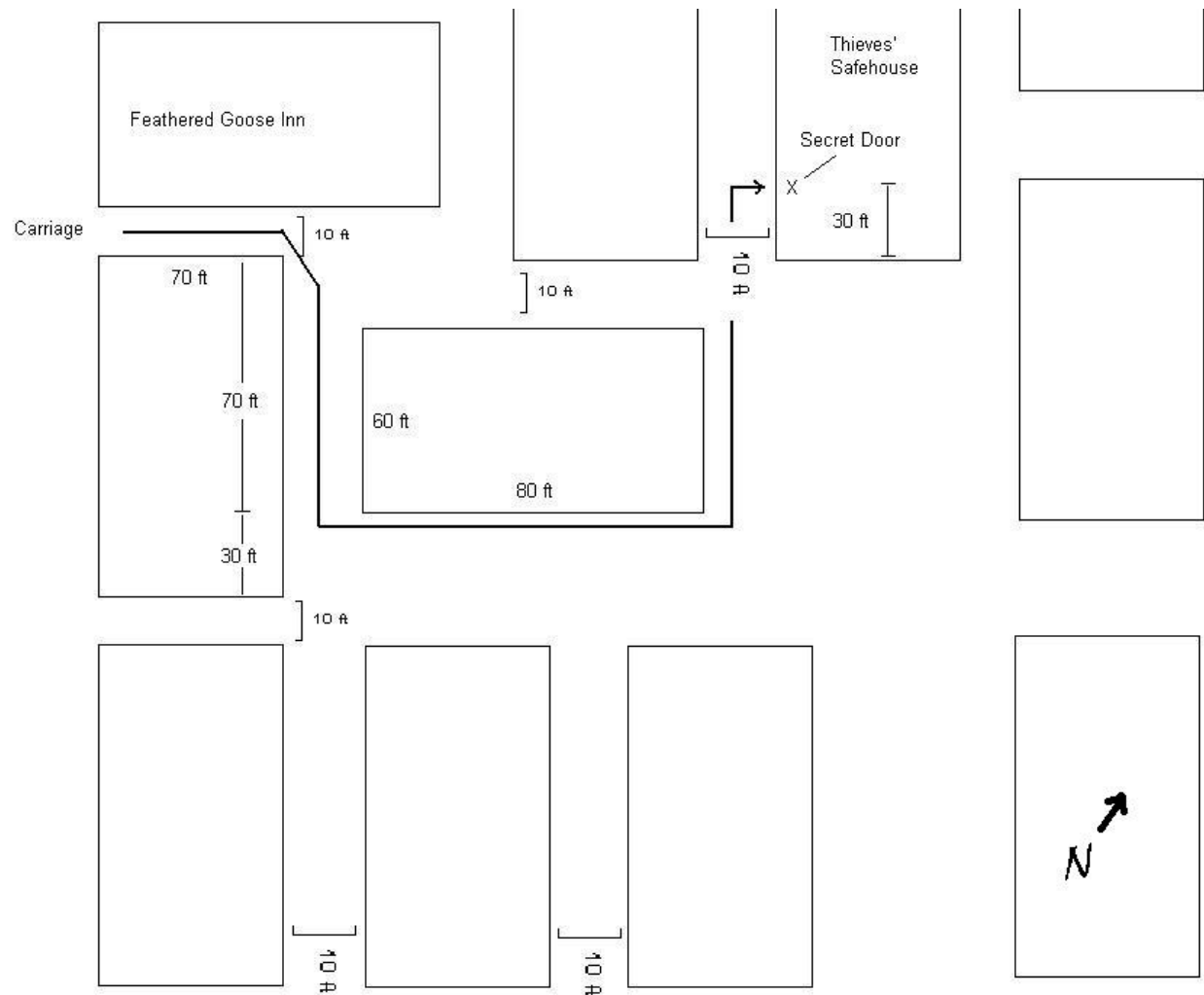
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Brutal strike +1
2 nd	+2	+3	+0	+0	Strength boost 1/day
3 rd	+3	+3	+1	+1	Frightful presence 1/day
4 th	+4	+4	+1	+1	Brutal strike +2
5 th	+5	+4	+1	+1	Strength boost 2/day
6 th	+6	+5	+2	+2	Frightful presence 2/day
7 th	+7	+5	+2	+2	Brutal strike +3
8 th	+8	+6	+2	+2	Strength boost 3/day
9 th	+9	+6	+3	+3	Frightful presence 3/day
10 th	+10	+7	+3	+3	Brutal strike +4

Class Features

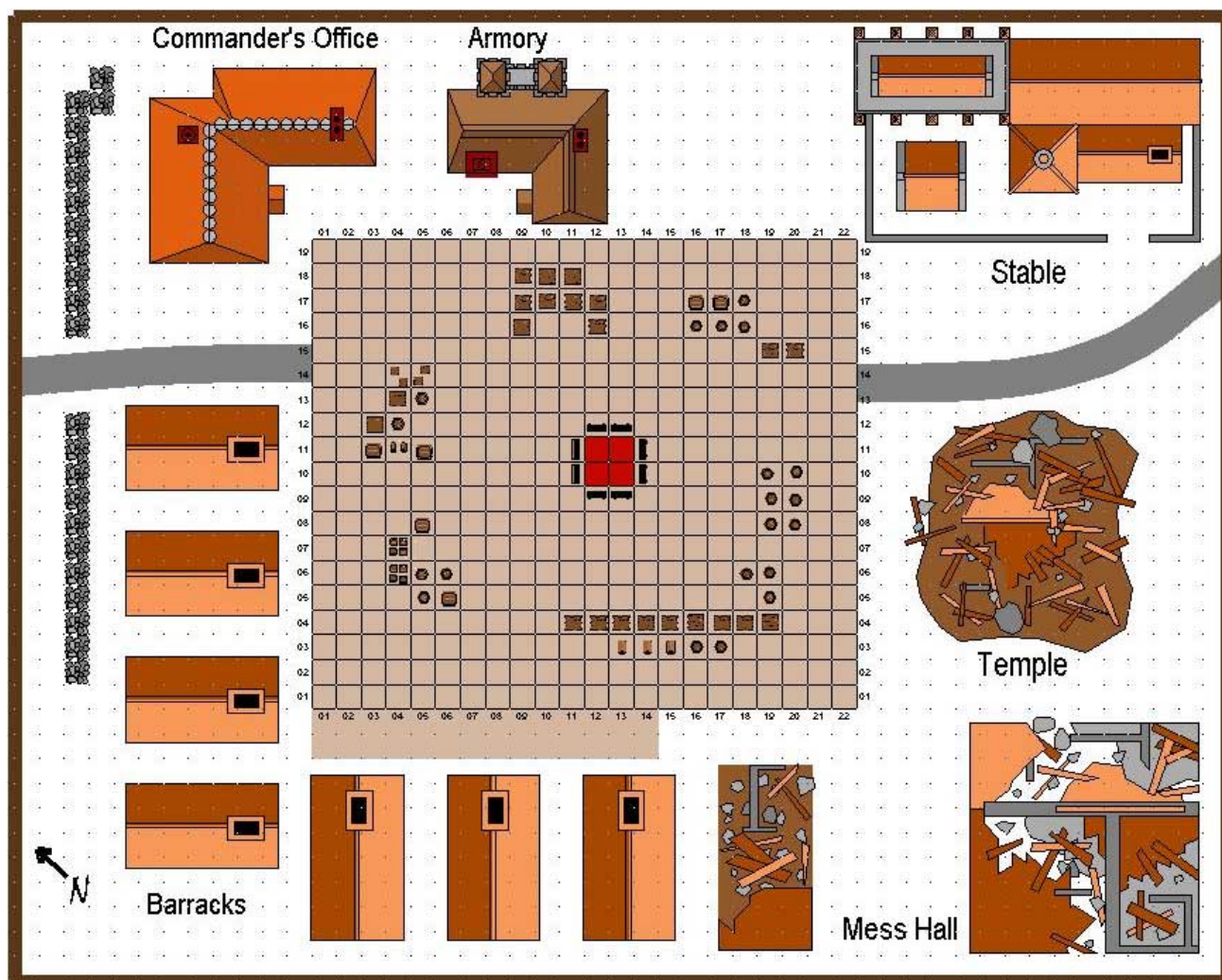
Brutal Strike: The Church of Hextor trains its templars to fight with ruthless efficiency. Every action, the Fist may add this bonus either to one attack roll or one damage roll, but not both. You must declare where the bonus applies at the start of your action.

Strength Boost: Staring at 2nd level, the Fist can call upon Hextor for a +4 Strength bonus once per day. The Fist may boost his Strength one additional time per day for every three levels above 2nd. This bonus lasts for 4 rounds plus the Fist's level.

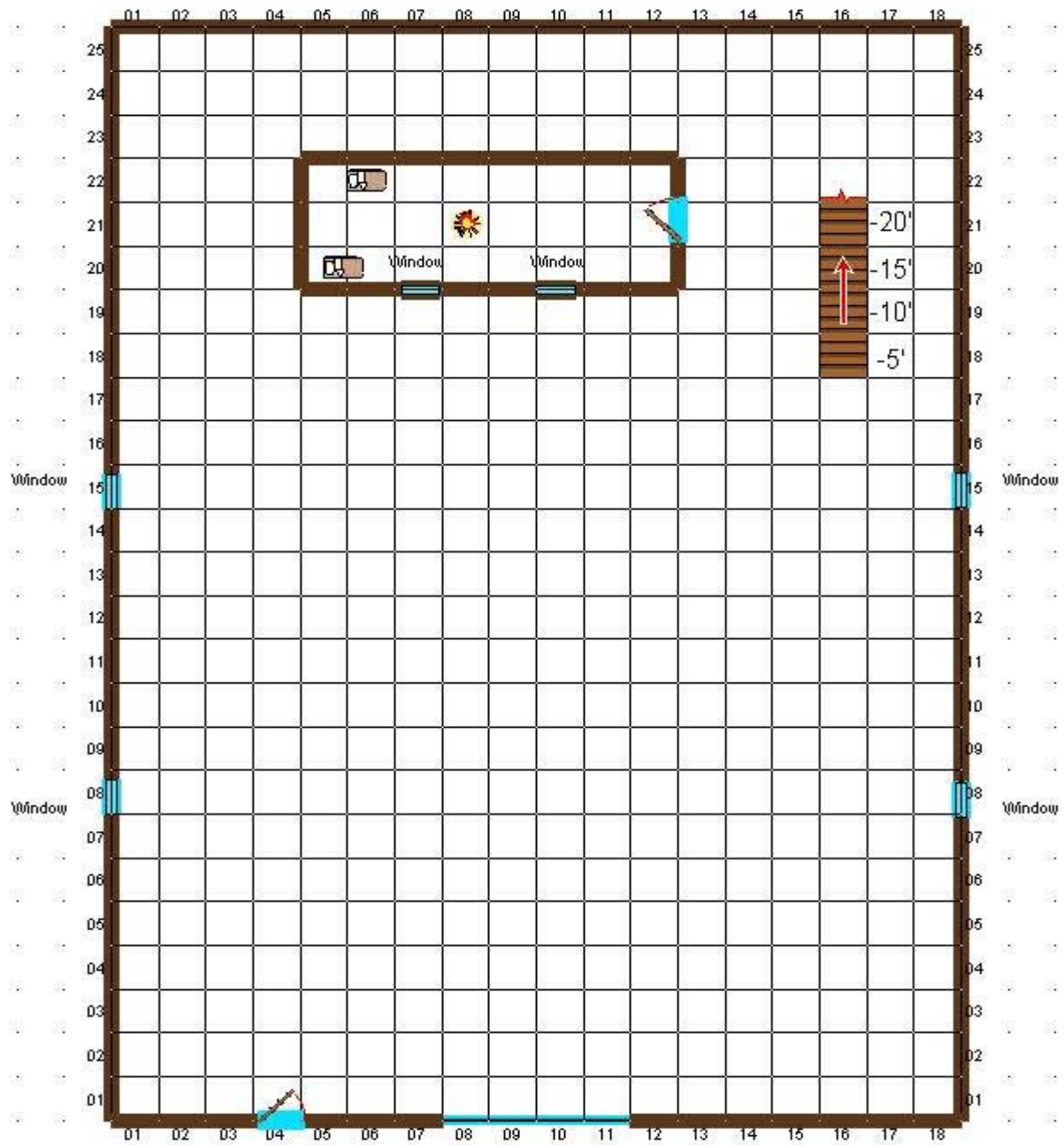
Frightful Presence: When a Fist of Hextor reaches 3rd level, he gains the extraordinary ability to instill **fear** in others as a free action once per day. The Fist must make some dramatic action in the round in which he uses the ability, and it only affects those who see (or possibly hear, depending on the dramatic act) the Fist. The ability has a range of 5 feet per level. All those (except for other Fists) within range are frightened for 5d6 rounds. Those who succeed at a Will saving throw are merely shaken. The DC for the Will save is 10 + the Fist's level + the Fist's Charisma modifier. This extraordinary ability creates a mind-affecting fear effect. The Fist may use this one additional time per day for every three levels above 3rd.



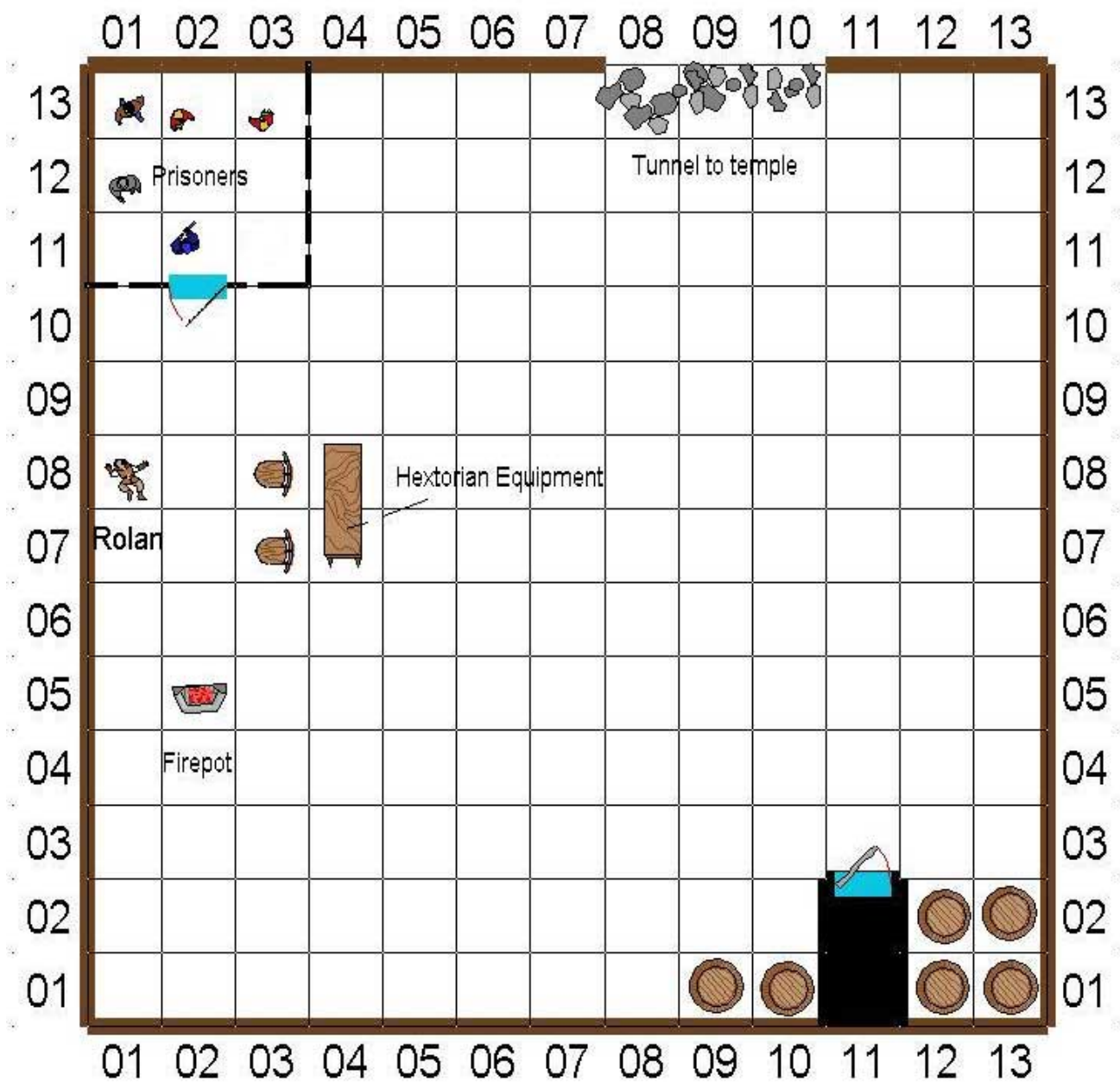
Thieves' Escape Route from the Feathered Goose



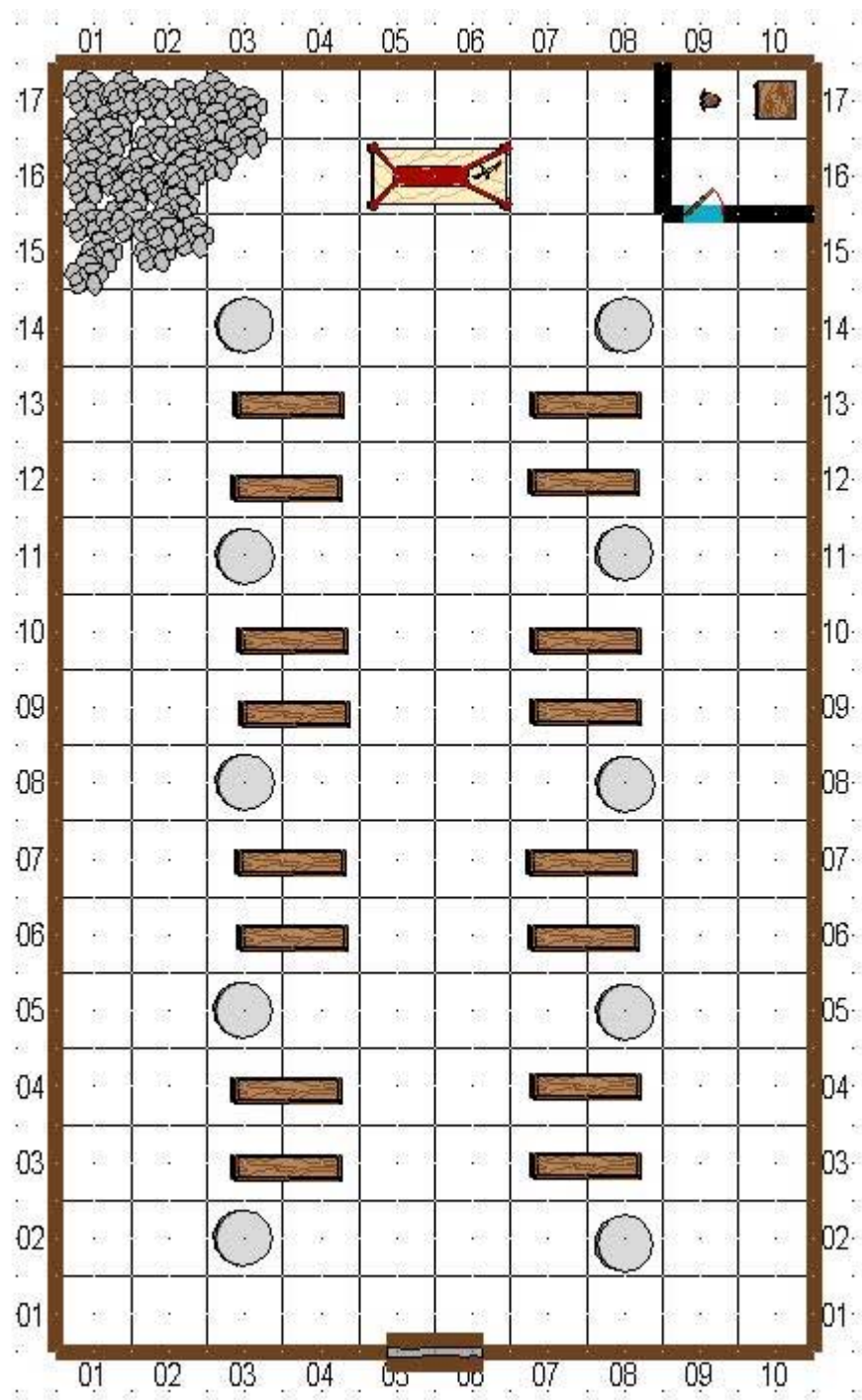
Abandoned Garrison, Low Town, Lesser Mound
1 square = 5 ft.



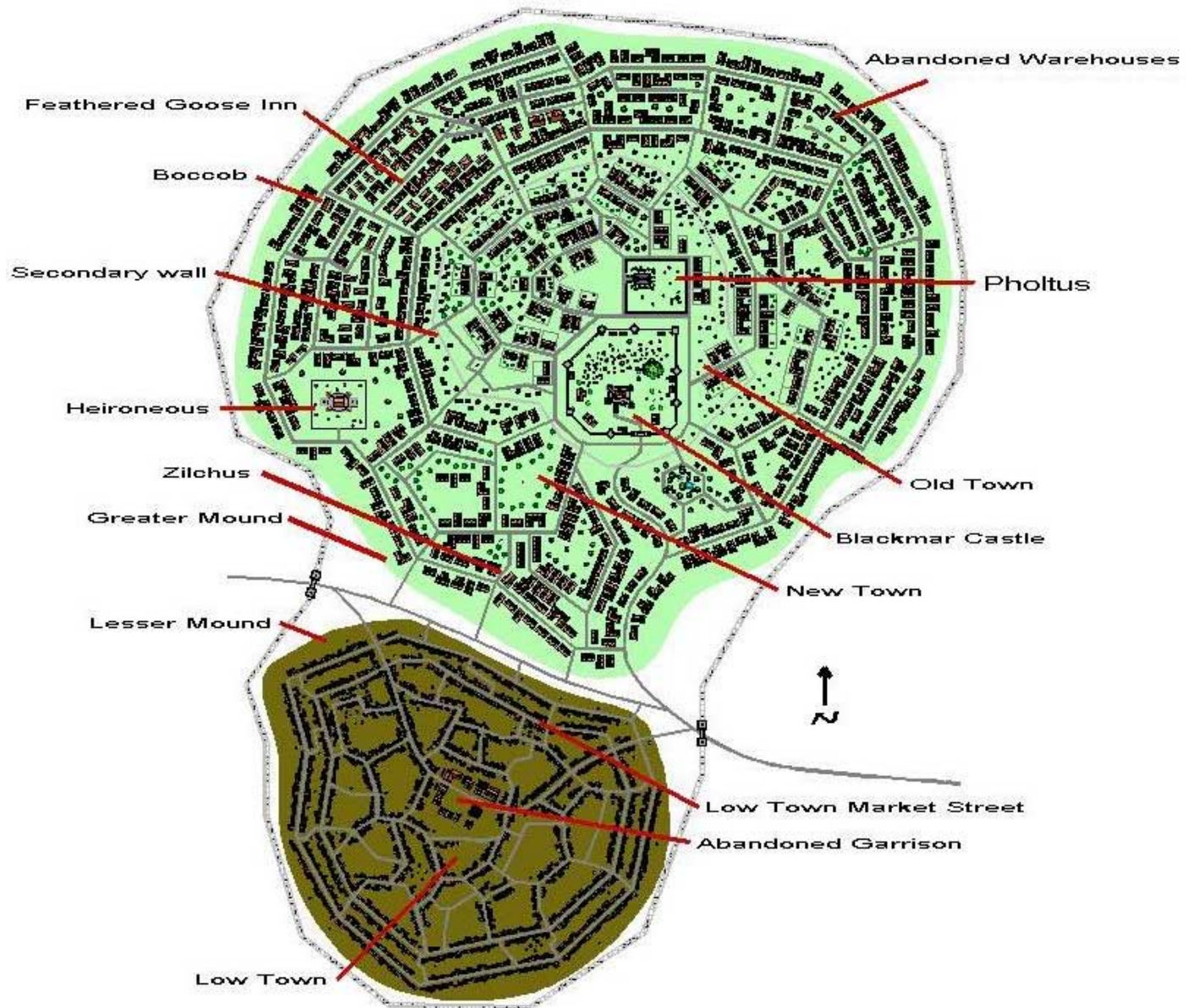
Warehouse, New Town, Greater Mound
1 square = 5 ft.



Warehouse Cellar, New Town
1 square = 5 ft.



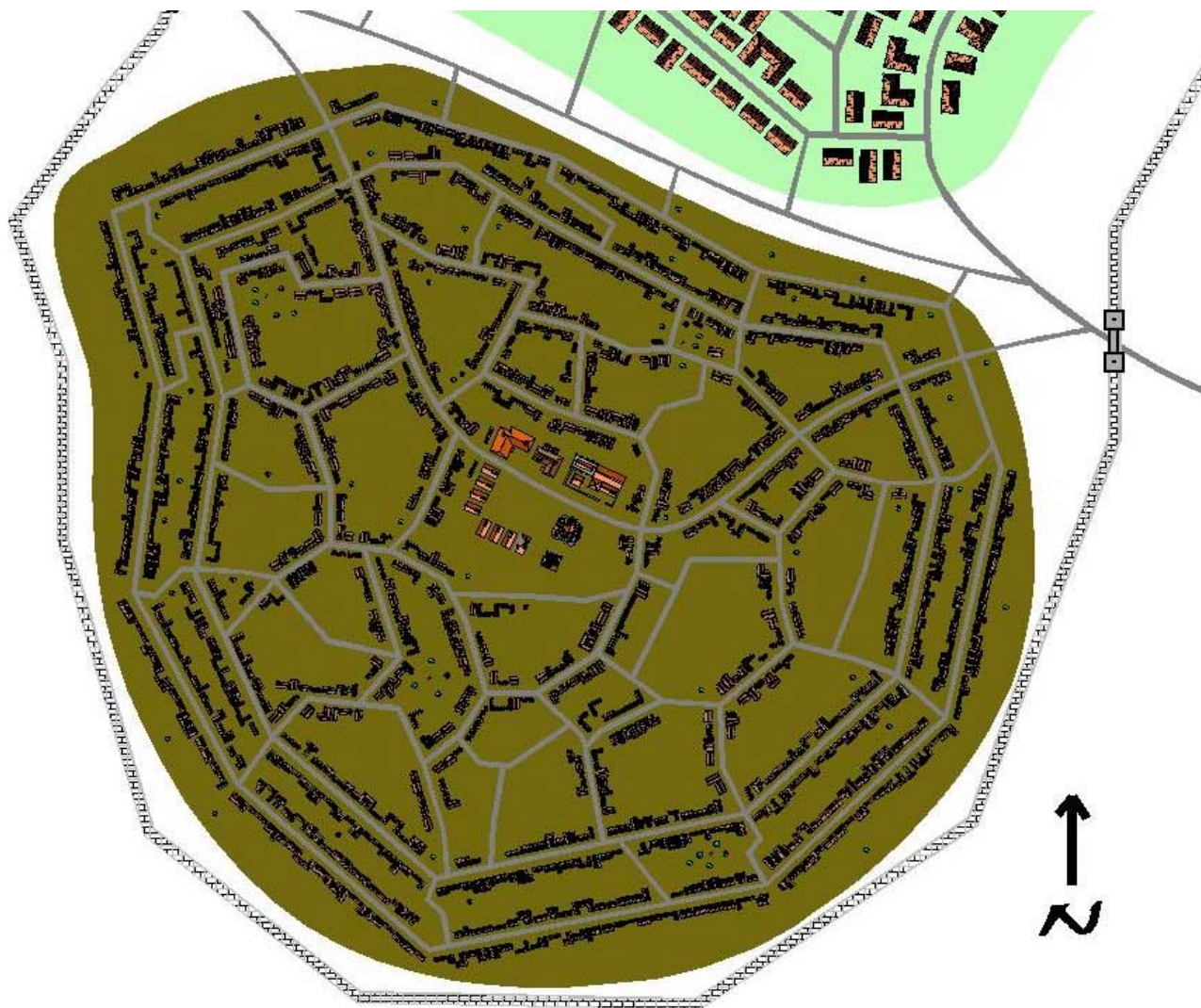
Pholtan Temple, Mowbrenn Undercity
1 square = 5 ft.



Mowbrenn City Overview – For general distribution



Mowbrenn, Greater Mound



Mowbrenn, Lesser Mound

PLAYER'S HANDOUT: MOWBRENN BRIEF

NOTABLE TEMPLES IN MOWBRENN (LARGE CITY)

13th level spell casters available

Ehlonna – Within Castle Blackmar – Count Cunal Blackmar

Pholtus – Faric Luthinson, Shining Paragon of Pholtus

Heironeous – Agrin Forastar, Glaive Virtuous of Heironeous

Zilchus – High Acquirer Duvend Newrak

Boccob – Racondite Brenderris.

Pelor – Isabel Verhone

MOWBRENN BACKGROUND BRIEF (AS PER NYROND.OERTH.COM)

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

Appointing Cunal Huldane to replace his father as Count was a move based on a strong personal friendship with King Lynwerd. It was also a popular move in many circles. The old Count, Blackmar Huldane, was a war hero who had earned quite a reputation in battles in Almor during the war with the Great Kingdom. Blackmar had always been strict, but, before Lynwerd took the throne, strict had become cruel and tyrannical. He was a harsh repressive ruler who extracted every copper owed by his cowering subjects, who in turn lived in fear of his brutish militia. Cunal's much lighter hand was greeted with joy.

MOWBRENN

Now there are those who are not so sure Cunal was a good change. Freedom to act includes the freedom to act badly. The capital, Mowbrenn, a walled city of 20,700 is facing an upsurge in crime, with a militia that is dispirited because it is not allowed to enforce "law and order". The Captain of the Blackguard, Jerrus Malstronn, is particularly vocal about this point. Scarier are the rumors of dark cults and people who disappear in the night. Defenders insist the rumors started well before Cunal came to power and people vanish in big cities all the time, but as the man in charge, Cunal gets the blame. The critics claim Blackmar is the man for the situation, and that Cunal is simply incapable of the strong response needed.

Cunal, aged 29, black hair, brown eyes, 6 feet tall, and lean, is almost the picture of his father. He is deemed overly idealistic and sensitive. There was talk of his marrying a sister of Xenia Sallavarian, which would have made him an in-law of the would-be Queen, but the attack on Xenia has put all that on hold. His closest adviser is a priest of Mayaheine, who was with him during his years of exile at Barren Keep, in the Duchy of Oberend, as a member of the Youngbloods there. When Cunal is not at the capital, he often vacations at his old stomping grounds. At the moment, with the king's friendship and other advantages, he is secure in power, but as the dark whispers in the towns increase, how secure, remains to be seen.

Mowbrenn is built on two hills. The main town is built on what is called the Greater Mound, divided by a second wall into the classic Oeridian architecture of the Old Town and the New Town, where the taxation and oppression of the old regime was felt most heavily. Ironically, the lighter hand of the current Count has not reduced the hostility toward their rulers here.

At the highest point of the Mound, also known as Sharphill, lies Castle Blackmar, and within are also the verdant grasslands of the Gardens. A repaired shrine to Ehlonna lies here, tended by Count Cunal Blackmar. Beyond the Castle lies the Temple of Pholtus, ruled by Faric Luthinson, Shining Paragon of Pholtus, lit by divinely charged light globes. This Temple is now in less favor, despite and maybe because of, visits by Zylinchin and the Valorous League. A small fortress in the western district of town serves as the Temple of Heironeous. Agrin Forastar, Glaive Virtuous of Heironeous, strongly disapproved of the actions of the former Count and is thus enjoying the favor of the new one. Other notable temples are for Zilchus, under High Acquirer Duvend Newrak, and Boccob, under Racondite Brenderris.

The second mound, the Lesser Mound, is home to a small community of the poor, destitute, and displaced who have made a dingy shantytown upon the second hill. Rumor says several highly evil cults are somewhere within. It is the sort of place where the desperate and starving might join such a cult, but that may be the source of the rumor. Zylinchin performed one of his witch-hunts here and "exposed" a cult. Unfortunately he followed his normal pattern and consigned the evil ones to the flames before he bothered to tell the local authorities. The confessions and other evidence he presented was sufficient to keep him from being arrested, but not from making him quite unpopular in official circles, not to mention among those who claim the confessions were false.

As might be expected of a city on two hills, there is a thriving undercity below the official city. Since it officially doesn't exist, the details are rather vague. Some areas are quite safe, at least if you watch your back, while nobody is known to have returned from others. All assume this underground is a center of the local thieves guild, whose existence is also officially denied and whose leadership is secret. Those who brag about knowing the leaders tend to turn up dead. However, these are usually objectionable characters whose demise might have been sped up by any number of people for many possible reasons, so it is not clear their bragging had anything to do with their ends. Most, however, prefer not to take a chance on it.

PLAYER'S HANDOUT 1: INTRODUCTION

My mother was the town whore.

Well, maybe not the one, but one of several.

And you know the only good thing to come out of that? I still haven't found a better opening line.

It sure beats the truth, though, because Mowbrenn's in trouble. Nobody likes hearing it, but it's true. I lost two good friends in one night, so I know. It's getting dangerous out there.

Now I'll admit, I've never liked the Huldanes much, father or son. Blackmar was a tyrant, plain and simple. And now his son Cunal... you know, I've seen a bigger pair on a halfling babe.

But he's all we've got right now, and I'll give him one thing. At least you know where he stands -- When the going gets tough, you blame the Thieves' Guild and call for adventurers. Nothing like a tried and true excuse, I'd say.

It wasn't what I expected, and neither was the group that showed up, but who knows. Maybe this fool's errand might accidentally do some good.

And you know what the best part is?

It all started on a dark and stormy night.

--A work in progress, by Connor the Fair. CY 592.

PLAYER HANDOUT 2

WANTED ALIVE

By order of Count Cunal Huldane

The perpetrators of robbery, extortion, and terror against the good citizens of Mowbrenn.

My fellow citizens, the city once again needs your support. We stand on the verge of prosperity that we have not seen since the Golden Age of Nyrond. And yet it is endangered by the presence of thieves and brigands on our very streets.

I will not stand idle while this rot eats at the very root of our city. Therefore, I name our enemy the Thieves' Guild, a secret organization that has long since been a bane on the laws of Mowbrenn and Nyrond. I am convinced of its existence, and that it is the genesis of our troubles.

I call upon all able-bodied men who are willing to take on the noble task of ridding our city of the leaders of any and all criminal activity.

I hereby place a bounty for each leader, or leaders, who prove guilty by way of magical interrogation. Smaller rewards will also be given out for lieutenants, and anyone who aids and abets such criminal activity.

Gods be with you, my friends.

Count Cunal Huldane
CY 592

PLAYER HANDOUT 3

5th day of the Blade
My Lord and Master,

I hope this missive finds you well, and I hope you will accept both the tuners and my invitation to inspect our findings. But I was fascinated with your suggestion, Lord Sanctus, and have since acquired more suitable supplicants for His Glory. I have tested their faiths, and they've all proven false, as per your direction. It shall be a challenge compared to the others, but I will welcome them into the Love of our God. I have become more attuned to the Device in my time here and feel that His will can be channeled into their hearts.

The Device is aptly named, My Lord. Indeed, with every note it shall bring forth Salvation. And I must commend your man Wylliam. He brought forth a great prize to me three days ago – a servant of He Who Shall Not Be Named. It shall be my greatest gift to His Glory if I can become the savior of the damned.

10th day of the Blade

There have been disappointments, Lord Sanctus. I would be remiss in my duties if I did not call them to your attention. The words of His Glory can indeed be given to the tainted. I have felt their minds blossoming with that which they had not known. Their faiths wavered in the Light of His purity, and with each clarion tone I blessed them with His will. They sang to me, Lord Sanctus. If only you could have heard the cries of rapture that sprang forth from their bodies as I demonstrated the power of our God.

I allowed them rest, to bask in the experience of true religion. And yet I sensed the taint upon their souls was returning. Like a disease, it spread through their hearts and minds, despoiling what I had so labored to save. And so I turned to the Chime once more, but I was denied. The foe we fight is cunning, My Lord. I tried to purge the darkness once again, but it would not give up its hold on the damned. And rather than suffer defeat, it took with them all that I had made holy.

So there is little left but a shell. So much promise was lost, and for that I am deeply saddened. I have ordered the men to watch these valiant souls, and to care for them as befitting His Glory's mercy. The work shall continue, Lord Sanctus. I will master the Device, and we shall save the masses.

In His Glory's name,

Saymul

PLAYER HANDOUT 4

[Excerpts from two thick tomes filled with research notes and collected works]

4th day of the Claw

... the Fists of Hextor had proved their efficiency once again. Despite their best efforts, we saved the archive from their heathen hands. Pholtans. One step removed from Fools. The scrolls I have recovered now tempt me with their contents. The “Chime of Salvation” is indeed a relic of great power, and I now have documented proof, complete with the seal of Stavros himself!

26th day of the Claw

... I have continued to translate the scrolls as we proceed to Almor. I trust His Glory to protect us from the nonaligned, for our mission is a holy one. Few precious clues have revealed themselves despite my efforts, and so I have decided to proceed to the relic’s last documented sighting in the city of Chathold...

30th day of the Claw

I have been a fool! It must have been moved. Signs pointing to the Great Blessing were obvious, and even a heathen acolyte would recognize the danger of keeping a relic so close to a border. It must have been moved, and the records of it either lost or destroyed. But where?

10th day of the Flame

... The answer was obvious! Onyxgate. The heathens must have set forth on the only safe trail they knew, the pilgrimage road to the accursed Pale...

[Some six months later, according to the date entry...]

13th day of the Axe

... The trail leads me West. Onyxgate, Mithat, to Rel Mord. Could it be in Isklat? History says the city was swallowed by the earth, and Mowbrenn was built over its ruins. Did it survive this cataclysm as well? Or is it now some wall decoration in the Pale? I did not come this far to be denied. It must be in Mowbrenn. All signs point to it.

[Eight months later...]

9th day of the Fang

... SUCCESS! The ancient map of Isklat proved worth its price. We found the fool’s temple inside a hollow deep in the earth, after digging many exploratory tunnels. It was as if His Glory foretold my coming by sparing this one building against all others. With the clues I had gathered, I unsealed the temple door with ease. His Glory be praised. I have found it!

[Five months later...]

21st day of the Lash

... the Device has been attuned to me now, and Wylliam has provided me with my first supplicants. The process was easier than expected, though I still admit an incomplete understanding... but it has been most fruitful nonetheless. Lord Sanctus should receive the first new acolytes for Our Grace shortly. But I have noticed... those men as of yet free of taint, on the edge between salvation and damnation, have proven to be the most willing recipients of His Glory’s blessings. I have ordered Wylliam and his men to find like-minded individuals such as these. I can envision His Glory’s ranks swelling with true believers...

PLAYER HANDOUT 5, ENDGAME 1

Friends,

I owe a debt of gratitude to you for all that you've done to help me, as well as the city. Now that we're no longer being hunted down like prey, perhaps we can reassert our control over Mowbrenn and rid the streets of these unsavory characters of late. They've proven bad for business.

I also offer my sincerest apologies for leaving you bereft of such a prize, but from what you've discovered, my friends and comrades are most likely now in the service of Hextor. I will need it if I'm to save them. It might come in handy someday.

But please accept a token in return. It's not so much a reward, as an invitation. You've been great sports, and excellent marks - and I only use the term in the sense that you have something to offer. Look us up if you ever get tired of life on the road.

This may have started on a dark and stormy night, but you've all turned it into one hell of a story. I'd be proud to tell it except... you let the thief make off with the relic. It's just too clichéd.

*--Connor the Fair
CY 592*

PLAYER HANDOUT 6, ENDGAME 2

Friends,

I can only express my greatest admiration for your skills. It's not often that I run across a challenge, and I'm always glad to meet other professionals. You have my deepest respect.

I also offer my sincerest apologies for attempting to relieve you of such a prize, but from what you've discovered, my friends and comrades are most likely now in the service of Hextor. I thought it might come in handy someday, admittedly in many ways. I hope you understand, one colleague to another.

And I would like to offer you a token in return. Call it an invitation. We can always use people talents such as yours. After all, the best way to catch a thief is by using a thief. And the best way to bend the rules is first having enforced them. Look us up if you ever get tired of life on the road.

This may have started on a dark and stormy night, but you've all turned it into one hell of a story, one that I'd be proud to tell. Safe journeys.

*--Connor the Fair
CY 592*

DM SCENARIO SUMMARY

1. Did the characters track down the thieves from the alley, or let them go?
2. Did the characters save the townspeople from Zylinchin?
3. Did the characters do something to Zylinchin besides turning the crowd against him?
4. Did the characters take Jemman into custody, was he killed, or did he escape?
5. Did the characters attempt to, or heal Rolan?
6. Did the characters break into the temple of Pholtus or figure out the door?
7. Were the Hextorian cleric and warrior killed, captured, or did they escape?
8. Did the characters give the Chime of Salvation to a good aligned temple, or was it confiscated, or did Connor steal it?
9. Did any of the characters learn about or join the Thieves guild? If so, give a brief description of them. (Player name, character name, RPGA #) and by which means.

ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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