

KET3-06

Burned Flour in High Dough

A One-Round D&D LIVING GREYHAWK[®]

Ket Regional Adventure

Version 1.0

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In Molvar City, a man disappears without a trace. Has he gone on another drinking spree as he often does, or is something more sinister afoot? It's probably nothing, but have you got anything better to do? I thought not.
An adventure for APL 2-6.

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

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and 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 characters the special aspects of playing an RPGA scenario.

Preparation

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

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

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

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

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

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

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

hazard, or the *Monster Manual* when confronted with a monster.

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

Scoring

After the characters have completed the scenario or the time allotted to run the scenario has run out, the characters 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:

- **No-vote scoring:** The characters 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.
- **Partial scoring:** The characters rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other characters. The game master rates the scenario and completes personal and event information, but does not rate the characters as a team or vote for characters. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
- **Voting:** Characters 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 characters to briefly describe their characters to the other characters, and about 5-10 minutes for voting. This method is used when the characters 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 characters 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 characters 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 characters bring their own characters with them. If characters do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any characters without a character create one. Once all characters 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 characters bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the Characters participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the Characters participating in the adventure.
 - If Characters bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
 - Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
 - If you are running a table of six Characters, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the Characters will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a

harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

face 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.

2. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
 - 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 dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

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

Time Units and Upkeep

This is a standard one-round regional adventure set in Ket. Characters native to the Ket pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

Some shadowy figure in Ket has decided to take action against the number of arcane spellcasters in Ket. The discovery of that person's identity is for a later adventure, so you the Judge have to be kept in the dark for now.

To this end, he has researched intensively into lost books of arcana until he found what he was looking for, the Dedicari flower, a flower that can only be found in some of the most isolated jungles of the Abyss. The flower, when ground, makes a potent poison and easily induces abnormal behaviour in arcane spell-caster.

Using a local mill, the villains would grind the Dedicari flower into flour. In turn, they would then mix their flour with the regular flour. Thus making the product's side effects less noticeable but with the addictiveness still present. The tainted flour would be sold exclusively (and without the buyer's knowledge) to the pantries of the Chapter Houses of the Brotherhood of Sorcerers, until the long arm of the law would take actions against the Chapter Houses.

With the Sorcerers going around the town acting up, then the evil plan will come to fruition as the local authorities are left with little choice but to take action against the Brotherhood.

The man hired to supervise the operation, a cleric of the Pyremious named Pruno Benemi, has prepared everything, and he released a small quantity of the tainted flour at the local chapter of the Brotherhood of Sorcery training house by sneaking sacks of tainted flour into their food supply.

One of the resident teachers, named Barik Haroom noticed the effect and started investigating. When he didn't return, a fellow Brother contacted Bey Pomoran, a man with some ties to the Brotherhood in Molvar. Barik, it turns out is the Bey' half-brother. However, the characters are not told of this until the end of the adventure.

The whole affair has been progressing quite nicely, but the plan did not take into account the evocation nature of the extraplanar plant. The mixture of the natural flour-dust in the air and the tainted flour reacted to a magical spark and the whole the windmill exploded.

The agent sent by the Bey to the city started to investigate things, but much to his chagrin, he found himself being poisoned in his food. His poking around and asking questions brought Pruno's attention. By pure grace and an anti-toxin in his pocket, the agent didn't suffer the full effects of all the different poisons that had been slipped into his food. He is now quite bedridden (and staying in the same Inn as the characters).

Due to his master's connections, a very junior member of the Thieves Guild is acting as his gopher. This gopher is the one who recruits the characters in the Inn. The poisoned man does not want to bring any attention to himself or his master by going to the authorities or churches. He also fears that he is out of his league since he only just barely survived the assassination attempt.

The Thieves guild is going to take him to a safe house later in the day. But for now, he wants to hire the adventurers to discreetly check into things where he failed.

City of Molvar

The city has several Districts, sometimes referred to as Quarters. Though Threshers have jurisdiction over all of the land, the day-to-day policing of most of the city Districts are left up to the Molvar Lower Watch. Each District has a Captain. These men enforce the laws and handle the more minor issues, before there is a need for higher involvement. When there is a need for judgement, the Lower Watch take prisoners to (or call forth Thresher to them) to Thresher Square and hand them over for judgement there. From there, they are taken into the courthouse and a Jurat (appointed Judge who is a Mullah) sits in judgement of the accused. For higher crimes, this involves three or more Jurats (or two sub-jurats aiding the Jurat) all casting Zone of Truth. Magical or otherworldly crimes always demand the involvement of the Threshers.

The Highdough District is set on a high elevation part of the city. The district takes its name from the infamous ten windmills (spread out around the district). They were originally crafted by the Keo'ish governor during his fifteen year reign over the city back in the mid-400cy. During the said fifteen years of Keoland occupation, the Keo'ish governor had ten windmills installed on the higher section of the city to process the grain that is shipped in daily to feed the population. Before that, water (and beast) powered mills outside the city processed the flour, but these were vulnerable to sabotage by rebel forces.

Now a days, the population has become quite dependent on the wheat and other grains that are shipped in daily from granaries all through out Molvar District (and from the city granaries) to keep the city fed.

A note about the sewers of Molvar, many small rivers flow down from the mountains. One such river is partially diverted to flow into the sewer works at the north west part of the city. The water exits on the south side of the city and rejoins with the its parent river. The

actually river entrances to the city are gated and watched over.

Small docks for boats and rafts dot the entire network of tunnels. These serve as stations for work crews, city authorities, privileged individuals seeking an alternative transport and the criminal element. Though there are plenty of docks, the actual rafts and boats are lightweight and hauled out of the water and kept in secure area's near the locked connections to certain buildings above. It's not advisable to steal such a boat, but with the use of most kinds of Influence relevant to Molvar City, a raft can be made available.

Captains of the Lower Watch

Lower Watch Captain Omar of the Foreign Quarter has retired with his daughter to a rural setting. In his place is now Captain Cyrus, a much more stern (but fair) man.

Captain Cyrus: Male Human (Bakluni) Ftr3; LN; Diplomacy +2, Sense Motive +2.

In the Highdough district, the Captain of the Lower Watch is Captain Atabak, a seasoned veteran. He's a little bit more willing than his peers to be more helpful and lenient to solve a problem, rather than going right for the heavy stuff.

Captain Atabak: Male Human (Bakluni-Oeridean) Ftr4/Exp2;N. Diplomacy +4, Sense Motive +5.

Favor with the Lower City Watch

Some of the characters may have earned themselves points of Influence with the Molvar Lower Watch. It does not matter which Captain they earned that influence with, it is good for the entire city.

The influence is of limited value. Watch Captains have a small amount of discretion (both officially and unofficially) on how to handle the most minor of cases. Once in a while, a Watch Captain throws back a fish when it's just a minor offence. This is not the case (unless specified in the Adventure text) for any serious crime (assault, major theft, murder, etc). And even then, the Watch Captain needs a good reason to help out, or it's off to Threshers Square.

Some things a point of Influence is good for;

- After paying the influence point, the payer makes an Opposed Diplomacy check with the Watch Captain. If successful, one character of the payers choice is 'thrown back' and a MINOR crime is

forgiven (never processed). Such crimes include, disorderly conduct, brawling (but not assault), break and enter (if the victim is not pressing charges), Theft under 50gp (but have to give back the items stolen), or similar level of crime. If the Threshers have already become involved, the cost in influence is doubled. This does not mean the character is not guilty of the crime and if caught for a later crime, he can be prosecuted for the 'forgiven' offence. The payer can be the accused.

- After paying 4 Influence points (that can be pooled), the payer makes an Opposed Diplomacy check with the Watch Captain. If successful, one character of the payer's choice is 'thrown back' and a Moderate crime is forgiven (never processed). Anything below manslaughter can be forgiven. This includes, assault (only if the assaulted is not higher in social status than the character), Theft under 1000gp (but have to give back the items stolen) or similar level of crime. If the Threshers have already become involved, the cost in influence is doubled. This does not mean the character is not guilty of the crime and if caught for a later crime, he can be prosecuted for the 'forgiven' offence. The payer can be the accused.
- If the characters want to legally obtain a raft suitable for the sewers, one point of influence can obtain this (and street access to a sewer dock). This is good for 24 hours.
- By paying one influence point, the payer gains a +5 competency bonus to all Knowledge Local and Gather Information rolls and a +2 competency bonus on Survival rolls for 24 hours. This represents that character being able to stop and ask for directions and ask questions from members of the Lower Watch, but after a day, it becomes pestering, unless the payer pulls in another favor for another 24 hours.
- For two points of Influence, the Watch Captain arranges for a special guide to help you in the sewers. He's a mangy looking trash picker and at first glance doesn't seem the most reliable, but the Watch Captain assures the payer that he knows a thing or two about the sewers.

Darek: Male Human (Bakluni) Exp2; CN; Track; Survival +11. Non Combatant.

Cast of Characters

Bey Nivan Pomoran: A Bey with a very bad reputation. He is rumored to deal with “undesirables” and foreigners in matters other than trade. He is the one who hires the characters through his agent.

Barik Haroom: The Bey's half-brother and the one whose disappearance causes the story to unfold. Barik teaches at a Chapterhouse of the Brotherhood of Sorcery in the Highdough District of Molvar City.

Brumi Ariami: The Bey's agent. He approaches the characters and “feels them out”. He is the characters only contact with the Bey.

Pruno Benemi: Pruno is the villain of the adventure, a priest of Pyremious, The Demon of Venom, Lord of poison and treachery. Pruno has developed the plan and setup the whole affair with a little help from his off stage master.

Adventure Summary

Introduction: The characters are approached while they are trying to find respite from the rain. They hear the rumours about a mill that blew up in HighDough. The characters are approached by a member of the thieves' guild looking for some people to hire. He puts them in contact with a sick man looking for help.

Encounter 1: The man who works for Bey Pomoran, a man of dubious reputation, asks the PCs to find the brother of the Bey. The characters can accept or refuse, but if they do accept, they will be informed of the missing brother, and his disappearance.

Encounter 2: The adventure then becomes a bit freeform, as the characters follow up on the clues. Characters who have not taken the Bey's offer at the start, have a chance of hooking into the adventure here.

Encounter 3: The characters enter the underground lair of the villains and must face their “pets”.

Encounter 4: Further exploring the lair, the characters face the guards.

Encounter 5: The characters reach the inner sanctum and finally face Pruno and free Barik and a few other sorcerers.

Conclusion: The characters are faced with a choice. They can go to the authorities or return Barik to the Bey.

Reminder to the Judge

A general note on representing the in-game word usage for NPCs when referring to the names of gods. Due to the reverence (and sometimes fear) of these most divine and powerful beings, the NPCs do not use the true name of the god in vain during idle conversation. Only when the god's power is truly being invoked (though not necessarily by a spell) is the true name used. It's a firm believe that to use the gods' true name invokes that being's attention. The descriptive name used can also sometimes refer to which sect or view the worshipers have of their god, but this is not always the case. For instance, when the NPCs in this scenario wish to refer to Nerull, they say, “The Reaper”, in an attempt to avoid his attention. Also, the NPCs in this Scenario refer to Zilchus as “The Money Changer”, for the sect that is being referenced dealt with that aspect of the god more so, than those who would refer to him as “The Great Guildmaster”. To say, “Fharlanghn Rules the Roads” is a blessing, invoking the god's power. To say “Zilchus be poor” is profanity.

Judges and Players of the Ket Region

Like many regions in the Living Greyhawk campaign, the region of Ket has some rather unique flavouring. It is your responsibility as a Judge to keep yourself briefed with all the latest Regional information. The primary source for this is <http://ket.living-greyhawk.com>. It is frequently being updated, so be sure to check before running an Adventure. It is also your responsibility as a Judge to follow and enforce the material presented by the Ket Triad and the Living Greyhawk Campaign.

-Chris Cheshier, Scenario Coordinator, Ket Triad

Introduction

The characters are sitting in the Tied Sheep Inn in the Foreign Quarter of Molvar, trying to escape from the freezing rain of the last few days. News all around town is of the spectacular explosion of a mill High Dough.

The Tied Sheep, or so says the sign above the door offers some respite from the freezing rain of the outside. Taking a nice warm spot near

the roaring fire, you notice others who are gathering nearby as well.

Give the Characters a few moments to introduce their characters to each other.

All the conversation in town these days are about the spectacular explosion of one of the cities' ten infamous windmills, some two days ago.

Some point to the mill's old age, calling it a relic, for the cause of the explosions. Others talk about lazy workers or overzealous foremen as to the cause of the explosion. Everyone thanks the Lady of Fate and the Restorer of Righteousness that no lives were lost, even if the explosion was heard across town. Some say that the investigation has been closed quickly, chalking it all up to an accident as sometimes happens.

A man, red and sweating profusely, walks onto the terrace.

The gaunt man walks in. His hair flat across his head walks in. He takes off his coat, and briskly walks to the fire, trying to enjoy of the comforting heat. The stranger, a young Baklunish man dressed in a tasteful manner, has a quick look around the room. Then he moves in to speak to you, as if he were about to share a secret with you.

"You looking for a job?" Seeing you nodding, he continues. "You don't seem like your from here...You looking for a job?"

He seems to wait for an answer as he eyes the room once again, as if expecting trouble.

Encounter One Bed Ridden

The young man winks at you and motions for you to follow him. Walking up the stairs, he heads for room number four. "Be gentle, he's quite frail."

Entering the room, you immediately focus on a very sick looking man sitting on the bed, reclining on a few cushions. His pale complexion and the lines on his face make it obvious that this man is very sick.

The man, whose name is Brumi Ariami, works for the Bey, however during his own investigation, he was poisoned via his food. His investigation was pretty much leading nowhere. Unknown to him, he was very close, too close, to the truth. He just barely survived.

Not wanting to fail his Master, he used some of his Masters contacts amongst the local thieves' guild to find employment. He is to be moved to a safehouse later in the day, so he doesn't mind showing himself briefly now.

In a low, almost whispering voice, he breathlessly asks: "You are looking for... work? Tell me your... qualifications..."

As long as the characters sound convincing, he'll take them.

"My name is Brumi Ariami, I am at the employ of a powerful man in Ket. My master is a man who has received much unwanted attention from his political enemies. My master has a problem. His half-brother has gone missing here in Molvar. Now, since he doesn't know if anything has actually happened, he doesn't wish to bother the Authorities. If something has gone wrong, then he wishes to be informed first, so he can use whatever connections he has, to obtain as much help as needed. However, since so far, his half-brother has simply not returned from Molvar, he's willing to pay you to find him."

"Do you think you could find him for my Master?"

When the characters accept read the following. If they refuse, move on to Encounter 2.

The Stranger looks relieved. "Lady of Fate smiles upon me! I had a good feeling about you. His brother's name is Barik Haroom, a teacher at the local Brotherhood of Sorcery. However, he hasn't reported back to the school for almost two weeks.

Barik is a man who has left without reasons in the past and has always returned. He has a few times...huh... he enjoys Tusman Galda spirits and Celene wine perhaps a bit too much.

However, his pupil, Tero, told me that he went looking for "something odd" he had found, but wouldn't share what it was with his student.

I know none of you want to bother the authorities uselessly and prevent them from

working on more important affairs, than mere suspicions. It would be good to know whenever you have found him. Remember, this affair is delicate, so if you could avoid spreading my Master's name around Molvar."

Pointing to the young man who accosted you earlier in the common room.

"My assistant here, will be returning here everyday around midday. If you haven't found anything in a week, then I will have the Threshers look into the matter."

Brumi is ready to answer any questions the characters have. He provides a physical description of Barik.

If asked, he can also provide directions to Tero's house, not too faraway in the Highdough district. He can also provide the directions to the local chapter house of the Brotherhood.

If the PCs refuse Brumi's offer, do not despair, they can still continue the adventure, but they need to look for the adventure hook by themselves.

Encounter Two

This section is broken up into a number of short encounters and clues follow-up. Make sure you keep track of the time spent.

Asking around : Going around town looking for rumours requires a Gather Information roll.

DC10: Accidents of the kind that happened in Highdough usually happen in the summer, but even then, not too often, maybe once every ten years.

DC12: Explosions can happen at anytime and there is an organized water brigade in the Highdough district, with access to the sewer river at the low point of the district.

DC 15: The owner of the defunct mill is a Halfling named Harissa Homus.

DC17: The sewers have been bothersome of late to the city authorities. Work crews have reported an increase in strange activity and several lower watchmen and some soldiers have been hurt battling frightening sewer beasts.

DC20: The streets of the Highdough district have been very dangerous the past few weeks. Stories of crazed beings in the form of half-men stalking the dark

alleyways using all sorts of magical energies to harass their victims. No one has been killed yet and details on the attacks are sketchy, but the authorities are taking it seriously.

DC23: Word on the street is that ultra-orthodox members of the city authority destroyed the windmill and are using their influence to wrap the case up so that work can go ahead to build something new there. They oppose these 'eastern' windmills and see them as reminders of the city's occupation by forces from Keoland, so long ago.

DC25: The political and philosophical rivalry has been heating up between the Archons and the Brotherhood of Sorcery over the last four months. There seems to be countless side issues, such as Consortium contracts (and infringements) on magical goods and services, expanding of many small Brotherhood chapter houses in the city, lack of accountability (and irresponsibility) to the government over its members, fashion apparel, and personal conflicts and scuffles between members of the two organisations, etc. But at the heart of it all, seems to be an order verse chaos tiff.

DC30: A sewer works crew was assaulted by a mass of creatures later identified as dretches. The authorities have been trying to keep the incident quiet, as it harks back to the time of Ket's alliance with The Old One, when his priests and sometimes their fiends, would be encounter in the city.

All of the workers escaped but only lived due to their strong health from years of hard work.

Reluctantly, soldiers accompanied four mullahs into the sewers in search of the foul demons. Under the Highdough district, the group met up with the crowd of dretches (14 in all) and slew them. Several soldiers were drowned in the battle.

Finding Tero: The Characters can get to Tero's apartment quite easily.

Reaching Highdough, you quickly find Tero's apartment. His apartment has a nice view of the windmills. Tero is a small man, but whose slight built and thick glasses clearly identify as a scholar.

Tero opens the door and ask the characters what they want. He lets them in only after the characters mention the name of Barik. He isn't supposed to have this apartment, but he uses it for personal study and to get away from the constant training. The apartment is known to most of the other students who believe that's

where Tero and Barik share a bed. But they don't, there just good friends.

Hearing the name of Barik Haroom, Tero's eyes open up. Motioning you to come in, you discover his sanctum. The room is quite a mess where books, half-completed alchemical experiments, clothes and even old scraps of food fill all available surfaces. Pushing some of the debris, Tero makes room for all of you to sit. "Sorry for the mess. You've caught me at a bad time."

"Master Haroom is my teacher and my mentor. He has shown me a number of avenues of study, and we are very close."

"I don't know much about this, but I know Master Haroom didn't go out for a drink this time. Because whenever he'd go out for one of these nights, he would always ask for some of his pupils to go with him. But this time he didn't."

"One morning, when all the students were hungover from one of the wildest evenings I've ever attended. Mind you we didn't do anything against the law, but it was pretty wild. He told me that he had found something odd. That he believed it had to do with what we ate the night before. I can tell you we ate SO much, and drank even more. I didn't notice anything. But he mentioned something about the flour. Though I asked him to tell me more, he refused."

Tero doesn't know much more than that. Though it might be hinted through the characters' investigation that Tero and Barik are not lovers nor involved in any other ways than Master and Pupil of the Brotherhood.

The Chapterhouse: The Characters can head for the local Chapter House of the Brotherhood of Sorcery.

Located in the Foreign Quarter, you look a little before finding the Chapter House.

Unlike what one might expect, the Chapter House is an elaborate manor built over a century ago in traditional Keo'ish style.

Currently, houses of this type are snobbed by the Ketite elite in favour of the more fashionable Baklunish mansions. With walls, the Chapterhouse is isolated from its neighbours by the large estate grounds. You can see young men and women are practising their art, with poor to moderate results.

Its not long before an older man greets you, dressed in a scholar's outfit. "Greetings, I

am Taran, Chapter Master and head teacher of this training facility. How may I help you?"

Taran doesn't know much about the incident as he was out the night that Barik noticed the students eating the tainted floured food. On a Bluff or Diplomacy DC20 or if one of the characters is a member of the Brotherhood, he says that he has been having a lot of discipline problems recently, but won't go into details. He says that some students have complained about stomach problems, but nothing spectacular. He tells the characters that though he is concerned about the disappearance of Barik, he dismisses this to his love for Tusman liquor. He hints that Barik and his pupil, Tero are "close" but no closer, than say, a man and his familiar. Taran can give the characters directions to Tero's apartment.

If the characters want to investigate and ask questions to other members of the school, you can give them one of the following rumours Roll D6.

1- Tero is missing, no one has seen him in a few days (false, he is just at his apartment)

2- A few nights ago, there was a huge party where things got a bit out of hand. (true)

3- The Archons have kidnapped Barik. (false)

4- Professor Barik is out of the town, drinking in some tavern. (false)



5- Professor Barik and Tero have fled town to live their love. (false)

6- Professor Barik was attacked by some creature from the sewers. (Technically True, but just a wild guess on the tellers part)

Barik's apartment : Taran does not let the characters into the apartments of his private lab. So let the characters come up with their solution to come in. If it makes sense, allow them in. The students and teachers aren't too worried anyways.

Barik's apartment is quite tidy. Books are neatly stacked in a shelf, the bed is well made and a small plant sits in the corner. A small oak desk rests just under a small, dirty window. An open door leads to the professor's personal lab.

On a Search check, DC20, the characters find a loose plank on the wall in the lab. Under the board is a small



bag of flour and note. That is tainted flour, though at first it will seem like normal flour.

A *detect poison* spell reveals the content of the bag to be poisonous. A Craft (Alchemy) roll DC20 tells the characters that mixed into this normal flour is a substance of extraplanar origin. With Knowledge (the planes) DC30, tell them that this flour has been ground from a plant native to the Abyss. In order to make the second roll, the alchemy roll or a *detect poison* spell cast upon it has to be made first.

The note reads:

Tero,
If you find this it means that my suspicions were right, something is amiss. I can't say what yet, but it has to do with the flour. It has to do with the flour we've all been eating. I know you are not responsible for anything, so don't worry too much over the whole affair.
Barik

The group could walk over to the authorities with these clues, if they do, go to the conclusion. If they return to see Brumi, he'll just remind the characters are doing good but that they haven't found Barik yet.

The Homus Mill: The characters are very likely to want to go and investigate the burned mill. There is little left of the Homus Mill but charred remains. There are 2 ways of finding out things. They can ask people around about the mill, or they can look through the debris.

Characters asking about the mill get to make a Gather Information roll.

DC15 the mill was operated day and night, yet the output of the mill wasn't anything extraordinary.

DC18 the owner of the mill let a man called Pruno Benemi handle the day-to-day operation.

DC20 one of the locals mentions seeing a scholar, perhaps a wizard who kept sneaking around the mill.

DC25 there was an angry shouting and possible a short fight the evening before last.

Characters can make search rolls by looking into the charred remains.

DC15 a half-ground flower. If they have succeeded at identifying the Dedicari flower, tell them what it is. You can allow them a Knowledge the Planes (DC25) to identify the flower, but not the details of its properties.

DC18 A spell components pouch with the initials BH on it.

DC20 under a large piece of charred wood, a trapdoor leads down to a hidden room. The room is severely burned. Looking around they can make out this used to be a laboratory. On a Search roll DC18, a secret door can be found. The door leads into the sewers.

The Middleman: If the characters want to try and locate the merchant who sold the Chapterhouse their flour. The Chapterhouse's books are quite in order, thanks to the servants. They don't mind giving the information to characters who ask them.

The merchant, a Baklunish man named Tibrin, lives in his backstore. He is often away during the day, making deliveries and conducting business all around town. However, he comes back before sundown, and doesn't leave until morning.

Tibrin has two weaknesses: money and fear. If the characters offer him 10*APL gps, he tells them where he meets with Pruno. The above ground meeting location is just a few blocks away from the hideout. It is an old rundown hovel owned by no one. It is located in the Highdough District.

If they threaten him, and roll an Intimidate DC 10+APL, he spills the beans. The characters only have one chance at this.

Tibrin says that his contact once mentioned (in regards to Tibrin's story) that 'he lives behind a dump too, but it smells worse'.

The Sewers: If the characters wander around the sewers aimlessly, expecting something to just reveal itself to them, they won't find anything.

If they are looking for a lair, and they have found a clue it was in the sewer or have convinced themselves of it, allow them a Survival DC 30 each hour they are in the sewers. The secret door looks like all the other walls in the many-passage sewers. All of the sewer smells bad, but certain sections smell worse. There are many places where chute drop wastes from the city, and collect against the sides of the water passage. During rain and spring, these near-stagnate piles of trash are cleared by the increased river level.

The characters are NOT looking for such a place, though the clue hints at it. What the characters are looking for (even if they don't know it till they see experience it) is the same bad smell in a small area, but

no chute. This is the air wafting out from the otyugh's den, through the minuet cracks in the wall. Hidden away behind the secret door, the otyugh has such a chute dropping into his den. Its less than a foot in diameter and its 10 feet long to the surface, where its in a back alley, with no markers.

Once the characters have succeeded at the Survival check, they have either tracked down clues (such as scuff-marks) or noticed the unusual presence of the scented air.

If they found the secret door in the lab under the mill, give them a +3 circumstance bonus.

If they obtained the information out of Tibrin, give them another +3 circumstance bonus.

If they confine their search to underneath the Highdough district, give them a +3 circumstance bonus.

For every Hour that they continuously search, lower the Survival check DC by One.

Every character in the party may roll a check, but they can not 'take twenty' nor can they 'aid another' in this particular circumstance.

Every Hour that they fail, roll a 1d6 on the random sewer encounter table below.

- (1) **False clue.** After an hour of wild goose chase, the characters have confused the situation some. Increase the DC by 1.
- (2) Nothing.
- (3) **Sewer Work crew.** They don't want to get involved but give some tips on this section of the sewer, lowering the Survival DC by an extra point.
- (4) **Spider Swarm:** 9 hp each; see *Monster Manual* page 239-40
- (5) **Rat Swarm:** 13 hp each; see *Monster Manual* page 239
- (6) **Spider Swarm (2):** 9 hp each; see *Monster Manual* page 239-40

When they succeed, move on to encounter three.

If combat breaks out with a swarm, see the Tactics section of Encounter Three for the special rules for fighting on the sewer ledges.

Map Notes:

The tunnels around the layer are typical of the sewers. The small docks are shown sticking out from the ledges. In the upper right corner is a large open space with flotsam floating in the middle. This is a trash chute leading up to a street or alley. Its 1ft in diameter.

Encounter Three Pets

[Map Location #1]

The characters have found the hidden base in the sewers.

Stone door: 4 in. thick; hardness 8; hp 60; Lock DC 24, Break DC 28.

Beyond the door lies a rather large room, covered in filth and where large fungi has begun to grow on top of the heaps of trash. The smell is awful. But that is nothing compared to what just made the trash moved!

As soon as the door is opened, the trained "pets" of the inhabitants inside attack the characters. The room is a 30x30 with a door on one side and one facing it, on the opposite wall.

APL2 (EL3):

Spider Swarm (3): 9 hp each; see *Monster Manual* page 239-40

APL4 (EL5):

Otyugh: 36hp; see *Monster Manual* page 204.

Spider Swarm (2): 9 hp each; see *Monster Manual* page 239-40

APL6 (EL7):

Half-Fiend Otyugh: 36hp; see appendix.

Spider Swarm (4): 9 hp each; see *Monster Manual* page 239-40

Tactics: The swarms swarm out of the door and through cracks in the walls, attacking any characters near the door. The spiders have been treated with an abyssal pheromone (grown in the garden) that makes them respond to the basic orders of the fiends (and the otyugh).

If the characters close the door, the critters still swarm out through cracks and minuscule passages in the walls on either side of the door. The characters have to face the critters on the narrow walkway if they don't

make their way inside. Unlike the otyugh, the swarms do chase the characters through the sewers.

The Otyugh has placed itself rather well and can attack the characters with his tentacles from where he is. Closing the door prevents attacks from the Otyugh, but the intelligent creature has access to a lever on the wall beside the door, that opens (but not closes) the door, and can do so as a move equivalent action with one tentacle. Otherwise opening and closing the door is a manual process of rolling it sideways into a slot. The otyugh stays nearby the opening of the hideout, not pursuing any fleeing adventurers. It is well-fed and intelligent enough to understand its orders and common spoken by the characters. **It does not negotiate.**

With the door open, the otyugh can squeeze itself out the door, into the sewers (should it need to), but this requires two full round actions.

Sewer Fighting: The walkway is 4ft. wide. The surface is both angled in towards the water and slippery, requiring a Balance (DC 10) check when taking anything other than a normal move (not a double move or a move and an action) in a round. Characters failing the balance check make a Reflex (DC 15) save to prevent themselves from actually rolling over the edge and into the water.

The water's surface is about a 2ft. drop from the edge. The water itself is 10ft. deep. For reference, drowning rules are on page 304 of the *Dungeon Masters Guide*. The water is calm (DC 10 when not fighting a monster, but DC 13 when fighting underwater). Unless the character has a magical light source with them, they are considered blind when underwater. The otyugh is native to this particular environment so doesn't have the same difficulties should it choose to enter the sewers.

[Map Location #2]

This is a pool of relatively clean drinking water for use of the cultists. It has no threat value, nor treasure. It is 3 feet deep.

Encounter Four The Guards

[Map Location #3]

The room here has been cleaned and is obviously a guardroom or barrack of some sort. The guards here smile as they draw their weapons.

The room here is 40x40 and has a door leading to the main room.

APL2 (EL4):

Garin: Rog2, hp12; see Appendix 1

Thugs(4): War1, hp 9 (each); see Appendix 1

APL4 (EL6):

Garin: Rog3, hp17; see Appendix 1

Aral: Ftr3, hp28; see Appendix 1

Thugs(6): War1, hp 9 (each); see Appendix 1

APL6 (EL8):

Garin: Rog5, hp26 see Appendix 1

Aral: Ftr5, hp44; see Appendix 1

Thugs(6): War2, hp 15 (each); see Appendix 1

Tactics: The warriors try to engage the party as soon as possible. Garin tries to take position so he can flank and sneak attack the characters. If present, Aral tries to grapple one of the weak-looking party members and have Garin move in to sneak attack the helpless character. After this, he targeted lightly armoured characters and tries to use his cleave to maximum effect. Garin always tries to finish off already wounded characters with killing blows if doing so does not provoke an immediate AoO. They take no prisoners.

Treasure:

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

APL 4: L: 128 gp; C: 0 gp; M: 0 gp

APL 6: L: 140 gp; C: 0 gp; M: 0 gp

Encounter Five The Mad Hatter

[Map Location #4]

Passing the door, you enter a huge weird jungle-like sweltering room. Thick growth covers the floor and walls. Even the pillars holding the ceiling are covered with thick vine-like plants. A myriad of colourful red flowers bloom in all directions. The scene is made even more unreal by the bizarre red glow of the flowers. The air has an electric quality and has a strange almost wet quality to it that makes it most unpleasant. The place feels as hot as a steambath. This underground hothouse can not be good news.

This room is large (45x110x10ft) with pillars in two rows about evenly apart. (so that makes 2 rows of 3

pillars. There are plants everywhere. The characters came in through the narrow end. The room is under the effect of a *daylight* spell (CL 10) that covers the entire room.

A Knowledge (Nature) DC15 tells the player these plants are unnatural. A Knowledge (the Planes) DC 25 confirms that these are Dedicari flowers, from the Infinite Layers of the Abyss.

The Map

This chamber is filled with plants, both ferns and clumped trees. Snaking amongst them are narrow paths.

The tree symbol takes up two squares. This represents a clump of 'massive' trees (as per page 87 of the *Dungeon Master's Guide*) but with a total height of 10ft (the max height of the ceiling).

The fern symbol represents 'light' undergrowth (as per page 87 of the *Dungeon Master's Guide*) within one square of the fern symbol, with a total height of 5ft.

The path represents terrain that is cleared of the 'light' undergrowth. A character's line of sight is not blocked by the underbrush as long as the path section does not bend.

Line of sight through two or more squares of Ferns provides total concealment.

Let the characters wander through the garden-like room, but once they cross the middle of the room, read the following to them.

There is a clearing just ahead. In it you see a heavily robed man with a sickle in hand, gently cutting a flower. He places the bloom on an altar. On the altar rests a large white orb that seems to be made of stained glass. Chained and fighting against their bonds are four less-than-healthy looking men wearing nothing but rags. Standing near the altar is a foul-looking humanoid also draped in robes, obscuring its features.

Ask the characters what they are doing. Do this quickly. If one hesitates too much, go to the next one. Once they tell you what they are doing, if they told you they were trying to be stealthy, have them make a Move Silently roll opposed to the Listen skills of the NPCs (remember the penalties listed on page 87 of the *Dungeon Masters Guide* for moving through undergrowth). If one fails, continue with the following. Otherwise, the characters surprise the cultists.

"Intruders! Now we have more people to try the poison on!"

The man in the heavy robe, is Pruno Benemi, the man who is handling the scheme. The Encounter level does take into account the presence of the tainted flour in the air.

APL2(EL5):

Pruno Benemi: Male Human Clr2; hp17; see Appendix 1

Dretch(2): hp13(each); see Monster Manual

APL4(EL7):

Pruno Benemi: Male Human Clr4, hp31; see Appendix 1

Kan'el: Dretch Sor2/Rog2; hp35, see Appendix 1

APL6 (EL9):

Pruno Benemi: Clr6; hp45; see Appendix 1

Kan'el: Babau; hp66, see *Monster Manual*

Tactics: During the first round of combat, Pruno (as a free action) waves his arm and knocks over an orb on the altar. It hits the ground and breaks, sending out a screech vibration (that's not stopped by the *silence* spell). This vibration immediately triggers all of the blossoms to spray their pollen into the air at once. The pollen envelopes the room and stays in the air for one hour.

At the beginning of their turn, any arcane spellcaster (Sor,Wiz,Brd) must roll a Fort save (DC 11+APL) every round or be affected by the pollen. Its effects are identical to a *confusion*, lesser spell (page 212 in the *Player's Handbook*).

Pruno moves casts spells from behind the cover of the 3ft height altar, attempting to use his disabling spells to give his rogue minion a chance to sneak attack.

The chained men stay where they are, spell-less and heavily under the influence of the flower.

The Dretches moves to place themselves between the characters and Pruno. Kan'el moves the same way, but proceeds to boost itself with the shield spell, then use its colour spray and stinking cloud to make the characters more vulnerable to its sneak attack.

The dretches attempt to summon more dretch and use their *scare* and *stinking cloud* to shake the character's battle lines.

Treasure:

APL 2: L: 101 gp; C: 14 gp; M: 0 gp

APL 4: L: 27 gp; C: 0 gp; M: *Philactery of faithfulness* (83gp), *cloak of charisma* +2 (167gp).

APL 6: L: 27 gp; C: 21 gp; M: *cloak of charisma* +2 (167gp), *philactery of faithfulness* (83gp), *ring of protection* +1 (167gp).

Development: After Pruno and his cultists have been defeated, the characters can talk to the chained men. One of the men is Barik, the man they were looking for. The others are travelling sorcerers who were just passing in town when Pruno's men kidnapped them. All are heavily drugged and would need to rest to let the poison filter out of their system. The sorcerers, once they have recuperated a little, will tell the characters that there were a larger number of them, but that others have just "vanished". One of them remembers stumbling outside but then things grabbed him. He suspects he was chaotically casting his spells on the city streets, but the thugs recovered him and brought him back.

Conclusion

If the characters bring Barik and the other men to Brumi, they will receive a point of influence with the local brotherhood of sorcery.

The Bey and his men will have the Threshers look into the whole affair, while discreetly allowing the Characters to leave, before they get caught in the red tape.

If the characters bring Barik to the Threshers, they come under heavy suspicion about the whole affair. They are held for questioning for an additional 1 TU, but are eventually released, and thanked for their efforts and awarded a point of influence with the Threshers (but this is granted only after the 1 TU is subtracted).

The Bey does not help them and they do not get the influence point with the Brotherhood, so cross off both those rewards from the AR. They also do not get the Regional access item that is the gift from the Bey and the gift from the Brotherhood.

Because the characters now know what the flower is, they will be able to recognise it should they encounter this cursed flower in the future. Characters get "Knowledge of the Dedicari flower" award. Arcane Spellcasters who were affected (failed their saving throws) also receive the "Curse of the Dedicari flower".

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign

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

Encounter Two

Surviving the sewers and finding the hideout.

APL2 60 xp; APL4 55 xp; APL6 30 xp;

Encounter Three

Defeating the pets

APL2 90 xp; APL4 150 xp; APL6 210 xp;

Encounter Four

Defeating the guards

APL2 120 xp; APL4 180 xp; APL6 240 xp;

Encounter Five

Defeating the Pruno and his cultists

APL2 150 xp; APL4 210 xp; APL6 270 xp;

Story Award

Bringing back Bramik to the Bey.

APL2 10 xp; APL4 20 xp; APL6 30 xp;

Discretionary roleplaying award

APL2 20 xp; APL4 60xp; APL6 90 xp;

Total possible experience:

APL2 450 xp; APL4 675 xp; APL6 900 xp;

Treasure Summary

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below. Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

Treasure Key:

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

Encounter Eight: The Guards

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

APL 4: L: 128 gp; C: 0 gp; M: 0 gp

APL 6: L: 140 gp; C: 0 gp; M: 0 gp

Encounter Nine: The Mad Hatter

APL 2: L: 101 gp; C: 14 gp; M: 0 gp

APL 4: L: 27 gp; C: 0 gp; M: *Philactery of faithfulness* (83gp), *cloak of charisma* +2 (167gp).

APL 6: L: 27 gp; C: 21 gp; M: *cloak of charisma* +2 (167gp), *philactery of faithfulness* (83gp), *ring of protection* +1 (167gp).

Conclusion: The Bey's Reward

APL 2: L: 0 gp; C: 175 gp; M: 0 gp

APL 4: L: 0 gp; C: 175 gp; M: 0 gp

APL 6: L: 0 gp; C: 175 gp; M: 0 gp

Total Possible Treasure

APL 2: 325 gp

APL 4: 600 gp

APL 6: 800 gp

Adventure Record Text:

Influence Point with the Brotherhood of Sorcery: In addition to it's the one point of influence value; A member of the Brotherhood needs to pay only half his membership fee for the next year, or half the cost of the initial fee for a member yet to join. This benefit is lost

if not used by the end of 594CY, though the Influence point portion remains.

Knowledge of the Dedicari flower: The character is familiar with the Dedicari flower, extra-planar origin and potential use as an anti-wizard drug.

Curse of the Dedicari flower: The character has been affected (failed saving throw) by the ground Dedicari flower, and suffered its effects. From now on, he is more vulnerable to the powder. Only a special antidote can cure this character.

Influence Point with the Threshers of Ket: After being interrogated and helping the Threshers sort out whole incident (costing you 1 TU), the Threshers say that in the future, they may give you the benefit of the doubt once. ONCE! In addition to possible special properties, this influence can be discarded for a +10 bonus to a Diplomacy or Knowledge Local when facing a Thresher, or +5 when facing a Jurat, on an opposed roll to lesson the sentence. Cross off if used.

Bey's Favour: The Bey has access to a small vlen of cold iron. He's willing to grant you access to it. This character may upgrade a weapon to cold iron for +2000 gp. This favor lasts as long as the Bey stays in power of his lands. Access: Regional.

Item Access

APL 2:

None

APL 4:

Cloak of Charisma +2 (Freq: Adventure)

Philactery of Faithfulness (Freq: Adventure)

APL 6:

Cloak of Charisma +2(Freq:Adventure)

Philactery of Faithfulness (Freq: Adventure)

Appendix 1

Encounter Seven: Pets

Half-Fiend Otyugh: Female otyugh; CR 6 ; Large Outsider (native); HD 6d8+15; hp 42 ; Init +2 ; Spd 20, Fly 20 (average) ft ; AC 120, touch 11, flat-footed 18; [+2 dex, -1 size, +9 natural] Base Atk +4 ; Grp +10 ; Atk +6 melee (1d8+2 tentacle) ; Full Atk +6/+6 melee (1d8+2 tentacle) and +0 melee (1d6+1 bite) ; SA constrict 1d8, disease, improved grab, smite good, spell-like abilities ; SQ darkvision 60ft, scent, immunity to poison, resistance to acid 10 – cold 10 – electricity 10 – fire 10; DR 5/magic; SR 16; AL CE ; SV Fort +3, Ref +2, Will +6 ; Str 15, Dex 14, Con 15, Int 9, Wis 12, Cha 8.

Skills and Feats : Hide +7*, Listen +12, Spot +12, Swim +11, Handle Animal +9, Language: Abyssal; Alertness, Toughness, Weapon Focus (tentacle)

Spell-like abilities: darkness 3/day, desecrate, unholy blight.

Skills: * An otyugh has a +8 racial bonus on Hide checks when in its lair, due to its natural coloration.

Constrict(Ex): An otyugh deals automatic tentacle damage with a successful grapple check.

Disease (Ex): Filth fever—bite, Fortitude DC15, incubation period 1d3 days; damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, an otyugh must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Encounter Eight: The Guards

APL 2:

Garin: Male Human (suel); Rog2; CR2; medium humanoid (human); HD 2D6+2 hp 12; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12) [+3 Dex, +2 leather]; Base Attack +1, Grp +2; Atk +5 melee (1d6+1, rapier); Full Atk +5 melee (1d6+1 rapier); SA sneak attack (+1D6), trapfinding; SQ Evasion; SR: -; AL CE; SV Fort +1, Ref +6, Will +0; Str 12, Dex 16, Con 12, Int 8, Wis 10, Cha 13.

Skills and Feats: Move silently +8; Hide +8; Spot +4; Search +3; Listen +4; improved initiative; weapon finesse (rapier).

Possessions: Masterwork rapier, dagger (x4) leather armour

Thugs(4): Male Human; War1; CR1/2; medium humanoid (human); HD 1D8+1 hp 9; Init +0; Spd 30 ft.; AC 13 (touch 10, flat-footed 13) [+3 studded leather]; Base Attack +1, Grp +2, Atk +3 melee (1d8+1, heavy mace); Full Atk +3 melee (1d8+1 heavy mace); SR: -; AL NE; SV Fort +3, Ref +0, Will -1; Str 13, Dex 11, Con 13, Int 6, Wis 8, Cha 11.

Skills and Feats: Listen +0, Spot +0; Weapon focus (heavy mace).

Possessions: Heavy mace, dagger, studded leather armour

APL 4:

Garin: Human (Suel); Rog3; CR3; medium humanoid (human); HD 3D6+3; hp 17; Init +7; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [+3 Dex, +2 leather]; Base Attack +2, Grp +3; Atk +6 melee (1d6+1, MW rapier); Full Atk +6 melee (1d6+1, MW rapier); SA sneak attack (+2D6), trapfinding, trap sense+1; SQ Evasion; SR: -; AL CE; SV Fort +2, Ref +6, Will +1; Str 12, Dex 16, Con 12, Int 8, Wis 10, Cha 13.

Skills and Feats: Hide +9, Listen +7, Move Silently +9, Search +6, Spot +11; Alertness, Improved Initiative, Weapon Finesse (Rapier),.

Possessions: Masterwork rapier dagger (x4), leather armour

Aral: Male Human (Oeridian); Ftr3; CR3; medium humanoid; HD 3D10+6; hp 28; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 15) [+1 Dex, +5 Breastplate]; Base Attack +3, Grp +10; Atk +6 melee (1d8+3, Longsword) or +6 melee (1d4, unarmed strike); Full Atk +6 melee (1d8+3, Longsword) or +6 melee (1d4, unarmed strike); AL NE; SV Fort +5, Ref +2, Will +0; Str 16, Dex 13, Con 14, Int 8, Wis 8, Cha 10.

Skills and Feats: Jump +7, Intimidate +4, Swim +7; Cleave, Deflect Arrows, Improved Grapple, Improved Unarmed Strike, Power Attack.

Equipment: Breastplate, dagger (x4), longsword

Thugs(6): Male Human; War1; CR1/2; medium humanoid (human); HD 1D8+1 hp 9; Init +0; Spd 30 ft.; AC 13 (touch 10, flat-footed 13) [+3 studded leather]; Base Attack +1, Grp +2, Atk +3 melee (1d8+1, heavy mace); Full Atk +3 melee (1d8+1 heavy mace); SR: -; AL NE; SV Fort +3, Ref +0, Will -1; Str 13, Dex 11, Con 13, Int 6, Wis 8, Cha 11.

Skills and Feats: Listen +0, Spot +0; Weapon focus (heavy mace).

Possessions: Heavy mace, dagger, studded leather armour

APL 6:

Garin: Male Human (suel); Rog5; medium humanoid (human); HD 5D6+5 hp 27; Init +7; Spd 30 ft.; AC 15

(touch 12, flat-footed 13)[+3 Dex, +2 leather]; Base Attack +3, Grp +4; Atk +7 melee (1d6+1, MW rapier); Full Atk +7 melee (1d6+1, MW rapier); SA sneak attack (+2D6), trapfinding, trap sense+1, uncanny dodge; SQ evasion; SR -; AL CE; SV Fort +2, Ref +7, Will +1; Str 12, Dex 16, Con 12, Int 9, Wis 10, Cha 13. *Skills and Feats*: Hide +11, Listen +9, Move silently +11, Search +8, Spot +13; Alertness, improved initiative, weapon finesse (rapier). *Equipment*: Masterwork rapier, dagger (x4) leather armour

Aral: Male Human (Oeridian); Ftr5; CR5; medium humanoid (human); HD: 5D10+10; hp 44; Init +7; Spd 30 ft.; AC 15 (touch 11, flat-footed 17) [+1 Dex, +5 Armour]; Base Attack +5, Grp +12; Atk +8 melee (1d8+3, Longsword) or +8 melee (1d4, unarmed strike); Full Atk +8 melee (1d8+3, Longsword) or +8 melee (1d4, unarmed strike); AL NE; SV Fort +5, Ref +2, Will 0; Str 16, Dex 13, Con 14, Int 8, Wis 8, Cha 10. *Skills and Feats*: Climb +3, Swim -1; Deflect Arrows, Dodge, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Power Attack. *Equipment*: Masterwork breastplate, dagger (x4) longsword

Warriors (6): Male Human; War2; CR1; medium humanoid (human); HD 2D8+2 hp 15; Init -; Spd 30 ft.; AC 15 (touch 10, flat-footed 15) [+5 chainmail]; Base Attack +2, Grp +3, Atk +4 melee (1d8+1, heavy mace); Full Atk +4 melee (1d8+1 heavy mace); AL NE; SV Fort +4, Ref +0, Will -1; Str 13, Dex 11, Con 13, Int 6, Wis 8, Cha 11. *Skills and Feats*: Listen +0, Spot +0; Weapon Focus (Heavy Mace). *Equipment*: Heavy mace, dagger, chain mail

Encounter Nine: The Mad Hatter

APL2:

Pruno Benemi: Male Human(flan); Clr2; CR2; medium humanoid (human); HD 2D8+4 hp 17; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16) [+1 Dex, +6 Banded mail]; Base Attack +1, Grp +1; Atk +2 melee (1d8, Longsword); Full Atk +2 melee (1d8, Longsword); SA; Smite; SR -; AL NE; SV Fort +5, Ref +1, Will +6; Str 10, Dex 12, Con 14, Int 14, Wis 16, Cha 10. *Skills and Feats*: Alchemy +7, Concentration +7, Heal +6, Knowledge (arcana) +7, Knowledge (religion) +4, Knowledge (planes) +7, Spellcraft +4; Martial weapon (longsword), Skill Focus (Alchemy). *Equipment*: Banded Mail, masterwork longsword, 14gp

Spells Prepared (4/3+1; base DC = 13 + spell level): 0—create water, cure minor wounds, detect poison;

1st—bane, command, cure light wounds, protection from good*.

*Domain spell. *Domains*: [Destruction, Evil].

APL4:

Pruno Benemi: Male Human (flan); Clr4; CR4 medium humanoid (human); HD 4D8+8; hp 31; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16) [+1 Dex, +6 Banded mail]; Base Attack +3, Grp +3; Atk +4 melee (1d8, MW longsword); Full Atk +4 melee (1d8, MW longsword); SA; Smite; SR -; AL NE; SV Fort +6, Ref +2, Will +10; Str 11, Dex 12, Con 14, Int 14, Wis 16, Cha 10.

Skills and Feats: Alchemy +8, Concentration +9, Heal +7, Knowledge (arcana) +8, Knowledge (religion) +5, Knowledge (planes) +8, Spellcraft +6; Iron will, martial weapon (longsword), Skill Focus (alchemy).

Equipment: Banded mail, masterwork Longsword, phylactery of faithfulness.

Spells Prepared (4/4+1/3+1; base DC = 13 + spell level): 0—create water (2), cure minor wounds, detect poison; 1st—bane, command (2), cure light wounds, protection from good* 2nd—hold person (3), shatter*.

*Domain spell. *Domains*: [Destruction, Evil].

Kan'el: Dretch Sor2/Rog2; CR4; small outsider (chaotic, extraplanar, evil, tanar'ri); HD 2D8+2D4+2d6+12; hp 35; Init +4; Spd 20ft.; AC 16 (touch 11, flat-footed 16) [+1 size, +5 natural]; Base Attack +3, Grp +0; Atk +4 melee (1d6+1, claw); Full Atk +4/+4 (1d6+1 claw) and +2 melee (1d4, bite); SA sneak attack +1d6, spells, spell-like abilities, *summon tanar'ri*; SQ DR 5/cold iron or good, darkvision 60ft, evasion, gift of speech, immunity to electricity and poison, resistance to acid 10, cold 10 and fire 10, telepathy, trap finding; AL CE; SV Fort +5, Ref +6, Will +6; Str 12, Dex 10, Con 14, Int 6, Wis 11, Cha 14.

Skills and Feats: Concentration +4, Hide +9, Listen +5, Move Silently +5, Spot +5, Search +3, Survival +0 (+2 following tracks), Sense Motive +5, Tumble +5; Improved initiative, multiattack.

Equipment: spell component pouch (x2).

Spells Known (6/5; base DC = 12 + spell level): 0—daze, detect magic, ray of frost, read magic, touch of fatigue; 1st—colour spray, shield.

Possessions: Cloak of Charisma+2

Spell-like ability: 1/day—scare (DC 14), stinking cloud (DC15) caster level 2nd.

Summun Tanar'ri (sp): Once per day a dretch can attempt to summon another dretch with a 35% chance of success. The summoned dretch lasts an hour. This ability is the equivalent of a 1st-level spell.

Telepathy(Su): Dretches can communicate telepathically with creatures within 100ft. that speak Abyssal.

Gift of Speech(Su): This dretch has the ability to speak in any language it knows (common, abyssal).

APL6:

Pruno Benemi: Male Human (flan); Clr6; CR6 medium humanoid (human); HD 6D8+12; hp 45; Init +1; Spd 20 ft.; AC 18 (touch 12, flat-footed 17) [+1 Dex, +6 Banded Mail, +1 Deflection]; Base Attack +4, Grp +4; Atk +5 melee (1d8, MW longsword); Full Atk +5 melee (1d8, MW longsword); SA Smite; SR -; AL NE; SV Fort +8, Ref +4, Will +12; Str 11, Dex 12, Con 14, Int 14, Wis 16, Cha 12.

Skills and Feats: Alchemy +9, Concentration +11, Heal +8, Knowledge (arcana) +9, Knowledge (religion) +7,

Knowledge (planes) +9, Spellcraft +8; Iron will, Martial Weapon (longsword), Weapon Focus (longsword), Skill Focus (Alchemy).

Possessions: Banded mail, masterwork longsword, *philactery of faithfulness*, *ring of protection*+1, *cloak of charisma* +2, 21gp

Spells Prepared (5/4+1/4+1/3+1; base DC = 13 + spell level): 0—*create water*(2), *cure minor wounds*, *detect poison*; 1st—*command* (2), *cure light wounds*, *doom*, *protection from good** 2nd—*hold person* (3), *owl's wisdom*, *shatter** 3rd—*blindness*(2), *contagion**, *invisibility purge*.

*Domain spell. *Domains:* [Destruction,Evil].

Appendix 2: Maps



