

ULP2-03



PLEA TO AN EMPIRE

A One-Round D&D[®] LIVING GREYHAWK[®]
Principality of Ulek Regional Adventure

Version 1

by Christopher Reed

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You are asked guard two ambassadors as they make their way from Gryrax to Keoland. An adventure for characters level 1-8.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Willams, 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 being around three hours. The rest of the time is spent in preparation before game play, 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. Take time to review 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 non-player 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 Website (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, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in the Principality of Ulek. 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. If you are playing this as an out-of-region adventure, you pay double these costs.

ADVENTURE SUMMARY AND BACKGROUND

This is the fifteenth scenario for the Principality of Ulek in the RPGA Living Greyhawk Campaign. Below is some general background information.

- While a dwarf rules the Principality of Ulek, and all of the nobles are dwarves, the Principality consists of humans more than any other race.
- The Principality of Ulek is presently at war with the Pomarj. The territory east of the hills is currently contested, and a large number of the Principality of Ulek's residents have been forced to flee their homes due to the humanoid invaders of the Pomarj.
- The Pomarj is a humanoid state, composed mainly of orcs, goblins, and the like.

The characters begin the adventure in Gryrax, the capital city of the Principality of Ulek. This is the same city that *The Rescuers* (ULP1-06), and *At the Edge of the Abyss* (ULP1-09) both started in. Also, parts of *Only the Beginning* (ULP1-12) took place here.

Relationships between the Principality of Ulek and Keoland have been strained for the past few years due to the Principality of Ulek's economic alliance with the Lordship of the Isles. The Principality of Ulek seeks military aid from Keoland to help deal with the humanoids from the Pomarj that now reside in the Disputed Territory. Meanwhile, Keoland seeks to have the Principality of Ulek rejoin their empire and cut ties with the Lordship of the Isles.

With the "passing" of Prince Olinstaad Corond and his son, Volimar, taking his place on the throne, the new prince finds it important to try and repair relations between the two countries. Thus, he has decided to send several diplomats to Keoland for talks between the two countries, especially to try and get assistance to rid the Disputed Territory of the humanoid and Pomarjian influence.

Thus two diplomats for the Principality of Ulek are being sent to Keoland. Being dwarfs and not partially enjoying sea travel, both diplomats have decided to travel to Keoland by land. They plan to take a route that takes them from Gryrax, the capital city, along the coast to Greutam, a town in the southwestern portion of the country. After stopping in Greutam, they plan on heading up the Sheldomar River to Keaford and then onto Nirole Dra. After reaching Nirole Dra, they plan on seeking council with the government and rulers of Keoland.

Unbeknownst to anyone, living in Greutam is a doppelganger that is now portraying Illar, an influential man in the town. The doppelganger, which has ties to the Pomarj, traveled to the town and took up residence here. He was first aiding a kinsman in Eastpass, who made his presence in *Tomb Raiders* (ULP1-05). The kinsman doppelganger originally duplicated Emerald Gemsplitter, an advisor to Oldid Silverbeard and had planned to head to Keoland after causing havoc in Eastpass but his plans did not go the way he expected them so this younger doppelganger came instead.

This doppelganger did indeed plan to head to Keoland, but when he came upon the town of Greutam, there was a possibility that was simply too good to pass up. What he found was Illar, who had a good deal of influence in the area but had grown very sick. Upon hearing this, the doppelganger, in disguise, offered to aid Illar in recovering from his infection. However, the doppelganger merely pretended to assist Illar and tricked everyone into believing that he had been curing Illar but eventually killed him and permanently replaced him.

Now, the doppelganger is causing havoc by telling others that were close to Illar, of the importance of the Principality of Ulek rejoining Keoland, in hopes of causing a division of loyalty in the Principality of Ulek. He has even gathered some men to handle those who might try and get in his way. This was to get an uprising

in the town of Greutam between those who wished to rejoin Keoland and those who were still faithful to the crown.

He has already caused some problems in the city in the scenario *To Rejoin an Empire?* (ULP1-08). Now, he plans to cause even more havoc with the recent news he has learned, about two diplomats from Gryrax that are passing through Greutam on their way to Keoland.

The characters start the adventure wandering about Gryrax several hours before dusk. They happen upon a posted note that gives little detail but attempts to lure some interested adventurers (heroes) into a mission on behalf of the Principality of Ulek.

Characters who go to the location written on the note and inquire about the mission, find themselves in a room filled with several other adventurers. The characters may ask several questions individually and then hired onto the job. The job, which is to remain secret, is for them to guard two dwarven diplomats as they travel from Gryrax along the coast to Greutam, a town in the southwestern portion of the country. Once there, they are to travel to an unspecified point where they can meet up with several guards from Keoland. The characters are asked to keep this mission secret and not query the two diplomats about what they are to discuss with the government officials from Keoland.

Characters accepting this mission depart in the darkness of the early morning, leaving before many folks of the city even wake.

After several days of travel, they are attacked by a group of bandits who think they are nothing more than a couple of merchants with some lowly guards.

The two diplomats and the characters finally reach Greutam after a long road trip. While entering the town, they see a small demonstration from those folks who are interested in rejoining the Keoland Empire. An influential man named Illar (the doppelganger) quickly breaks up this demonstration. Due to Illar's help, the two diplomats agree to speak with him about several of those in town concerns regarding not rejoining the Keoland Empire.

The characters rest for the evening while continuing their guard of the two diplomats. During the late night hour, an assassination attempt is made upon both of the diplomats.

In the morning, the two diplomats meet with Illar, who is surprised and outraged by the attack in the middle of the night. He asks the characters for their aid in finding those who might be associated with the attackers. He even offers for several of his men to go with them to seek out those who could have done such a deed. In reality it is Illar who planned the attack. He paid the assassin to kill both diplomats from Gryrax.

At this point the characters can either go with Illar's men to seek out a possible killer, while Illar and the two diplomats talk politics or they can decide to guard the two diplomats during their talks with Illar, or they can choose to split the party.

The characters may opt to go with several of Illar's men using several "clues" that have been found to seek a

possible killer. In reality, the clues are nothing but a way for the characters to leave their guard of the diplomats. Illar attacks the two diplomats while his men attack the characters in a separate location. Thus, Illar, the doppelganger, kills the two diplomats, changes his identity and easily escapes the characters grasp.

The characters may opt to guard the dwarf diplomats. The two diplomats ask to speak in private with Illar on political matters and soon the doppelganger attempts to kill both of them and quickly flee before the characters can apprehend him.

If the characters keep the diplomats alive, they meet up with the Keoland guards who ensure their safety to Nirole Dra.

INTRODUCTION

The weather in the capital city of Gryrax has been warming up, but even that can't remove the chilling news of Prince Olinstaad Corond's death. Many of the locals whisper that he took the bait of the warlord's plan and died because of it. Others note that for Prince Olinstaad to not stand up against the warlord would have been detrimental to the entire country. Thus, he took his chances for the good of the country.

Now for the first time in over three hundred years these lands have a new ruler; Prince Volimar Corond, Olinstaad's oldest son.

The days since the crowning of the new Prince have been a blur, and it still seems like the whole event just occurred. Perhaps that's because everyone walks the streets just a step slower, many with their heads bowed in sorrow. Children now weep, worrying about where the boogeyman might show up next.

But the young dwarven Prince Volimar Corond has announced that he is doing everything within reason, so that the country as a whole can drive the foul and wicked humanoids back across the Jewel River.

Prince Volimar has made a call to the citizens of this great country for those willing and able to fight to join the ranks of the Principality of Ulek Army. Meanwhile, ensuring that those looking for work are given jobs in the city and on the farms that choose to help support the army with weapons, armor and food.

He has promised that diplomats would be sent to several of the Principality of Ulek's allies to see if any or additional aid could be garnered. The Gran March and the Duchy of Ulek already have sent troops and the country as a whole is thankful for their aid, but the help and support of Keoland would be a huge benefit.

As you continue to drift away in thought, you are brought back into reality as you hear a wild-looking male dwarf with a dwarven waraxe over his shoulder reading a notice that has been nailed up for all to read.

Currently, the players are not together, unless they are normal travel companions or part of an adventuring company. Give those characters that are interested, the note (Player's Handout 1.) If anyone is unable to read, the dwarf gladly reads the note to him or her. He then inquires if they too are interested in this job.

After the characters have an opportunity to read the note, allow them to make any last minute purchases before going to the first encounter.

Also have each player roll a d20 three times and note the result of these dice rolls. These results are used later on in the adventure.

ENCOUNTER 1: SECRET MISSION

At the corresponding time, you follow the directions from the note that you found nailed up. You quickly discover that it leads to a warehouse in the Trade Quarter, which is in the southwestern portion of Gryrax.

You find entrance into the warehouse, making note as to how dingy the place is.

When the characters enter the warehouse, they notice that a small area has been set up for them to place their weapons and other gear. A pair of dwarfs in military dress stands guard over the weapons and gear of others who have already arrived.

The characters are advised not to go further with their weapons, as they are not needed here. When the characters have dropped off their weapons and gear, another dwarf guard leads them from the entrance area through the warehouse and into and a side room. As the characters follow their guide, they notice that the warehouse has a good deal of activity with several humans and dwarfs moving a large number of crates and barrels throughout the warehouse.

As the characters reach the waiting room, they notice a group of adventurers are waiting here. This includes more than just the characters themselves.

Allow the players to describe their characters and provide character introductions.

The other adventurers here are:

- **Baredd, Brottor, Brotturn, Eberk, Eburk, Dragnil** – All male dwarfs and each character met a different one in the Introduction. Each is a wild-looking male dwarf wearing a chain shirt. All of them appear to be warriors.
- **Spilnee** – A human male who is actually spying on the situation. He has no interest in doing the job, but rather what it is all about. He is a middle-aged man with an average build and brown hair. He appears that he might be a cleric of some type but has no visible holy symbol.
- **Imsh** – A half-orc who just wants to earn some coins so he isn't hungry anymore. He is all muscle and no brains. Any mention of 'pig nose' or 'orc lover' causes him to start shouting at the offender.
- **Antinua Amastacia** – A female elf that wants to aid the Principality of Ulek in any way she can. She has a feisty attitude especially if anyone

mentions Celene or 'pointy-ears.' She seems to be a wizard of some type.

After the characters have had a chance to introduce themselves and meet the others here, two dwarfs both dressed in a military outfit enter the room. They take a list of who has shown up for the job. After collecting all the names, one at a time, they interview each character and NPC who has shown up for the job.

Choose one player from the table at a time, take them aside, and continue with the following:

You are led off down the hall and into another room. Only several candles light the room, which leaves it on the dim side. You see three dwarfs sitting in hard wooden chairs in a semicircle. A fourth chair, obviously intended for you, faces them.

The characters are asked the following questions, after they have gotten as comfortable as they can:

- What is your name?
- What region do you hail from?
- What are your feelings about the Principality of Ulek and the new Prince (Prince Volimar Corond)?
- What are your feelings about Keoland?
- What skills do you possess that would aid you in protecting others?
- Describe your greatest accomplishment since you became an adventurer?

Unless, the character mentions some grave act of cruelty or anti-Principality of Ulek sentiment, they are asked to go on the mission. The mission includes guarding two diplomats on a trip from Gryrax to a village north of Gruetam, which resides on the Sheldomar River with Keoland on the other side of the river. The two diplomats are being sent to seek council with the nobility there and perhaps receive aid in the war with the humanoid forces in the Disputed Territory.

The characters are offered 25 gp each to go on this mission, which starts in the wee hours of the morning. This mission should be kept secret.

If the characters accept the mission, they are strongly encouraged to go home and rest before the mission. They are informed a messenger will be sent to retrieve them at the correct time.

After having their interview, they are led out a side door to the area where they dropped off their weapons.

ENCOUNTER 2: DIPLOMATS

When the characters depart in the morning, continue with the following:

You are awoken in the early morning hour by a young human man of about eighteen years old. He urges you to quickly ready

yourself for the upcoming trip. Once you are ready, he leads you to the gates on the western portion of the city.

As you follow him through the streets of Gryrax, you see several drunken dwarfs strolling home, confirming just how early in the morning it really is. Even overzealous farmers don't wake up this early.

Eventually, you make it to the gates on the western side of the city. You see a splendid covered wagon drawn by two midnight-black horses sitting just in front of the gates.

As you approach closer, the young man hustles to the wagon, knocks on the door on the right side of it and then steps backwards. After a brief moment, the door opens and out step two dwarfs. Both appear to be quite old due to the fact that their gray beards nearly reach their respective waists. Both dwarfs eye you intently as if inspecting a gem to discern its value. After they look you over, they look at each other, nod and then introduce themselves as Taklon and Burgree.

They inform you that they will remain in the wagon during the trip, in case someone, perhaps a Pomarjian spy, is seeking to stop them from reaching Keoland. They kindly request that you not ask them the details of their mission, but ensure you that it is for the good of the country.

Allow the characters to ask any questions they may feel are important. If the characters ask a question about the details of their mission, they state once again that they cannot discuss such matters at this point in time. If any character gets overly insistent on knowing the diplomat's mission, they are paid and dismissed thus ending the adventure for that character.

Horses and rations are provided to those characters that need them, but the horses must be returned after this mission and cannot be kept under any circumstance.

The stats and additional information for both Taklon and Burgree are provided in DM Aid 1.

When the characters are ready to depart the city, continue with the next encounter.

ENCOUNTER 3: BANDITS

After meeting Taklon and Burgree, you depart Gryrax, the capital city of the Principality of Ulek in the wee hours of the morning. Your first day of travel is long and exhausting but uneventful before you make it to a small village along the coast and rest comfortably for the evening.

The following morning, you depart heading further west toward the town of Greutam. As the day continues onward, the sun overhead slowly reaches its highest point and then begins to descend. Around the late afternoon, you see several human men jump from the bushes on the side of the road. They point their already loaded light crossbows in your direction, as one of them speaks to you, "Throw out your purses filled with gold and gems, and we shall let you pass unharmed."

The bandits do not really want to get into a fight but they'll certainly try and scare the characters into thinking they do.

The characters have a couple of options at this point, including:

- Fighting the bandits.
- Attempting to subdue the bandits.
- Ignoring the bandits and riding on.
- Giving the bandits their gold and gems.
- Negotiating with the bandits on other items of value they can give them.

If the characters attack, the bandits fight until half their number are killed at which point they either surrender or, if possible, flee.

APL 2 (EL 3)

➤ **Bandits (4):** Male human Rog1; hp 8 each; see Appendix I.

APL 4 (EL 5)

➤ **Bandits (4):** Male human Rog2; hp 14 each; see Appendix I.

APL 6 (EL 7)

➤ **Bandits (4):** Male human Rog3; hp 20 each; see Appendix I.

APL 8 (EL 9)

➤ **Bandits (4):** Male human Rog5; hp 32 each; see Appendix I.

ENCOUNTER 4: GREUTAM

After the characters have dealt with the bandits, continue with the following:

After dealing with the bandits, the rest of your travel from Gryrax to Greutam is rather uneventful.

As you approach the town of Greutam, you see a crowd of people in an uproar. It appears they have been awaiting your arrival, or at least that of the diplomats. You can hear them shouting in favor of rejoining the Keoland Empire especially with the loss of Prince Olinstaad Corond. While they don't look hostile, they do look to be quite intense about their feelings on this matter.

As the horses to the wagon get a bit nervous, you notice your destination lies behind the crowd.

First, see how the characters react to this situation. The crowd of people is doing nothing illegal and has no intention of harming either of the diplomats or the characters.

After the characters have had a chance to role-play, a human man (Illar) in nice flowing robes approaches the crowd with his arms raised. He shouts for them to listen to his words, which quiets the boisterous crowd somewhat. Illar then asks for the crowd to return to their respective homes, as this is no way for civilized people to act. A few of the crowd shout out that they want the

diplomats to know their thoughts and views on the situation. He suggests that perhaps the two diplomats would be willing to talk with him about their concerns, which both Taklon and Burgree find agreeable plus they don't want a riot to start due to their presence.

The meeting is set for the following morning thus allowing both Taklon and Burgree to get a nice peaceful night's rest.

Please note that Illar uses his natural ability to *detect thoughts* on each of the characters and the diplomats and the first d20 rolled at the beginning of the game should be used for the result of their Will saving throw (DC 13).

Also, if characters check on who is in the crowd can make a Spot check (DC 22). Those that succeed, notice that one of the men is Spilnee, who the characters might have met back in Gryrax in Encounter 1.

ENCOUNTER 5: ASSASSINATION ATTEMPT

Evening approaches as you eat and drink in the Pheasant's Way, a nice little inn run by a middle-aged human man named Nosli. After the fulfilling meal, both Taklon and Burgree state they plan to go to their room to rest for the upcoming day.

Allow the characters to take any precautions they feel are necessary. If the characters ask to stay in the same room as Taklon and Burgree, they state they would prefer their space but won't argue or protest if the characters insist, allowing a single character to guard in each room.

Remind them that making any modifications to their rooms that result in permanent damage must be paid for. This place is an inn not a fortress after all.

See DM Aid 2 for a map of the inn the characters and the diplomats are staying at.

Around 2:15 AM, Qillathe Nalo, an assassin, starts to approach the inn. She is wearing a black outfit that is very sleek and form fitting. She has applied a black substance to her face to aid her in hiding. Due to her garb, a successful Spot check (DC 18) is required for characters to realize that she is in fact an elf. Otherwise, she appears to be some type of humanoid creature about five feet tall.

Illar hired Quillathe to kill the two diplomats. Her goal is to kill only them not the characters, as she hasn't been paid to do that job, or at least not yet. But if the characters get in her way, she does not hesitate to kill them.

Before striking, she observes the situation and comes up with a plan that nets her the best result. Basically, you as the judge of the event have a good deal of free reign here on how the assassination attempt should be handled. However, do not let the characters get off easy, challenge them forcing them to get a bit uneasy on what could happen.

Possible situations are for Qillathe to just use her Hide and Move Silently skills to evade detection and enter the diplomats' room and quickly kill them.

Additionally, both of her weapons (short sword and dagger) have been coated with poison, which only has an

effect on the first successful hit with each weapon. Afterwards, there is not enough poison left on the blade for it to cause any additional harm.

If captured, Qillathe does not talk and attempts to escape before being taken to the local guard. Otherwise, she depends on an arrangement that she has with Illar to get her out of prison.

APL 2 (EL 3)

☛**Qillathe Nailo:** Female elf Rog4; hp 25; see Appendix I.

APL 4 (EL 5)

☛**Qillathe Nailo:** Female elf Rog5/Asn1; hp 35; see Appendix I.

APL 6 (EL 7)

☛**Qillathe Nailo:** Female elf Rog5/Asn3; hp 45; see Appendix I.

APL 8 (EL 9)

☛**Qillathe Nailo:** Female elf Rog5/Asn5; hp 55; see Appendix I.

ENCOUNTER 6: DECISIONS

In the morning, you go with a tired looking Taklon and Burgree to their scheduled meeting with Illar at his office in the middle of town.

As you reach Illar's office, he greets you warmly asking each of you if you had a restful night's sleep.

Unless the characters informed Taklon or Burgree not to inform Illar of what occurred the past night, they explain that they were attacked, but the characters were able to handle the situation.

Illar, who knows the entire situation and in fact had hired the female elven assassin, acts shocked and surprised. He asks if there is anything that he can do to aid Taklon and Burgree.

He notes that he and several of his guards had heard rumors of illicit trade in deadly poisons being performed in the town itself but wasn't so sure about the truth to these rumors. He is now starting to believe they are true. He then summons his guards asking them to follow up on a potential lead on where the deadly poisons are being sold. He has learned that the poison was being sold from the back of a shop about ten minutes away from here. The entrance to the shop is hidden in an alley but with some checking, they should be able to find it easily.

The entire story about the illicit trade in poisons is a lie. It is merely a sham to get the characters to take leave of him and the diplomats while they head off with his men. Thus while his men attempt to kill the characters, he attempts to kill both diplomats.

Also, Illar uses his natural ability to *detect thoughts* on each of the characters and the diplomats and the second d20 rolled at the beginning of the game should be used for the Will saving throw result.

If the characters decide to go with Illar's guards, continue with Encounter 7. If the characters decide to stay with the two diplomats, continue with Encounter 8. If the characters decide to split the party, run Encounter 7, dismissing the players who stayed with the diplomats until it is completed. When done, call them back to the table and dismiss the players who played in Encounter 7, warning them not to divulge any information until after their characters are reunited.

ENCOUNTER 7: WILD GOOSE CHASE

Having decided to go with Illar's men, you move out to search the possible location of where the poison was being sold.

The guards lead you through the streets of Greutam for about ten minutes before you come to an alley. One of the guards offers to look around the alley to locate a possible hidden entrance into the place.

The guards do not care who goes and searches for the hidden entrance, they are just trying to get the characters out of Illar's way.

After the hidden entrance is found (Search DC 10), the characters find a room about ten feet by fifteen feet that is completely empty except for several piles of trash.

When the characters start searching the room, Illar's guards attack hoping to kill off the characters.

If any of the guards are captured and questions, they state that Illar informed them that they were a threat and should be killed. They don't know too much else of usefulness, just as Illar had planned. Also, they didn't ask, since Illar paid them so well.

APL 2 (EL 4)

☛**Illar's Guards (4):** Male human Ftr1; hp 12; see Appendix I.

APL 4 (EL 6)

☛**Illar's Guards (4):** Male human Ftr2; hp 20; see Appendix I.

APL 6 (EL 8)

☛**Illar's Guards (4):** Male human Ftr4; hp 36; see Appendix I.

APL 8 (EL 10)

☛**Illar's Guards (4):** Male human Ftr6; hp 52; see Appendix I.

ENCOUNTER 8: ATTACK ON THE DIPLOMATS

Deciding to stay with Illar and the two diplomats, Taklon and Burgree, Illar's men take leave to go search for additional information on the selling of poisons in the town of Greutam itself. Illar then leads you into his offices.

See DM Aid 3 for a map of Illar's offices.

Illar (the doppelganger) planned ahead and ensured he had a chance to kill the two diplomats even if the assassin was not successful and the characters did not take the bait of his last trick.

He then leads the characters to a small room in the back of his offices. Taklon and Burgree then request that the characters watch the office area for potential attackers. If the characters start to protest, Illar ensures them that they are okay in here. If the characters still heavily protest, Illar asks Taklon and Burgree if they are okay if the characters join them. The two diplomats don't have a problem with it, if the characters feel it is best.

From this point forward what the characters do effects how this encounter plays out. If the characters do not go into the office, Illar gives the dwarf diplomats a drink containing *oil of taggit* that puts Taklon to sleep after one minute while Burgree manages to resist the poison. Then Illar attacks Burgree until he falls and then ensures that both are dead (coup de grace). He then attempts to escape using what spells, magic items or natural abilities he has that can best aid him.

If the characters joined the meeting, Illar first offers each of the characters a drink (dwarven ale, wine, etc.). He pours or fills each of their glasses and then offers a toast. Each of the drinks is poisoned with *oil of taggit*. Those that have a drink must make a Fortitude saving throw (DC 15) or drop into unconsciousness for 1d3 hours in one minute. About twenty minutes ago, Illar drank a vial of antitoxin and thus gets a +5 alchemical bonus on the Fortitude saving throw against the poison. Thus, his chances of failure are minimal. If he does fail and thus falls unconscious, when he awakes he suggests it might have been an accomplice to the assassin.

After having the drinks and one minute goes by, he attempts to use the situation to his advantage focusing on killing the two diplomats first. For the purpose of combat, Illar cast mage armor on himself just before the meeting.

APL 2 (EL 4)

➔ Illar: Doppelganger Sor1; hp 36; see Appendix I

APL 4 (EL 6)

➔ Illar: Doppelganger Sor3; hp 44; see Appendix I.

APL 6 (EL 8)

➔ Illar: Doppelganger Sor5; hp 52; see Appendix I.

APL 8 (EL 10)

➔ Illar: Doppelganger Sor7; hp 60; see Appendix I.

One minute after the doppelganger is killed it reverts into its natural form.

ENCOUNTER 9: DELIVERY

If the diplomats are saved from both attacks, continue with the following otherwise go to the Conclusion.

You have managed to save both Taklon and Burgree from the assassination attempt and the so-called Illar. The rest of the day is uneventful but the streets are filled with the whispers of the day's events. Many folks are obviously shaken by the recent current events.

The following morning, you awake ready to take the two diplomats to their final destination before you take leave of them.

The characters may take any precautions they wish to make before heading north to a small village where the diplomats will cross the Sheldomar River by boat. The dwarfs are too pleased about this part of the trip (the boats) so they are a bit tense. If time allows, you can play this fact up a bit to continue the suspense of the scenario. Otherwise, the characters easily get to the village and the diplomats cross the river with no problems. From this point forward, the Keoland guards protect both Taklon and Burgree for any possible attacks.

CONCLUSION

If the characters successfully, delivered both diplomats to Keoland guards, proceed with the following:

Having ensured that both Taklon and Burgree safely made it to their rendezvous with the guards from Keoland, you now have an opportunity to enjoy yourself in the town of Greutam. What lies next for you, time can only tell.

The diplomats pay the characters each 25 gp as promised. They also thank the characters with their handling of an unexpected situation. Thus the characters also earn the Favor of Taklon and Burgree.

If the characters were not successful in delivering both diplomats to Keoland guards, proceed with the following:

Having been unsuccessful at keeping the diplomats safe, the rendezvous with the guards from Keoland does not take place. What the leaders of Keoland and Prince Volimar Corond must now think is unknown. Will relations between Keoland and the Principality of Ulek take place or will they flounder? And what effects might all of this have on the war with the humanoids in the Disputed Territory? Has the Pomarj struck a major victory?

Since the characters failed the mission, they are given no paid anything.

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 3: Bandits

Defeat the bandits

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

Encounter 5: Assassination Attempt

Defeat the assassin.

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

Encounter 7: Wild Goose Chase

Defeat the guards.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Encounter 8: Attack on the Diplomats

Defeat the doppelganger.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Note: You can't get the experience for both Encounter 7 and 8. If a party splits to cover both encounters, they likely fail to succeed at one or both of them.

Total Possible Experience

APL 2	300 XP
APL 4	480 XP
APL 6	660 XP
APL 8	840 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 3: Bandits

Defeat the bandits and strip them of their gear.

APL 2: L: 25 gp; C: 0 gp; M: 0
APL 4: L: 25 gp; C: 0 gp; M: 0
APL 6: L: 25 gp; C: 0 gp; M: 0
APL 8: L: 25 gp; C: 0 gp; M: 0

Encounter 5: Assassination Attempt

Defeat the assassin and strip her of her gear.

APL 2: L: 43 gp; C: 0 gp; M: 0
APL 4: L: 43 gp; C: 0 gp; M: 0
APL 6: L: 43 gp; C: 0 gp; M: 0
APL 8: L: 43 gp; C: 0 gp; M: 0

Encounter 7: Wild Goose Chase

Defeat the guards and strip them of their gear.

APL 2: L: 46 gp; C: 0 gp; M: 0
APL 4: L: 46 gp; C: 0 gp; M: 0
APL 6: L: 46 gp; C: 0 gp; M: 0
APL 8: L: 46 gp; C: 0 gp; M: 0

Encounter 8: Attack on the Diplomats

Defeat the doppelganger and strip it of its gear.

APL 2: L: 6 gp; C: 25 gp; M: *scrolls of burning hands and shield* (Value 5 gp per character); *scroll of invisibility* (Value 15 gp per character)

APL 4: L: 6 gp; C: 25 gp; M: *scrolls of burning hands and shield* (Value 5 gp per character); *scroll of invisibility* (Value 15 gp per character); *scroll of Melf's acid arrow* (Value 15 gp per character)

APL 6: L: 6 gp; C: 25 gp; M: *scrolls of burning hands and shield* (Value 5 gp per character); *scroll of invisibility* (Value 15 gp per character); *scroll of Melf's acid arrow* (Value 15 gp per character); *brooch of shielding* (Value 150 gp per character)

APL 8: L: 6 gp; C: 25 gp; M: *scrolls of burning hands and shield* (Value 5 gp per character); *scroll of invisibility* (Value 15 gp per character); *scroll of Melf's acid arrow* (Value 15 gp per character); *brooch of shielding* (Value 150 gp per character)

Total Possible Treasure (Enc. 7 Ending)

APL 2: 114 gp

APL 4: 114 gp

APL 6: 114 gp

APL 8: 114 gp

Total Possible Treasure (Enc. 8 Ending)

APL 2: 119 gp

APL 4: 134 gp

APL 6: 284 gp

APL 8: 284 gp

Conclusion

If both diplomats were saved:

- *Favor of Taklon & Burgree* - (0 gp; -; no; unusual; -): These two dwarven diplomats for the Principality of Ulek have given you their word that they will repay one favor to you within reason. The use of this favor will appear in a future scenario or meta-gaming opportunity. The full benefits and responsibilities of any meta-gaming opportunity will be detailed at a later date and time but some additional prerequisites will also need to be met before the character can officially join any Principality of Ulek meta-gaming organization.

APPENDIX I: NPCS

☛ **Taklon Torunn:** Male dwarf Ari6; CR 5; Medium-size humanoid; HD 6d8; hp 33; Init -1 (Dex); Spd 20 ft.; AC 9 (touch 9; flat-footed 9); Atks +5 melee (1d4/19-20, dagger); SQ Darkvision 60 ft., stoncunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus on attack rolls against orcs and goblinoids, +4 dodge bonus against giants; AL LG; SV Fort +4, Ref +1, Will +6; Str 10, Dex 8, Con 11, Int 14, Wis 12, Cha 12.

Skills and Feats: Appraise +13, Diplomacy +12, Gather Information +10, Intimidate +10, Knowledge (nobility and royalty) +11, Sense Motive +12; Endurance, Skill Focus (Diplomacy), Skill Focus (Sense Motive).

Possessions: courtier's outfit, masterwork dagger.

Taklon is a dwarf of about two hundred years old. He stands about four feet tall and weight roughly 150 lbs. He has a long gray beard that extends down to his waist.

Despite being dwarven, Taklon has an open, sociable personality, almost cheery. He loves to drink dwarven ale but understands there are times when it should only be taken in moderation. He was born into noble blood and is quite educated after many years of schooling as an adolescent.

Taklon believes that rejoining the Keoland Empire would be beneficial to the citizens of the Principality of Ulek and thus asked to go on this mission when the need arose.

☛ **Burgree Stoneforge:** Male dwarf Ari3; Medium-size humanoid; HD 3d8+3; hp 21; Init +0; Spd 20 ft.; AC 10 (touch 10; flat-footed 10); Atks +3 melee (1d4/19-20, dagger); SQ Darkvision 60 ft., stoncunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus on attack rolls against orcs and goblinoids, +4 dodge bonus against giants; AL LG; SV Fort +2, Ref +1, Will +5; Str 11, Dex 10, Con 13, Int 13, Wis 10, Cha 12.

Skills and Feats: Appraise +9, Diplomacy +7, Gather Information +9, Knowledge (nobility and royalty) +7, Sense Motive +6; Iron Will, Skill Focus (Gather Information).

Possessions: courtier's outfit, masterwork dagger.

Burgree is a dwarf of about one hundred and fifty years old. He stands a little over four feet tall and weight roughly 160 lbs. He has a long gray beard that nearly extends down to his waist.

Despite being a bit on the grumpy side, he loves dwarven ale and if offered a mug of it drinks it without a second thought. He was born into noble blood and is fairly educated after several years of schooling as an adolescent.

Burgree isn't so sure about the Principality of Ulek rejoining the Keoland Empire. He was asked to go with

Taklon on this mission to give some balance to any the talks.

ENCOUNTER 3: BANDITS

APL 2 (EL 3)

☛ **Bandits (4):** Male human Rog1; CR 1; Medium-size humanoid; HD 1d6+2; hp 8 each; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atks +1 melee (1d8+1/19-20, long sword) or +3 ranged (1d8/19-20, light crossbow); SA Sneak attack; AL CN; SV Fort +2, Ref +5, Will +3; Str 12, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Escape Artist +7, Hide +7, Jump +5, Listen +5, Move Silently +7, Read Lips +4, Search +4, Spot +5, Tumble +7; Improved Initiative, Iron Will.

Possessions: leather armor, long sword, light crossbow, 10 bolts.

APL 4 (EL 5)

☛ **Bandits (4):** Male human Rog2; CR 2; Medium-size humanoid; HD 2d6+4; hp 14 each; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atks +2 melee (1d8+1/19-20, long sword) or +4 ranged (1d8/19-20, light crossbow); SA Sneak attack; SQ Evasion; AL CN; SV Fort +2, Ref +6, Will +3; Str 12, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Escape Artist +8, Hide +8, Jump +6, Listen +6, Move Silently +8, Read Lips +5, Search +5, Spot +6, Tumble +8; Improved Initiative, Iron Will.

Possessions: leather armor, long sword, light crossbow, 10 bolts.

APL 6 (EL 7)

☛ **Bandits (4):** Male human Rog3; CR 3; Medium-size humanoid; HD 3d6+6; hp 20 each; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atks +3 melee (1d8+1/19-20, long sword) or +5 ranged (1d8/19-20, light crossbow); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL CN; SV Fort +3, Ref +6, Will +4; Str 12, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Escape Artist +9, Hide +9, Jump +7, Listen +7, Move Silently +9, Read Lips +6, Search +6, Spot +7, Tumble +9; Dodge, Improved Initiative, Iron Will.

Possessions: leather armor, long sword, light crossbow, 10 bolts.

APL 8 (EL 9)

☛ **Bandits (4):** Male human Rog5; CR 5; Medium-size humanoid; HD 5d6+10; hp 32 each; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atks +4 melee (1d8+1/19-20, long sword) or +6 ranged (1d8/19-20, light crossbow); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL

CN; SV Fort +3, Ref +7, Will +4; Str 12, Dex 17, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Escape Artist +10, Hide +10, Jump +8, Listen +8, Move Silently +10, Read Lips +7, Search +7, Spot +8, Tumble +10; Dodge, Improved Initiative, Iron Will.

Possessions: leather armor, long sword, light crossbow, 10 bolts.

ENCOUNTER 5: ASSASSINATION

ATTEMPT

APL 2 (EL 3)

☛ **Qillathe Nailo:** Female elf Rog4; CR 4; Medium-size humanoid; HD 4d6+4; hp 25; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 14, flat-footed 12); Atks +7 melee (1d6+2 plus poison/19-20, short sword) or +5 (1d4+2 plus poison/19-20); SA Sneak attack, poison; SQ Immune to magic sleep spells and effects, +2 racial saving throw against Enchantment, low-light vision, evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +2, Ref +8, Will +1; Str 14, Dex 18, Con 12, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +9, Disguise +6, Escape Artist +9, Hide +11, Jump +9, Listen +9, Move Silently +11, Open Lock +6, Read Lips +9, Spot +9, Tumble +11; Improved Initiative, Weapon Focus (short sword).

SA: *Poison (blue whinnis)* Fort save (DC 14); Initial (1 Con); Secondary (unconsciousness).

Possessions: leather armor, masterwork short sword, silver dagger, masterwork thieves' tools.

APL 4 (EL 5)

☛ **Qillathe Nailo:** Female elf Rog5/Asn1; CR 6; Medium-size humanoid; HD 6d6+6; hp 35; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 14, flat-footed 12); Atks +9 melee (1d6+2 plus poison/19-20, short sword) or +5 (1d4+2 plus poison/19-20); SA Sneak attack, death attack, poison use; SQ Immune to magic sleep spells and effects, +2 racial saving throw against Enchantment, low-light vision, evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +2, Ref +10, Will +1; Str 14, Dex 18, Con 12, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +8, Climb +10, Disguise +7, Escape Artist +10, Hide +12, Jump +10, Listen +10, Move Silently +12, Open Lock +8, Read Lips +10, Spot +10, Tumble +12; Improved Initiative, Weapon Finesse (short sword), Weapon Focus (short sword).

SA: *Poison (blue whinnis)* Fort save (DC 14); Initial (1 Con); Secondary (unconsciousness).

Spells Prepared (1; base DC = 12 + spell level): 1st – *spider climb*.

Possessions: leather armor, masterwork short sword, silver dagger, masterwork thieves' tools.

APL 6 (EL 7)

☛ **Qillathe Nailo:** Female elf Rog5/Asn3; CR 8; Medium-size humanoid; HD 8d6+8; hp 45; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch

14, flat-footed 12); Atks +11 melee (1d6+2 plus poison/19-20, short sword) or +7 (1d4+2 plus poison/19-20); SA Sneak attack, death attack, poison use; SQ Immune to magic sleep spells and effects, +2 racial saving throw against Enchantment, low-light vision, evasion, uncanny dodge (Dex bonus to AC), +1 save vs. poison; AL CE; SV Fort +3, Ref +11, Will +2; Str 14, Dex 18, Con 12, Int 14, Wis 10, Cha 9.

Skills and Feats: Balance +8, Climb +10, Disguise +7, Escape Artist +10, Hide +14, Jump +10, Listen +10, Move Silently +14, Open Lock +10, Read Lips +10, Spot +10, Tumble +12; Improved Initiative, Weapon Finesse (short sword); Weapon Focus (short sword).

SA: *Poison (Deathblade)* Fort save (DC 20); Initial (1d6 Con); Secondary (2d6 Con).

Spells Prepared (2/1; base DC = 12 + spell level): 1st – *obscuring mist, spider climb*; 2nd – *alter self*.

Possessions: leather armor, masterwork short sword, silver dagger, masterwork thieves' tools.

APL 8 (EL 9)

☛ **Qillathe Nailo:** Female elf Rog5/Asn5; CR 10; Medium-size humanoid; HD 10d6+10; hp 55; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 14, flat-footed 12); Atks +12/+7 melee (1d6+2 plus poison/19-20, short sword) or +8 (1d4+2 plus poison/19-20); SA Sneak attack, death attack, poison use; SQ Immune to magic sleep spells and effects, +2 racial saving throw against Enchantment, low-light vision, evasion, uncanny dodge (Dex bonus to AC, can't be flanked), +2 save vs. poison; AL CE; SV Fort +3, Ref +12, Will +2; Str 14, Dex 18, Con 12, Int 14, Wis 10, Cha 9.

Skills and Feats: Balance +10, Climb +10, Disguise +9, Escape Artist +10, Hide +14, Jump +10, Listen +12, Move Silently +14, Open Lock +10, Read Lips +10, Spot +12, Tumble +14; Alertness, Improved Initiative, Weapon Finesse (short sword); Weapon Focus (short sword).

SA: *Poison (Deathblade)* Fort save (DC 20); Initial (1d6 Con); Secondary (2d6 Con).

Spells Prepared (2/2; base DC = 12 + spell level): 1st – *obscuring mist, spider climb*; 2nd – *alter self, pass without trace*.

Possessions: leather armor, masterwork short sword, silver dagger, masterwork thieves' tools.

ENCOUNTER 7: WILD GOOSE CHASE

APL 2 (EL 4)

☛ **Illar's Guards (4):** Male human Ftr1; CR 1; Medium-size humanoid; HD 1d10+2; hp 12; Init +2 (Dex); Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atks +3 melee (1d8+2/19-20, long sword); AL N; SV Fort +4, Ref +2, Will +1; Str 15, Dex 14, Con 14, Int 13, Wis 12, Cha 11.

Skills and Feats: Climb +6, Craft (various) +5, Jump +6, Swim +6; Dodge, Expertise, Improved Disarm.

Possessions: chain shirt, long sword.

APL 4 (EL 6)

☛ **Illar's Guards (4):** Male human Ftr2; CR 2; Medium-size humanoid; HD 2d10+4; hp 20; Init +2 (Dex); Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atks +4 melee (1d8+2/19-20, long sword); AL N; SV Fort +5, Ref +2, Will +1; Str 15, Dex 14, Con 14, Int 13, Wis 12, Cha 11.

Skills and Feats: Climb +7, Craft (various) +6, Jump +7, Swim +7; Dodge, Expertise, Improved Disarm, Mobility.

Possessions: chain shirt, long sword.

APL 6 (EL 8)

☛ **Illar's Guards (4):** Male human Ftr4; CR 4; Medium-size humanoid; HD 4d10+8; hp 36; Init +2 (Dex); Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atks +7 melee (1d8+3/19-20, long sword); AL N; SV Fort +6, Ref +3, Will +2; Str 16, Dex 14, Con 14, Int 13, Wis 12, Cha 11.

Skills and Feats: Climb +8, Craft (various) +7, Jump +8, Swim +8; Dodge, Expertise, Improved Disarm, Mobility, Spring Attack.

Possessions: chain shirt, long sword.

APL 8 (EL 10)

☛ **Illar's Guards (4):** Male human Ftr6; CR 6; Medium-size humanoid; HD 6d10+12; hp 52; Init +2 (Dex); Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atks +10/+5 melee (1d8+5/19-20, long sword); AL N; SV Fort +7, Ref +4, Will +3; Str 16, Dex 14, Con 14, Int 13, Wis 12, Cha 11.

Skills and Feats: Climb +9, Craft (various) +8, Jump +9, Swim +9; Dodge, Expertise, Improved Disarm, Mobility, Spring Attack, Weapon Focus (long sword), Weapon Specialization (long sword).

Possessions: chain shirt, long sword.

ENCOUNTER 8: ATTACK ON THE DIPLOMATS

APL 2 (EL 4)

☛ **Illar:** Doppelganger Sor1; Medium-size shapechanger; HD 4d8+1d4+5; hp 36; Init +1 (Dex); Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atks +4 melee (1d6+1, 2 slams); SA Detect thoughts; SQ Alter self, immunities; AL N; SV Fort +5, Ref +7, Will +8; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 15.

Skills and Feats: Alchemy +2, Bluff +12*, Concentration +5, Disguise +12*, Gather Information +3, Listen +11, Sense Motive +6, Spellcraft +5, Spot +8; Alertness, Dodge, Great Fortitude.

Spells Prepared (5/4; base DC = 12 + spell level): 0 – daze, detect magic, detect poison, ray of frost; 1st – cause fear, mage armor.

Possessions: 2 thunderstones, scroll of burning hands, scroll of shield, scroll of invisibility.

APL 4 (EL6)

☛ **Illar:** Doppelganger Sor3; Medium-size shapechanger; HD 4d8+3d4+7; hp 44; Init +1 (Dex); Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atks +5

melee (1d6+1, 2 slams); SA Detect thoughts; SQ Alter self, immunities; AL N; SV Fort +8, Ref +6, Will +9; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 15.

Skills and Feats: Alchemy +4, Bluff +12*, Concentration +7, Disguise +12*, Gather Information +3, Listen +11, Sense Motive +6, Spellcraft +7, Spot +8; Alertness, Combat Casting, Dodge, Great Fortitude.

Spells Prepared (6/6; base DC = 12 + spell level): 0 – daze, detect magic, detect poison, ray of frost, read magic; 1st – cause fear, expeditious retreat, mage armor.

Possessions: 2 thunderstones, scroll of burning hands, scroll of shield, scroll of invisibility, scroll of melf's acid arrow.

APL 6 (EL 8)

☛ **Illar:** Doppelganger Sor5; Medium-size shapechanger; HD 4d8+5d4+9; hp 52; Init +1 (Dex); Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atks +6 melee (1d6+1, 2 slams); SA Detect thoughts; SQ Alter self, immunities; AL N; SV Fort +8, Ref +6, Will +10; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 16.

Skills and Feats: Alchemy +6, Bluff +12*, Concentration +9, Disguise +12*, Gather Information +3, Listen +11, Sense Motive +6, Spellcraft +9, Spot +8; Alertness, Combat Casting, Dodge, Great Fortitude.

Spells Prepared (6/7/5; base DC = 13 + spell level): 0 – daze, detect magic, detect poison, ray of frost, read magic, resistance; 1st – burning hands, cause fear, expeditious retreat, mage armor; 2nd – bull's strength, cat's grace.

Possessions: 2 thunderstones, scroll of burning hands, scroll of shield, scroll of invisibility, scroll of melf's acid arrow, brooch of shielding.

APL 8 (EL10)

☛ **Illar:** Doppelganger Sor7; Medium-size shapechanger; HD 4d8+7d4+11; hp 60; Init +1 (Dex); Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atks +7 melee (1d6+1, 2 slams); SA Detect thoughts; SQ Alter self, immunities; AL N; SV Fort +9, Ref +9, Will +11; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 16.

Skills and Feats: Alchemy +8, Bluff +12*, Concentration +11, Disguise +12*, Gather Information +3, Listen +11, Sense Motive +6, Spellcraft +11, Spot +8; Alertness, Combat Casting, Dodge, Great Fortitude, Lightning Reflexes.

Spells Prepared (6/7/7/5; base DC = 13 + spell level): 0 – daze, detect magic, detect poison, ghost sound, ray of frost, read magic, resistance; 1st – burning hands, cause fear, expeditious retreat, mage armor, magic missile; 2nd – bull's strength, cat's grace, ghoulish touch; 3rd – haste, hold person.

Possessions: 2 thunderstones, scroll of burning hands, scroll of shield, scroll of invisibility, scroll of melf's acid arrow, brooch of shielding.

Player's Handout 1

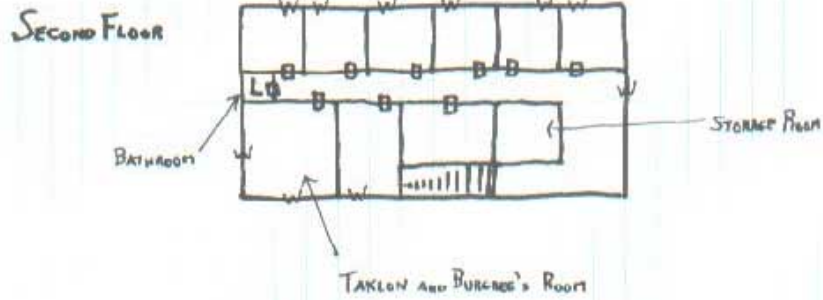
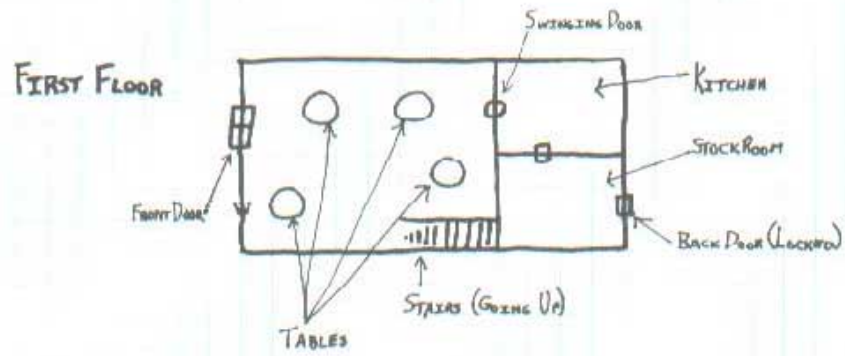
SEEKING:

Brave, gallant, yet secretive individuals who are willing to partake in an extremely important mission for fair pay. Those interested in such an adventure should follow the map below:

(Map of route to location that resides in the Trade Quarter.)

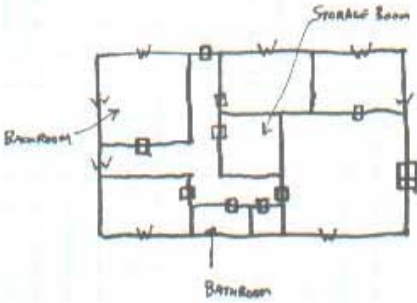
DM'S AID 1: PHEASANT'S WAY INN

PHEASANT'S WAY INN



DM'S AID 2: ILLAR'S OFFICES

ILLAR'S OFFICES



STORY SUMMARY
for use at MegaCon 2002.

Please fill out the following and return to Christopher Reed at 6245 Westgate Drive; Apartment 1905; Orlando, FL 32835.

1. How did the characters deal with the bandits?

2. What happened to the assassin, Qillathe Nailo?

3. What happened to Illar, the doppelganger?

4. Which encounter did the characters use, Encounter Seven or Encounter Eight?

5. Did either (or both) of the diplomats die? YES NO
If so, which one(s) and how did it occur?

6. Did any characters receive the recommendation for the Principality of Ulek Army? YES NO

a)		If so, who?	
Real Name:	character Name:	RPGA :	
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ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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