

BDK5-07

Ebongleam

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

Version 1.0

by Chris Gorsuch

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"Does not the sun bring comfort against the biting cold of Winter? How can one appreciate a good leader if they have not known a taskmaster's whip? Is it not acceptable to work with the forces of darkness if some good purpose is ultimately served? To understand the glory of Light, one must first walk hand-in-hand with Darkness. Dimre and Stoink have begun a new era of cooperation, and through this the glory of the Blinding Light shall purge these lands of evil! But who will be the true power behind the throne?"

A Bandit Kingdoms regional adventure set in the Free City-State Stoink for APLs 2-8.

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

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For questions specific to this document and your region, please e-mail your triad point of contact (POC) at brittfrey@gmail.com; for LIVING GREYHAWK campaign questions, email rpgahq@wizards.com

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Players Read No Further

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read further than this section, you will know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

Preparing For Play

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instructions on

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix One.

Along with this adventure you will find an RPGA Table Tracking sheet. If you are playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You will also find a LIVING GREYHAWK Adventure Record (AR).

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, and paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals) and add 2 (drop fractions). This result is the effective character level for mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.
3. Sum the results of step 1 and 2 and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at

which this adventure is being played, that PC receives one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help from higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

5. Enlist a sixth player.
6. Advise characters to buy riding dogs to help protect and fight for them.

Time Units and Upkeep

This is a standard one-round Regional adventure set in the Bandit Kingdoms. Characters native to the Bandit Kingdoms 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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

During the golden age of the Great Kingdom of Aerdi, the Viceroyalty of Ferrond was established in the frontier west to govern the region. The "Middle Lands" between Ferrond and greater Aerdi were comprised of a group of malcontent nobles who resisted any attempt at control. But that doesn't mean the Aerdi didn't try. One regent,

Graf Linizend, assigned to "bring order" to the region, made a pact with the church of Hextor to provide him with a tool to aid in the control of the region and to subjugate the renegade lords. In exchange, he offered to erect a temple in the region when domination was complete. Thus, the Hextorites crafted the *Throne of Oppressive Dominion*, a magical chair that, when used together with a companion mirror, would allow Linizend to keep an eye on his enemies in the unruly lands and seek out traitors and trespassers.

Ultimately, the plot failed when the *throne*, having been given a mind of its own, decided to begin using its powers against its user. Linizend became deceived by the *throne* and thought his rulership was nearly complete when in reality it had broken apart. The Middle Lands fell into disarray when a band of bandit lords toppled Linizend's citadel and the *throne* was lost to time.

Sixty years ago a tribe of ogres ran amok throughout the Bandit Kingdoms, terrorizing the countryside and seizing booty from many villages. They eventually claimed the *throne* from some bandits hiding out in some ruins, but were ignorant of its power. Eventually, their scourge came to an end as they were brought low by a well-prepared town and a crafty group of adventurers. However, the ogres' stash was never recovered.

Ten years later the bard Olynestra used stories of the attacks to locate the creatures' lair somewhere in Freehold. There she found coin enough to purchase a stately home in the city of Stoink, in which she began to study the other treasures she had recovered.

Among the more interesting items she had found was an antique leather chair and a full length mirror (the *throne*). She began to experiment with its powers and was soon overtaken by its ego. The chair tended to all of her needs (much like a *ring of sustenance*) and granted her scrying ability that she previously could only have dreamt of.

The chair allowed her to remember anything she had ever heard or seen with perfect clarity. The mirror let her watch anyone she had ever heard of and through them she watched many important people. With all this power at her fingertips, Olynestra was finally able to concentrate on her goal of writing stories based on the lives of famous rulers and adventurers. When a story was complete she could share it with others through their dreams.

Although she enjoyed this newfound power, she longed for recognition of her talents as a story writer. Few people appreciated her tales; most simply thought they were strange dreams. Dejected, she began to send nightmares to those who did not show proper appreciation for the "gifts" she had given them.

Unbeknownst to Olynestra, the *Throne of Oppressive Dominion* is an evil intelligent item. Over the

years it has been using its powers to adjust her memories and suggest that she perform certain actions, just like it did with Linizend. Through her it has ruined the lives of countless people, including that of her brother.

Earlier this year Olynestra's age caused her to lose her eyesight and her health to fail. The *throne* realizes her usefulness is coming to an end and it is time to look for a new victim, a vessel through which to channel its power even as it corrupts the person.

Stoink is located on the Artonsomay River in the eastern portion of the Bandit Kingdoms. Despite swearing fealty to Iuz, the city's ruler, Boss Renfus the Mottled, remains fairly autonomous in his own demesne. When Iuz's men set out determined to terrify him into submission, they return submerged by the avalanche of words and colorful oaths Renfus yells at eardrum-bursting intensity. The magical protections and influences Renfus carries have much to do with this, as they do with his seeming lack of fear at a visit from a fiend. Stoink is the only city in Oerik where a glabrezu sent to bully a man into servitude can crawl back on all fours along the gutters, reeking of brandy and unable to speak.

But that is not to say the city has aged well. Stoink is a den of thievery and the residents view their neighbors as a farmer might his fields: resources to be plucked when they are ripe for the picking. By limiting the damage they do, and switching targets on a regular basis, the city has managed to avoid open bloodshed with its neighbors. But that might change now that Boss Renfus has signed a trade agreement with the nearby Grand Theocracy of Dimre (see BDK5-05 *The Art of Deception*).

Even now, a delegation of priests, diplomats, and guards are in town from the Grand Theocracy of Dimre seeking an audience with Boss Renfus' administrators. They seek to extend the trade agreement they signed earlier in the year into a full treaty of cooperation that would involve the rooting out of enemies of both states. So far, Renfus has paid them little attention and therefore not taken them seriously. However, the Dimrites are completely serious and it is likely to end up surprising the Boss when he finally learns of what they seek.

Adventure Summary

Introduction: The adventure begins in the main room of the Traveler's Rest in the city of Stoink. Much of the action is incumbent upon the PCs. Consult *Player Handout One* for an aerial view of the area. Encounters are by location.

Encounter One—The Traveler's Rest: A number of NPCs are staying here that the PCs may interact with. Malthos from Hellstone Tower is in town investigating rumors about the *throne*. Dmitri the Black from the Red

Planks is present, disguised as a courtesan. The Dimrites are here as ambassadors. Kinde, the tavern owner, is actually a spy for Renfus. Relor, a spy for Elhilbor in Redhand, often hangs out in the area too.

Encounter Two—Tanar'ri Park: Children playing in the park lose their ball when it smashes through a window of the old house. They ask the PCs to recover it for them. Late at night, the PCs can meet with a ghost who haunts the park named Donatello and learn a little about the history of the city. Relor keeps himself busy sketching in the park while the Dimrites are at the meeting.

Encounter Three—City Administration Building: In the afternoon, the Dimrites meet with Quentin, an agent of Renfus, who hashes out the terms of expanding their treaty. The radical proposal takes many by surprise. The precinct manager, Marek, is available to answer PC questions (for a price) about the town.

Encounter Four—Olynestra's House: When the PCs first investigate the house (likely to get the children's ball back), the homeowner, Olynestra, asks the PCs to replace her shutters first. When the PCs return later they may retrieve the ball and hear cryptic warnings from the woman. At night, she dies of natural causes and the chair disposes of her body in the basement.

Encounter Five—General Store: The PCs can chat with the store owner, Cladorin, and find a replacement shutter for Olynestra. Cladorin is a member of the Stoink Thieves Guild and will act as a fence if the PCs want to sell any stolen items.

Conclusion: The PCs may sell the throne to Cladorin, attempt to hide it from others, or they may give it to one of a number of meta-orgs or individuals that may be interested in acquiring it. Who ends up with the *throne* is up to the PCs.

Preparation for Play

Prior to beginning the event take each player aside to discuss the motivations of their character. Also find out if the character has spent much time in the Bandit Kingdoms and which important figures they might have heard of. Pay particular attention to any information that could be used to influence them should their character try to use the *throne*. (This can be skipped if you are running this for a con slot or are short on time.)

This adventure is set around Tanar'ri Park in the Free City-State of Stoink. The PCs will be visiting the park and the buildings that surround it. *NOTA BENE: The action in this adventure is heavily dependent upon the PCs and therefore the encounters are listed by location as opposed to a sequence of events. It may be a good idea to inform your players of this so that they do not simply stand*

around waiting for a hook. Encourage them to wander around and see the sights.

The encounters include a description of the events occurring at each location as well a list of noteworthy NPCs and at what times they can be found in that location. This is not a typical Bandit Kingdoms scenario so please take the time to review this module carefully. It will save you a lot of headache.

You'll need to determine Kinde's initial attitude towards each PC before beginning the module, since it may require them to pay higher costs for upkeep, and may even force them to live off the wild for this adventure. See *Encounter One* for details. PCs are allowed one attempt during the module to improve Kinde's attitude, either for themselves, or another PC. Adapt Introduction boxed text as necessary.

Regional Warning

It is important to realize at all times that the Bandit Kingdoms are under the control of Iuz, the Old One, a chaotic, evil deity who revels in torture, depravity and trickery. Government officials tend to imitate many of the attributes of their dread lord. Things that you might take for granted in other lands, such as freedom of worship and the rule of law, are not valued by the rulers of the Combination of Free Lords. You may be able to strike at Iuz, but seldom can you strike at him overtly without paying the final price. Be warned, life is short for those who openly defy Old Wicked.

Introduction

The Traveler's Rest is one of the oldest and nicest hostelrys in Stoink (and also one of the most expensive). But when you arrive in town late in the evening you make do with what is available. Fortunately, you had enough money left over from your previous adventure to cover the bill and the night passed uneventfully.

After your morning preparations, you proceed to the lobby, where the wood-slatted doors have been opened wide to provide a wonderful view of the small park that lies across the street. Stoink, a known haven for thugs and thieves, currently seems like a peaceful locale compared to some of the places you have been recently.

Across the park is a building that appears to serve some administrative purpose. To the right you see a general store; its windows are filled with a wide variety of goods. An old stone wall runs along the west side of the park, against which children are bouncing a ball.

The hostelry manager is sitting behind a small desk. He smiles as you enter and motions to a table of drinks he has prepared. "Please, help yourself," he says with a wink and smile.

The drinks are various refreshing fruit concoctions. Allow the PCs to test the drinks for poison, if they wish to be that paranoid. Any PC obviously sniffing their drink or otherwise looking at it funny will incur a -2 Circumstance penalty to Diplomacy with Kinde. PCs who attempt to cast spells openly, such as *detect poison*, will realize that EVERYONE in the hostel has stopped talking and is now staring at them, amazed at their stupidity. Unless the PC is a member of the Grand Theocracy of Dimre meta-org, or is openly displaying a holy symbol of Iuz, they incur a -5 Circumstance penalty to Diplomacy with Kinde and all of the hostel's patrons, as they now consider the PC foolish. PCs openly displaying a holy symbol of Iuz suffer a -10 Circumstance penalty to Diplomacy instead.

Continue with the following:

Sitting near the entrance is a thin man in a worn artisan's outfit. He is drinking one of the complementary drinks Kinde has made available to the guests as he makes marks on a sheet of parchment.

At a table near the stairs sits a middle-aged man of dark features, sporting a black goatee and silky, braided hair. He is currently philandering with a beautiful blonde-haired woman in high boot-straps and a quite revealing red blouse.

At another table, a half-dozen warriors sit in polished full plate, each of their suits emblazoned with a shield of blue containing yellow chevrons and a red dot inside a yellow circle. They appear to be studying a crude map of the region that is unfurled before them. They are also arguing about something.

Allow the PCs a Knowledge (geography, local – Iuz Border States, history, or religion) check, DC 10, to recognize the crest of the Grand Theocracy of Dimre.

"These activities must stop as they are a drain on the resources of the church!" says the eldest warrior.

"I agree. This area in particular has proven especially troublesome," says one of his companions, referencing a section of forest on the eastern edge of the map.

"These people wouldn't know the glory of the Light if their sins were burned from their very flesh!" declares the youngest warrior.

"Now, now," replies the elder warrior "All must discover his glory in their own way. Unwavering

loyalty must be given freely, not taken by force. The treaty we are discussing today will put many on the path to enlightenment."

The adventure begins in the Traveler's Rest at nine bells in the morning. Descriptions of the individual areas the PCs can visit are listed below.

The PCs should take this opportunity to introduce themselves to each other. Ask each player if their PC belongs to any BK meta-orgs and, if so, which one(s) **(have them write this information on slips of paper to maintain in-character secrecy)**.

Also, find out if anyone is Wanted by the Church of Iuz, and what their Disguise check is (they may NOT take 20 on this). While a PC's Wanted! score might not come into play during this event, it is best to make our player base as paranoid as possible. If anyone has a Wanted! score of Malcontent or higher, be sure to make an ominous "hmmmmm" noise, and roll a few d20s behind a screen. Cackle evilly for effect.

PCs who belong to the Stoink Thieves Guild might receive skill bonuses while in Stoink. Advise these players to have the relevant pages of the *BKMG* handy.

Development: If combat occurs in any publicly viewable area the authorities arrive after 3d6 rounds (4d6 rounds at night) have passed to take everyone involved into custody. The guards are a pushover for high-level adventurers; nevertheless, attacking the city watch is a good way for the PCs to draw undue attention to themselves. Such actions should result in the very *least* with an "Asking for Trouble" point added to the PCs' *Wanted by the Church of Iuz Score* (see the *BKMG*), or, at worst, the *Ire of the Confederacy* (see *Items for the AR*). Use your judgment as the situation demands.

The city watch is made up of mostly human guards. However, the night patrol counts a number of hobgoblins among its ranks and these are more likely to be seen at night.

All APLs (EL 5)

Stoink Day Patrolman (8): Male human War1; hp 9; see *Appendix One*.

All APLs (EL 5)

Stoink Night Patrolman (8): Male hobgoblin; hp 6; see *Monster Manual* page 153.

Encounter One: The Traveler's Rest

The ground floor of the Traveler's Rest consists of a large front room with plenty of chairs and an office area where supplies are stored and light snacks prepared.

Guest rooms are on the second and third floors. Rooms come in a variety of sizes. The window shutters have wooden slats that can be turned to allow a breeze in at night. Chamber pots and a sliding partition are provided in each room.

For a map of the interior of the Traveler's Rest refer to the bottom center map on *Player Handout One*. Refer to the section below on each of the NPCs who are present in the room. Once the PCs have settled in and met the guests trigger the events listed in *Encounter Two*.

All APLs

Kinde (the manager): Male human Rog5 (AL CN; Will +4; Bluff +10, Diplomacy +16, Listen +9, Profession [innkeeper] +9, Sense Motive +11, Spot +1).

The manager of the Traveler's Rest is a well groomed gentleman in a clean white shirt and charcoal grey slacks.

Kinde is the manager of the Traveler's Rest. He runs the building for an elderly woman named Ellenor who moved to another portion of the city in order to "better enjoy her fortune". He can be found here throughout the day, preparing drinks and snacks for guests, and helping patrons with room arrangements.

Kinde is also a spy working for Boss Renfus. For this, he is paid well and word has reached the Stoink Thieves Guild not to mess with the Traveler's Rest or its patrons. Kinde is therefore fairly loyal to the Boss. He is also aware of Relor's affiliations, but has decided not to reveal his hand yet. If he hears the PCs talking about the *throne*, he gets suspicious and reports the PCs to his superiors at the nearest convenience (as soon as the PCs leave the hostelry). Thereafter the PCs may find themselves the targets of a Stoink strike force (see *Encounter Four*).

Kinde's initial attitude towards any PC is Indifferent, excepting a few circumstances. He is Hostile towards any PC who has *Enmity of Boss Renfus*. He is Friendly towards any PC who has been recognized as an *Exalted Knave of Stoink*, or who has at least two influence points with Boss Renfus or the Stoink Thieves Guild.

- If Kinde's attitude is Hostile, he refuses to board the PC and that PC is forced to live off the wild for this adventure since all the other inns in Stoink are booked solid (if the PCs ask why they are all booked, explain that the Bellringer's Feast just occurred a few

days ago, causing an influx of visitors to the city). He will not fight unless the PC starts something, in which case he calls the guard and flees. In this case, he also calls in a strike force to attack the PCs later at a time you find convenient (see *Encounter Four*).

- If his attitude is Unfriendly, he grudgingly allows the PC to stay, but overcharges them, forcing that PC to pay an additional 12 gp per TU, or an extra 30% for upkeep, whichever is greater.
- If his attitude is Indifferent, he will conduct typical business with the PC in a professional manner.
- If his attitude is improved to Friendly, he can relate that the Dimrites are here to expand their treaty with Stoink. He knows all about the ghost, Donatello, and is suspicious that the old crone, Olynestra, is a witch. He can relay that Serina arrived shortly after Malthos did. He likes her, she is good for business. If asked about who to talk to about city matters, he will direct the PCs to Marit.
- If his attitude is improved to Helpful, he is willing to reveal that he works for the Free City-State of Stoink on the side and would be willing to reward the PC for any useful information found while in town. Additionally, he will trust the PC enough not to call in a Stoink strike force, regardless of his attitude towards other PCs (see *Encounter Four*).

Relor (the artist): Male human Exp3 (AL LN; Will +2; Bluff +7, Craft [drawing] +9, Listen +5, Spot -1).

A thin man sits in the corner, wearing a worn artisan's outfit and carrying a sheaf of parchments that he occasionally makes marks on.

Relor is an artist, but he is also an associate of Elhilbor of Redhand and is being paid to spy on the Dimrites. Whenever the Dimrites can be found around the hostelry, he makes sure that he eventually finds his way there, although he pretends not to be shadowing them. He usually sketches characters in the room and listens in on conversations.

Be sure to note how the PCs are talking (i.e. whisper or normal volume) and what they talk about so that you can determine if Relor hears them. Any mention of the *throne* or the Dimrites prompts him to pay close attention. Treat him as actively making a Listen check once per round. He recognizes any PCs who are Citizens of Redhand and will approach them later about the *throne* if he catches wind of it.

Relor's initial attitude towards any PC is Indifferent, excepting a few circumstances. He is Hostile towards any PC who has *Enmity of Redhand*, *Enmity of Zeech*, is *Banned in Redhand* or is a *Branded Criminal of*

Redhand. He is Friendly towards any PC who has the *Citation of Redhand*, at least two favors with Prince Zeech and/or Redhand, or a PC who is a Citizen of Redhand.

- If Relor's attitude is Hostile, he refuses to speak to the PC, other than to curse at them. He also seeks any excuse to turn them in to the authorities (in this case, Stoink officials).
- If his attitude is Unfriendly, he gives the PC the cold shoulder.
- If his attitude is Indifferent, he will make idle chit-chat, but reveals nothing useful.
- If his attitude is improved to Friendly, he can relay some general information about the city. He has heard tales that a ghost haunts the park, and he suspects Kinde is more than he pretends to be. He doesn't know much about Olynestra, only that she doesn't ever leave her house. He appears to have no interest in Serina or Malthos.
- If his attitude is improved to Helpful, he is willing to reveal that he works for Elhilbor, but only if he can speak with the PC in private. If the PC doesn't recognize the name, he will assume the PC doesn't care much for Redhand's interests and won't explain more. However, if the PC confides in him sympathies for Redhand, he leaks that he is spying on the Dimrites and would like to know any interesting information the PC learns while in the city. He'll also ask them to keep an eye on Malthos, as he is aware that he recently caused some strife in Alhaster.

Malthos Pe'handru (the philanderer): Male human Conjuror 5/Mage of the Arcane Order^{CA} 3/Wayfarer Guide^{CA} 1/Green Star Adept^{CA} 1 (Init +7; AL N; Will +15; Concentration +14, Spellcraft +16; 5th—Silent *dimension door*, *teleport*).

This cheery fellow is having a good time with his female companion. He grins at her and pouts to her caresses. His skin has a strange pallor to it. He looks a bit green, almost sickly, yet, he acts hale and hearty. To make matters more interesting, it seems he has a faint sparkle to his flesh.

This is Malthos, an inner circle member of Hellstone Tower, and the Bandit Kingdom's newest Green Star Adept. PCs who played in BDK5-03 *The Secret Ingredient*, might recognize him if they ever saw his true visage (though it is unlikely since he was disguised throughout the scenario as a Rhenee barge captain). Nevertheless, his voice is still familiar to such PCs with a successful Wisdom check, DC 10. Any PC who is a

member of Hellstone Tower recognizes him with a successful Knowledge (arcana) check, DC 23. He is extremely well-informed and automatically recognizes any PC member of Hellstone Tower, unless they are disguised.

Note: Malthos, suffering under delusions of grandeur from being a Green Star Adept with a pretty woman flirting with him, will not attempt to hide his identity from the PCs.

Malthos is here at the behest of the Mage of Hellstone. He is investigating reports of a strange magical influence that is making itself felt through the sending of *dream* and *nightmare* spells throughout the Bandit Kingdoms. His investigation has led him to Stoink, but he is currently at a dead end. He has no clue as to the courtesan's true identity.

Note: Malthos will ONLY reveal his affiliation with Hellstone Tower to another member or if magically compelled.

Malthos' initial attitude towards any PC is Indifferent, excepting a few circumstances. He is Hostile towards any PC who has *Enmity of Malthos*. He is Friendly towards any PC who is a member of Hellstone Tower or has at least two influence points with Hellstone Tower.

- If Malthos' attitude is Hostile, he refuses to speak to the PC. But in the interest of keeping a low profile, he will not fight, even if the PC starts something, preferring to try to diffuse the situation before it comes to blows.
- If his attitude is Unfriendly, he belittles the PC for having such a silly-looking face, telling them that the Babau statue outside is better looking.
- If his attitude is Indifferent, he will make idle chit-chat, but is distracted by his courtesan.
- If his attitude is improved to Friendly, he will reveal he is here on business, but what kind he won't say. He has noticed the odd house across the street and mentions his interest in learning if there is anything magical there.
- If his attitude is improved to Helpful, he is will admit that he is in the magical item business. He knows that there is a strong magical presence in the area, and he'd be interested in studying it if the PCs can locate it for them. He can tell them it appears to be capable of causing *dream* and *nightmare* spells, but he knows little else. Nevertheless, he is assured that the PC will know the item when they "detect it" (meaning it will radiate powerful magic). He's already said as much to the courtesan and doesn't mind repeating it in her presence, but he will only talk of Hellstone Tower in private company (subject to the previous restrictions). If asked about the

Babau statue, he will reveal that it was created by a powerful wizard who used to travel with Baron Ulik.

Development: It's quite likely that PCs who played BDK5-03 *Secret Ingredient* will be very upset with Malthos if they recognize him or his voice. If the PCs wish to attack, advise them that attacking with Lethal force is an Evil Act, but that they are free to attempt to subdue him in order to make him pay reparations for his actions. Regardless, roll Initiative. On his first action, Malthos casts a Silent *dimension door*, arriving in his room. The next round, he *teleports* away with all of his possessions. He does not return to Stoink. Do your best to prevent his capture, but give the PCs a fair chance. He'll likely get away in the first round, but if he is knocked out in the first round and cuffed with *dimensional shackles* or otherwise prevented from teleporting, contact the Triad for adjudication.

Dmitri the Black (the courtesan): Female Rhenee human Rog5/Invisible Blade^{CV}3/ Spymaster^{CV}5 (AL N; Will +5; Bluff +22, Diplomacy +18, Disguise +19, Listen +8, Spot +16).

This beautiful blonde woman is flirting shamelessly with the dark-haired man. She appears to be taking quite an interest in the man who is most apparently her "client."

This is Dmitri the Black, a spy for the Red Planks. Unknown to Malthos, she has actually been tasked with keeping an eye on him while he is in Stoink, since the Red Planks suspect he is up to no good. They are aware that he tried to steal from a Rhenee captain whose boat was impounded by Zeech earlier in the year, and they would like nothing better than to wound his pride (or worse).

The persona of Dmitri the Black has changed over the years, much as the identity of Zorro is assumed by the trainee of the previous Zorro in the famous stories. The current Dmitri happens to be a woman, but that doesn't stop her from taking a man's alias. As a spymaster, she is a trained professional in her art and always behaves as such (such as by whispering very naughty things in Malthos' ear). Her current alias name is "Serina".

If Malthos excuses himself for a private conversation with a PC (or several), she attempts to Listen in. If unable to do so, she attempts to talk to a PC whom she feels Helpful towards (see below).

If she learns of the *throne*, she will try everything she can to keep Malthos from getting it, short of direct intervention (such as by leaving a note for the PCs advising them that he is untrustworthy, if they haven't already figured that out yet). She has already established a

rapport with Kinde, and can persuade him to call in a strike force on the PCs if she thinks it is necessary, as a last resort.

Dmitri's initial attitude towards any PC is Indifferent, excepting a few circumstances. She is Hostile towards any PC who has *Enmity of the Red Planks* or has been kicked out of that organization. She is Friendly towards any PC who is a Red Planks Sympathizer, or has at least two influence points with the Red Planks, or is a *True Friend of the Redplanks*. She is Helpful towards any members of the Red Planks with a rank higher than Sympathizer.

- If Dmitri's attitude is Hostile, she feigns an innocent dumb blonde act to throw the PC off. Later, she attempts to persuade Kinde to call in a strike force on the PCs. If Kinde has been made Helpful by the PCs, then Dmitri rolls an opposed Diplomacy check against Kinde. He sides with her if she wins and his attitude is shifted to Hostile, but she sides with him if he wins, and does not attempt to further harm the PCs.
- If her attitude is Unfriendly, she keeps a close eye on the PC and might follow the PC and any associates to learn more about them.
- If her attitude is Indifferent, she takes notice of the PCs, but continues her dumb blonde act.
- If her attitude is improved to Friendly, she will hint (Bluff) that she is keeping an eye on Malthos and that the PC should do the same. She also knows that Relor works for Elhilbor of Alhaster's secret police.
- If her attitude is improved to Helpful, she will find a way to meet with the PC when not with Malthos (slipping the PC a suggestive note to meet her upstairs, or via Bluffing innuendo, etc.). She then reveals her affiliation with the Red Planks (but not her identity), showing the PC a *ring of the Rhenee* if asked for evidence. She tells of Malthos' treachery and explains she is trying to figure out what he is in town for and any information the PC finds would be helpful. She will politely reject all offers of intimacy.

Narkot, Curate of the Ebongleam: Male human (Flan) Clr9 (AL LN; Will +9; Sense Motive +6).

This fellow is an older man clad in highly polished plate mail. His breastplate sports the image of a blue shield containing yellow chevrons and a red dot inside a yellow circle. Hanging from around his neck is a stylized silver amulet fashioned like an eclipse of one celestial body over another.

Narkot is the leader of the delegation from the Grand Theocracy of Dimre to expand the agreement with

Stoink. He suspects Relor's spying but has not caught on to Kinde's. His conversation includes regular references to the glory of Pholtus and the teachings of the Ebongleam.

He can be found here in the morning reviewing maps of the area, discussing known trouble spots with his men, until shortly before ten bells, when they leave for the City Administration Building. After three bells, he and his men relax in the hostelry until night time. During this time, it may be evident he was not satisfied with results of the talks (DC 10 Sense Motive check). He retires to his room at nine bells. On his way to the room he arranges with Kinde to have their wagon brought to the alley behind the hostelry by dawn so that they may head out immediately after their prayers.

Narkot's initial attitude towards any PC is Unfriendly (his time is valuable), excepting a few circumstances. He is Hostile towards any PC who has the *Enmity of Dimre*, or is *Banned in Dimre*. He is Indifferent towards any PC who is a Citizen of Dimre, or who has at least two influence points with Dimre. He is Friendly towards any PC who is of any rank higher than Citizen in the Dimre meta-org.

- If Narkot's attitude is Hostile, he refuses to speak with the PC. If pressed, he casts *bestow curse* (DC 16) on the offending PC, calling on Pholtus to "purify this heathen with thy Blinding Light!" Otherwise, he will not fight the PCs unless they start something. Note the effects of the curse on the PC's AR if not removed by the end of the event, as this effect can last beyond the duration of the scenario.
- If his attitude is Unfriendly, he will preach endlessly to the PC about their "sins of wallowing in darkness" until they leave.
- If his attitude is Indifferent, he will wish them a "path lit by the Blinding Light" but has little time for pleasantries. He will also cast spells for them if the typical influence points and gp are spent.
- If his attitude is improved to Friendly, he will reveal he is here to strengthen the relationship between Dimre and the city-state of Stoink. He explains that a safe border will allow his people to concentrate on religious pursuits. He sees the evil of his neighbors as a testing ground through which the glory of the light will be proven. He will also cast spells if the typical influence points and gp are spent.
- If his attitude is improved to Helpful, he offers to assist the PC with spell-casting free of charge (minus the cost of any material components and influence points must be spent as normal). He has the following spells available: *cure light wounds* x3, *make whole*, *lesser restoration*, *remove curse*, *remove disease*, *break enchantment*, *raise dead*.

Jeld, Lieutenant of Dimre: Male human Ftr5 (AL LN; Will +2; Sense Motive -1).

This strong man is clad in a polished plate mail. His breastplate sports the image of a blue shield with yellow and red markings on it.

Jeld is the ranking military officer responsible for the security of the delegates. He is more of a military man than a devout worshipper of Pholtus. Hence, his references to holy power are few and far between. He follows Narkot's orders without hesitation and is thoroughly loyal. He will always be in the same location as Narkot. After the meeting, he is the least disappointed of the group (he had realistic expectations) and exerts a calming influence on the others.

Jeld's initial attitude toward any PC is Unfriendly (he isn't one for conversation), excepting a few circumstances. He is Hostile toward any PC who has the *Enmity of Dimre*, or is *Banned in Dimre*. He is Indifferent towards any PC who is a Citizen of Dimre, or who has at least two influence points with Dimre. He is Friendly towards any PC who is any rank higher than Citizen in the Dimre meta-org.

- If Jeld's attitude is Hostile, he refuses to speak with the PC other than to tell them to back down or face the wrath of the Blinding Light if they approach. Otherwise, he will not fight the PCs unless they start something.
- If his attitude is Unfriendly, he will coldly stare the PC down until he leaves.
- If his attitude is Indifferent, he will answer their questions tersely with one-word sentences. After a few questions, he politely asks them to allow him to attend to business.
- If his attitude is improved to Friendly, he will discuss his mission to see that no harm comes to Narkot. He warns the PCs that some in the city would like to see the alliance fail and will be looking for any excuse to discredit the delegates. He would appreciate them passing along a good word.
- If his attitude is improved to Helpful, he offers to hire the PC and any associates he is not less than Indifferent towards to act as guards for the delegates this evening. He offers to pay each willing PC 25 gp for this duty.

Ordino, Eliph, and Jankin, Privates of Dimre: Male human War1 (AL LN; Will +1; Sense Motive -1).

These young men are wearing polished plate mail. Their breastplates sport the image of a blue shield with yellow and red markings on it.

The privates are stalwart soldiers in the Army of Dimre. They follow Jeld's lead no matter what happens. They know very little of interest, and won't even talk to the PCs unless Jeld allows it (he must be at least Friendly in attitude). After the meeting, they are very vocal about their dissatisfaction with the results from today. They are zealots outraged that Stoink did not immediately see their point of view. They retire with Jeld. At night, they take turns sitting watch outside Narkot's door.

Prelok, Veteran Private of Dimre: Male human War2 (AL N; Will +1; Sense Motive +1).

This middle-aged man is clad in polished plate mail. His breastplate sports the image of a blue shield with yellow and red markings on it. He appears to be exhausted.

Prelok is more experienced than Ordino, Eliph, and Jankin. Like them, he follows Jeld's lead. However, he often appears distracted and lost in thought. He is nonchalant about the results of the meeting when the Dimrites return. At night he retires at two bells past midnight because of his fear of more nightmares.

Prelok visited the bizarre house of Olynestra last night out of curiosity. The lady didn't seem to mind his presence and made short conversation, asking his name, where he came from and such. Nevertheless, he was spooked. Something about the house was creepy, even evil. He was haunted by nightmares last night and as a result he is currently fatigued. When the adventure begins, he is currently being scried upon by Olynestra so pay attention to any activities that occur within ten feet of Prelok since she hears this. The *scry* spell expires seventeen minutes after the adventure begins.

Prelok notices if the PCs enter the house without using subterfuge or stealth. As soon as they do, he takes the next opportunity to approach them. When he does, read or paraphrase the following:

One of the men from the delegation this morning suddenly approaches you, he introduces himself as Prelok, and then his voice suddenly drops to a whisper, "I saw you leaving the house across the street earlier today. I do not mean to pry into your business but I fear the taint of evil is upon you. I know this because I have been there myself.

"You certainly must have noticed that the building is, well, unique. I was curious about it myself and went to investigate late last night. It appeared abandoned and the door was unlocked so I entered. I

now understand the thrill that burglars feel, may the Light of Pholtus turn them from their darkened path.

"Imagine my surprise when I discovered the lady of the house in her sitting room. She seemed nice enough but the entire time I felt something was wrong. It was as if an 'evil presence' was trying to enter my mind and since then I have felt as if I am being watched.

"I was very disturbed by this. I tried to sleep when I returned to my room but terrible nightmares haunted me.

"Such evil as this should be vanquished. But Pholtus teaches us that unless we understand the evil we oppose it cannot be truly destroyed; only delayed. We must not only defeat it but also undo any damage it has caused. I do not want you to risk yourselves but if you are able to determine what is happening here I would appreciate being advised. Here, take this," he says, as he holds out a book, "and may Pholtus' teachings light your path."

Should the PCs later approach Prelok regarding the *throne*, he is interested in studying it. He agrees to take possession of the item and ensure that it gets out of town safely. He can meet the PCs at the wagon shortly before dawn to store it amongst the Dimrite's other items.

Prelok's initial attitude towards any PC is Friendly (he is desperately hoping they will help), and doesn't vary regardless unless the PCs modify it with a Diplomacy check.

- If Jeld's attitude is somehow made Hostile, he storms off cursing the PCs in the name of the Blinding Light and refuses to speak to them again.
- If his attitude is somehow made Unfriendly, he gets curt and insists the PC either help him or leave.
- If his attitude is Indifferent, he will seek the PC's aid.
- If his attitude is Friendly, he will seek the PC's aid, resorting to pleading if necessary.
- If his attitude is improved to Helpful, he relates the story of his dream last night. He dreamt that he was sitting before a massive table. The map of the region was laid out before him with small people asleep upon it. He reached out to touch one of the sleeping forms, a re-assuring hand to comfort them, but when he did this they woke up with a scream before vanishing from the map. His nose was bleeding when he awoke. His dream obviously disturbs him but a Sense Motive check (DC 10) reveals he is also intrigued. A Spellcraft check (DC 25) reveals this could be the effect of a *nightmare* spell.

Treasure: Jeld may hire the PCs for 25 gp apiece. Prelok might provide the PCs with one copy of the *Holy Text of*

the Ebongleam as detailed in *Player Handout Two*. This is a Holy Text valued at 10 gp.

All APLs: Loot: 1 gp; Coin: 25 gp, Magic: 0 gp.

Development: The PCs may wish to convince the Dimrites to leave town before dawn. If they have a compelling reason and can successfully improve Narkot's attitude to Friendly or better (note, they may have already done so), he can be convinced of the necessity. Otherwise the Dimrites behave as normal.

If Kinde overhears or sees anything that implicates the Dimrites with the PCs and the *throne*, the Dimrites will be arrested as they are beginning their prayers the next day; they do not resist. If the *throne* is found among the Dimrites' possessions, they are detained for several days before being released (without the *throne*).

If it appears the government building has been broken into, the Dimrites are suspect and are detained by the guard the following morning. The Dimrites are let free by the afternoon once it becomes obvious they were not involved.

If it appears someone forced entry into the general store, a squad of patrolmen is sent to question the occupants of the Traveler's Rest. This delays the Dimrites by 2 hours. The PCs may be arrested if they are implicated.

If Kinde reported the PCs to his superiors they are arrested shortly after dawn by a squad of patrolmen. If they are found with the *throne*, they may suffer consequences (see *Conclusion*).

Encounter Two: Tanar'ri Park

Tanar'ri Park is named after the stone statue of the demonic humanoid located at the center of the park.

The sign on the building to the north of the park indicates it is the administration office for this section of the city. To the south lies the Traveler's Rest, a three story structure that clearly shows its age. The front wall of the main room consists of doors that have all been slid to the side revealing the guests that relax within. To the east is a general store; its windows are filled with a wide variety of goods. An old stone wall runs along the west side of the park, against which children are bouncing a ball. A nearby sign reads: "Tanar'ri Park: Keep off of grass"

For a map of Tanar'ri Park refer to the center map on *Player Handout One*. Refer to the section below on each of the NPCs who are present in the area. The law about staying off of the grass is never enforced. A Search or Spot check, DC 10, will reveal footprints here and there.

All APLs (EL 6)

Babau: Medium Outsider (Tanar'ri); hp 66; see *Monster Manual* pg 40.

- The statue was “crafted” by a mage named Pappy a few years ago and presented to Boss Renfus as a gift from the Baron of Morannon several years ago. Renfus had it installed here to remind the citizens of what might be ruling them if not for his leadership.
- A DC 17 Knowledge (the planes) recognizes it to be a statue of a babau tanar'ri.
- A plaque on the base reads **“Presented to His Noble Grace, Renfus the Mottled, by His Lordship, Baron Ulik the Unpredictable. – Harvester CY 593”**
- No one realizes that the statue actually IS a babau: the unfortunate victim of a *prismatic spray* spell (CL 13). Should the PCs unwisely remedy this condition, it goes on a rampage, attacking the nearest unarmored creature (probably a child) with relish until banished or slain.

Timor: Medium human Rog1 (AL N; Will +1; Bluff +5, Sleight of Hand +7).

Lilu, Peku, and Pod: Small human Commoner 1 (AL N; Will +0; Bluff +2).

A red-headed child of approximately thirteen years wearing worn peasant's clothes is playing with several smaller children. Two of them, twin blonde children, appear a few years younger and are clothed a little better, but not much. The youngest and smallest is a dark-haired and dirty child no more than seven dressed in patch-worn and thread-bare peasant's clothes.

In the morning, the four children are playing a game with a ball. A short time after nine bells, Pod accidentally bounces the ball off of a stone outcropping, causing it to smash through the shuttered window of the house next door. Any PCs with visibility to the park will see this happen with a Spot check, DC 10. Otherwise they might hear the arguing that follows with a Listen check, DC 5.

None of the children are willing to go after the ball themselves since they are afraid of the old lady who lives there. After much fretting, Timor approaches the PCs, traveling to the Traveler's Rest if necessary, and asks for their help (he is scared of the Dimrites' orderly natures, Malthos's green tinge creeps him out, Serina's beauty awes him, Relor looks a bit iffy, and Kinde is usually too busy to help).

If the PCs refuse, the children pout for a while before eventually giving up and going home. Once the

ball is returned the children go back to playing, or go home if it is dark. The children eagerly assail the PCs about their progress every time they pass if they agreed to help. They throw a fit if the PCs have the ball and won't give it to them. After a minute of whining for it, they all become Hostile and leave. Regardless, the children return home in the evening (seven bells).

Timor is the eldest of the four children playing in the park. He is actually a “little brother” in the Stoink Thieves Guild (the title they use for child-trainees). He is proud of his position and uses it to lord himself over the other kids. The other children accept it because they just think he is so cool and they want to be cool by association.

Timor's initial attitude towards any PC is Indifferent, excepting one situation. He is Helpful to any PC who is a member of the Stoink Thieves Guild (he's easily impressed). The other children begin Unfriendly since they have been told not to talk to strangers.

- If Hostile, the children run home. Timor tells the Stoink Thieves Guild horrible fibs about the PCs, resulting in *Enmity with the Stoink Thieves Guild*.
- If their attitude is Unfriendly, they will shy away from the PC and stare.
- If their attitude is Indifferent, they guardedly answer questions, lying if they think the truth might get them in trouble (the younger children aid Timor in a Bluff check).
- If their attitude is improved to Friendly, they lose most inhibitions. Timor tells (via Bluff) the PCs about all the witchcraft the old lady has done; he's seen it himself! He will also innuendo (using Bluff) that he knows some people who might be willing to pay for anything the PCs swipe from the lady's house. Lelu and Piku don't like the old lady, **“Old people smell funny and if you go in their homes you will smell funny too.”** Pod remains quiet but nods along with the other children.
- If their attitude is improved to Helpful, the children become a font of information and attempt to tag along everywhere with the PC. They ask about their equipment, what it's used for, what monsters the PC has fought, etc., even Pod becomes talkative. They talk about the ghost and how you are supposed to give him ale, about the hobgoblin guards (whom they don't like), how they once say the demon spring to life (Bluff) and anything else they can think of. Timor will proudly confide that he is a brother of the Thieves Guild (a “little brother” but a brother nonetheless). He also mentions the guild has had their eye on the old lady's house for a while, and they'd love first crack at the spoils.

Relor (the artist): Male human Expert 3 (AL LN; Will +2; Bluff +7, Craft [drawing] +9, Listen +5, Spot -1).

See *Encounter One* for a description of Relor. He arrives at the park shortly before ten bells and sketches the children playing in the park while he waits for the Dimrites' meeting to end; he returns to the hostelry shortly after three bells. He pays attention to anything that happens in the park while he waits. If the statue is somehow re-animated, he flees screaming to his room.

All APLs (EL 2)

Donatello: Male human ghost Commoner 1; hp 6.

You suddenly feel a chill run down your spine as a shrill voice pierces the air. "Ooooo," you hear as a chill breeze blows across your neck. Suddenly a horrendous apparition rises out of the ground in front of you, its grim visage wrrenched in anguish and grief! It howls in pain as it hovers over you, apparently intent on sucking your life dry.

"Just kidding!" the ghost suddenly cries, and the visage reverts to that of a portly man who bowls over in laughter, "You should have seen the looks on your faces!" he exclaims.

This is the ghost of the wino Donatello, who haunts the park after nightfall. He approaches any who pass within twenty feet of the statue to beg them for a drink (and to give them a spook if he's never seen them before).

He is harmless, escaping into the ground if attacked. A Knowledge (local - Iuz Border States) check, DC 15, or a Gather Information check (remember, this takes 1d4+1 hours), DC 10, reveals it is bad luck to approach him without an alcoholic offering and is a crime to actually attack him. Anything he drinks passes right through his incorporeal form, but he doesn't seem to notice. If anyone gives him a drink he will visit with them for a while.

- Donatello knows that Olynestra hasn't left her house in nearly fifty years.
- He went inside it once. She was sitting in her chair asleep.
- The rest of the house was empty except for the basement. There he found strange mounds where the stone has buckled upward as if something were buried underneath. A shriveled arm reached out of the darkness at him so he fled.
- He hasn't been back since (this event actually happened while he was alive, but he's unable to differentiate).

Development: If Donatello was attacked and escaped, he reports his assault to the authorities. If he is destroyed, he reforms 2d4 days later and reports to the authorities at that time. A squad of typical patrolmen (see *Introduction*) is sent to find the PCs at dawn the day after the attack. If the PCs are located they are told to pay a fine (50 gp or 1 TU imprisonment). Should they resist, another patrol squad arrives every 10 rounds until the PCs surrender, are killed, or flee via magical means. (If the bodies start piling up, the patrolmen get wise and instead call for backup. In this case substitute strike forces for the patrolmen; see *Encounter Four* for details.)

The authorities consider this an act of sedition, and the PCs earn the *Ire of the Confederacy* regardless of whether they escape or not. If captured, the PCs are fined 200 gp each and 4 TUs (if they used nonlethal force only to resist) or 1,000 gp and 16 TUs (if they used lethal force to resist). The PCs lose an additional 4 TUs for each previous point of enmity with Renfus, Stoink, or the Temple Grimacing. This does not remove the enmity.

If Olynestra believes the PCs returned the ball to Timor, the *throne* influences her to cast a *nightmare* spell on the child when he falls asleep shortly after nine bells (if the PCs are with Olynestra at that time adjust accordingly). The *nightmare* causes the boy to sit upright and yell "Demon!" before collapsing. His mother, Sandarina, lets out a scream shortly after when she finds him. Since Sandarina and Timor live nearby, the PCs are likely to hear this scream (base DC -10, modify for distance, intervening doors/walls as necessary).

The apartment is on the south-east corner of *Player Handout One*. It is a multi-tenant building but her door is closest to the park.

Apartment Door: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18; Simple Lock (Open Lock DC 20).

At the time of the scream, Timor is at negative four hit points and will lose one hit point per round unless the PCs get to him in time with a Heal check or healing magic. It takes Sandarina two rounds to answer the door if the PCs knock (so it might be faster to break it). When they arrive, blood is dripping from Timor's eyes, nose, and ears. A Heal check, DC 20, reveals he has had internal hemorrhaging, possibly due to mental trauma. A Spellcraft check, DC 25, suggests that this is the result of a *nightmare* spell.

If Timor survives, he will be Helpful towards the PCs and can be questioned if returned to consciousness. In his dream, he saw a nightmare of the demon statue in the park attacking him. If he isn't brought to consciousness, his sobbing mother explains he had just fallen asleep on the couch from a long day of playing when she heard him scream out "Demon!" and collapse.

After 4d6 rounds, a patrol arrives (see Appendix One). They are extremely agitated if no one is dead since they feel like their time was wasted (obviously it wasn't life-threatening and didn't warrant their time). They question anyone present, but they are very uninterested if no one died and ultimately they do nothing anyway. They carefully note any PCs who are present at the time.

If Timor does die, and if the PCs are present when the patrol guards arrive, the guards attempt to arrest Sandarina and the PCs on suspicion of murder. If the PCs submit, they are released an hour later after being interrogated via *zone of truth* spells. Sandarina is also exonerated, but she suffers a mental breakdown and is taken to Stoink's insane asylum.

Should the PCs resist arrest, another patrol squad arrives every 10 rounds until the PCs surrender, are killed, or flee via magical means, as above. For sedition, the PCs earn the *Ire of the Confederacy*. If captured, the PCs are fined 200 gp each and 4 TUs (if they used nonlethal force only to resist) or 1000gp and 16 TUs (if they used lethal force to resist). The PCs lose an additional 4 TUs for each previous point of enmity with Renfus, Stoink, or the Temple Grimacing. This does not remove the enmity.

Encounter Three: City Administration Building

The sign on this single story structure indicates it is the administration office for this section of the city. Six guards patrol the perimeter while two more are searching the line of people awaiting admittance.

For a map of the interior of the City Administration Building refer to the upper middle map on *Player Handout One*. The interior of the building consists of a large meeting room, an office, and a small storage room where records for this precinct are kept. It may seem small, but it is one of many similar structures located around the city. If the PCs wonder about the guards, a Knowledge (local - Iuz Border States) check, DC 10, reveals that this is an unusual amount of security for a building such as this.

During the summit with Dimre, standard operations are suspended. The meeting is open to the public, but no one is allowed to bring weapons into the building at this time (the guards will return the weapons when the PCs leave the building). Additionally, citizens are not encouraged to speak in these meetings and any PC who chooses to do so will be fined 5 gp (a DC 25 Diplomacy check smoothes this over and the slight is forgiven). One of Renfus' lower-ranking representatives, a squirrely

man named Quentin, is there to preside over the meeting and negotiate from the side of Stoink.

The Dimrites arrive at ten bells sharp. They propose that the two governments assist each other with the identification and elimination of "enemies of the state". Anyone who acts against the leadership of either would be punished, and the two governments would cooperate to capture such individuals and their accomplices. The border will also be demilitarized and border guard duties to prevent escaping prisoners will be shared by both regions.

No decisions are finalized since Quentin is not authorized to approve any agreement, but he is clearly intrigued by the offer. The PCs may notice from the reactions of the commoners present (Sense Motive, DC 10) that they are uneasy about the whole thing; many fear this will be used as a tool against them.

The meeting continues until three bells. Thereafter business in the facility returns to normal as bureaucrats sit behind countless forms and journals waiting to conduct the business of the city. Quentin leaves immediately to report to Boss Renfus, and does not have time to speak with the PCs. He will direct the PCs to Marit, if necessary. A Diplomacy check, DC 15, can get the PCs an audience with Marit, the precinct manager.

For the sum of 15 gp (this can not be lowered via Diplomacy, it is his "standard" fee), Marit will tell the PCs that the old house has been there since before the founding of the city. It was custom built for an ogre who lived in the city at the time. The current owner took possession nearly 50 years ago, she has no heirs and the property will transfer to the city upon her death (if she does not sell it first). With this, he explains **"Of course only Fate knows when that will be, it could be very, very soon"** using Bluff to send a message that he will reward them should she die sooner.

If the PCs report Olynestra's death to Marit he will pay each of them 25 gp once this has been confirmed (they can collect the money the next day).

Note: Killing for monetary reward is an evil act and should be noted on the AR (and the Triad should be contacted). Paladins and divine spellcasters of good deities lose all divine abilities until they atone. If the PCs discover Olynestra dead and claim the reward after the fact, it is a chaotic act and should be noted on the AR. Paladins and divine spellcasters of lawful deities lose divine abilities until they atone. Lawful divine spellcasters of neutral deities should be encouraged to change their alignment to properly reflect their PC's behavior.

For an additional 30 gp (this too can not be lowered via Diplomacy, it is another "standard" fee), he explains that he used to have to send people to the house every year to collect her taxes. Living so close he would think

she could come over and pay them herself to avoid the fines. Now he goes by to collect taxes himself.

Marit doesn't mention it unless the PCs ask, but the only reason he remembers is because he always dreams about it. He supposes it is because it has always been such a hassle to deal with the lady (though in truth, she is using the *throne* to remind him). A Spellcraft check, DC 25, reveals this could be the effect of a *dream* spell.

All APLs (EL 7)

Stoink Patrolman (8): Male human War1; hp 9; see *Appendix One*.

Marit: Male human Exp5 (AL CN; Will +7; Bluff +13, Diplomacy +14).

Quentin: Male human Rog5 (AL CN; Will +0; Bluff +10, Diplomacy +12, Intimidate +10).

Treasure: Marit can offer each PC 25 gp for making sure Olynestra meets her maker.

All APLs: Loot: 0 gp; Coin: 25 gp, Magic: 0 gp.

Development: Quentin is far too busy to answer any questions and refers the PCs to Marit. Even if his attitude is improved with a spectacular Diplomacy check, he apologizes sincerely, claiming he must write up a report on the meeting post-haste.

It is relatively easy to sneak into the building at night, but busting down the door draws the attention of nearby residents and through them the authorities in 4d6 rounds.

The door is locked. Close inspection of the lock (Search check, DC 10) reveals it has been picked on a regular basis. Apparently the PCs are not the first to take advantage of the office's "Self-Service hours".

With a Search check, DC 20, the PCs can find information in the storage room that matches what they could have learned during the day from Marit (minus the dreaming part).

Locked Wooden Door: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18; Simple Lock (Open Lock DC 20).

Encounter Four (A): Olynestra's House

This two story house is ancient and in disrepair. The building is abnormally tall with windows set high in the walls creating the impression you are smaller than you actually are. It is understandable that the owner does not get many visitors. The yard is overgrown with weeds and ivy covers the walls. The oversized door is closed and the windows are shuttered. A

single stone slab, cracked with the passage of time, leads to the entrance.

For a layout of the entire house, refer to *Judge Aid One*. Refer to *Judge Aid Two* if any of the PCs sit in the *throne*.

All APLs (EL 5)

Olynestra: Male Human Brd8 (AL CE; Will +8; Bluff +47 with *glibness*, Listen +16, Sense Motive +13).

Galid: Male human Exp2 (AL N; Will +0; Bluff +0, Sense Motive +0)

Galid is the homeowner's servant. He avoids direct contact with the PCs and the environment (asking them to close the door and follow him to the study). This is because Galid is actually an illusory manifestation of the *throne*. His knowledge is limited to what Olynestra knows and can convey through him through the powers of the *throne*. Touching him or doing anything that might possibly indicate he is an illusion, such as attacking him, allows a Will save (DC 17) to disbelieve.

If the PCs knock at the front door, they hear footsteps approach after a couple of rounds followed by an elderly male voice asking who it is and their purpose. Assuming the PCs have a reasonable excuse (such as fetching the ball), the door opens revealing an elderly butler. If their explanation isn't reasonable, he demands that they go away or he will release the hounds on them (Bluff +0).

The inside of the house is filled with antiques. Everything is covered with a thin layer of dust and cobwebs hang from the corners of the ceiling. Although the building itself is oversized, a trait which extends to the woodwork and interior doorways, the furniture is all sized for a human.

If the PCs ask about the children's ball, the butler, who introduces himself as Galid, explains he found it a few minutes ago and offers to show them to the lady of the house since there is the small matter of the damages.

If anyone asks, he can explain that the home was originally built for an ogre who passed away many years ago. If asked about the current state of the building, Galid explains that the lady of the house is quite on in her years and gave up maintaining such pretenses long ago.

Read or paraphrase the following once the PCs approach Olynestra:

The elderly lady who sits before you appears to be at least eighty years old. Her hair is unkempt and her clothes are extremely old. Time has not been kind to this woman as deep lines mark her face and her muscles are clearly atrophied, apparently the result of too many years spent resting in her ancient wood and

leather chair. The smell of dried parchment fills the air.

Sitting at her side is Timor's missing ball, his name clearly legible on the side. At your approach, she turns away from the full length mirror she had been staring into; her blind eyes look over your party out of habit but it seems they no longer serve their intended purpose.

Once Galid brings them to Olynestra, she makes small talk with the PCs for a while, asking who they are, why they are in town, etc. Note key elements they mention since she will want to use these when they return to draw the characters into an extended conversation (giving the *throne* plenty of time to work its magic).

Olynestra agrees to return the ball if the PCs will go to the store and get a new shutter to replace the one the children broke. She asks them to take down the broken shutter from the window to show the shopkeeper. Of course, it's possible that the PCs might be able to repair the shutter via magic. If so, this is acceptable as well, as long as they can do it today. If not, she asks that they visit Cladorin's store.

Once the shutter is fixed, Galid once again shows them to the Olynestra's sitting room, and confirms for her that the shutter has been fixed or replaced. She then holds the ball out to them.

When a PC removes the ball from her grasp, read the following:

As you grab the ball, she convulses briefly, as if shocked! Her milky eyes roll back into her skull and a deep voice issues forth from her barely moving mouth.

"The brats are demon spawned! The ball will unleash them upon us all at the time of their awakening! Hellfire and ruination will befall us all should they live to greet their dread master! Servants of blood they will command, armies of fear!"

Pull that player aside and have the character make save against the *modify memory* (Will DC 18) that begins as she starts to speak (the consequences of a failed save are explained below). As the spell is being cast by the *throne* without using verbal or somatic components, there is no way for the PCs to use Spellcraft to determine that a spell is being cast. A PC who makes their save will have felt a presence pushing at their mind.

Immediately after the "shock", she begins to 'prophesy' for 5 minutes, using *glibness* (Bluff +47), about the dread creature the children will become if the ball is returned to them. Follow the tone of the box text above for as close to 5 minutes as you can, making up crazy visions of the children turning into fiends, who are

merely waiting for the time to be ripe before ruining Stoink and the surrounding lands, etc. The only way to stop the "prophesy" is by knocking Olynestra unconscious, an Evil Act if the PCs use lethal force unless done after the PC confirms that something was messing with their mind (on a failed save, the PCs should have no reason to suspect foul play).

After this episode, Olynestra begins feeling weak and Galid requests that the PCs leave the lady to her rest.

If the PCs return to the house **before** Timor is attacked, Galid explains that the lady of the house is resting and cannot be disturbed. If they insist upon seeing her, they may do so but she denies any accusations they might have (Bluff +47 due to *glibness*) and has no further insight on her earlier "prophesy."

If the PCs return to the house **after** Timor is attacked Galid explains that the lady is out on a private matter but they are welcome to wait in her sitting room for her return. They are free to ignore him.

Entering the sitting room, the PCs find Olynestra isn't there. Galid leaves after showing them to the room, vanishing as soon as he is out of sight. Actually, Olynestra has finally expired and has been buried in the basement by the undead there. A Search check, DC 5, in the sitting room reveals drag marks going from the *throne* to the basement.

Adjudicating *Modify Memory*

While she is speaking (a total of five minutes, unless the PCs manage to stop her) the *throne* implants in that PC a memory of subtle demonic features that Timor had possessed. As she tells the story, "remind" the PC with the ball that they do remember Timor having several features that support her story. The best way to do this is to ask the PCs their Intelligence modifiers and pretend to roll Intelligence checks secretly for each of them. If the PC failed the save, he "recalls" Timor having fiendish traits. The longer she got to talk, the more subtle traits the PC will remember the boy having.

If the others ask to confirm the details, they aren't certain one way or another unless they examined the children carefully; in this event, an Intelligence check, DC 10, reveals no memory on the part of un-enchanted PCs about any such features (a failed check indicates the PC is unsure).

The chair tries to enchant two more of the PCs to impart the same memory (the *throne* targets rogues and fighters when possible). Pull these players aside to create more confusion and tension in the party. Pretend to roll the Intelligence checks again, and this time tell the PCs that failed the Will save that he or she also remembers the fiendish traits now. Then chide the players for not paying attention to boxed text.

Encounter Four (B): Exploring Olynestra's House

For a layout of the house, consult *Judge Aid One*. The windows start six feet up the walls and only measure two feet by two feet. The shutter slats lean upwards revealing only the roof inside (which is approximately twelve feet high). The window on the side of the house facing the park has had its slats broken; they barely hang within their frame.

Climbing the walls (DC 25) or using another method to look inside the broken window will reveal dusty rooms filled with antique furniture and decorations, but no sign of the ball. There is no glass in the windows and the shutters are locked from the inside.

Window Shutters: 1/2 in. thick; hardness 5; hp 5; AC 4; Break DC 8; Simple Lock (Open Lock DC 20).

Exterior Shutters

The building has three doors: one in the front, another in the rear, and a basement entrance hidden by a small mound in the back yard (DC 5 Search or Spot check to find). The rear door is locked but the front door and cellar entrance are currently unlocked.

Front and Rear Door: 2 in. thick; hardness 5; hp 20; AC 5; Break DC 23.

Cellar Entrance: 2 in. thick; hardness 5; hp 20; AC 5; Break DC 23; Average Lock (Open Lock DC 25).

1st Floor - Entry (Foyer)

The foyer is quite spacious. A hutch is to the right while a statue of a man in full plate is to the left. Just inside the door is a large area rug. Across the room is a set of stairs leading up.

Treasure: If the PCs look around, they can discover loot. However, what is valuable and what is not is difficult to ascertain. For each valuable item, the PCs may roll one Appraise check (DC variable) to identify it as valuable and worth taking. This check may be made individually by each PC or some may choose to aid others. See *Entry* for details.

- Statue of a man in armor (DC 15; 40 gp/3 gp per PC)
- Area Rug (DC 15; 15 gp/1 gp per PC)
- Antique Hutch (DC 18; 150 gp/12 gp per PC)
- Dining-ware inside hutch (DC 15; 25 gp/2 gp per PC)

All APLs: Loot: 18 gp; Coin: 0 gp, Magic: 0 gp.

1st Floor - Sitting Room

The centerpiece of this room is a large wood and leather chair. To the right of the chair is a full length mirror while to the left is a tapestry depicting a map of the region as it existed before the Greyhawk wars. Behind the chair is a portrait of the homeowner as she appeared in her late twenties.

Treasure: For each valuable item, the PCs may roll one Appraise check (DC variable) to identify it as valuable and worth taking. See *Entry* for details.

- Mirror and chair (DC 20; 1,500 gp/125 gp per PC)
- Tapestry (DC 15; 100 gp/8 gp per PC)
- Portrait (DC 15; 10 gp/1 gp per PC)

All APLs: Loot: 134 gp; Coin: 0 gp, Magic: 0 gp.

1st Floor - Kitchen

The kitchen has not been used in ages. The table, chair, shelves, and chimney are all covered in a thick layer of dust and cobwebs.

Treasure: For each valuable item, the PCs may roll one Appraise check (DC variable) to identify it as valuable and worth taking. See *Entry* for details.

- Antique table (DC 18; 150 gp/12 gp per PC)

All APLs: Loot: 12 gp; Coin: 0 gp, Magic: 0 gp.

2nd Floor - Bedroom

The bedroom has not been used in ages. Everything is covered in cobwebs including the canopy bed. The room also contains a filthy old chair, a dresser, and a desk with several books along with a supply of writing materials on it.

Treasure: For each valuable item, the PCs may roll one Appraise check (DC variable) to identify it as valuable and worth taking. See *Entry* for details.

- Dresser (DC 15; 15 gp/1 gp per PC)
- Desk (DC 15; 15 gp/1 gp per PC)
- Antique Bed (DC 18; 150 gp/12 gp per PC)
- Collection of poems (DC 15; 35 gp/3 gp per PC)
- Masterwork writing tools (DC 15; 55 gp/5 gp per PC)

All APLs: Loot: 22 gp; Coin: 0 gp, Magic: 0 gp.

2nd Floor - Vault

The walls of this room are clad in iron. Its solid iron doors are currently propped open. A sturdy iron shelf is affixed to the back wall of the room, upon which lie a scroll tube, a book, a pair of slippers, and a sack of gold. Given the size and weight of this chamber, Olynestra is lucky it hasn't crashed into the Sitting Room below.

The building's original owner installed a vault of solid iron on the second floor. The entrance to the vault is currently open, but any who enter are subject to the trap that wards the 5 ft. by 10 ft. entry way just inside the vault.

APL 2 (EL 3)

Fusillade of Darts Trap (2): CR 1; mechanical; location trigger; manual reset; Atk +10 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-ft. squares); Search DC 14; Disable Device DC 20.

APL 4 (EL 4)

Wall Scythe Trap: CR 4; mechanical; location trigger; automatic reset; Atk +20 melee (2d4+8/x4, Scythe); Search DC 21; Disable Device DC 18.

APL 6 (EL 6)

Fusillade of Spears: CR 6; mechanical; proximity trigger; repair reset; Atk +21 ranged (1d8, spear); multiple targets (1d6 spears per target in the ten by ten area centered on the vault door); Search DC 26; Disable Device DC 20.

APL 8 (EL 8)

Deathblade Wall Scythe: CR 8; mechanical; touch trigger; manual reset; Atk +16 melee (2d4+8 plus poison, scythe); poison (deathblade, DC 20 Fortitude save resists, 1d6 Con / 2d6 Con); Search DC 24; Disable Device DC 19.

Treasure: There are two magic items and a sack of gold inside the vault. Their value can easily be determined once they are identified. Additionally, Olynestra's diary is kept here (see Player Handout Three).

All APLs: Loot: 0 gp; Coin: 50 gp, Magic: 402 gp – *scroll of Nystul's magic aura* (2 gp), *slippers of spider climbing* (400 gp).

Development: A means of destroying the chair by dropping the vault through the floor might be devised. The vault is located directly above the chair. Dropping the vault (by destroying the support structure or burning down the house) will destroy the chair. A PC examining

the house can determine this with a Knowledge (architecture and engineering) check, DC 15.

Cellar

The basement is dank and dark. Stairs lead upward in the middle of the room while a doorway sits slightly ajar in a corner. Just inside the door lies an open grave. Strange mounds of buckled stone imply more are buried here.

Undead dwell in the basement, burying the victims Olynestra sends to their deaths. Using the powers of the chair, she managed to convince a necromancer from the Horned Society to create these undead for her before his tragic death during the Greyhawk Wars.

If Olynestra wants someone disposed of, she sends them a dream that reveals her secrets are safely hidden in her basement. This is true, for that is the final resting place of all of her enemies. Polyana attacks anyone who enters the basement, using her Entomb ability to bury opponents.

APL 2 (EL 4)

Bugbear Zombie (2): Medium Undead; hp 42 each; see *Monster Manual* page 267.

APL 4 (EL 7)

Polyana, advanced entomber™: hp 78; see *Appendix Two*.

APL 6 (EL 9)

Polyana, advanced entomber™: hp 110; see *Appendix Three*.

APL 8 (EL 11)

Polyana, advanced entomber™: hp 156; see *Appendix Four*.

Tactics: The undead start hidden behind the stairs and move to attack the first PC to set foot in the cellar with reckless abandon, proceeding to a new target when the current one falls. They make no attempt to coup de grace fallen foes. They will chase foes out of the cellar if necessary, but they will not leave the house. At APL 4+, Polyana entombs with every hit. Note that although the entomb ability doesn't work in normal basements, Olynestra's basement has a dirt floor.

Treasure: There are several items on the corpses of the deceased. If the PCs dig up the graves they can find these treasures. Since there is no way to know if the deceased had any heirs, the PCs may rightfully keep the treasure. Re-burying the dead should be mandatory for clerics of Pelor and the like. Failure for these types to do so should cost them role-playing experience.

All APLs: Loot: 0 gp; Coin: 25 gp, Magic: 1,128 gp – *amulet of natural armor* +2 (666 gp), *lyre of the restless soul* (250 gp), *oil of greater magic fang* +3 (150 gp), *potion of neutralize poison* (62 gp).

Encounter Four (C): Defending Olynestra's House

If Kinde has contacted his superiors, Renfus sends a strike force to watch the building. The force readies to confront the PCs as they leave the house (this might even occur while the PCs are fighting the undead from the cellar). Kinde recommends a more powerful team depending on how powerful he thinks the PCs are (hence the explanation for why this encounter is tiered).

Note: the PCs avoid having to deal with the strike force altogether if they don't talk about the throne around Kinde and avoid angering Dmitri the Black.

The strike force members should be considered Hostile in this encounter. Attempts at Diplomacy suffer a -4 penalty in addition to the penalty for fast talking because the strike force is an elite corps that is well-paid and very little can persuade them to compromise their mission (they are far more scared of Boss Renfus than they are of the PCs). Any deal made that doesn't end with the force in possession of the *throne* will likely end in combat. The only way PCs can force a negotiation is if they offer the *throne* to the force. If they do this, they are arrested and then released an hour later after being interrogated by *zone of truth* spells, the throne confiscated.

APL 2 (EL 5)

Strike Force Member (4): Male human Rog1; hp 8 each; see *Appendix Two*.

APL 4 (EL 7)

Strike Force Member (4): Male human Rog3; hp 19 each; see *Appendix Three*.

APL 6 (EL 9)

Strike Force Member (4): Male human Ftr2/Rog3; hp 34 each; see *Appendix Four*.

APL 8 (EL 11)

Strike Force Member (4): Male human Ftr4/Rog3; hp 49 each; see *Appendix Five*.

Tactics: The strike force attempts to sneak up on the PCs and take them by surprise. They intend to cripple the PCs and then when they have the advantage, demand that they turn over the *throne* to the City of Stoink or face the consequences.

Treasure: The PCs can loot the strike force if they defeat them.

APL 2: Loot: 35 gp, Coin: 0 gp, Magic: 0 gp.

APL 4: Loot: 239 gp, Coin: 0 gp, Magic: 516 gp – +1 *chain shirt* (4 @ 104 gp each), *potion of invisibility* (4 @ 25 gp each).

APL 6: Loot: 201 gp, Coin: 0 gp, Magic: 1,184 gp – *amulet of natural armor* +1 (4 @ 167 gp each), +1 *chain shirt* (4 @ 104 gp each), *potion of invisibility* (4 @ 25 gp each).

APL 8: Loot: 201 gp, Coin: 0 gp, Magic: 2,180 gp – *cloak of resistance* +1 (4 @ 83 gp each), +1 *chain shirt* (4 @ 104 gp each), +2 *gloves of dexterity* (4 @ 333 gp each), *potion of invisibility* (4 @ 25 gp each).

Development: If the PCs defeat the strike force, it should be clear to them that they will be missed by someone and that someone will likely send another if they remain in town. If the PCs fail to recognize what should be painfully obvious, they deserve what is coming to them. Send a second strike force against them once the sun comes up if they haven't already made arrangements to leave town. This second strike force should be of the next-highest APL that the PCs are at (or double the number of men if APL 8).

If the PCs continue to remain in town, they are subject to attack by one additional strike force from one APL higher than theirs every four hours until they either leave town or are captured. If the PCs are captured by the strike force, they suffer the consequences.

For sedition, the PCs earn the *Ire of the Confederacy*. In addition captured PCs are fined 200 gp each and 4 TUs (if they used nonlethal force only to resist) or 1000gp and 16 TUs (if they used lethal force to resist). The PCs lose an additional 4 TUs for each previous point of enmity with Renfus, Stoink, or the Temple Grimacing. This does not remove the enmity.

If the PCs kept a low profile, did not notify Marit of Olynestra's death, and did not attempt to take the *throne* out of the house (or were not seen doing so) the house is a safe place to hide.

If any other parties (particularly the city of Stoink) are notified of Olynestra's death, a squad of patrolmen arrives the following afternoon to seize and investigate the property. Marit ensures a guard is set to protect his new acquisition.

Encounter Five: General Store

This building may be unmarked but it is clearly a general store. The windows haven't been cleaned in years and are filled with a wide variety of goods, the

majority of which haven't been in style for a decade or more.

For a map of the interior of the General Store refer to the middle-right map on *Player Handout One*. The ground floor of the store has had the interior walls removed to create one big room with a square counter in the center. In this middle area steep stairs go up (to the proprietor's living area) and down to the cellar.

Several locals are always here during business hours. Many of the patrons appear to be homeless or otherwise down on their luck. They stick to their own business as they slowly comb through the bins and barrels looking for bargains.

Note: Several of them are snitches for the Stoink Thieves Guild. Causing trouble for Cladorin will earn the PCs the Enmity of the Stoink Thieves Guild as Cladorin pays the guild protection money.

The general store has been here for decades. Over that time, the owner has acquired an impressive collection of goods. Unfortunately most are single units so finding a complete set of anything would be a challenge. It could take hours to look through it all. Most of the gear is mundane household items, leftover stock collected over the years, but a few were clearly designed for committing crimes. Some of the items appear to have been acquired through questionable means as they sport tiny blood stains, possibly from a previous owner.

Cladorin: Male human Clr5 of Olidammara (AL CN; Appraise +7, Bluff +12).

The owner of the general store is a slightly overweight male in a stained grey shirt and outdated slacks.

If anyone seems interested in the thieves gear, Cladorin casually mentions **"Those who are open after dark tend to find themselves in possession of many strange things"** using Bluff to send a message that he can show them similar goods this evening.

If the PCs have the broken shutter and show it to Cladorin, he explains that they haven't made that particular design in decades but offers to check the older stock in the cellar later today. He refuses to let anyone into the basement and asks that they return later. He requires that they leave the original shutter "for comparison".

He recognizes the shutter as being from the house across the street and casually mentions **"A house like that could hide a treasure trove of antiques."** using Bluff to convey that he is offering to buy any of items the PCs can acquire.

True to his word, Cladorin will be able to find a replacement shutter by around five bells. He will provide the replacement to the PCs at no charge; again implying that he will pay well for any items the PCs can obtain from the home. Use the following text to imply this if you wish:

"Here is a shutter to replace the broken one you brought me. Luckily I found a pair of them in the cellar and since they were just lying around I won't charge you for it. There is a thin line between old items and true antiques. An old house is like a gold mine, filled with treasures just waiting for someone to pick them out from the rest of the rubble. I know of several organizations that are collecting such items."

If the PCs come back after seven bells the shop is closed. They may break in, but if they knock, Cladorin will let them in. He will purchase items the PCs have stolen from the house. Note that he pays more for a few specific items. If any PCs showed interest in thieving gear earlier he will offer them access to the *masterwork barbed dagger* (note on AR). *Note: Cladorin will not threaten the PCs in any way so attacking him is an evil act and should be noted on the AR. Paladins and clerics/favored souls of good deities lose divine abilities until they atone. Breaking and entering is a chaotic act and should be noted on the AR. Paladins and clerics/favored souls of lawful deities lose divine abilities until they atone.*

Locked Strong Wooden Door: 2 in. thick; hardness 5; hp 20; AC 5; Break DC 23; Average Lock (Open Lock DC 25).

Development: If Cladorin was attacked by the PCs or broke in, the store is swarming with patrolmen the next day. If he made it out alive, he reports the attack and the PCs will suffer the *Ire of the Confederacy* in addition to earning the *Enmity of the Stoink Thieves Guild*. If killed, his death is discovered by authorities after noon on the day following his murder. They only intend on giving the place a cursory glance before seizing it for the city, but they discover a note implicating him with the Stoink Thieves Guild (the one organization Renfus seems to have difficulty keeping control of). This causes them to turn the place upside down over the next several days. They arrest anyone who attempts to interfere with their investigation.

Treasure: If the PCs poke around the shop (Search DC 10), they find a few items of unusual nature: balance pole, longspoon thieves' tools and a listening cone. In addition,

Cladorin offers to sell any PCs interested in thieving implements and subterfuge a masterwork barbed dagger, a *glamered spellbook*, and a *+1 skillful rapier* he found in his basement once they come back for the shutter. These items are on the AR if the PCs find them or are offered them.

Conclusion

The PCs have a number of options if they possess the *throne* and are left alone. It is quite large and taking it for more than a couple of blocks would draw unwanted attention unless precautions were taken.

Use your best judgment to adjudicate how they deal with the *throne*. Especially creative solutions will enable them to get the *throne* out of the city without incident. Otherwise they will face a strike force at the gates that demands they turn it over. Defeating the strike force will enable them to leave the city, ending the adventure. Since such a powerful item would likely draw too much attention, explain that the PCs must find a place to hide it. As long as their plan to hide it makes sense, let them go with it.

The safest solution is to get one of the NPCs they have met to take possession of the *throne* as this would avoid the risk of encountering patrols. Giving it to any of the NPCs mentioned previously earns the PCs an Influence Point with that NPC's associated meta-org and access associated with that meta-org on the AR. For clarification, the NPCs who will take the *throne* and their meta-orgs are summarized below:

- Kinde or Marit (Boss Renfus; no meta-org)
- Prelok (Dimre)
- Dmitri the Black, aka "Serina" (Red Planks)
- Malthos (himself; secretly Hellstone Tower)
- Relor (Redhand)
- Timor or Cladorin (Stoink Thieves Guild)

Additionally, PCs can earn enmity with these organizations just as easily:

- Attacking any of the NPCs automatically earns the PCs enmity with the respective organization.
- If Dmitri knows that the PCs gave Malthos the *throne*, and is unable to prevent it, the PCs earn the *Enmity of the Red Planks*.
- If the PCs expose Malthos' connections to Hellstone Tower to anyone, the PCs earn the *Enmity of Malthos*. PCs earning Influence with Malthos may spend it to counter Enmity with Malthos if they gained that during BDK5-03 *Secret Ingredient*. In this case, they do not gain the access listed on the AR for Influence with Malthos.

- If Relor is turned in to Marit, the PCs earn the *Enmity of Redhand*.
- If the PCs break into Cladorin's shop or scare the children, they earn the *Enmity of the Stoink Thieves Guild*.

The PCs may desire to give the chair to another meta-org. Allow them to do this, but any not listed here consider it a burden rather than a boon. Hence PCs must expend favors with these individuals if they wish to turn it over to them. PCs with the *Gratitude of Arryn Alcor*, may use their favor to have him take possession of it (he can be contacted in Stoink). A favor may also be expended with the Drinkers of the Cup of Midnight to have them take possession of it. These are only examples; if the PCs have favor with another person or organization that might reasonably have agents in Stoink, that entity will take possession of it. In any event, if one of these persons takes the risk of transporting the *throne* to safety, they consider all debts paid and the PC must expend the favor.

It is possible that the PCs will want to turn the *throne* into the forces of Iuz. Should they desire to do so, there is a small temple dedicated to Iuz in Stoink called the Temple Grimacing. Ruled by His Most Murderous Presence Lord Bloodhand, the temple is only too happy to accept the *throne* from the PCs with no questions asked and will award them with Gratitude of the Church of Iuz. Any Wanted score lower than Enemy of the State will be overlooked in this particular case.

If the PCs were captured by the guards of Stoink or a strike force, they suffer the consequences. For sedition, the PCs earn the *Ire of the Confederacy*. In addition captured PCs are fined 200 gp each and 4 TUs (if they used nonlethal force only to resist) or 1,000 gp and 16 TUs (if they used lethal force to resist). The PCs lose an additional 4 TUs for each previous point of enmity with Renfus, Stoink, or the Temple Grimacing. This does not remove the enmity.

If the a PC decides to use the *throne* and cannot be removed, or persuades the other characters (likely with the *throne's* help) that he or she has everything under control. The party members eventually leave that character behind to go pursue other adventures. The PC who used the chair for too long now suffers from the *Curse of the Throne of Oppressive Dominion*.

If the PCs are arrested after fighting the guards or strike force:

Unfortunately you have been taken into custody. After extensive questioning you are eventually released several weeks later but you get the distinct impression you might not be so welcome in the

Confederacy any longer. As for the fate of Olynestra's throne, well, Istus only knows.

If the chair is given to Kinde or Marit, or confiscated by Boss Renfus' forces:

The throne has been confiscated by the forces of Stoink and Renfus' corrupt Confederacy. Although you are uncertain how they will use it, it is certain that it will not be good. You can only hope that whatever horrors they use it for are less than if it were in the hands of the Old One.

If Prelok leaves town with the chair:

Having completed their negotiations, the delegation from Dimre is prepared to return home. Guards greet them with half hearted waves as they pass through the city. Prelok has promised to study the throne within the safety of the Theocracy to determine its secrets and use it in the fight against evil. You only hope he is able to resist the temptation such a powerful item holds. Can the light truly prosper by walking with darkness? Only time will tell.

If the chair was sold to Cladorin:

You leave town with a heavy coin-purse and a full belly. Sure, the throne may not be entirely safe where you left it, but Cladorin paid you well, and in the end that's all that matters, right? To whom will he sell it and what purpose will its new master serve? Those are questions you should not be bothered with, for there is cold hard coin to be spent elsewhere.

If the chair is given to Malthos:

Malthos spends a few moments casting spells, while he examines the chair. "Excellent!" he exclaims. "This is the source of the magic we felt. Meet me in a week's time in Ankheg Springs and I will reward you suitably for your efforts! I promise!" With a wave of his hands, he and the chair disappear.

If the chair was destroyed:

You leave town imagining all of the wonderful things you could have purchased had you decided to sell the throne and all the wrongs you could have righted if you had been able and willing to control it. But such items have a habit of returning and with its destruction you have reaped a reward no amount of money could match, peace of mind. The throne can no longer serve good or evil. They will just have to get along as they always have.

If the PCs kept the chair:

With proper preparation you are able to safely spirit the chair out of the city. Realizing that your

adventuring lifestyle would place the chair at risk on a regular basis you have found the perfect hiding place where no one will ever find it. Perhaps you shall return for it some day.

If the PCs left one of their number in the chair:

Since it appears your comrade either has things well in hand or simply cannot be removed from the chair, your group eventually breaks off and each of you go your separate ways, leaving your companion to the chair. After several weeks, some allies finally come to pry the enraptured user of the chair from the seat and its spell is broken. However, the chair has left an indelible taint and the user refuses to leave the chair behind, even though it's powers now appear unusable.

If the chair was given to another meta-org:

As your allies tow the throne away, you reflect on the value of your decision. Hopefully they can keep such a thing out of the hands of evil. Maybe they can find a way to use it against evil, against Iuz. Maybe they can even find a way to use it for good. Maybe.

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 (objectives plus roleplaying) to each character. Many of the combats are optional; experience should only be awarded for combats that are actually fought to conclusion.

Encounter Four

Destroying the undead

APL2 120 xp.

APL4 210 xp.

APL6 270 xp.

APL8 370 xp.

Circumventing, disabling, or surviving the trapped vault

APL2 90 xp.

APL4 120 xp.

APL6 180 xp.

APL8 240 xp.

Defeating the strike force

APL2 150 xp.

APL4 210 xp.

APL6 270 xp.

APL8 330 xp.

Discretionary roleplaying award

APL2 90 xp.

APL4 135 xp.
APL6 180 xp.
APL8 225 xp.

Total possible experience

APL2 450 xp.
APL4 675 xp.
APL6 900 xp.
APL8 1,125 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 items are 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.

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

Encounter One

All APLs: Loot: 1 gp; Coin: 25 gp, Magic: 0 gp.

Encounter Three

All APLs: Loot: 0 gp; Coin: 25 gp, Magic: 0 gp.

Encounter Four (B)

All APLs: Loot: 176 gp; Coin: 75 gp, Magic: 1,530 gp – *amulet of natural armor* +2 (666 gp), *lyre of the restless soul* (250 gp), *oil of greater magic fang* +3 (150 gp), *potion of neutralize poison* (62 gp), *scroll of Nystul's magic aura* (2 gp), *slippers of spider climbing* (400 gp).

Encounter Four (C)

APL 2: Loot: 35 gp, Coin: 0 gp, Magic: 0 gp.

APL 4: Loot: 239 gp, Coin: 0 gp, Magic: 516 gp – +1 *chain shirt* (4 @ 104 gp each), *potion of invisibility* (4 @ 25 gp each).

APL 6: Loot: 201 gp, Coin: 0 gp, Magic: 1,184 gp – *amulet of natural armor* +1 (4 @ 167 gp each), +1 *chain shirt* (4 @ 104 gp each), *potion of invisibility* (4 @ 25 gp each).

APL 8: Loot: 201 gp, Coin: 0 gp, Magic: 2,180 gp – *cloak of resistance* +1 (4 @ 83 gp each), +1 *chain shirt* (4 @ 104 gp each), +2 *gloves of dexterity* (4 @ 333 gp each), *potion of invisibility* (4 @ 25 gp each).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: Loot: 212 gp, Coin: 125 gp, Magic: 1,530 gp – Total: 450 gp (1,867 gp).

APL 4: Loot: 340 gp, Coin: 125 gp, Magic: 2,046 gp – Total: 650 gp (2,511 gp).

APL 6: Loot: 378 gp, Coin: 125 gp, Magic: 2,714 gp – Total: 900 gp (3,217 gp).

APL 8: Loot: 378 gp, Coin: 125 gp, Magic: 3,710 gp – Total: 1,300 gp (4,213 gp).

Special

Enmity | Influence with Dimre

You gain Regional access to the following items: *close wounds*^{MH}, *conviction*^{MH}, *swift bless weapon*^{MH}; lawful water^{AEG}, *axiomatic* weapon upgrade.

Enmity | Influence with Malthos

You gain Regional access to the following items and one of the following prestige classes (choose one): Bonded Summoner (earth)^{MH}, Wayfarer Guide^{CA}; *arc of lightning*^{MH}; *ring of mind shielding*, *wand of web*; Sudden Silent^{CA}.

Items for the Adventure Record

Enmity | Influence with Redhand

You gain Regional access to the following items: Battlefield Inspiration^{MH}, Inside ConnectionRD, Powerful Charge^{MH}; +1 *keen ballista* (DMG pg. 100; 8,800gp; must be mounted on an appropriate naval vessel; 10 bolts cost 4 gp), *ring of swimming*.

Enmity | Influence with Red Planks

You gain Regional access to one of the following prestige classes: 1) Spymaster^{CV}, 2) Darkhagard^{LCJ}, and 3) once-only purchase of one of the following items (circle one): *salve of slipperiness*, *pipes of the sewers*, *dust of illusion*, *chime of opening*, *lens of detection*, half of its price due immediately, half upon delivery 2 TUs later.

Order AR #: __; Delivered AR #: __.

Item Name: _____

Enmity | Influence with Stoink Thieves Guild

You gain Regional access to the following items: any masterwork instrument^{CV}, +1 *deadly precision dagger*^{CV}, *sword of subtlety*, Urban StealthRD.

Gratitude of the Church of Iuz

You gain Regional access to the following items: holy text of Iuz^{AEG}, *robe of bones*.

Ire of the Confederacy: WCI +1 (Malcontent)

Curse of the Throne of Oppressive Dominion: You can no longer use the powers of the throne, but you obsess over it. You must keep it within 20 feet of you at all times and refuse to let anyone else sit on it. The throne weighs 50 lbs., but it is bulky and always keeps you at least at medium encumbrance. It has no obvious powers and may not be sold. This curse can only be removed a *break enchantment* spell (CL 17), *miracle*, or *wish*.

All APLs:

- *amulet of natural armor +2* (Adventure; DMG)
- balance pole (Adventure; *Complete Adventurer*; 5 gp)
- *glamered spellbook* (Adventure; *Complete Arcane*; 2,015 gp)
- holy text of the Ebongleam (Adventure; *Arms and Equipment Guide*; 15 gp)
- listening cone (Adventure; *Complete Adventurer*; 20 gp)
- longspoon thieves' tools (Adventure; *Complete Adventurer*; 80 gp)
- masterwork barbed dagger (Adventure; *Complete Adventurer*; 335 gp)
- *oil of greater magic fang +3* (Adventure; DMG)
- *potion of neutralize poison* (Adventure; DMG)
- +1 *skillful rapier* (Adventure; *Complete Arcane*; 18,320 gp)
- *slippers of spider climbing* (Adventure; DMG)

Appendix One – Free–City State of Stoink NPCs

Introduction

Stoink Day Patrolman: Male human Warrior 1; CR 1/2; Medium humanoid (human); HD 1d8+4; hp 9; Init +0; Spd 20 ft.; AC 16, touch 10, flat-footed 16 [+6 armor]; BAB/Grp +1/+2; Atk +3 melee (1d8+1, spear) or +1 ranged (1d8/19-20, light crossbow); AL CN; SV Fort +3, Ref +0, Will +0; Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8.

Skills and Feats: Listen +2, Spot +2; Toughness, Weapon Focus (spear).

Languages: Common

Possessions: splint mail, spear, light crossbow, 10 bolts.

Description: A patrolman in the employ of the Stoink City Watch. Clad in splint mail and bearing a spear, this guard is grim in countenance and appears more like a common thug than a keeper of the peace.

Appendix Two – APL 2

Encounter Four (C) – APL 2

Strike Force Member: Male human Rogue 1; CR 1; Medium humanoid (human); HD 1d6+2; hp 8; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14 [+2 Dex, +4 armor]; BAB/Grp +0/+1; Atk +1 melee (1d4+1/19-20, dagger); Full Atk -1 melee (1d4+1/19-20, dagger) and -1 melee (1d4/19-20, dagger); SA sneak attack +1d6; SQ trapfinding; AL CN; SV Fort +2, Ref +4, Will +3, Str 13, Dex 15, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats. Balance +4, Climb +3, Escape Artist +4, Hide +4, Jump +3, Listen +5, Move Silently +4, Spot +5, Tumble +4; Iron Will^B, Two-Weapon Fighting.

Languages: Common.

Possessions: Chain shirt, 2 daggers.

Physical Description: A well-armed thug in a chain shirt. He wields a pair of daggers.

Appendix Three – APL 4

Encounter Four (B)

Polyana, advanced entomber™: CR 7; Medium undead; HD 12d12; hp 78; Init +2; Spd 30 ft., burrow 10 ft.; AC 23, touch 12, flat-footed 21 [+2 Dex, +11 natural]; BAB/Grp +6/+14; Atk +14 melee (1d6+12 plus entomb, slam); SA entomb, exhume; SQ damage reduction 5/silver, darkvision 60 ft.; AL LE; SV Fort +6, Ref +8, Will +9; Str 27, Dex 14, Con —, Int 6, Wis 12, Cha 18.

Skills and Feats: Hide +12, Listen +8, Move Silently +12, Spot +8; Alertness, Blind-Fight, Combat Reflexes, Great Fortitude, Lightning Reflexes.

Physical Description: This shrunk and disfigured carcass moves under the power of its own animation, though the details of its shape are blurred beneath a coating of filth and grave dirt.

Entomb (Su): Whenever an entomber succeeds on a slam attack it can attempt to entomb its foe. The foe must make a DC 20 Reflex save or be pounded bodily into a shallow grave. The save DC is Charisma-based. This ability doesn't work in locations with a basement or open level immediately below, nor can the creature entomb victims in magical, living, or animate materials, or materials with a hardness higher than 8.

The upthrust bulge of cracked flooring material, earth, or stone reveals the location of the victim to compatriots. Two standard actions spent clearing away the broken flooring material reveals the entombed victim, who can use his or her next action to stand from a prone (and dusty) position. Attempting to rescue a friend in this way can provoke attacks of opportunity.

The victim is treated as if pinned by an opponent (the earth) with a grappling check of 20. Breaking free of first the "pin" and then the "grapple" allows the victim to stand from a prone position on his or her next round. If compatriots of the victim have partially cleared away the covering material, then the victim need only make a single check before standing from the prone position. Each round the victim spends fully or partially entombed is a round in which the victim suffocates (see Suffocation, page 304 of the *Dungeon Master's Guide*).

Exhume (Su): When an entomber spends a standard action and touches the top of a grave or space where a creature is buried no deeper than 10 feet, the body immediately rises to the surface, leaving no hole or tunnel. A body is not harmed when brought to the surface in this manner. (Polyana does not use this ability unless the PCs somehow manage to control her and command her to do so.)

Encounter Four (C)

Strike Force Member: Male human Rogue 3; CR 3; Medium humanoid (human); HD 3d6+6; hp 19; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15 [+2 Dex, +5 armor]; BAB/Grp: +2/+3; Atk +5 melee (1d4+1/19-20, mwk dagger); Full Atk +3 melee (1d4+1/19-20, mwk dagger) and +3 melee (1d4/19-20, mwk dagger); SA sneak attack +2d6; SQ evasion, trapfinding, trap sense +1; AL CN; SV Fort +3, Ref +5, Will +4, Str 13, Dex 15, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +8, Climb +5, Escape Artist +6, Hide +6, Jump +7, Listen +7, Move Silently +6, Spot +7, Tumble +8; Iron Will^B, Two-Weapon Fighting, Weapon Finesse.

Languages: Common.

Possessions: +1 chain shirt, 2 mwk daggers, *potion of invisibility*.

Physical Description: A well-armed thug in a chain shirt. He wields a pair of daggers.

Appendix Four – APL 6

ability unless the PCs somehow manage to control her and command her to do so.)

Encounter Four (B)

Polyana, advanced entomber™: CR 9; Large undead; HD 17d12; hp 110; Init +1; Spd 30 ft., burrow 10 ft.; AC 23, touch 10, flat-footed 23 [-1 size, +1 Dex, +13 natural]; BAB/Grp +8/+25; Atk +21 melee (1d8+19 plus entomb, slam); SA entomb, exhume; SQ damage reduction 5/silver, darkvision 60 ft.; AL LE; SV Fort +7, Ref +8, Will +11; Str 36, Dex 12, Con —, Int 6, Wis 12, Cha 18.

Skills and Feats: Hide +10, Listen +10, Move Silently +14, Spot +10; Alertness, Blind-Fight, Combat Reflexes, Great Fortitude, Lightning Reflexes, Weapon Focus (slam).

Physical Description: This shrunken and disfigured carcass moves under the power of its own animation, though the details of its shape are blurred beneath a coating of filth and grave dirt.

Entomb (Su): Whenever an entomber succeeds on a slam attack it can attempt to entomb its foe. The foe must make a DC 22 Reflex save or be pounded bodily into a shallow grave. The save DC is Charisma-based. This ability doesn't work in locations with a basement or open level immediately below, nor can the creature entomb victims in magical, living, or animate materials, or materials with a hardness higher than 8.

The upthrust bulge of cracked flooring material, earth, or stone reveals the location of the victim to compatriots. Two standard actions spent clearing away the broken flooring material reveals the entombed victim, who can use his or her next action to stand from a prone (and dusty) position. Attempting to rescue a friend in this way can provoke attacks of opportunity.

The victim is treated as if pinned by an opponent (the earth) with a grappling check of 20. Breaking free of first the "pin" and then the "grapple" allows the victim to stand from a prone position on his or her next round. If compatriots of the victim have partially cleared away the covering material, then the victim need only make a single check before standing from the prone position. Each round the victim spends fully or partially entombed is a round in which the victim suffocates (see Suffocation, page 304 of the *Dungeon Master's Guide*).

Exhume (Su): When an entomber spends a standard action and touches the top of a grave or space where a creature is buried no deeper than 10 feet, the body immediately rises to the surface, leaving no hole or tunnel. A body is not harmed when brought to the surface in this manner. (Polyana does not use this

Encounter Four (C)

Strike Force Member: Male human Fighter 2/Rogue 3; CR 5; Medium humanoid (human); HD 3d6+6 plus 2d10+4; hp 34; Init +3; Spd 30 ft.; AC 20, touch 13, flat-footed 17 [+3 Dex, +1 amulet, +5 armor, +1 shield]; BAB/Grp +4/+5; Atk +8 melee (1d4+1/19-20, mwk dagger); Full Atk +6 melee (1d4+1/19-20, mwk dagger) and +6 melee (1d4/19-20, mwk dagger); SA sneak attack +2d6; SQ evasion, trapfinding, trap sense +1; AL CN; SV Fort +6, Ref +6, Will +4, Str 13, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +10, Climb +6, Escape Artist +8, Hide +8, Jump +10, Listen +7, Move Silently +8, Spot +7, Tumble +12; Iron Will^B, Two-Weapon Defense^B, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (dagger)^B.

Languages: Common.

Possessions: +1 amulet of natural armor, +1 chain shirt, 2 mwk daggers, *potion of invisibility*.

Physical Description: A well-armed thug in a chain shirt. He wields a pair of daggers.

Appendix Five – APL 8

ability unless the PCs somehow manage to control her and command her to do so.)

Encounter Four (B)

Polyana, advanced entomber™: CR 11; Large undead; HD 24d12; hp 156; Init +1; Spd 30 ft., burrow 10 ft.; AC 23, touch 10, flat-footed 23 [-1 size, +1 Dex, +13 natural]; BAB/Grp +12/+29; Atk +25 melee (2d6+19 plus entomb, slam); SA entomb, exhume; SQ damage reduction 5/silver, darkvision 60 ft.; AL LE; SV Fort +10, Ref +11, Will +17; Str 36, Dex 12, Con —, Int 6, Wis 12, Cha 20.

Skills and Feats: Hide +15, Listen +12, Move Silently +19, Spot +12; Ability Focus (entomb), Alertness, Blind-Fight, Combat Reflexes, Great Fortitude, Improved Natural Attack (slam), Iron Will, Lightning Reflexes, Weapon Focus (slam).

Physical Description: This shrunken and disfigured carcass moves under the power of its own animation, though the details of its shape are blurred beneath a coating of filth and grave dirt.

Entomb (Su): Whenever an entomber succeeds on a slam attack it can attempt to entomb its foe. The foe must make a DC 29 Reflex save or be pounded bodily into a shallow grave. The save DC is Charisma-based. This ability doesn't work in locations with a basement or open level immediately below, nor can the creature entomb victims in magical, living, or animate materials, or materials with a hardness higher than 8.

The upthrust bulge of cracked flooring material, earth, or stone reveals the location of the victim to compatriots. Two standard actions spent clearing away the broken flooring material reveals the entombed victim, who can use his or her next action to stand from a prone (and dusty) position. Attempting to rescue a friend in this way can provoke attacks of opportunity.

The victim is treated as if pinned by an opponent (the earth) with a grappling check of 20. Breaking free of first the "pin" and then the "grapple" allows the victim to stand from a prone position on his or her next round. If compatriots of the victim have partially cleared away the covering material, then the victim need only make a single check before standing from the prone position. Each round the victim spends fully or partially entombed is a round in which the victim suffocates (see Suffocation, page 304 of the *Dungeon Master's Guide*).

Exhume (Su): When an entomber spends a standard action and touches the top of a grave or space where a creature is buried no deeper than 10 feet, the body immediately rises to the surface, leaving no hole or tunnel. A body is not harmed when brought to the surface in this manner. (Polyana does not use this

Encounter Four (C)

Strike Force Member: Male human Fighter 4/Rogue 3; CR 7; Medium humanoid (human); HD 3d6+6 plus 4d10+8; hp 49; Init +8; Spd 30 ft.; AC 20, touch 14, flat-footed 16 [+4 Dex, +5 armor, +1 shield]; BAB/Grp +6/+7; Atk +12 melee (1d4+3/19-20, mwk dagger); Full Atk +10 melee (1d4+3/19-20, mwk dagger) and +10 melee (1d4+2/19-20, dagger); SA sneak attack +2d6; SQ evasion, trapfinding, trap sense +1; AL CN; SV Fort +8, Ref +9, Will +6, Str 13, Dex 16 (18), Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +11, Climb +6, Escape Artist +9, Hide +9, Jump +12, Listen +7, Move Silently +9, Spot +7, Tumble +15; Improved Initiative, Iron Will^B, Two-Weapon Defense^B, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (dagger)^B, Weapon Specialization (dagger)^B.

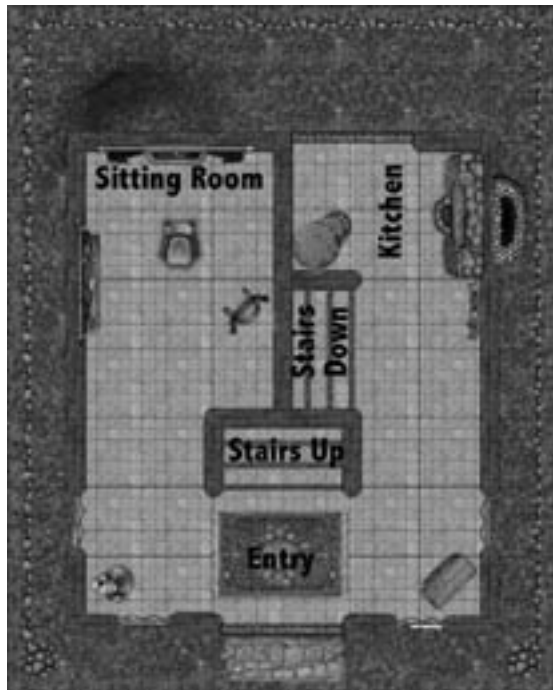
Languages: Common.

Possessions: +1 cloak of resistance, +1 chain shirt, +1 gloves of dexterity, 2 mwk daggers, potion of invisibility.

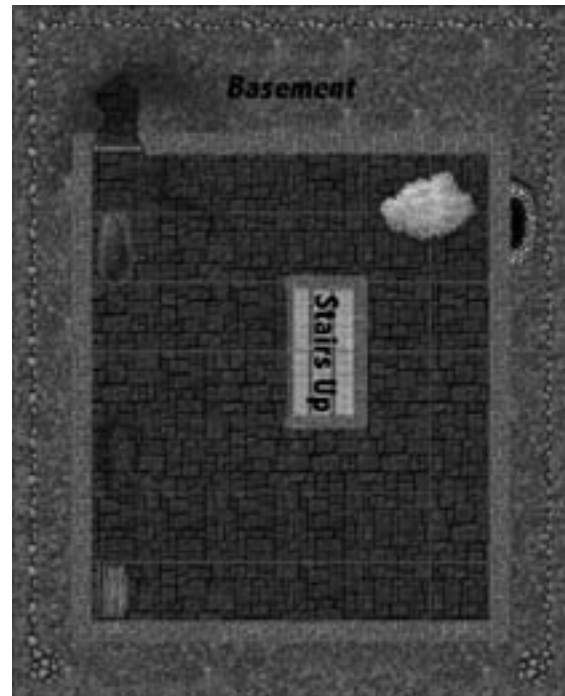
Physical Description: A well-armed thug in a chain shirt. He wields a pair of daggers.

Judge Aid One: Olynestra's House

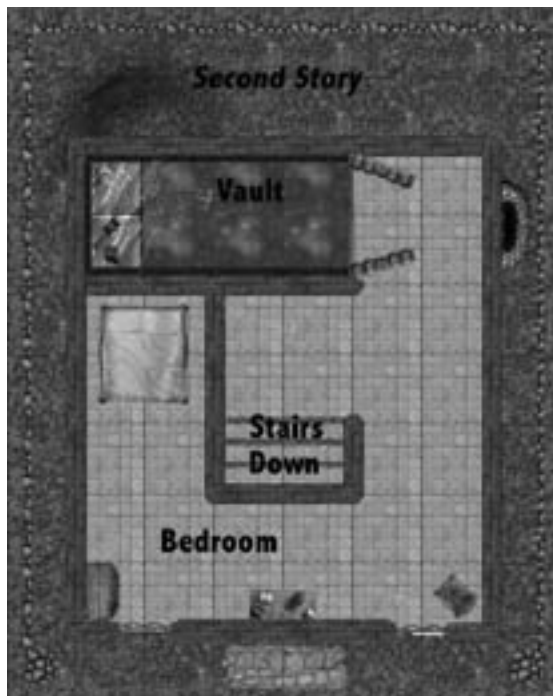
Exterior and Ground Floor



Basement (Cellar)



Second Floor



Judge Aid Two: The *Throne of Oppressive Dominion*

Throne of Oppressive Dominion: *chair of sustenance* (as *ring of sustenance*); AL NE; Int 10, Wis 19, Cha 19; Speech, telepathy, 120 ft. darkvision, blindsense, and hearing; Ego score 28.

Lesser Powers: *Suggestion* (DC 16) 3/day, *unseen servant* continually active, Item has 10 ranks in Bluff (total modifier +14), 10 ranks in Diplomacy (total modifier +14) and 10 ranks in Knowledge (Iuz Border States) (total modifier +10).

Greater Powers: *detect thoughts* (DC 16) continually active, *dream* (DC 19) 1/day, *glibness* 3/day, *major image* (DC 17) continually active, *modify memory* (DC 18) 3/day, *nightmare* (DC 19) 1/day, *scrying* (DC 18) 3/day.

Overwhelming enchantment; CL 17th; Item cannot be crafted.

Personality: The *throne of oppressive dominion* was crafted by priests of Hextor with the aid of an aspect of Hextor many ages ago to serve a tyrant who desired to root out his enemies. The *throne* has its own ambitions however. It seeks not only to discover the location of those who would hide from it, but also to dominate its user just as its user seeks to dominate others through it. It has become manipulative over the years and is fond of using *modify memory* and *major image* on its user to make the user believe it has fulfilled his wishes. It seeks to spread strife and to subjugate those around it. The *major image* power is used to continually project a servant of a kind suitable to the user. A devil lord would see a lemure servant, while a corrupt ruler would see a submissive page. The *throne* makes it appear as if this is a real servant by using its *unseen servant* power to manipulate objects.

Description: This ancient wood and leather chair has an accompanying full length mirror. The seat and arms of the chair show the signs of decades of heavy use.

Using the *throne*

The powers of the *throne* make themselves known to those who sit upon it. A character may only attempt to attune himself to the *throne* once. If the character fails, attempts to resist the *throne's* abilities, or leaves the *throne* for any reason the link is severed and future attempts to use it fail automatically.

Although a PC may sit upon the *throne* that PC is not its master. The *throne* is evil and will use its powers against any who sit upon it. By modifying the character's memory it establishes a long-standing relationship with them, instilling a sense of trust and making the person confident that the *throne* is serving them as it always has.

Use the following as a guideline to how the *throne* is to be used. Adjust accordingly depending upon the PC's motivations.

As you sit in the chair a feeling of calmness comes over you. What do you do?

If the PC relaxes continue, otherwise nothing further happens and the chair rejects them.

As you relax the cares of the world seem to melt away. After a while you begin to sense a latent magical power deep within the chair. It is growing slowly but with time you feel you can master it. What do you do?

If the PC attempts to do so continue, otherwise the link is broken. If they continue find out what the other players want to do for the next hour.

Time passes yet you feel no hunger. After an hour has passed you feel as if the power of the chair is at your fingertips. Then with a surge it washes over you. Do you open yourself to the power or do you resist it?

If the PC attempts to resist the bond breaks, otherwise continue.

With a flash it is gone. In its place is perfect clarity. The powers of the mind are now at your disposal. You can remember the smallest of details with perfect clarity. The minds of those around you are as open books, yours to read or change as you wish. You feel that if you know their name you can see any person you wish through the mirror (given time) and you can enter their dreams from any distance. Although you should be careful to not choose targets who could resist your attempts or worse: hunt you down.

You could use these powers to right many wrongs throughout the Bandit Kingdoms. But the link is tenuous. If you resist its power or leave the chair you will lose it, never to acquire it again. Spell effects begin to wash over you almost continuously; I will assume you are not resisting unless you tell me otherwise.

Once the character is attuned, any characters present in the area will be able to see a manifestation of the servant the *throne* creates for the user. It may be Galid, or it you may select a more suitable type of character.

A servant enters the room. "Hello (Sir/Madam). How may I serve you? Or would you prefer I send out for other servants?"

If the PC asks for anything around the house the servant provides it. Otherwise he explains that he will acquire it tomorrow when he does the shopping. If they want a different servant he states he will make arrangements through the agency (actually a new illusion will eventually be created based upon the *throne's* interpretation of what the PCs would want for a servant).

The real fun begins once the PC starts to use the *throne*. Everything works fine so long as they do not resist. If at any time the PC attempts to resist he gets a Will save for the current effect with the *throne* breaking the connection immediately thereafter.

If the PC continues, find out what the other players want to do. Several of the abilities take time to cast or only work if the target is asleep. The PC in the chair will be unavailable for some time (hours, days, weeks depending on how long they wish to remain).

Keep track of how much time has passed. The person in the chair no longer needs to eat or sleep (but must rest in the chair as normal to recover personal spells).

Through experimentation the PC should be able to determine many of its powers. Do not tell the PC the spell it is emulating but rather ask what the character wants to do and find the spell from the list that is the closest match. Note that *dream*, *nightmare*, and *scrying* have long casting/activation times. Also several of the abilities allow for Will saves and thus may fail against some targets. Following are some examples:

- *Detect thoughts*—I want to know what someone present is thinking
- *Dream*—I want to influence or send a message to someone far away whose name I know.
- *Glibness*—I want to tell an undetectable lie.
- *Major image*—I want something from my servants.
- *Modify memory*—I want to convince someone of something.
- *Modify memory*—I want to remember someone or something
- *Nightmare*—I want to influence (or punish) someone far away whose name I know
- *Scrying*—I want to see someone far away whose name I know
- *Suggestion*—I want to make someone present do something.
- *Unseen servant*—I want to move something. Note its distance is limited so the chair uses modify memory later to convince the PC to think the servant returned with it later and they didn't want it after all.

The first several times the PC uses the powers have everything work great (assuming the target fails the Will save, estimate as appropriate if necessary). As the character uses the powers of the chair suggest alternative targets or techniques. Make up names of other people associated with their target that they might choose to go after (the *throne* has learned of these characters in the past and will suggest them to the user). You can also create legitimate people the character would have had a reasonable reason to have heard about at some point in their life.

After the third or fourth try, the *throne* will use *modify memory* to make the character think the ability worked. The character will mistakenly believe a good person is actually evil or an evil person is actually good. Let the PC have fun with how they use the chair (within the limits of its powers) but slowly begin to insert false memories and make suggestions that you can twist to another purpose.

Once two days have passed have the *throne* will use *suggestion* on any of the PC's allies to suggest that the PC has everything under control. Any who fail are convinced the PC in the chair has things under control and leaves them there.

Days pass and you continue to discover new ways to use the chair's powers. Confident you have things well under control, <Name of PC who fails the save> decides it is time to take leave of you in search of more adventure. Bidding you farewell, your friend leaves the house.

Repeat as each person fails their save. Once any succeed those who remain can decide whether to leave the PC or force them from the chair (for the PC no longer wishes to leave). An opposed grapple check can remove a character from the *throne* if it chair can't stop the other characters from doing so. If successful in removing the victim read the following (otherwise reference the ending above).

With a burst of strength you successfully tear <Victim PC> from the chair. The mantle of power is pulled from your friend and he/she collapses in despair. Eventually he/she rises to his/her feet and agrees to follow you from the house but is unwilling to leave the chair behind. The power of the chair has faded but his/her attachment to it remains. All eyes are upon you as you leave the city with your new burden but the wild glint in <Victim PC's> eyes convinces even the guards to give you a wide berth, at least for now.

Any PC who remained in the chair for two days can not leave it behind. Such a PC suffers the *curse of the throne of oppressive dominion*, as noted on the AR.

Development: Below is an example of how the chair's power might twist the PC's intentions towards evil without their knowledge. This assumes they were to target an assistant of Boss Renfus with the goal of ensuring the treaty is not signed:

Focusing your mind you begin to think about Boss Renfus. The stories return to you as if they were being spoken anew. Eventually you recall a name that could serve you well, Welorina, a minor assistant who is often in his presence.

Concentrating on that name an image begins to form in the mirror. It is hazy at first but after an hour you can clearly see your target. She is speaking with someone from across a room. He is too far away for you to see but he speaks as one in authority. The conversation continues for several minutes but as the image begins to fade she finally calls him by name, Olir.

An hour later you are watching Olir in your mirror. He is ordering a servant to have Quentin's report on the conference with the Dimrites on his desk first thing in the morning.

Convincing the servant Ulok to change the content of his report would allow you to influence Boss Renfus' decision... Thinking of the story you would like to convey you concentrate on Ulok and fall into a deep slumber.

You awaken late in the evening confident that you have convinced Ulok to report that the Dimrites have demanded that Stoink pay an annual tithe to Pholtus. That should disrupt any future talks quite nicely.

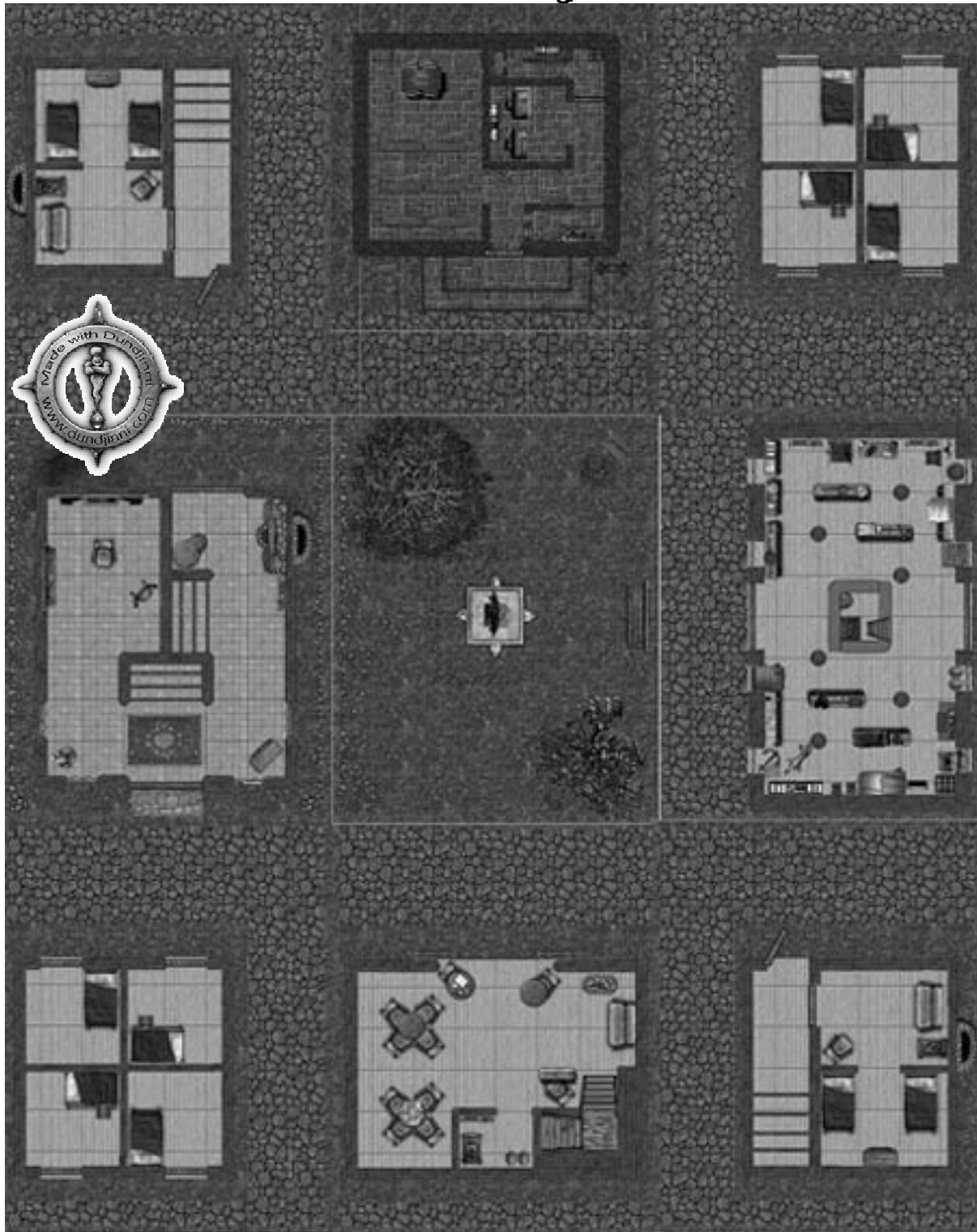
The PC sent a Dream to Ulok that convinced him to modify the report. What the PC doesn't realize is this leads to Ulok's death when Quentin disputes the report several days later. The treaty is eventually signed but the chair sees to it that the PC never learns of this.

Judge Aid Three: Timeline

9:00 am Adventure Beings, Preluk will be scried upon for 17 minutes
9:30 am Children ask PCs to recover their ball, PCs meet with Olynestra
9:55 am Dimrites head to the government building, Relor heads to the park
10:05 am PCs leave Olynestra's home, meet Cladorin at the general store
11:00 am PCs complete their shopping, free to attend treaty talks
2:50 pm Relor returns to the Traveler's Rest
3:00 pm Treaty talks end, government building available for general business
3:10 pm Dimrites return to Traveler's Rest, Preluk available to visit with PCs
4:00 pm Cladorin has replacement shutter ready.
4:10 pm PCs return the shutter

4:30 pm PCs return (or keep) the kid's ball
6:00 pm Kinde collects rent
7:30 pm Donatello begins haunting the park
9:00 pm Dimrites retires to rooms
9:05 pm Timor has Nightmare
9:30 pm PCs return to confront Olynestra
10:00 pm PCs leave the house, confronted by Strike Force if Kinde sent them
11:00 pm Malthos and courtesan go to their rooms
12:00 pm Relor goes to his room
2:00 am Prelok retires to his room
6:00 am Dimrite's prepare to leave if not confronted by authorities

Player Handout One: Aerial Map



Player Handout Two: Holy Text of the Ebongleam

"In the early days humanity was dark and depraved. And the holy light of Pholtus shone upon the land in great swathes and illuminated those in hiding who kept their shame from him. There was not a place upon the Oerth where his light did not shine, not in the depths of the sea nor the bowels of the Oerth. Everywhere the wicked were blinded and chastised by the power of the Blinding Light. And this light lasted for many days.

"A tumult went out among the worthy who cried, 'O Blinding Light! Deliver us from the darkness that you have shown us this day!' And he responded, 'Children of light, my favored and my devout. You have shown yourselves worthy to me by standing side by side with the darkness while my light was not with you. Therefore be cheered, for the power of the Blinding Light is now among you.' And the people were glad, for there arose among them those who began to create miracles in the name of the Blinding Light. And the faithful bowed down and praised Pholtus for his gifts because they had followed the path even in darkness."

"There arose in the days of Blem, a servant of the Blinding Light called Galrus. Galrus was true and pure and the light radiated from him like a beacon among the people. In the city of Kasher he did great miracles and healed the sick, all by the power of the Blinding Light. And the people of Kasher said, 'Mighty Galrus, you are truly a blessed healer and worker of miracles. We have come to you with offerings of gold and silver, that you might undertake a journey to convert our enemies, for in your hands, the power of the Blinding Light is great.' And Galrus agreed.

"...and thus Galrus entered the dark realm of Fhorthal. In those days Fhorthal was despicable and its people ruinous. They hid in darkness and concealed their most heinous sins by night. And when Galrus arrived he exclaimed, 'by the Blinding Light I have ne'er seen such depravity!'

"The people of Fhorthal were exceedingly wicked. It was common practice among them to deliver one's firstborn son or daughter to the gods of slaughter and death to appease them. Galrus witnessed these events and began to cry, saying, 'they seek to appease evil by darkening their hearts still,' and Galrus was very saddened by it.

"...and Galrus lived among Fhorthalians and acted as a beacon amongst them, teaching them, and saying, '*hide not in the darkness, for the Blinding Light shall seek you out.*'* And they heard and were amazed at his teaching. And Galrus lived among them forty-three years, never wavering under the shadow of darkness."

The following are a series of laws given by Galrus while living in Fhorthal.

- "The law is your shield against wrong-doings, for without law the people shall surely falter and suffer disorder among them.

- "Be kind to those who live among you, and shine on them when they are troubled.

- "The light is to be revered always. Let there never be one among you who does not offer a pyre in his lifetime as an offering to the Blinding Light.

- "Darkness leads to evil and chaos. But only those who understand real evil and chaos can see the power of the Blinding Light.

- "Be always true to the light. Yes, I say it is true. *Even those who walk hand in hand with darkness shall be blessed*†, for they know the true folly of corruption in their hearts and will turn to the light."

*This quote from the story of the healer Galrus is one of the most popular sayings among those who adhere to the Ebongleam.

†The lines in italics here form what is possibly the most controversial statement ever to be found in the sacred texts of the Blinding Light. It is these lines that form the basis of the doctrine of Dimre, who claims that the Ebongleam is the divine revelation of Pholtus' will for his servants.

Player Handout Three: Excerpts from Olynestra's Diary

In a dusty journal that has not been used in decades you find the following

It took me a while but I finally have a lead on where the ogre's cave might be. The locals were so happy to have killed Norg and his band that they never thought to find their lair and the loot he had acquired.

Amongst the ogre's treasure were several interesting items. Researching them will require a secure base of operations. My darling brother once told me of a home in Stoink that was built by an ogre. If it is still available it would be a fitting place to study my newly acquired treasures.

I have discovered that the Chair and mirror allow me to remember anything I have ever heard. With this power I will finally be able to create vivid stories with a level of detail I could only imagine before.

My brother visited yesterday. I was surprised to discover I could hear his thoughts in my mind even before he spoke the words. Although he did not say as much he is concerned with my health. The lack of exercise is having an effect on me.

Building off what I discovered with my brother I have found I can see him in the mirror and send messages to him while he sleeps. I can use this to share my stories with him.

My brother is an ungrateful swine. He came to the house and attacked me. I would be dead if he hadn't left suddenly. I must arrange for protection.

I can no longer reach my brother. Perhaps there are others who would appreciate my gifts?