

BDK6-06

Never Stir the Wasp's Nest

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

Version 1.0

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"Do not stir a wasp's nest unless you wish to be stung," says an old saying. Boss Renfus and the Free City of Stoink have been stirred. Do you wish to be stung? Members of the Stoink Thieves Guild and the Grand Theocracy of Dimre are encouraged to participate in this adventure. A Bandit Kingdoms Regional Adventure set in Stoink for APLs 2 to 6.

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

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

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Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK™ campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

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PLAYERS READ NO FARTHER

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 farther than this section, you'll 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 instruction 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 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll 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 proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

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, paladin's mounts) or the warhorse of a character with the

CR	1	2	3	4
1/4	and 0	0	0	1
1/6				
1/3	and 0	0	1	1
1/2				
1	1	1	2	3
2	2	3	4	5
3	3	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

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 a 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 can 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 and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, 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 that 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

Things are not going well in the war against the Northern Alliance and Boss Renfus is angry – angry at having his forces betrayed by Lord Bloodhand in the Battle of Marskeer and angry at his "allies" in Dimre for talking him into a "sure thing" that is collapsing as they watch.

And when Renfus the Mottled gets angry, he gets even.

Sharps from the Stoink Thieves' Guild slipped into the Temple Grimacing one dark Coldeven night and put everyone they could find to the knife. Unfortunately, not everyone was home at the Temple that night. Missing were Lord Bloodhand, the First Sealer of Fate in the Temple Grimacing; his second in command, Argus Fleischriver; and a minor functionary with a penchant for gambling, Govannon the Apothecary – now Renfus has another reason to be angry.

If found alive, Govannon will provide leads to the location of Argus Fleischriver and eventually Lord Bloodhand himself. Finding (and eliminating) them will eliminate the possibility of an Iuzian loyalist movement forming against Renfus's rebellion. It will also go a long way towards removing Renfus' anger from whichever faction brings Govannon back.

With this last thought in mind, the Stoink Thieves' Guild and representatives of the Grand Theocracy of Dimre are combing through Stoink to find Govannon and redeem themselves in front of Renfus. To this end, they are tapping all of their resources in the city and offering quick promotion within the ranks for whoever brings in Govannon alive. Other factions in the city are looking as well, following their own motivations...

Adventure Summary

Introduction: Wanted! ...by Boss Renfus?

PC's get to Stoink and notice two differences in the wanted posters: all of the posters from the Temple Grimacing are gone and they have been replaced by multiple copies of a single poster, with a large bounty being paid by Boss Renfus.

Encounter One: The Calling in of Favors: After finding lodgings, the PCs will be contacted by metaorganizations they belong to or have the favor of,

requesting the PCs track down Govannon. Some will warn the PCs that Govannon the Apothecary is a priest of the Old One, some will not.

Encounter Two: The Hunt: The PCs track down various rumors and clues to Govannon's location. The clues lead to an acquaintance of Govannon, a Ralishazite priest who operates out of the All or Nothing, a gambling house next to the popular tavern known as the Double Dagger. If they fail to put the clues together, a moonrat, who wants Govannon removed from the tunnels, will tip the PCs to his location.

Encounter Three: Into the Cups: The PCs enter All or Nothing to gain access to the tunnels underneath. The two available entrances are through the basement or an upstairs back room. They should be able to sneak or talk their way in.

Encounter Four: The Hidden Paw of Fate: This encounter is optional. If the PCs are failing to solve the logic puzzle, one of them will be contacted by a faction of moonrats that want Govannon removed from the tunnels under All or Nothing. They will offer up Govannon's location in exchange for complete silence about the deal.

Encounter Five: The Tunnels of Ralishaz: The PCs work their way through the tunnels looking for Govannon. This will mostly be a small number of traps and dungeon hazards for the PCs to get past.

Encounter Six: Showdown with a Wanted Man: Eventually the PCs end up at the cavern the Ralishazites have converted to a hiding place. Govannon has used his powers to bring some of the undead in the tunnels under his control (types based on APL – skeletons or ghouls most likely). He will resist being captured.

Encounter Seven: Stoink Standoff! Exiting the tunnels, the PCs find that while All or Nothing has been emptied of patrons, it is full of people. The Stoink Thieves' Guild arrived while the PCs were in the tunnels and were in the process of confronting the Ralishazites when the PCs surface. Negotiations should then take place – no one group can take the other two and the longer they wait, the greater chance more bounty hunters will show. Eventually the PCs can negotiate a three-way split of the take to seal the deal and the player characters can take Govannon to collect the bounty.

Encounter Eight: The Lowdrend Monologue: Assuming the PCs survive the Stoink Standoff, they deliver Govannon to Renfus's "palace" via a cart with the Stoink Thieves' Guild running interference and a junior priest of Ralishaz riding shotgun to keep other bounty hunters at bay. Lowdrend will accept delivery, pay the PCs the bounty, and suggest they keep quiet about the whole thing. A representative of the STG and the priest of Ralishaz will take their respective cuts of the bounty and leave (taking the cart with them) leaving the PCs to

walk the length of Stoink, with a noisy bag of money, to get back to the "safety" of the Double Dagger.

Preparation for Play

Before play begins, find out which meta-organizations the PCs belong to or have the favor of. Make special note of anyone having affiliations with the following groups:

- The Stoink Thieves' Guild
- Grand Theocracy of Dimre
- The Red Planks
- The Northern Alliance

If none of the player characters are affiliated with any of the above meta-organizations, make note of which characters are rogues or are described in a way to look like rogues (which should cover many PCs in the Bandit Kingdoms).

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

Stoink! Home of pickpockets, cutpurses, and scoundrels. After paying the usual assortment of bribes, hush-money, extortions, and intimidations you make your way through the city, cautiously checking the wanted posters to see if... That's odd, all the usual posters are gone. Instead there are multiple copies of a single poster listing an impressive bounty for one man.

As you move in a little closer you get to the details. The poster claims one Govannon the Apothecary is very dangerous and is suspected of treason. Additionally, he is wanted for questioning by the Boss of Stoink, Renfus the Mottled, not by the Temple Grimacing. Very unusual.

Not wanting to be picked as an easy mark by any thieves, you move on to find lodgings, as several obvious questions present themselves. Where are all the other posters for the those wanted by the Church of Iuz? What did this Govannon do? What's really going on here?

Who stirred the Wasp's Nest?

Bounty Specifics:

This information can be readily learned from a DC 15 Gather Information check.

- Govannon is wanted for treason.
- The reward is posted by Boss Renfus.
- Govannon is wanted alive and able to talk.
- The bounty can be claimed by delivering Govannon to Lowdrend (Boss Renfus's magical advisor) at the palace.
- Reward value at APL2: 6,200gp
- Reward value at APL4: 8,200gp
- Reward value at APL6: 8,000gp

Rumors

This is easy information that the PCs can pick up from almost anyone in the city. You can roleplay it out or give one bullet worth of information for each successful DC 15 Gather Information check.

- Last week the priests at the Stoink Temple Grimacing all suffered a fatal case of "Dagger-in-the-Back".
- Two days later, all the other bounty posters were pulled down and the Govannon posters went up.
- Bounty hunters have been thick as flies recently, but there have been no reliable sightings of Govannon since last week.
- The war against the Northern Alliance might not be going very well since the loss at Marskeer.
- Govannon wasn't really an apothecary; at least he had no public shop.

Refer to *Encounter Two: The Hunt*, for what information the PCs might know based on a Knowledge (Local – Iuz Border States) check.

Encounter One: The Calling in of Favors

Encounters:

Representatives of the meta-organizations below will contact individual PCs belonging to that meta-organization. If none apply, a member of the Stoink Thieves' Guild will contact a likely PC (see *None of the Above* further down). These are all roleplay only encounters.

The Stoink Thieves' Guild:

Any PCs that belong to the Stoink Thieves' Guild meta-organization or has influence with them will be

approached by a representative of the organization. Read the following like a mobster with a Philadelphia accent.

"Greetings. You may have heard that Govannon the Apothecary is a very valuable commodity right now. We need him found to amend an...oversight... on the organization's part that has angered the Boss. If you and your "associates" find Govannon, turn him over to the Boss's pet wizard, Lowdrend, at the Palace and tell the spellchucker that this is compliments of the Guild. Doing this favor will help us with the Boss. In return for helping us, we'll help you – we'll advance you within the organization and waive the standard requirements. Do we understand each other? Do we have a deal?"

To claim this boon, all the PC has to do is tell Lowdrend that they are turning Govannon over in the name of the STG when they turn him over. They can claim the reward themselves, minus 10% for the Guild of course. If the PC accepts:

"Excellent! Stick with us, kid. It'll be luc-ra-tive. Now get a move on!"

The Grand Theocracy of Dimre

Any PCs that belong to this meta-organization will be approached by a representative of the organization shortly after arrival. Think of a sincere evangelical when portraying this character.

"In the name of the Ebongleam, greetings to you, friend. As you may have heard, our efforts against the evil that is the Northern Alliance has yet to achieve the full glory that Pholtus promises to all who follow his Light. In this time of Darkness before the coming of the Light, our erstwhile ally, Renfus the Mottled, is wavering in his faith in we, the Faithful. As a result, if we were to find this Govannon the Apothecary, a vile follower of Old Boney, it would surely boost his confidence in the Faith and the surety of our eventual victory. If you and your compatriots would find this lost soul and turn him over to Renfus' wizard Lowdrend, informing the wizard you do so as a representative of the Ebongleam, the Church will advance you within the hierarchy in recognition of your great works. Will you take on this important mission for the Church?"

To claim this boon, all the PC has to do is tell Lowdrend that they are turning Govannon over in the name of the Grand Theocracy of Dimre when they turn him over. They can claim the reward themselves. The

representative of the Church knows that Govannon is a low level cleric of Iuz and will provide this information if asked. If the PC accepts:

"Praise be to the Light! Truly, Pholtus' light shines upon you. Walk with the light in all the dark places you must go. And please hurry, other factions are also looking for him."

The Red Planks

Any PCs that belong to the Red Planks meta-organization or has influence with them will be approached by a representative of the organization who will slip a message into the PCs pocket.

While going about your business, a cloaked and hooded woman passes you in a crowded place. In doing so, she bumps into you and then continues on swiftly without looking back. Rapidly checking your person to see if anything is missing, you find a small piece of paper in one of your pockets. When you look back up to find her, she is gone.

See *Player Handout #1* for the text of the note.

The Northern Alliance

In the unlikely event that one of the PCs is a citizen of the Northern Alliance, they will be contacted by a heavily disguised spy that serves the Alliance. (Remember: Citizens of the Northern Alliance have a -4 Circumstance bonus to their Disguise check against officials from the Northern Alliance.)

Speak in hushed, detached tones when reading the following, never making direct eye contact.

"Govannon will lead Renfus to his surviving superiors. This would be against the long term interests of the Alliance. Make sure Govannon does not talk, but don't get caught doing it. Time is of the essence. Do this and your citizenship will not become a topic of conversation – a thing to be avoided during a war, no?"

To be clear, the PC is being blackmailed into doing dirty work for a Northern Alliance spy. If the PC is tasked with this mission and Govannon lives to talk, Lifestyle costs for the PC will quadruple for this adventure to a minimum of 48 gp (even if the PC pays no upkeep) as word gets out that they are a Northern Alliance spy and the PC has to pay many bribes to stay hidden.

None of the Above

If none of the PCs belong to any of the meta-organizations above, they will be contacted by a dapper Oeridian man with a bit of an accent after they have had time to ask around about what is going on (that is, make Gather Information checks).

He will introduce himself as Gremian Ironknife and explain that he belongs to a guild of "Family Men" (the Stoink Thieves Guild) and understands that the PCs have shown some interest in Govannon. His organization is respected in the city, but needs Govannon turned over to Boss Renfus on their behalf to smooth over an "oversight" on some work they did for the Boss last week.

If the adventurers would find Govannon and turn him over on behalf of the Stoink Thieves Guild, the Guild will let them claim the reward, plus would owe them a "big favor". However, there are Guild teams also looking for Govannon in order to bring that money directly into the Guild's coffers. So if the adventurers want to get the money, they should move quickly.

Encounter Two: The Hunt

Investigation

This part should include asking around (use of skills like Gather Information or Knowledge: (Local-Iuz Border States)) and following up the leads to solve the logic puzzle. Here is what can be learned through investigations.

Knowledge (Local – Iuz Border States)

A PC may attempt a single Knowledge (local) check to learn the following about the current situation (results are cumulative):

- DC 10: With Renfus after him, Govannon cannot go to the Stoink Thieves' Guild for help.
- DC 15: "Reputable" places in the city will not hide Govannon, fearing to cross Renfus.
- DC 18: There are places in Stoink that will hide anyone for a fee, some better known than others. The Double Dagger is one such place that is rumored to offer this service.
- DC 20: Govannon was a minor functionary at the Temple Grimacing in Stoink.
- DC 25: Factions in Stoink are generally anti-Iuz, but not all of them are pro-Renfus.

Gather Information (In general)

A PC may spend 1d4+1 hours asking around the city about Govannon (PH, p74). Award a +2 circumstance bonus for every 10gp spent to a maximum of +10.

- DC 10: The Stoink Thieves' Guild is hunting Govannon, as is every bounty hunter in the city.

- DC 15: Govannon worked at the Temple Grimacing.
- DC 18: Govannon is known to be a gambler.
- DC 20: Scrying of any sort has failed to find Govannon's location.
- DC 25: Govannon favored playing dragon chess for money.

Gather Information (In gambling dens)

A PC must spend 1d4+1 hours asking around gambling dens about Govannon (PH, p74) to gain the following information. Award a +2 circumstance bonus for every 10gp spent to a maximum of +10.

- DC 10: Govannon liked to gamble on his days off. He was OK at it.
- DC 13: Govannon was part of the Temple Grimacing.
- DC 15: Govannon favored playing Dragon chess for money over any other form of gambling, if an opponent was available.
- DC 18: Govannon favored three places to gamble: the Double Dagger, the Horn and Haunch, and the All or Nothing.
- DC 20: The Double Dagger is associated with the Stoink Thieves' Guild.

The Double Dagger and All or Nothing are next door to each other and found just outside the Towergate. The Horn and Haunch is inside the city, on the corner of Brick Road and Stoa Street, near the old brickworks. An additional DC 15 Knowledge (Local – Iuz Border States) check will provide the information that the All or Nothing also doubles as a shrine to Ralishaz, God of Chance, Ill Luck, Misfortune, and Insanity.

If the PCs Go to the Horn and Haunch

Due to the large bounty on Govannon (and the complete lack of any other bounties in the city right now), the Horn and Haunch has some bounty hunters staking the place out. These are higher quality bounty hunters than those at the Double Dagger and blend in better: buying enough drinks and food to keep the staff happy, gambling at the tables to fit in, and so forth.

At the corner of Stoa Street and Brick Road, The Horn and Haunch is a two story brick building showing signs of occasional patching and is flanked by a spice merchant's shop on one side and a tailor's shop on the other. The sign out front shows a hunting horn with an animal's hind quarter roasting on a spit underneath. The sounds of a lively tavern can be heard through the open windows on the ground floor.

Inside you find a good-sized crowd enjoying their drinks and the welcoming smells of alcohol and food.

While the long tables in the center of the room are clearly for drinking and eating, the tables on the outer walls are currently hosting a variety of games of chance.

Any PC making a DC 18 Spot check will notice a handful of individuals in the room pause for a moment in whatever they are doing to take note of the PCs and give them a quick but thorough once over before going back to their activities. These are the higher quality bounty hunters waiting here to see if Govannon appears. None of them are associated with any of the others, but none are bitter rivals either. They will not approach the PCs nor discuss bounty hunting unless the PCs use Diplomacy to make them Helpful (they start out Indifferent). Fifty to a hundred gold pieces will greatly assist in this (Friendly for 50, automatically Helpful for 100).

The bounty hunters here all know the following:

- Govannon was a gambler who preferred Dragon chess.
- The *Horn and Haunch* was one of his preferred gambling establishments.
- Govannon occasionally gambled with another man who wore the symbol of Ralishaz. This man crept out the serving staff here.

Govannon will not be appearing here and eventually the PCs will have to move on.

If the PCs Go to the Double Dagger

Due to the large bounty on Govannon (and the complete lack of any other bounties in the city right now), most of the disreputable locations in Stoink where someone could go to hide are currently staked out by crowds of bounty hunters. It is known that the Double Dagger is a place where people can go to disappear (or make other people disappear), so it is currently full of low-end bounty hunters.

Just outside the Towergate is the Double Dagger, a ramshackle building that is either built entirely out of old packing crates or just buried under them. The sign over the entrance shows a dead dwarf stabbed in the back while thieves are drinking from a tankard and holding his coin purse. The outside is covered in graffiti that includes praises to Iuz, wardings to keep away the bad luck of Ralishaz, and invitations to the charms of Myrhiss.

Just outside the front door a hulking eight foot tall brute with a disgusted look on his face sits on a somewhat crushed crate, holding an oversized tankard. He looks at you a moment, sizing you up, before snorting and going back to his drink.

As you step inside, the entire establishment falls silent and every patron in the house turns to stare at you. Almost as one they all turn slightly to look at the large bounty poster of Govannon nailed to the wall beside the entrance, reminding themselves what Govannon looks like, and then turn back to look at you. Hard.

After a few tense moments most of them decide you're not Govannon and go back to their conversations. Most of them. The reason for the bouncer's disgusted look is suddenly apparent.

Every patron in the Double Dagger is a bounty hunter nursing a cheap beer, trying to get the best spot to see Govannon if he shows up, and desperately trying to NOT look like a bounty hunter. These are not the brightest people and don't realize that the Double Dagger is associated with the Stoinck Thieves' Guild and this is one of the last places Govannon will appear. And so they are biding their time, trying to be subtle, and driving away the regular crowd, who have reasons to avoid bounty hunters.

The gambling tables are all empty except for the card dealers. The bounty hunters (all starting attitudes Unfriendly) will stop their conversations if any of the PCs approach and not resume them until the PC(s) move away again or adjust their attitude to Friendly (not that many of them know anything useful anyway).

The bar wenches, the hobgoblin bartender, and the card dealers are not happy with the situation as the bounty hunters are cheap and not buying much, let alone gambling. As a result, they will be a bit terse with the PCs unless the PCs spend more than 10 gp on drinks and tips. Then the PCs will start getting preferred service over all of the bounty hunters and will freely learn the following information from the staff:

- Govannon is a priest of the Old One.
- Govannon liked to gamble and preferred dragon chess.
- There are no dragon chess games here – the pieces tend to get stolen.
- He would play three dragon ante here if he could not find a dragon chess opponent at either All or Nothing next door or at the Horn and Haunch in town.
- The wait staff despises the bounty hunters because they are driving away the regulars and tip lousy.

It should quickly become obvious to the PCs that Govannon is not here, nor will he ever be.

If the PCs Go to the All or Nothing

Go to Encounter Three: Into the Cups.

Encounter Three: Into the Cups

There are no bounty hunters here as anyone spying on the patrons of the All or Nothing tends to have very bad luck, sometimes fatally so. This does not bother the regular patrons at all as more bad luck for you leaves more good luck for them.

Just outside the Towergate and next to the Double Dagger is All or Nothing – a barely respectable looking two-story building of clapboard construction (not packing crates like its neighbor, the Double Dagger). The sign out front shows two unusually tall drinking vessels: one is overflowing with gold coins, the other is on its side and contains a small spider's web. The sound of a lively crowd can be heard from inside.

The spider webs in the empty cup form the outline of the holy symbol of Ralishaz. A DC 20 Spot check followed by a DC 20 Knowledge (Religion) check will discover this for non-Ralishazites. For followers of Ralishaz, the DC 20 Spot check only is needed.

It is likely that the PCs will arrive here following leads to Govannon. They can learn the following here from the staff after buying a few rounds of drinks or gambling for a while:

- Govannon was a regular here, playing dragon chess often.
- None of the regular staff has seen Govannon in about a week.
- Govannon was here when the Temple Grimacing had the unfortunate outbreak of dagger-in-the-back. But by the time word reached the establishment, he was not to be seen.

Govannon did play dragon chess with the owner, Mushin Aydin, but never here as it would look bad for the owner to win or lose against a patron. They played over at the Horn and Haunch when Mushin felt it was good to do so.

If the players want to have their characters gamble here, remember that virtually everyone in this establishment has a minimum of 4 ranks in Profession (gambler).

After spending some time interacting with the patrons and learning all they are likely to, move to *Encounter Four*. It should be evening when this happens and there will be a full moon.

All or Nothing Interior

See the map in *Appendix Four*.

Location 1: The Gambling Den

There are many gaming tables in the room and each one is packed full of people. There is a wheel of fortune immediately to the left of the front doors, three tables of blackjack along the left wall, four tables of other card games in the center, and a long dicing table near the back on the right. There is a full bar at the far end of the room long enough to hold 10 people. Sitting on three, 3-ft high platforms evenly spaced around the room are the pit bosses, each with an attendant bouncer standing to one side, keeping an eye on the patrons. A fourth bouncer is stationed to the right of the door to the street while the head bouncer circulates the room, moving from one bouncer station to the next.

This is the main gambling room for the All or Nothing. The pit bosses are priests of Ralishaz, the head pit boss being the owner and high priest, Mushin Aydin. Mushin is sitting on the platform in the back corner. If the priests spot any cheating (or just take a disliking to someone) they will dispatch their bouncer to have the person ejected.

The bar serves beer and wine from two large barrels in the back wall. Orders for simple foods from the kitchen can be placed here or with the serving wenches.

From noon until the sun starts going down, there are on average 15 patrons in the place. During evening hours, this number increases to 45 people. From dawn until noon, the establishment is empty of patrons with only some scullions cleaning up the place.

If the PCs attack the place, Mushin Aydin, the two lesser “pit bosses” (priests of Ralishaz, Clr4 and Clr2), the head bouncer (Osrice Pikebreaker), the other 4 bouncers (Ftr2), and all the patrons (all Com1 or War1; offered “double your current bet” for defending the gambling hall) will turn on the PCs and pound them unconscious. The PCs will then be turned over to the Stoink City Watch and thrown in jail. End of adventure.

All APLs

Mushin Aydin: Male human (Bakluni) Clr8; hp 51; see *Appendix One*.

Lesser priests of Ralishaz: Male humans Clr4 and Clr2; hp 29 and 16; see *DMG* 115.

Osrice Pikebreaker: Male half-orc; Ftr6; hp 44; see *Appendix One*.

Bouncers (4): Male humans Ftr2; hp 20, 19, 19, and 18; see *DMG* 117.

Commoner Patron (number variable): Male or female human Com1; hp 3; AC 10; Atk +1 melee (1d6+1, club).

Off-Duty Militia Patron (number variable): Male or female human War1; hp 5; AC 10; Atk +3 melee (1d6+1, club).

Location 2: Wine and Beer Storage

This room is dark and contains barrels of moderate wine and beer. Two barrels are on their sides on supports with their ends jutting through the wall to the back of the bar. There is a lantern hanging on the wall immediately to the right of the door that can be lit if light is necessary.

The third barrel down has a trap door under it (DC 15 Spot check) that exposes a ladder down into tunnels beneath this part of Stoink. See *Encounter Five*.

This room is usually empty of NPCs unless one of the barrels serving the bar needs to be replaced.

Location 3: The Kitchen

This very active room has two fire places for cooking on the exterior wall, two large preparation tables in the center of the room, and three large cupboards for containing food stuffs. The wall to the right has numerous cooking implements hanging on it. Several people are rushing around preparing food and not paying attention to the entryway.

From noon until midnight, the cooking staff is here preparing food items for the patrons. After midnight the cooks leave for the day and the night assistant takes over, preparing only salted meats and fruit until 3 hours after midnight, when the kitchen stops serving food. The scullions sleep on the floor near the banked fires if the weather is cold or in the hallway outside the kitchen if the weather is warm. During this adventure, the time of year is midsummer so the scullions will be sleeping in hallway outside the kitchen.

All APLs

Cooks (2): Male and female human Exp3; hp 12 and 13.

Scullions (4): Male or female human (Flan) Com1; hp 4, 4, 3, 3.

Location 4: Receiving and Storage Area

This room has stacked crates of dry goods along one wall and stacked empty beer and wine barrels in the corner. The smell and sounds of cooking comes from a hallway.

The only time people are in this room is late morning when supplies are being delivered or empty barrels are being stacked here. The back doors are locked at night (DC 20 lock), but not during the day from late morning until sunset.

Location 5: Stairs Upstairs

These stairs lead up to the second floor.

These stairs are designed to be noisy no matter how you go up them, with a locked door at the top.

The second floor contains a small shrine to Ralishaz, sleeping quarters for the bouncers and the priests of Ralishaz, and an office with a heavily trapped and warded safe that contains the profits from the gambling hall. Only Mushin Aydin knows the proper way to open the safe safely.

Traps: The safe is heavily trapped. First of all, any who touch the safe without saying the command word (known only by Mushin) are targeted by a *bestow curse* which gives the character a -4 penalty on all attack rolls, skill checks, ability checks, and saving throws. If the lock is picked or the chest physically disturbed in anyway, the offender is hit with a *sepia snake sigil*. Finally, if the safe is breached without saying the command word, a *glyph of warding* goes off inside the safe which destroys all of the papers detailing the All or Nothing's accounts and melts the gold to the floor of the safe.

All APLs (EL 7)

Bestow Curse Trap: see DMG 71.

Sepia Snake Sigil Trap: see DMG 72.

Glyph of Warding (Blast): CR 4 version; see DMG 72.

Encounter Four: The Hidden Paw of Fate

Once the PCs have tracked Govannon to All or Nothing, Fate will take a hand in the form of moonrats. The moonrats use the abandoned tunnels beneath All or Nothing for their own purposes and Govannon experimenting with undead in the tunnels is interfering with the moonrats' plans.

To eliminate this problem without alerting the staff of All or Nothing (and Mushin Aydin), the moonrats have been looking for someone to do their work for them. The PCs are the first likely candidates to appear.

The first evening possible after the PCs arrive at the All or Nothing (this must occur at night while the moon is up) a commoner will enter the casino and find the most obvious adventurer-looking PC.

A commoner walks into the gambling house and, after scanning the crowd, walks up to you. He hands you a small scrap of folded parchment and in a toneless voice says, "This is for you."

Hand the PC *Player Handout Two*.

The commoner will then blink his eyes several times, look around, mutter "This isn't where I was going," and then turn and leave.

If asked, the commoner does not recognize the parchment or the PC and has no idea why he is in All or Nothing – he was heading home. If the PCs start hassling the man inside All or Nothing, the bouncers will break it up.

If/when the PCs follow the instructions on the parchment, a representative of the moonrats will be waiting behind the gambling house. The moonrat will get the attention of any PCs that appear and draw them a little further back into the shadows before discussing the situation further.

Use a high pitched and somewhat sarcastic voice for the moonrat.

In the alley back behind the gambling house, you hear a high pitched voice clearly say, "Ahem. Squeak. Squeak. Squeak, I say." Turning to look, you see a common rat staring at you. Assured it has your attention, it motions for you to follow it with its paw and then scampers over to a more confidential spot.

The confidential spot will have multiple rat-sized exits that will allow the moonrat to escape if the PC(s) decide to attack it. Once the PC(s) follow it and do not seem to be about to attack it, the moonrat speaks to them.

"There is a certain human that many people seek. Would I be correct in believing you seek him also?"

The rat will wait for some form of assent before continuing.

"I represent a group that knows where he is and wants him to be elsewhere. If you swear to remain silent about all aspects of this arrangement, I will give you directions to where your prey is. Will you agree to this?"

The moonrat will provide the PC(s) with the following answers to their questions, but will not give up the location of the secret entrance to the tunnels until the PC(s) swear to secrecy.

Who are you?

"You may call me Mr. Squeakers, but I recommend not doing that often. It makes me cranky."

Who do you represent?

"I represent the Righteous Hegemony of Analytical Thinkers. Tell anyone that and they will likely lock you away for the rest of your life."

How did you know I (we) are looking for him?

"He is protected from scrying. Those who seek him – not so much."

What do I (we) get out of this?

"The ability to sleep without worrying what that terrible taste in your mouth is when you wake up. We may even owe you a favor – IF you keep silent about this."

Aren't you worried we'll kill you?

"Young house cats can kill me. You can kill me. That makes you no more dangerous than a young house cat – and we can kill cats."

Any chance we'll get some gold out of this?

"What? The reward that fat madman in the palace is offering isn't enough?"

What's in this for you?

"Peace of mind. A clear conscious. The quiet serenity of serving the civic well-being of this city. What do you care!? You have your reasons, I have mine."

What happens if we tell others about you and our agreement?

"They'll think you're deranged and lock you away. Plus, you'll spend the rest of your life wondering if that's really pepper on your food."

If the PC(s) agree to and swear to secrecy, Mr. Squeakers will pull out a small scroll that was concealed in a nearby mason jar and give it to the PC(s). Hand the PCs *Player Handout Three*. The scroll contains a sketch map of the All or Nothing, showing an entrance to tunnels underneath and a note saying "Take the left door when you reach the basement." While the PCs are looking over the map, Mr. Squeakers will bolt down a nearby hole and escape.

It should be noted that "Mr. Squeakers" is not the moonrat's real name but a cover name the moonrats use when dealing with humanoids. Every moonrat contact will refer to himself as Mr. Squeakers, even if female. Why "Mr. Squeakers"? The moonrats know that anyone claiming to be following orders from a talking rat named

Mr. Squeakers, a rat who belongs to an organization with the acronym RHAT, will be instantly tagged as a dangerous lunatic and either be locked up or put down. Possibly both.

Development: The whole exchange is being observed by other moonrats. If the PCs attack and kill Mr. Squeakers, they will earn the *Enmity of the Righteous Hegemony of Analytical Thinkers* (the Moon Rats of Stoink) and life in Stoink will become very uncomfortable (and unsanitary).

All APLs

Mr. Squeakers, Moonrat: hp 1; see MM2 151 (stats not relevant for this adventure).

Encounter Five: The Tunnels of Ralishaz

This is a bit of a dungeon crawl, so not all of these encounters will actually happen. It depends on where the PCs go. The tunnels are mostly natural, but the floors have been leveled and tiled with flagstones.

Location 1: The Ladder

This 10 ft. diameter circular area contains a 40 ft. ladder to the surface. There is the sign of traffic through this area, including carts, but nothing distinct. A single tunnel heads east.

The ladder is attached to the wall and is not removable without destroying it or taking a lot of time.

Location 2: Surplus Storage

The tunnel opens into a 20 ft. by 30 ft. room containing various supplies needed by the gambling den, but not often. There are disassembled tables, stacks of stools, and stacks of cheap lumber to repair the wall of the building when fights get out of hand. There is a push cart to the left side of the door to assist in moving things. In the far corner are two doors leading out.

This room is long term storage and the stacks of stuff are to the ceiling with a fine layer of dust on them. The doors lead further into the tunnels and are not marked. There is nothing of significant value in this room.

Location 3: Accounting

The tunnel opens to a room that forms a rough 30 ft. square and has a stone floor. There are two other tunnels leading out, one on the left wall and one on the right. There are several locked chests that are bolted to the stone floor evenly space in the room. Immediately to the right side of the entrance is a

small writing table with a shelf above it containing a number of books.

The chests contain the money paid for various “unadvertised” services provided by the All or Nothing, including storage of stolen goods until it is safe to move them and hiding people that do not want to be found. The chests have locks (DC 35 Open Lock check to pick) and the same three magical traps described in *Encounter Three, Location 5*. Getting into the chests is not easy and will anger the Ralishazites later (who demand the goods be returned), but if the PCs succeed in opening one of them, they find 500 gp worth of valuables inside (assuming they aren’t destroyed by the glyph of warding).

On the shelf above the writing table are the accounting books for the All or Nothing, which are in code. It will take 1d4+1 days and a DC 35 Decipher Script check to crack the code and find evidence that the Ralishazites have been involved in a number of illegal ventures over the years and paying Boss Renfus a cut. One of these books shows the illegal ventures that they have NOT been paying Boss Renfus a cut of. These books have a spell cast on them that allows Mushin Aydin to know if they are removed from this room. This will earn the bearer the *Enmity of Mushin Aydin* and bad luck will plague this person until the books are returned.

The desk contains three vials of ink and four writing quills. None are of any particularly fine quality.

The tunnel leading east has a trapped area in front of it.

All APLs (EL 3)

Melf’s Acid Arrow Trap: CR 3; magic device; proximity trigger (alarm); automatic reset; Atk +2 ranged touch; spell effect (*Melf’s acid arrow*, 3rd-level wizard, 2d4 acid/round for 2 rounds); Search SC 27; Disable Device DC 27.

Location 4: The Meat Locker

A secret door hides the entrance to this place, requiring a DC 25 Search check to find it. Remember, searching takes time. See *Encounter Six: Showdown with a Wanted Man*.

A: Main Chamber

The regular door to this area has a large bronze knocker on it. The door squeaks when opened unless the PCs do something to stop this (such as oiling the hinges).

The chamber beyond the door contains a bookshelf (full of penny dreadfuls), a reading chair, a side table, and behind a partially closed curtained area a bed is visible. None of the furniture is particularly valuable.

Whatever APL-appropriate undead under Govannon’s control are stationed in this room. They will attack anyone other than Govannon or Mushin.

B: Dining Chamber

This chamber contains a dining table, four chairs, and a cupboard that keeps its contents fresh. None of the furniture is particularly valuable.

C: Privy

A simple privy. There is a washbasin on a side table as well.

Location 5: A Bad Stretch of Tunnel

APL 2

Read the following text when the PCs get within 30 feet of this location.

This stretch of tunnel is noticeably colder than the rest of the tunnels – cold enough that your breath starts becoming visible.

The PCs are approaching a 5 foot patch of brown mold. Remember that any flame brought within 5 feet of the brown mold causes it to instantly double in size.

APL 2 (EL 2)

Brown Mold: DMG 76.

APL 4

Read the following text when the PCs get within 10 feet of this location.

This stony stretch of tunnel is noticeably moister than the rest of the tunnels with a biting, acrid smell.

The PCs are approaching a 5 foot patch of green slime. The patch is hidden in grooves on the ceiling and will drip when it detects movement underneath it. Green slime is bright green, wet, and sticky.

APL 4 (EL 4)

Green Slime: DMG 76.

APL 6

Read the following text when the PCs get within 30 feet of this location.

The stretch of tunnel ahead is damp and floor, walls, and ceiling are noticeably covered with a yellowish layer of some sort.

The PCs are approaching a 15 foot patch of yellow mold. Remember that the mold will release spores if anyone approaches within 5 feet of it and anyone within 10 feet of this cloud will need to make DC 15 Fortitude saves immediately and one minute later.

APL 6 (EL 6)

Yellow Mold: DMG p76.

Location 6: Uninvited Guest

This dark chamber has the sounds of scuttling in it as you approach, but the sound stops when you get close.

When the PCs reach the entrance to this room, they will be attacked. This should not be a dangerous fight, but it should wear them down a bit.

None of these creatures has any treasure with them as this is not their lair. They were trapped here when the moonrats collapsed the various tunnel leading out of this area. They are ravenous and will attack immediately.

APL 2 (EL 2)

Choker: MM 34.

APL 4 (EL 4)

Centipede Swarm: MM 238.

APL 6 (EL 6)

Ghasts (3): MM 118.

Location 7: The Pool Room

There is a pool of clear water in the far corner of this chamber and most of the walls are wet. The stone floor in particular looks very slick.

Have the PCs make DC 15 Balance check to cross this chamber without falling. This movement counts as difficult terrain. This chamber is under one of the cisterns for the city. The cistern is leaky and water slowly finds its way here from there. Otherwise, this room is empty.

The PCs might be paranoid about the prospect of a gray ooze or something hidden in the water. Do nothing to calm them.

Location 8: Amphitheater Rodentia

As you make your way to a bend in the tunnel, you hear the sound of high pitched voices raised in argument ahead.

When the PCs come around the final corner, they will find a room full of rats arguing with each other and with a rat standing on a 2 ft tall podium at the far end of the

room. Unless the PCs are moving silently, the rats will notice the PCs at the same movement and fall silent, staring at the PCs.

If the PCs made a deal with Mr. Squeakers: One of the rats will walk up to the PCs and explain they went through the wrong door back in the storeroom and they should go back the other way. The rats will otherwise stay silent and stare at the PCs until they leave.

If the PCs never met Mr. Squeakers or they attacked him: One of the rats will let out a loud squeak and the entire room full of rats will dart out various rat holes throughout the room, emptying the room in the surprise round. (If any player balks about this, tell them there is no way their PC was expecting to find a room full of talking rats and therefore was completely surprised. Talking rats, however, always expect to see talking humanoids and have escape plans for just such a contingency.)

Location 9: Dead End

The tunnel is collapsed here and goes no further.

Digging will cause more of the tunnel to collapse. PCs take 4d6 damage in this event (DC 15 Reflex half) from having the ceiling fall on them. A DC 15 Knowledge (architecture and engineering) check determines that these collapses happened within the last week.

Encounter Six: Showdown with a Wanted Man

Roll a d10 when the PCs enter to determine where Govannon is:

- 1-5: He is sitting and reading in the main chamber.
- 6-8: He is sleeping in the curtained off area.
- 9: He is eating in the dining chamber.
- 10: He is in the privy.

What Govannon Knows

Govannon knows the following:

- Only Mushin is allowed in this area, so anyone else is likely a bounty hunter and should be killed.
- The only part of the tunnels he knows is the direct path here (including the trapped area in *Location 3*. Mushin warned him not to wander and so he hasn't. This has not stopped him from summoning undead to him, however.
- The attack on the Temple Grimacing happened while he was gambling at All or Nothing.
- Mushin has shown him the wanted posters and he knows they specify he has to be alive and able to speak in order for the reward to be collected. This of course makes him feel no more safe as Boss Renfus'

“questioning” is likely to include a good bit of torture.

- He suspects heavily that the attack was ordered by Boss Renfus.

Tactics: Govannon the Apothecary will let the undead do most of the fighting. He will cast *blindness* on any spellcaster as soon as possible. He will gloat when his undead minions are winning the fight or if the PCs are just unlucky.

Govannon will fight until it looks like he is going to lose and then he surrenders. He is trapped in here and is hoping to escape using his *invisibility* spell if captured.

APL 2 (EL 5)

Govannon: Male human Clr4 of Iuz; see *Appendix One*.

Human Warrior Skeletons (6): hp 6 each; see *MM* 226.

APL 4 (EL 7)

Govannon: Male human Clr6 of Iuz; see *Appendix Two*.

Troglodyte Zombies (3): hp 29 each; see *MM* 266.

APL 6 (EL 9)

Govannon: Male human Clr8; see *Appendix Three*.

Ghasts (3): hp 29 each; see *MM* 118.

Encounter Seven: Stoink Standoff!

When the PCs make their way back up out of the tunnels, they will be expected. The *amulet of proof against detection and location* (*DMG* 247) only works that way in the chambers Govannon was staying in. Outside of that area, it works as an *amulet of inescapable location* (*DMG* 274) and alerts Mushin Aydin that the bearer has left the sanctuary and is therefore no longer under the shrine's protection. This is a safety feature to avoid having a paying guest break the contract without warning the shrine.

The Ralishazites will be in position around the door to the wine and beer storage room (see *Encounter Three, Location 2*), about 10 ft. back. A team from the Stoink Thieves' Guild has finally managed to track Govannon to the All or Nothing and has snuck in via the back entrance. They have observed the priests and bouncers preparing for “their guest” to make his appearance and are hidden and waiting for confirmation that the “guest” is indeed Govannon. Once confirmed, they will step in to try and take possession of Govannon.

If fighting breaks out, no telling who will win, but most will die, especially Govannon, and no one wants

that (right now). After the tough fight below ground, negotiations should break out.

Negotiations

When it becomes clear that Govannon has been grabbed by the PCs, the Ralishazites will be disinclined to let anyone leave with him. During any discussion that happens, Reynardine and the shooters will make their presence known and demand that Govannon be turned over to them.

Do not make these negotiations easy. No one side trusts the other two and all will insist that a representative accompany the PCs on the delivery run.

If the negotiations drag out, have another team of bounty hunters show up and make a play for Govannon. More bounty hunters are putting the pieces together and will start showing up the longer the PCs take to negotiate.

Stoink Thieves' Guild

These are the negotiating points for Reynardine and his group:

- Govannon must be turned in within an hour as the thieves are aware other groups are now closing in on Govannon's location.
- They get at least third of the reward for their trouble. They want all of it, but Govannon being turned in is slightly more important than getting all the money for the thieves.
- Reynardine goes along with the PCs for the delivery and to make sure no “accidents” happen.
- If the thieves don't get part of the action, no one else goes home alive.
- They don't care what Govannon wants.
- They have a carriage out back that can get everyone to the Palace quickly and safely.

Ralishazites

These are the negotiating points for Mushin Aydin and the staff of All or Nothing.

- Mushin does not want Renfus to get Govannon at all.
- If convinced of the necessity (by Diplomacy or a good speech), Mushin will let Govannon go for at least a third of the reward for his troubles.
- Mushin will be indifferent to what Govannon wants. As a priest of Ralishaz, he knows that bad luck is everyone's destiny and this is Govannon's.
- Osric goes along with the PCs for the delivery and to make sure no one forgets about Mushin's cut of the reward.
- If the Ralishazites don't get part of the action, no one else goes home without a bad luck curse. Ralishaz

being the god of bad luck and Mushin being his high priest should put some weight behind this.

If Govannon is dead, neither side cares anymore and will let the PCs go.

Fighting

If the PCs try and fight their way out, they are likely to be overwhelmed. Both parties opposing them are EL 9 each in their own right (effectively an EL 11 overall) and will fight together to stop the PCs before working out their own differences. Use the tactics below to put down the PCs. If the PCs fall back and try to negotiate after the fight starts, let them. Now that the amulet Govannon is wearing acts like an *amulet of inescapable location*, the thieves and the priests know time is of the essence and quick talking beats a drawn out fight in this situation.

Tactics (Ralishazites): Osric and the other bouncers will throw tanglefoot bags first, and then attack those caught. Against difficult or dangerous opponents, Osric will attack to sunder their weapons with his large *+2 mithril heavy mace*, then tanglefoot bag them, and then hit them until they're unconscious. The rest of the bouncers will use the similar tactics, attempting to help Osric flank opponents.

Mushin will support the bouncers and/or harass likely targets. He does not particularly care if Govannon lives or dies during this fight, but he does not want Boss Renfus to succeed. So Mushin will not take any actions to help or hinder Govannon unless it looks like one of the other two parties will escape with Govannon. If that happens, Mushin has given orders to kill Govannon.

Tactics, Stoink Thieves' Guild: The guild shooters will fall back to the stacked barrels and use them for cover while shooting their light crossbows. Reynardine will position himself to keep Govannon from escaping. If necessary, he will cast *sleep* on Govannon and any PCs that seem susceptible. In the worst case, he will cast *invisibility* and *spider climb* on himself to avoid being attacked, then study the strongest PC for 3 rounds to enable his Death Attack. If it looks like the PC or the Ralishazites will escape with Govannon, Reynardine will order his crew to kill Govannon.

Development: If the PCs find a way out without making a deal, they will earn both the *Enmity of the Shrine of Ralishaz in Stoink* and the *Enmity of Reynardine the Assassin*.

All APLs (EL 11)

Mushin Aydin: Male human (Bakluni) Clr8; hp 51; see *Appendix One*.

Osric Pikebreaker: Male half-orc Ftr6; hp 44; see *Appendix One*.

Bouncers (4): Male humans Ftr2; hp 20, 19, 19, 18; see *DMG 117*.

Reynardine: Male human Rog5/Asn3; hp 42; see *Appendix One*.

Guild Shooters (3): Male human Rog3; hp 29, 28, and 27; see *Appendix One*.

Encounter Eight: The Lowdrend Monologue

The PCs Made a Deal with Both Reynardine and Mushin

You make your way to the palace with Govannon and your new business partners. When you explain your business, you are immediately brought inside to a lesser courtyard.

After a period of time, a human of average height garbed in green and yellow robes with sandy-blond hair, cold blue eyes, and a pointed sandy-blond goatee strides up, flanked by eight palace guards in banded mail and carrying glaives.

In an impatient voice, he exclaims, "So you claim to have Govannon. Let's see him."

Let the PCs present their captive and make any declarations as to whose compliments they are presenting.

Govannon's Alive and Able to Talk

Lowdrend smiles a nasty smile at Govannon. "Oh we are going to have some fascinating conversations, aren't we Govannon." It is clearly a statement and not a question.

"Take Govannon away and pay these people," Lowdrend snaps at the guards and then turns and leaves as quickly as he arrived.

The guards relieve you of Govannon and burden you with several bags of gold coins. Reynardine takes his cut and leaves in his carriage. Osric then takes Mushin's cut from the reward and leaves, balancing his Large war club on one shoulder and the money on the other.

The group of you are left with a much smaller amount of money, but at least you didn't get stung, right?

Govannon's Alive but Unable to Talk

Lowdrend smiles a nasty smile at Govannon. "Oh we are going to have some fascinating conversations,

aren't we Govannon. Once we get you fixed up." He turns to you and the smile on his face disappears.

"The bounty posters clearly stated he was to be alive and able to speak. Normally, this would invalidate the bounty, but I have other things to do that are much more important than explaining your ignorance. As it is, Renfus will have to wait a bit before he gets his answers, but get them he will.

"Guards, take Govannon away from these morons but pay them anyway," Lowdrend snaps. To you he states, "Tell anyone about this you morons and its screws and hot poker for the lot of you." He then turns and leaves as quickly as he arrived.

The guards relieve you of Govannon and burden you with several bags of gold coins. Reynardine takes his cut and leaves in his carriage. Osrice then takes Mushin's cut from the reward and leaves, balancing his large war club on one shoulder and the money on the other.

The group of you are left with a much smaller amount of money, but at least you didn't get stung, right?

Govannon's Dead

Lowdrend looks at Govannon's corpse, then at you in disbelief. "What is wrong with you morons, can't you read? The posters clearly stated ALIVE!"

If the PCs immediately explain any extenuating circumstances and make a DC 25 Diplomacy check, Lowdrend will simply banish them from the city for a year. If they fail the Diplomacy check, they are imprisoned for a month first (4 lost TUs), and then banished for a year.

The PCs Made a Deal with Reynardine Only

You make your way to the palace with Govannon and your new business partner. When you explain your business, you are immediately brought inside to a lesser courtyard.

After a period of time, a human of average height garbed in green and yellow robes with sandy-blonde hair, cold blue eyes, and a pointed sandy-blonde goatee strides up, flanked by eight palace guards in banded mail and carrying glaives.

In an impatient voice, he exclaims, "So you claim to have Govannon. Let's see him."

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The group of you are left with a much smaller amount of money, but at least you didn't get stung, right?

Govannon's Dead

If Govannon died, Reynardine will not go to the Palace with the PCs – he's smarter than that.

Lowdrend looks at Govannon's corpse, then at you in disbelief. "What is wrong with you morons, can't you read? The posters clearly stated ALIVE!"

If the PCs immediately explain any extenuating circumstances and make a DC 25 Diplomacy check, Lowdrend will simply banish them from the city for a year. If they fail the Diplomacy check, they are imprisoned for a month first (4 lost TUs), and then banished for a year.

The PCs Made a Deal with Mushin Only

You make your way to the palace with Govannon and your new business partner. When you explain your business, you are immediately brought inside to a lesser courtyard.

After a period of time, a human of average height garbed in green and yellow robes with sandy-blond hair, cold blue eyes, and a pointed sandy-blond goatee strides up, flanked by eight palace guards in banded mail and carrying glaives.

In an impatient voice, he exclaims, "So you claim to have Govannon. Let's see him."

Let the PCs present their captive and make any declarations as to whose compliments they are presenting.

Govannon's Alive and Able to Talk

Lowdrend smiles a nasty smile at Govannon. "Oh we are going to have some fascinating conversations, aren't we Govannon." It is clearly a statement and not a question.

"Take Govannon away and pay these people," Lowdrend snaps at the guards and then turns and leaves as quickly as he arrived.

The guards relieve you of Govannon and burden you with several bags of gold coins. Osric then takes Mushin's cut from the reward and leaves, balancing his Large war club on one shoulder and the money on the other.

The group of you are left with a much smaller amount of money, but at least you didn't get stung, right?

Govannon's Alive but Unable to Talk

Lowdrend smiles a nasty smile at Govannon. "Oh we are going to have some fascinating conversations, aren't we Govannon. Once we get you fixed up." He turns to you and the smile on his face disappears.

"The bounty posters clearly stated he was to be alive and able to speak. Normally, this would invalidate the bounty, but I have other things to do that are much more important than explaining your ignorance. As it is, Renfus will have to wait a bit before he gets his answers, but get them he will.

"Guards, take Govannon away from these morons but pay them anyway," Lowdrend snaps. To you he states, "Tell anyone about this you morons and its screws and hot poker for the lot of you." He then turns and leaves as quickly as he arrived.

The guards relieve you of Govannon and burden you with several bags of gold coins. Osric then takes Mushin's cut from the reward and leaves, balancing

his Large war club on one shoulder and the money on the other.

The group of you are left with a much smaller amount of money, but at least you didn't get stung, right?

Govannon's Dead

If Govannon died, Osric will not go to the Palace with the PCs – Mushin knows exactly what will happen and wants no part of it. He will not warn the PCs at all.

Lowdrend looks at Govannon's corpse, then at you in disbelief. "What is wrong with you morons, can't you read? The posters clearly stated ALIVE!"

If the PCs immediately explain any extenuating circumstances and make a DC 25 Diplomacy check, Lowdrend will simply banish them from the city for a year. If they fail the Diplomacy check, they are imprisoned for a month first (4 lost TUs), and then banished for a year.

Development: If anyone talks about the talking rats, Lowdrend will laugh them off, but the moonrats will know. The PCs will thus earn the *Enmity of the Righteous Hegemony of Analytical Thinkers*, even those who didn't personally say anything (they should know better than to associate with loud-mouths). If no one talks, the PCs get the *Favor of the Righteous Hegemony of Analytical Thinkers*.

If the PCs accepted the mission from the Stoink Thieves' Guild or the Theocracy of Dimre and mention this to Lowdrend, they receive the Favor of that meta-organization.

If the PCs accepted the mission from the Red Planks and DO NOT mention this to Lowdrend at all, they receive the Favor of that meta-organization.

If the PCs were blackmailed into doing the mission for the Northern Alliance and Govannon died before getting to Lowdrend, they receive the Favor of that meta-organization.

Conclusion

The PCs Attack All or Nothing Before Finding Govannon and Get Locked Up

Complete adventure failure.

In the ensuing weeks, Lord Bloodhand and Argus form a network of spies and informants in the areas controlled by Stoink. They work to support the Northern Alliance against Stoink and Dimre.

The PCs Get Govannon to the Palace

Alive and Able to Talk

Renfus has Govannon questioned intensely (read: tortured) until he gives up information leading to the hiding spots for Argus Fleischer and Lord Bloodhand. Renfus then sends his best assassins to eliminate the two of them. Although Argus is apprehended in this case, Bloodhand manages an escape and continues to elude Renfus.

Renfus has the skulls of Govannon and Argus cleaned, bronzed, and blessed by a priest of Olidammara. Once he is tired gloating over the skulls, he will have them turned into donation vessels for the Stoinck War Orphans and Widows Relief Fund and placed next to the entrance to his court.

The PCs Get Govannon to the Palace

Alive but Unable to Talk

Lowdrend has whatever the problem with Govannon is fixed. Renfus has Govannon questioned intensely (read: tortured) until he gives up information leading to the hiding spots for Argus Fleischer and Lord Bloodhand. Renfus then sends his best assassins to eliminate the two of them. Although Argus is apprehended in this case, Bloodhand manages an escape and continues to elude Renfus.

Renfus has the skulls of Govannon and Argus cleaned, bronzed, and blessed by a priest of Olidammara. Once he is tired gloating over the skulls, he will have them turned into donation vessels for the Stoinck War Orphans and Widows Relief Fund and placed next to the entrance to his court.

The PC Get Govannon to the Palace, but Govannon is Dead

Renfus will not be able to get the information he wants out of the corpse, Govannon refuses to be raised, and *Speak with Dead* fails. This will make Renfus angry at the adventurers who turned him in (read: the PCs). The PCs will be banished from the city for a month – the PCs will not be allowed in Stoinck for their next four TUs. If the PCs failed the Diplomacy check with Lowdrend (see *Encounter Eight*), they will be imprisoned for a month (loss of 4 TUs) and then banished.

In the ensuing weeks, Lord Bloodhand and Argus form a network of spies and informants in the areas controlled by Stoinck. They work to support the Northern Alliance against Stoinck and Dimre.

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.

Encounter Three

Disable, survive, or bypass the traps in Mushin's office

All APLs 210 xp

Encounter Five

Disable, survive, or bypass the accounting room trap

All APLs 90 xp

Defeat the creatures in the bad stretch of tunnel

APL2 60 xp

APL4 120 xp

APL6 180 xp

Encounter Six

Capture Govannon Alive

APL2 150 xp

APL4 210 xp

APL6 270 xp

Encounter Seven

Negotiate a deal or escape with Govannon alive

APL2 60 xp

APL4 135 xp

APL6 180 xp

Story Award

Turn Govannon over to Renfus

APL2 60 xp

APL4 120 xp

APL6 180 xp

Total possible experience:

APL2 450 xp

APL4 675 xp

APL6 900 xp

Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly

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

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

Next, the magic items are listed. Magic 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 Five: The Tunnels of Ralishaz

APL 2-6: Loot: 0 gp; Coin: 0 gp; Magic: 0 gp – *The Accounting Books of Mushin Aydin* (0gp).

Encounter Six: Showdown with a Wanted Man

APL 2: Loot: 60 gp; Coin: 0 gp; Magic: 0 gp.

APL 4: Loot: 0 gp; Coin: 0 gp; Magic: 344 gp - *+1 chain shirt* (92gp), *+1 morningstar* (167gp), *+1 heavy steel shield* (85).

APL 6: Loot: 137 gp; Coin: 0 gp; Magic: 752 gp - *+2 morningstar* (667gp), *+1 heavy steel shield* (85).

Encounter Seven:

If the PCs win a fight against two EL9 groups at the same time, they've broken the module and will get more loot than the rules allow. Time to punt.

Encounter Eight: Introduction

APL 2: Loot: 0 gp; Coin: 340 gp; Magic: 0 gp.

APL 4: Loot: 0 gp; Coin: 456 gp; Magic: 0 gp.

APL 6: Loot: 0 gp; Coin: 444 gp; Magic: 0 gp.

Total Possible Treasure

APL 2: Loot: 60 gp; Coin: 340 gp; Magic: 0 gp; Total: 400 gp.

APL 4: Loot: 0 gp; Coin: 456 gp; Magic: 344 gp; Total: 800 gp.

APL 6: Loot: 137 gp; Coin: 444 gp; Magic: 752 gp; Total: 1,333 gp. This is greater than allowed, so round down to 1,250.

Special

Enmity of Mushin Aydin: You have come to the unfavorable attention of the High Priest of Ralishaz in Stoink. At the beginning of each adventure in the Bandit Kingdoms, you must make a DC 17 Will save or suffer the effects of a *bestow curse* spell (-4 to all attack, saving throw, skill and ability check rolls) for the duration of the adventure.

Enmity of the Shrine of Ralishaz in Stoink: For cutting the Shine of Ralishaz out of a share of Govannon's reward, you are cursed with bad luck (-1 to all die rolls) by Ralishaz himself. This lasts until you donate 2,000 gp to a shrine of Ralishaz or by losing it playing at one of their gambling houses.

Enmity of Reynardine the Assassin: For cutting Reynardine the Assassin out of a share of Govannon's reward, you will have to pay an additional 100 gp in bribes anytime you adventure in Stoink to keep him from finding you.

Banned in Stoink: You are banned from Stoink for the next 52 TUs until Renfus gets over it. This can be negated with the expenditure of one IP with Boss Renfus or other individual with Triad approval.

Favor of the Righteous Hegemony of Analytical Thinkers: May be redeemed at night in Stoink for a single maximum result (treat as a 20 rolled on d20) on either a Gather Information or Knowledge (Local – Iuz Border States) check. Cross out when used. Also gain Regional access to all items listed below with a *.

Enmity of the Righteous Hegemony of Analytical Thinkers: Lifestyle costs doubled whenever an adventure takes place at least partially in Stoink as you have to pay

to have your food purified and your mouth covered while you sleep.

Favor of one meta-organization: You are immediately promoted one level in membership for whichever meta-organization you performed this duty for. If performed for the Stoink Thieves' Guild and you are not currently a member, you may join the meta-organization. You also gain Regional access to items below based on organization (circle meta-organization below):

- † Stoink Thieves' Guild
- ‡ Grand Theocracy of Dimre
- Red Planks
- Northern Alliance

Items for the Adventure Record

APL 2:

- * *Pipes of the sewers* (Regional; DMG)
- * *Sovereign glue* (Regional; DMG)
- * *Universal solvent* (Regional; DMG)
- † *Elixir of hiding* (Regional; DMG)
- † *Elixir of sneaking* (Regional; DMG)
- † *Goggles of minute seeing* (Regional; DMG)
- ‡ *Elixir of truth* (Regional; DMG)
- ‡ *Phylactery of faithfulness* (Regional; DMG)
- ‡ *Silversheen* (Regional; DMG)
- • *Elixir of swimming* (Regional; DMG)
- • *Horn of fog* (Regional; DMG)
- • *Quaal's feather token, swan boat* (Regional; DMG)
- • *Hand of the mage* (Regional; DMG)
- • *Hat of disguise* (Regional; DMG)
- • *Robe of bones* (Regional; DMG)

APL 4 (all of APL 2 plus the following):

None

APL 6 (all of APLs 2-4 plus the following):

- +2 *morningstar* (Adventure; DMG)

Appendix One – APL 2

Encounter Three

See the Ralishazite Faction in Encounter Seven.

Encounter Six

Govannon the Apothecary, Priest of Iuz: Male Human (Oeridian) Clr4 (worships Iuz); CR 4; Medium Humanoid (Human); HD 4d8; hp 23; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 16 (+4 armor, +2 shield, +1 dex); BAB/Grp +3/+3; Atk +4 melee (1d8;20/x2, Masterwork morningstar); SA—; SQ Aura(Ex), Spontaneous Casting, Restricted Spells, Rebuke Undead(Su); AL NE; SV Fort +4, Ref +2, Will +6; Str 10, Dex 13, Con 10, Int 14, Wis 15, Cha 14.

Skills and Feats: Concentration +0 (+4 when casting defensively), Diplomacy +7, Heal +9, Knowledge (arcana) +7, Knowledge (religion) +9, Profession (Apothecary) +9, Spellcraft +10; Combat Casting, Extra Turning, Improved Turning.

Languages: Common, Abyssal, Orc.

Aura (Ex): You have a moderate aura of Chaos and Evil.

Spontaneous Casting: Can spontaneously cast inflict spells, by sacrificing a pre-prepared spell of equal or higher level.

Restricted Spells: cannot cast Good spells.

Turn Undead (Su): Can rebuke undead 9 times per day. A rebuking check is made on 1d20+4; rebuking damage is equal to 2d6+7 on a successful check.

Possessions: Masterwork chain shirt, masterwork morningstar, masterwork heavy steel shield, holy symbol of Iuz.

Spells Prepared (5/5/4): 0—*cure minor wounds* (2), *detect poison*, *virtue* (2); 1st—*bane* (DC 13), *command* (DC 13), *cure light wounds*, *disguise self**, *entropic shield*; 2nd—*bull's strength*, *invisibility**, *sound burst* (2; DC 14).

*Domain spell. *Domains:* Mind (Gain a +2 bonus on Bluff, Diplomacy, and Sense Motive checks.); Trickery (Bluff, Disguise, and Hide have been added to your list of cleric class skills.).

Encounter Seven

Mushin Aydin, High Priest of Ralishaz: Male Human (Bakluni) Clr8 (worships Ralishaz); CR 8; Medium Humanoid; HD 8d8+8; hp 51; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+4 armor, +2 dex); BAB/Grp +6/+5; Atk +6 melee (1d6-1;20/x2, Masterwork quarterstaff); Full Atk +6/+1 melee (1d6-1;20/x2, Masterwork quarterstaff); SA—; SQ Aura(Ex), Spontaneous Casting, Restricted Spells, Turn

Undead(Su); AL CN; SV Fort +7, Ref +4, Will +9; Str 8, Dex 14, Con 12, Int 16, Wis 16, Cha 10.

Skills and Feats: Concentration +8, Heal +12, Knowledge (arcane) +13, Knowledge (history) +8, Knowledge (religion) +9, Profession (Gambler) +14, Spellcraft +13; Combat Casting, Craft Wondrous Item, Spell Penetration, Greater Spell Penetration.

Languages: Common, Elven, Ancient Baklunish.

Aura (Ex): You have a strong aura of Chaos.

Spontaneous Casting: Can spontaneously cast cure spells, by sacrificing a pre-prepared spell of equal or higher level.

Restricted Spells: cannot cast Lawful spells.

Turn Undead (Su): Can turn undead 3 times per day. A turning check is made on 1d20+2; turning damage is equal to 2d6+8 on a successful check.

Possessions: Masterwork chain shirt, masterwork quarterstaff, holy symbol of Ralishaz.

Spells Prepared (6/6/5/5/3): 0—*cure minor wounds* (3), *detect poison* (2), *read magic*; 1st—*cure light wounds* (2), *disguise self**, *hide from undead*, *sanctuary*, *shield of faith*; 2nd—*calm emotions* (DC 15), *hold person* (DC 15), *invisibility**, *sound burst* (2; DC 15); 3rd—*bestow curse* (DC 16), *dispel magic*, *magic circle against chaos**, *prayer*, *stone shape*; 4th—*chaos hammer** (DC 17), *cure critical wounds*, *divine power*.

*Domain spell. *Domains:* Chaos (cast chaos spells at +1 caster level), Trickery (Bluff, Disguise, and Hide are class skills).

Osric Pikebreaker, Head Bouncer of All or Nothing: Male Half-orc Ftr5/Rog1 (worships Nazarn); CR 6; Medium Humanoid (Orc); HD 1d6+5d10+6; hp 44; Init +5; Spd 30 ft.; AC 17, touch 11, flat-footed 16 (+4 armor, +2 shield, +1 dex); BAB/Grp +5/+8; Atk +8

melee (2d6+5;20/x2, +2 Mithril Large heavy mace) or +9 melee (1d6+3;20/x2, Masterwork sap); SA +1d6 Sneak Attack; SQ Trapfinding(Ex); AL LN; SV Fort +5, Ref +4, Will +1; Str 17, Dex 12, Con 13, Int 10, Wis 10, Cha 12.

Skills and Feats: Intimidate +10, Jump +3, Sense Motive +3, Spot +4; Combat Reflexes, Improved Initiative, Power Attack, Improved Sunder, Quick Draw, Monkey Grip.

Languages: Common, Orc.

Sneak Attack: Any time someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an extra 1d6 damage. Ranged attacks must be within 30 ft. to gain this, and this extra damage is not increased on a critical hit. Creatures that

are immune to critical hits ignore this damage, as do creatures with concealment.

Trapfinding(Ex): You can use the Search skill to locate traps when the task has a DC higher than 20. You can use the Disable Device skill to disarm magic traps.

Possessions: +2 Mithril, Large, heavy mace, Masterwork chain shirt, Masterwork heavy steel shield, tanglefoot bags (x4).

Physical Description: A big burly bruiser who has a way of leaning on his Large, Mithril, heavy mace that convinces unruly patrons to calm down quickly. Osric has wispy black hair, grey eyes that seem made of stone when angry, and an olive complexion from his orcish heritage.

Reynardine: Male Human (Suel) Rog5/Asn3 (worships Pyremius); CR 8; Medium Humanoid; HD 8d6+8; hp 42; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 17 (+4 armor, +3 Dex); BAB/Grp +5/+7; Atk +8 melee [(1d6+2; 15-20/x2, Keen Masterwork rapier); SA—; SQ—; AL LE; SV Fort +3, Ref +10, Will +2; Str 14, Dex 16, Con 12, Int 16, Wis 10, Cha 8.

Skills and Feats: Balance +10, Bluff +10, Climb +6, Disable Device +14, Disguise +3, Escape Artist +7, Hide +14, Jump +9, Move Silently +14, Open Locks +12, Search +9, Sense Motive +11, Sleight of Hand +13, Spot +9, Tumble +10; Combat Reflexes, Dodge, Mobility, Arterial Strike.

Languages: Common, Orc.

Uncanny Dodge (Ex): You retain your Dexterity bonus to AC even if flatfooted or struck by an invisible attacker.

Improved Uncanny Dodge(Ex): You can no longer be flanked, except by a level 12 rogue.

Trap Sense(Ex): +1 to Reflex saves and AC against traps.

Evasion(Ex): On a successful Reflex save against a magical attack, you take no damage.

Sneak Attack: Any time someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an extra 5d6 damage. Ranged attacks must be within 30 feet to gain this, and this extra damage is not increased on a critical hit. Creatures that are immune to critical hits ignore this damage, as do creatures with concealment.

Trapfinding(Ex): You can use the Search skill to locate traps when the task has a DC higher than 20. You can use the Disable Device skill to disarm magic traps.

Death Attack: If you study your victim for 3 rounds, attack that target within another 3 rounds, then make a sneak attack with a melee weapon that

successfully deals damage, you can paralyze or kill the target if they fail a Fortitude save (DC 16).

Poison Use: You do not risk accidentally poisoning yourself when applying poison to a blade.

Poison Resistance: You have a +1 to all saving throws against poison.

Possessions: Keen Masterwork Rapier, Mithril chain shirt.

Spells Known (3/2): 1st—*disguise self, jump, sleep* (DC 15); 2nd—*invisibility, spider climb*.

Stoink Thieves' Guild Shooters: Male Human (Oeridian) Ftr3 (worship Nerull); CR 3; Medium Humanoid; HD 3d10+6; hp 28; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex); BAB/Grp +3/+5; Atk +6 melee (1d6+2; 18-20/x2, Masterwork rapier), +6 melee (1d6+2; 20/x2, Masterwork sap), or +6 ranged (1d8; 19-20/x2, Masterwork light crossbow); Full Atk +6 Two-handed (1d8; 19-20/x2, Masterwork light crossbow), +5/+5 Two-handed, Within 30', Rapid Shot (1d8+1; 19-20/x2, Masterwork light crossbow), +4/+4 Two-handed, Rapid Shot (1d8; 19-20/x2, Masterwork light crossbow), +6 One-handed (1d6+2; 18-20/x2, Masterwork rapier), +6 One-handed (1d6+2; 20/x2, Masterwork sap); SA—; SQ—; AL LE; SV Fort +5, Ref +3, Will +2; Str 15, Dex 14, Con 14, Int 12, Wis 12, Cha 8.

Skills and Feats: Climb +8, Craft (Weaponsmithing) +3, Intimidate +5, Jump +8, Move Silently +4; Combat Reflexes, Point Blank Shot, Precise Shot, Rapid Shot, Rapid Reload (Crossbow, Light).

Languages: Common, Orc.

Possessions: masterwork light crossbow, masterwork rapier, masterwork sap, masterwork studded leather.

Appendix Two – APL 4

Encounter Three

See the Ralishazite Faction in Encounter Seven.

Encounter Six

Govannon the Apothecary, Priest of Iuz: Male Human (Oeridian) Clr6 (worships Iuz); CR 6; Medium Humanoid (Human); HD 6d8; hp 33; Init +1; Spd 20 ft.; AC 19, touch 11, flat-footed 18 (+5 armor, +3 shield, +1 Dex); BAB/Grp +4/+4; Atk +5 melee (1d8+1;20/x2, +1 Morningstar); SA—; SQ Aura(Ex), Spontaneous Casting, Restricted Spells, Rebuke Undead(Su); AL NE; SV Fort +5, Ref +3, Will +7; Str 10, Dex 13, Con 10, Int 14, Wis 15, Cha 14.

Skills and Feats: Concentration +0 (+4 casting defensively), Diplomacy +7, Heal +11, Knowledge (arcana) +9, Knowledge (religion) +11, Profession (Apothecary) +11, Spellcraft +12; Combat Casting, Extra Turning, Improved Turning, Still Spell.

Languages: Common, Abyssal, Orc.

Aura(Ex): You have a moderate aura of Chaos and Evil.

Spontaneous Casting: Can spontaneously cast inflict spells, by sacrificing a pre-prepared spell of equal or higher level.

Restricted Spells: cannot cast Good spells.

Turn Undead(Su): Can rebuke undead 9 times per day. A rebuking check is made on 1d20+4; rebuking damage is equal to 2d6+9 on a successful check.

Possessions: +1 chain shirt, +1 morningstar, +1 heavy steel shield, holy symbol of Iuz.

Physical Description: (if significant) [Details about appearance]

Spells Prepared (5/5/5/3): 0—*cure minor wounds* (2), *detect poison*, *virtue* (2); 1st—*bane* (DC 13), *command* (DC 13), *cure light wounds*, *disguise self**, *entropic shield*; 2nd—*bull's strength*, *bear's endurance*, *invisibility**, *sound burst* (2; DC 14); 3rd—*nondetection**, *protection from energy*, *searing light*.

*Domain spell. *Domains:* Mind (Gain a +2 bonus on Bluff, Diplomacy, and Sense Motive checks.); Trickery (Bluff, Disguise, and Hide have been added to your list of cleric class skills).

Encounter Seven

Mushin Aydin, High Priest of Ralishaz: Male Human (Bakluni) Clr8 (worships Ralishaz); CR 8; Medium Humanoid; HD 8d8+8; hp 51; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+4 armor, +2 dex); BAB/Grp +6/+5; Atk +6 melee (1d6-1;20/x2, Masterwork quarterstaff); Full Atk +6/+1 melee (1d6-

1;20/x2, Masterwork quarterstaff); SA—; SQ Aura(Ex), Spontaneous Casting, Restricted Spells, Turn Undead(Su); AL CN; SV Fort +7, Ref +4, Will +9; Str 8, Dex 14, Con 12, Int 16, Wis 16, Cha 10.

Skills and Feats: Concentration +8, Heal +12, Knowledge (arcane) +13, Knowledge (history) +8, Knowledge (religion) +9, Profession (Gambler) +14, Spellcraft +13; Combat Casting, Craft Wondrous Item, Spell Penetration, Greater Spell Penetration.

Languages: Common, Elven, Ancient Baklunish.

Aura (Ex): You have a strong aura of Chaos.

Spontaneous Casting: Can spontaneously cast cure spells, by sacrificing a pre-prepared spell of equal or higher level.

Restricted Spells: cannot cast Lawful spells.

Turn Undead (Su): Can turn undead 3 times per day. A turning check is made on 1d20+2; turning damage is equal to 2d6+8 on a successful check.

Possessions: Masterwork chain shirt, masterwork quarterstaff, holy symbol of Ralishaz.

Spells Prepared (6/6/5/5/3): 0—*cure minor wounds* (3), *detect poison* (2), *read magic*, 1st—*cure light wounds* (2), *disguise self**, *hide from undead*, *sanctuary*, *shield of faith*; 2nd—*calm emotions* (DC 15), *hold person* (DC 15), *invisibility**, *sound burst* (2; DC 15); 3rd—*bestow curse* (DC 16), *dispel magic*, *magic circle against chaos**, *prayer*, *stone shape*, 4th—*chaos hammer** (DC 17), *cure critical wounds*, *divine power*.

*Domain spell. *Domains:* Chaos (cast chaos spells at +1 caster level), Trickery (Bluff, Disguise, and Hide are class skills).

Osric Pikebreaker, Head Bouncer of All or Nothing: Male Half-orc Ftr5/Rog1 (worships Nazarn); CR 6; Medium Humanoid (Orc); HD 1d6+5d10+6; hp 44; Init +5; Spd 30 ft.; AC 17, touch 11, flat-footed 16 (+4 armor, +2 shield, +1 dex); BAB/Grp +5/+8; Atk +8

melee (2d6+5;20/x2, +2 Mithril Large heavy mace) or +9 melee (1d6+3;20/x2, Masterwork sap); SA +1d6 Sneak Attack; SQ Trapfinding(Ex); AL LN; SV Fort +5, Ref +4, Will +1; Str 17, Dex 12, Con 13, Int 10, Wis 10, Cha 12.

Skills and Feats: Intimidate +10, Jump +3, Sense Motive +3, Spot +4; Combat Reflexes, Improved Initiative, Power Attack, Improved Sunder, Quick Draw, Monkey Grip.

Languages: Common, Orc.

Sneak Attack: Any time someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an extra 1d6 damage. Ranged attacks must be within 30 ft. to gain this, and this extra

damage is not increased on a critical hit. Creatures that are immune to critical hits ignore this damage, as do creatures with concealment.

Trapfinding(Ex): You can use the Search skill to locate traps when the task has a DC higher than 20. You can use the Disable Device skill to disarm magic traps.

Possessions: +2 Mithril, Large, heavy mace, Masterwork chain shirt, Masterwork heavy steel shield, tanglefoot bags (x4).

Physical Description: A big burly bruiser who has a way of leaning on his Large, Mithril, heavy mace that convinces unruly patrons to calm down quickly. Osric has wispy black hair, grey eyes that seem made of stone when angry, and an olive complexion from his orcish heritage.

Reynardine: Male Human (Suel) Rog5/Asn3 (worships Pyremius); CR 8; Medium Humanoid; HD 8d6+8; hp 42; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 17 (+4 armor, +3 Dex); BAB/Grp +5/+7; Atk +8 melee [(1d6+2; 15-20/x2, Keen Masterwork rapier); SA—; SQ—; AL LE; SV Fort +3, Ref +10, Will +2; Str 14, Dex 16, Con 12, Int 16, Wis 10, Cha 8.

Skills and Feats: Balance +10, Bluff +10, Climb +6, Disable Device +14, Disguise +3, Escape Artist +7, Hide +14, Jump +9, Move Silently +14, Open Locks +12, Search +9, Sense Motive +11, Sleight of Hand +13, Spot +9, Tumble +10; Combat Reflexes, Dodge, Mobility, Arterial Strike.

Languages: Common, Orc.

Uncanny Dodge (Ex): You retain your Dexterity bonus to AC even if flatfooted or struck by an invisible attacker.

Improved Uncanny Dodge(Ex): You can no longer be flanked, except by a level 12 rogue.

Trap Sense(Ex): +1 to Reflex saves and AC against traps.

Evasion(Ex): On a successful Reflex save against a magical attack, you take no damage.

Sneak Attack: Any time someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an extra 5d6 damage. Ranged attacks must be within 30 feet to gain this, and this extra damage is not increased on a critical hit. Creatures that are immune to critical hits ignore this damage, as do creatures with concealment.

Trapfinding(Ex): You can use the Search skill to locate traps when the task has a DC higher than 20. You can use the Disable Device skill to disarm magic traps.

Death Attack: If you study your victim for 3 rounds, attack that target within another 3 rounds, then make a sneak attack with a melee weapon that

successfully deals damage, you can paralyze or kill the target if they fail a Fortitude save (DC 16).

Poison Use: You do not risk accidentally poisoning yourself when applying poison to a blade.

Poison Resistance: You have a +1 to all saving throws against poison.

Possessions: Keen Masterwork Rapier, Mithril chain shirt.

Spells Known (3/2): 1st—*disguise self, jump, sleep* (DC 15); 2nd—*invisibility, spider climb*.

Stoink Thieves' Guild Shooters: Male Human (Oeridian) Ftr3 (worship Nerull); CR 3; Medium Humanoid; HD 3d10+6; hp 28; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex); BAB/Grp +3/+5; Atk +6 melee (1d6+2; 18-20/x2, Masterwork rapier), +6 melee (1d6+2; 20/x2, Masterwork sap), or +6 ranged (1d8; 19-20/x2, Masterwork light crossbow); Full Atk +6 Two-handed (1d8; 19-20/x2, Masterwork light crossbow), +5/+5 Two-handed, Within 30', Rapid Shot (1d8+1; 19-20/x2, Masterwork light crossbow), +4/+4 Two-handed, Rapid Shot (1d8; 19-20/x2, Masterwork light crossbow), +6 One-handed (1d6+2; 18-20/x2, Masterwork rapier), +6 One-handed (1d6+2; 20/x2, Masterwork sap); SA—; SQ—; AL LE; SV Fort +5, Ref +3, Will +2; Str 15, Dex 14, Con 14, Int 12, Wis 12, Cha 8.

Skills and Feats: Climb +8, Craft (Weaponsmithing) +3, Intimidate +5, Jump +8, Move Silently +4; Combat Reflexes, Point Blank Shot, Precise Shot, Rapid Shot, Rapid Reload (Crossbow, Light).

Languages: Common, Orc.

Possessions: masterwork light crossbow, masterwork rapier, masterwork sap, masterwork studded leather.

Appendix Three – APL 6

Encounter Three

See the Ralishazite Faction in Encounter Seven.

Encounter Six

Govannon the Apothecary, Priest of Iuz: Male Human (Oeridian) Clr8 (worships Iuz); CR 8; Medium Humanoid (Human); HD 8d8; hp 43; Init +1; Spd 20 ft.; AC 22, touch 11, flat-footed 21 (+8 armor, +3 shield, +1 Dex); BAB/Grp +6/+6; Atk +8 melee (1d8+2;20/x2, +2 Morningstar); Full Atk +8/3 melee (1d8+2;20/x2, +2 Morningstar); SA—; SQ Aura(Ex), Spontaneous Casting, Restricted Spells, Rebuke Undead(Su); AL NE; SV Fort +4, Ref +2, Will +7; Str 10, Dex 13, Con 10, Int 14, Wis 16, Cha 14.

Skills and Feats: Concentration +0 (+4 casting defensively), Diplomacy +7, Heal +15, Knowledge (arcana) +11, Knowledge (religion) +13, Profession (Apothecary) +15, Spellcraft +14; Combat Casting, Extra Turning, Improved Turning, Still Spell.

Languages: Common, Abyssal, Orc.

Aura(Ex): You have a moderate aura of Chaos and Evil.

Spontaneous Casting: Can spontaneously cast inflict spells, by sacrificing a pre-prepared spell of equal or higher level.

Restricted Spells: cannot cast Good spells.

Turn Undead(Su): Can rebuke undead 9 times per day. A rebuking check is made on 1d20+4; rebuking damage is equal to 2d6+11 on a successful check.

Possessions: Masterwork full plate, +2 morningstar, +1 heavy steel shield, holy symbol of Iuz.

Physical Description: (if significant) [Details about appearance]

Spells Prepared (6/6/5/5/3): 0—*cure minor wounds* (2), *detect poison*, *read magic*, *virtue* (2); 1st—*bane* (DC 14), *command* (DC 14), *cure light wounds* (2), *disguise self**, *entropic shield*; 2nd—*bull's strength*, *bear's endurance*, *invisibility**, *sound burst* (2; DC 15); 3rd—*bestow curse* (DC 16), *blindness/deafness* (DC 16), *m nondetection**, *protection from energy*, *searing light*; 4th—*confusion* (DC 17), *divination*, *summon monster IV*.

*Domain spell. *Domains:* Mind (Gain a +2 bonus on Bluff, Diplomacy, and Sense Motive checks.); Trickery (Bluff, Disguise, and Hide have been added to your list of cleric class skills.).

Encounter Seven

Mushin Aydin, High Priest of Ralishaz: Male Human (Bakluni) Clr8 (worships Ralishaz); CR 8; Medium Humanoid; HD 8d8+8; hp 51; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+4 armor, +2 dex); BAB/Grp +6/+5; Atk +6 melee (1d6-1;20/x2, Masterwork quarterstaff); Full Atk +6/+1 melee (1d6-1;20/x2, Masterwork quarterstaff); SA—; SQ Aura(Ex), Spontaneous Casting, Restricted Spells, Turn Undead(Su); AL CN; SV Fort +7, Ref +4, Will +9; Str 8, Dex 14, Con 12, Int 16, Wis 16, Cha 10.

Skills and Feats: Concentration +8, Heal +12, Knowledge (arcane) +13, Knowledge (history) +8, Knowledge (religion) +9, Profession (Gambler) +14, Spellcraft +13; Combat Casting, Craft Wonderous Item, Spell Penetration, Greater Spell Penetration.

Languages: Common, Elven, Ancient Baklunish.

Aura (Ex): You have a strong aura of Chaos.

Spontaneous Casting: Can spontaneously cast cure spells, by sacrificing a pre-prepared spell of equal or higher level.

Restricted Spells: cannot cast Lawful spells.

Turn Undead (Su): Can turn undead 3 times per day. A turning check is made on 1d20+2; turning damage is equal to 2d6+8 on a successful check.

Possessions: Masterwork chain shirt, masterwork quarterstaff, holy symbol of Ralishaz.

Spells Prepared (6/6/5/5/3): 0—*cure minor wounds* (3), *detect poison* (2), *read magic*; 1st—*cure light wounds* (2), *disguise self**, *hide from undead*, *sanctuary*, *shield of faith*; 2nd—*calm emotions* (DC 15), *hold person* (DC 15), *invisibility**, *sound burst* (2; DC 15); 3rd—*bestow curse* (DC 16), *dispel magic*, *magic circle against chaos**, *prayer*, *stone shape*; 4th—*chaos hammer** (DC 17), *cure critical wounds*, *divine power*.

*Domain spell. *Domains:* Chaos (cast chaos spells at +1 caster level), Trickery (Bluff, Disguise, and Hide are class skills).

Osrice Pikebreaker, Head Bouncer of All or Nothing

Male Half-orc Ftr5/Rog1 (worships Nazarn); CR 6; Medium Humanoid (Orc); HD 1d6+5d10+6; hp 44; Init +5; Spd 30 ft.; AC 17, touch 11, flat-footed 16 (+4 armor, +2 shield, +1 dex); BAB/Grp +5/+8; Atk +8 melee (2d6+5;20/x2, +2 Mithril Large heavy mace) or +9 melee (1d6+3;20/x2, Masterwork sap); SA +1d6 Sneak Attack; SQ Trapfinding(Ex); AL LN; SV Fort +5, Ref +4, Will +1; Str 17, Dex 12, Con 13, Int 10, Wis 10, Cha 12.

Skills and Feats: Intimidate +10, Jump +3, Sense Motive +3, Spot +4; Combat Reflexes, Improved Initiative, Power Attack, Improved Sunder, Quick Draw, Monkey Grip.

Languages: Common, Orc.

Sneak Attack: Any time someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an extra 1d6 damage. Ranged attacks must be within 30 ft. to gain this, and this extra damage is not increased on a critical hit. Creatures that are immune to critical hits ignore this damage, as do creatures with concealment.

Trapfinding(Ex): You can use the Search skill to locate traps when the task has a DC higher than 20. You can use the Disable Device skill to disarm magic traps.

Possessions: +2 Mithril, Large, heavy mace, Masterwork chain shirt, Masterwork heavy steel shield, tanglefoot bags (x4).

Physical Description: A big burly bruiser who has a way of leaning on his Large, Mithril, heavy mace that convinces unruly patrons to calm down quickly. Osric has wispy black hair, grey eyes that seem made of stone when angry, and an olive complexion from his orcish heritage.

Reynardine: Male Human (Suel) Rog5/Asn3 (worships Pyremius); CR 8; Medium Humanoid; HD 8d6+8; hp 42; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 17 (+4 armor, +3 Dex); BAB/Grp +5/+7; Atk +8 melee [(1d6+2; 15-20/x2, Keen Masterwork rapier); SA—; SQ—; AL LE; SV Fort +3, Ref +10, Will +2; Str 14, Dex 16, Con 12, Int 16, Wis 10, Cha 8.

Skills and Feats: Balance +10, Bluff +10, Climb +6, Disable Device +14, Disguise +3, Escape Artist +7, Hide +14, Jump +9, Move Silently +14, Open Locks +12, Search +9, Sense Motive +11, Sleight of Hand +13, Spot +9, Tumble +10; Combat Reflexes, Dodge, Mobility, Arterial Strike.

Languages: Common, Orc.

Uncanny Dodge (Ex): You retain your Dexterity bonus to AC even if flatfooted or struck by an invisible attacker.

Improved Uncanny Dodge(Ex): You can no longer be flanked, except by a level 12 rogue.

Trap Sense(Ex): +1 to Reflex saves and AC against traps.

Evasion(Ex): On a successful Reflex save against a magical attack, you take no damage.

Sneak Attack: Any time someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an extra 5d6 damage. Ranged attacks must be within 30 feet to gain this, and this extra damage is not increased on a critical hit.

Creatures that are immune to critical hits ignore this damage, as do creatures with concealment.

Trapfinding(Ex): You can use the Search skill to locate traps when the task has a DC higher than 20. You can use the Disable Device skill to disarm magic traps.

Death Attack: If you study your victim for 3 rounds, attack that target within another 3 rounds, then make a sneak attack with a melee weapon that successfully deals damage, you can paralyze or kill the target if they fail a Fortitude save (DC 16).

Poison Use: You do not risk accidentally poisoning yourself when applying poison to a blade.

Poison Resistance: You have a +1 to all saving throws against poison.

Possessions: Keen Masterwork Rapier, Mithril chain shirt.

Spells Known (3/2): 1st—*disguise self, jump, sleep* (DC 15); 2nd—*invisibility, spider climb*.

Stoink Thieves' Guild Shooters: Male Human (Oeridian) Ftr3 (worship Nerull); CR 3; Medium Humanoid; HD 3d10+6; hp 28; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex); BAB/Grp +3/+5; Atk +6 melee (1d6+2; 18-20/x2, Masterwork rapier), +6 melee (1d6+2; 20/x2, Masterwork sap), or +6 ranged (1d8; 19-20/x2, Masterwork light crossbow); Full Atk +6 Two-handed (1d8; 19-20/x2, Masterwork light crossbow), +5/+5 Two-handed, Within 30', Rapid Shot (1d8+1; 19-20/x2, Masterwork light crossbow), +4/+4 Two-handed, Rapid Shot (1d8; 19-20/x2, Masterwork light crossbow), +6 One-handed (1d6+2; 18-20/x2, Masterwork rapier), +6 One-handed (1d6+2; 20/x2, Masterwork sap); SA—; SQ—; AL LE; SV Fort +5, Ref +3, Will +2; Str 15, Dex 14, Con 14, Int 12, Wis 12, Cha 8.

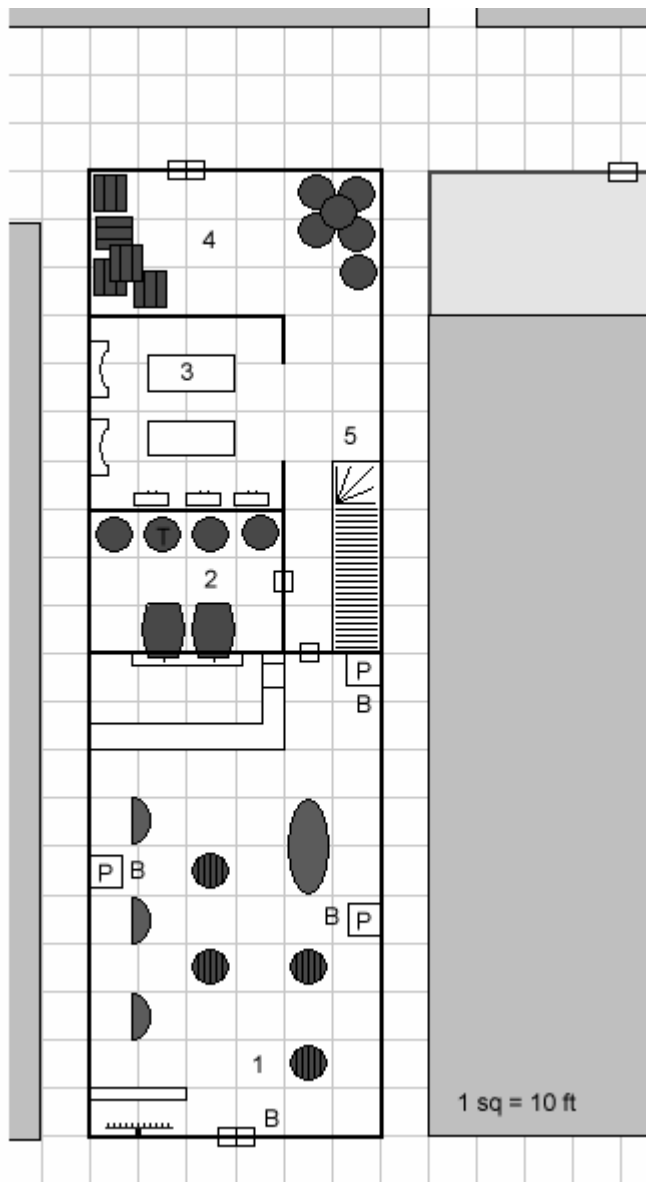
Skills and Feats: Climb +8, Craft (Weaponsmithing) +3, Intimidate +5, Jump +8, Move Silently +4; Combat Reflexes, Point Blank Shot, Precise Shot, Rapid Shot, Rapid Reload (Crossbow, Light).

Languages: Common, Orc.

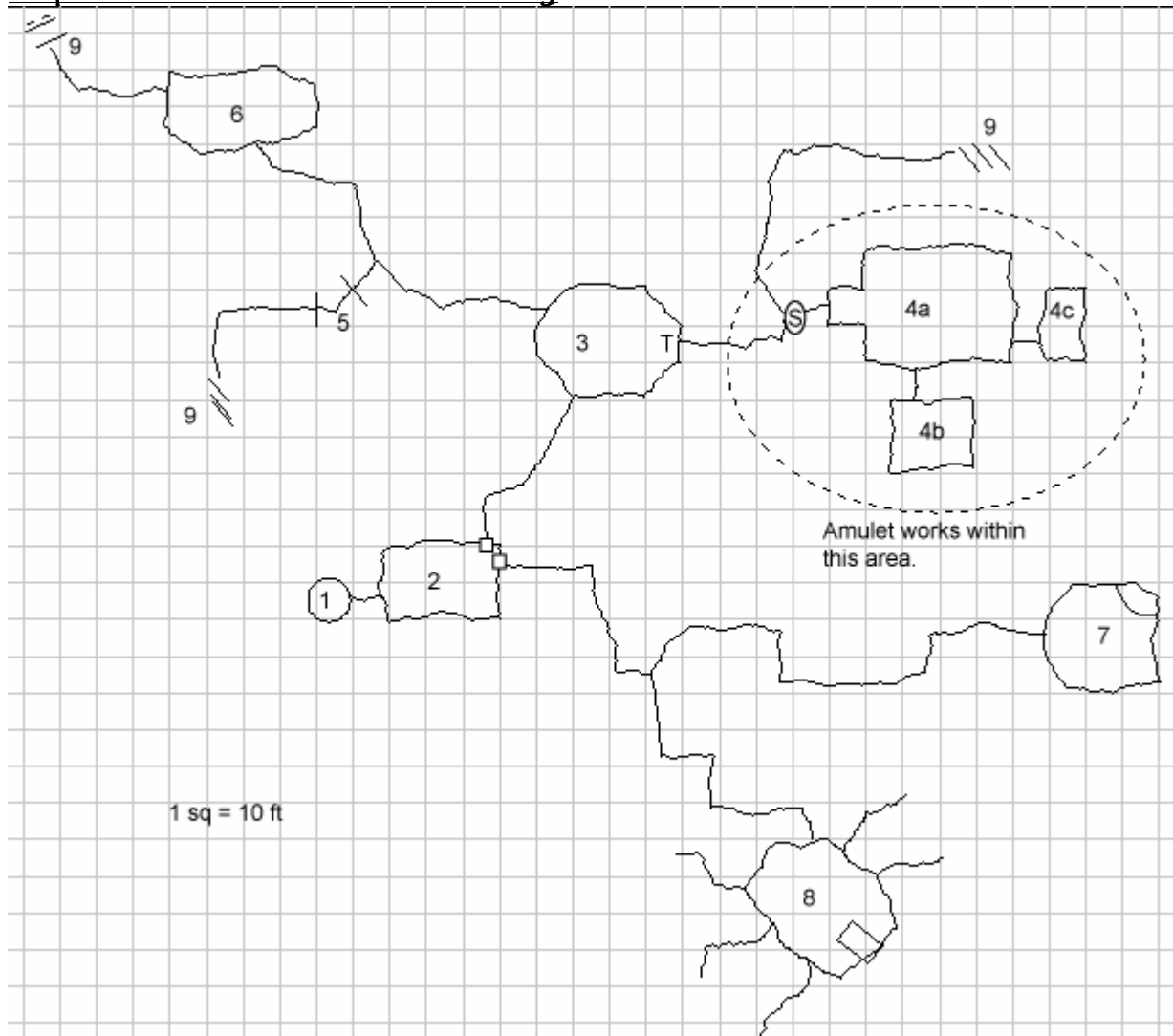
Possessions: masterwork light crossbow, masterwork rapier, masterwork sap, masterwork studded leather.

Judge Aid One

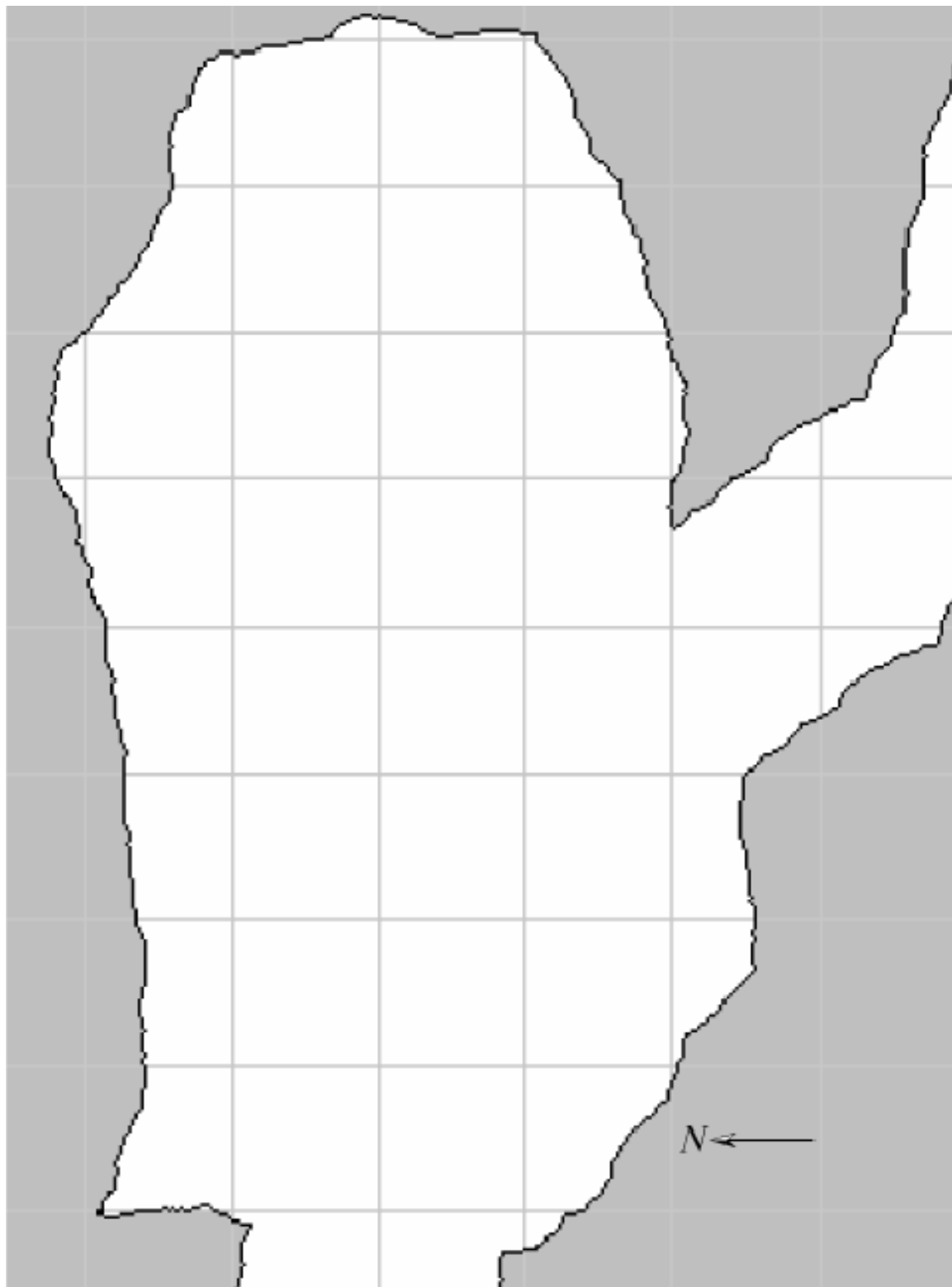
Map One: *All or Nothing* Interior and Environ:



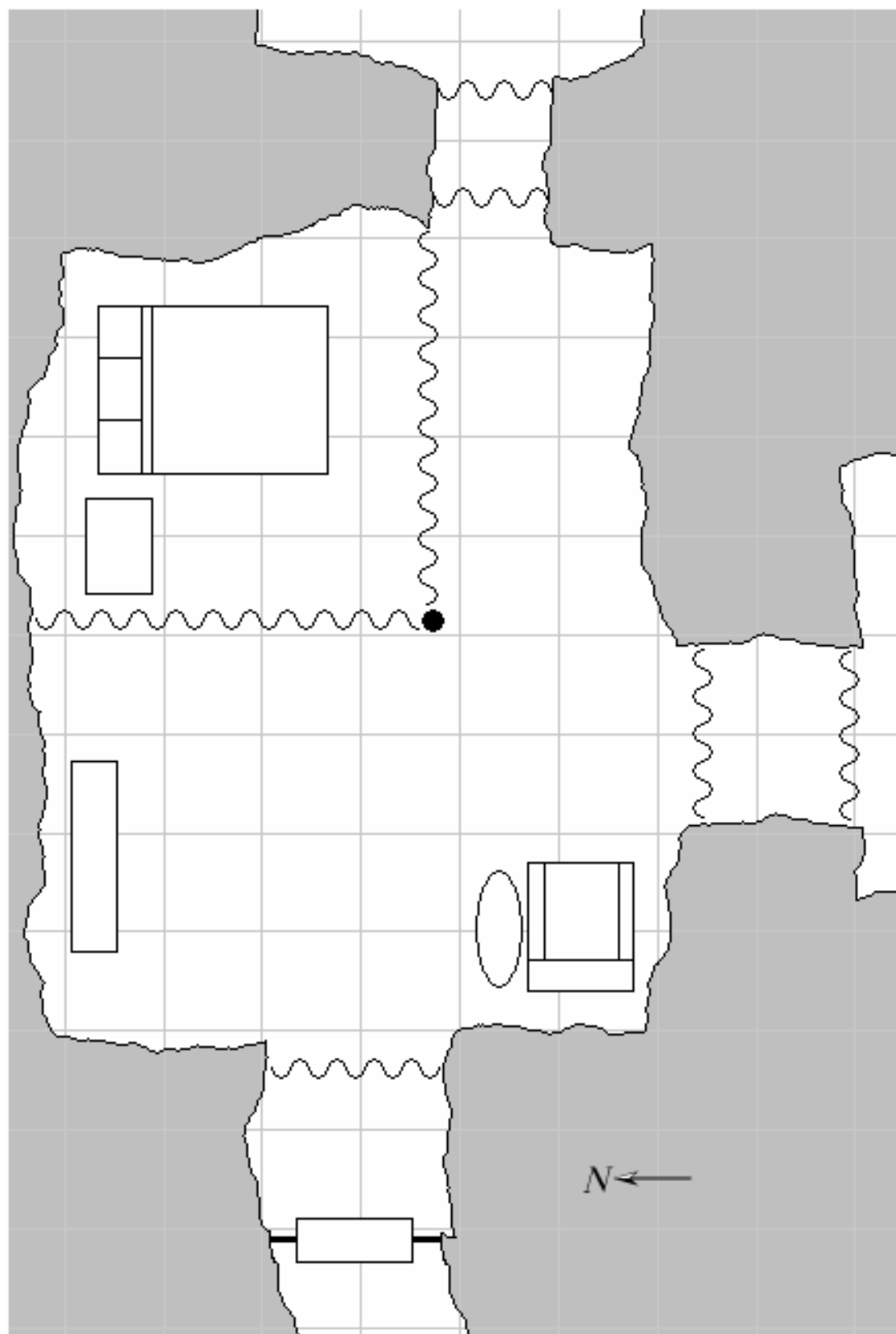
Map Two: Tunnels under *All or Nothing*



Map Three: Battle Map, Encounter Five, Location 6



Map Four: Battle Map, Encounter Six



Player Handout One

The Apothecary serves the Old One. The Mottled One seeks the Sealers of Fate through the Apothecary, to seal their fates. The Veth will be avenged through this. Accomplish this without involving the Red Planks and you will rise in our esteem.

Player Handout Two

meet me around back
sekret!

Player Handout Three

