

BIS1-06

A BARON'S TAX

A Two-Round D&D LIVING GREYHAWK[®]

Bissel Regional Adventure

Version 1

Round 1

by Kevin P. Hogan

Baron Nanjari has ended his dispute with the Margrave over the taxes on the Baklunish, and he is traveling to Pellak to show his allegiance when trouble strikes along the way. Who will step up and assist the Baron in proving the extent of his loyalty? A two-round Living Greyhawk Bissel regional scenario for characters levels 1-6.

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2001 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

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

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

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

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

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

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

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

SCORING

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

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

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

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

DETERMINING AVERAGE PARTY LEVEL (APL)

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

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

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

- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
- 4) If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the

APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle Cost	Skill Modifier	
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1

ADVENTURE SUMMARY AND BACKGROUND

Baron Nanjari has been resistant to the Margrave's attempts to tax the Baklunish citizens of Bissel and has refused to collect such a tax. As a punishment, the Margrave increased the taxes on Baron Nanjari's entire estate. He also increased the presence of the Knights of the Watch in Bandalar, Nanjari's barony. There were a number of skirmishes between the Baklunish baron's troops and the Knights of the Watch as tensions mounted and the Baron and Margrave tried to see who would flinch first. The Margrave was fearful that the Baron might push the conflict further, leading to Ket interference, so he did not press the issue.

The Margrave sent a negotiator to the baron to hammer out a compromise. The negotiator and the baron reached a deal; Nanjari will instead issue a unilateral tax on all his citizens (of which the Baklunish comprise nearly 85%, but the principle is achieved for the Baron). The negotiator returned to the Margrave to confirm the details of the arrangement and the deal is approved.

The PCs are brought into the mix when, in a show of loyalty to Bissel, Baron Nanjari decides to travel to Pellak with the first payment of the taxes, to deliver them personally. The PCs are traveling to Pellak at the same time to take part in the celebration that the Margrave has declared to take place in honor of the baron's arrival and gesture.

Shortly after departing, the baron's entourage is attacked by a group of orcs from the nearby peaks. The baron's guard and escorting knights rout the attackers and send them fleeing into the wilderness. The taxes are saved but the monsters managed to get away with some goods, among them, a coffer containing a number of the baron's personal items. Among the items was a jeweled jambiya dagger, given to baron as a token of his rule. It was a symbol of the former ruling family of Bandalar and passed down for over 8 generations. The baron and his entourage must press on to Pellak as scheduled for the meeting with the Margrave. The baron asks the PCs to track down the jambiya and return it. He was going to give it to the Margrave as a sign of his loyalty to Bissel.

The PCs track the orcs back to their hideout in an abandoned cairn outside of Dountham. There they confront the orcs and find that the dagger has already been given to the Ebon Claw, a thieves' guild in Dountham.

In Dountham, the PCs must learn more about the Ebon Claw and where to find them. They wind up at a dive of an inn called *The Gulch*. Here they encounter several of the thieves. If the PCs are too blunt in their questioning, they find the Ebon Claw out to eliminate them.

The PCs must find the secret location of the guild, infiltrate it, and recover the jambiya. At the Ebon Claw's hideout, the PCs discover that the guild in Dountham is a

puppet of a much larger guild in Pellak, and the jambiya is already headed there.

This ends round one of the scenario.

INTRODUCTION

After the war with Ket, the Margrave set about appointing high-ranking members of the Knights of the Watch to a number of vacant posts in the north. The Baklunish citizens of northern Bissel who felt that their traditional lands were being given to lords who did not understand their tradition met these appointments with some resentment.

In what some say was an effort to appease the citizenry and show his good intentions, the Margrave sought to appoint a Baklunish baron to one of the baronies with a higher concentration of Baklunish citizens. Naziim Nanjari was considered a hero for his actions during the war with Ket and was greatly respected in Bandalar. Since none of the ruling family of Bandalar survived the war, Nanjari was appointed to the position of Baron of Bandalar.

Baron Nanjari has been resistant to the Margrave's attempts to tax the Baklunish citizens of Bissel and has refused to collect such a tax. As a punishment, the Margrave increased the taxes on Baron Nanjari's entire estate. He also increased the presence of the Knights of the Watch in Bandalar. There were a number of skirmishes between the Baklunish baron's troops and the Knights of the Watch as tensions mounted and the Baron and Margrave tried to see who would flinch first. The Margrave was fearful that the Baron might push the conflict further, leading to Ket interference, so he did not press the issue.

The Margrave sent a negotiator to the baron to hammer out a compromise. The negotiator and the baron reached a deal; Nanjari will instead issue a unilateral tax on all his citizens (of which the Baklunish comprise nearly 85%, but the principle is achieved for the Baron). The negotiator returned to the Margrave to confirm the details of the arrangement and the deal is approved.

In a show of loyalty to Bissel, Baron Nanjari has decided to travel to Pellak with the first payment of the taxes and deliver them personally.

ENCOUNTER 1: TRAVELING COMPANIONS

Upon hearing news of the baron's gesture, the Margrave has decreed that there will be a celebratory feast and tournament in Pellak to mark the baron's tribute. It is the lure of the feast and tournament that has you on the Ward Way, one of the primary roads of Bissel. The Ward Way spans the journey from Thornward to Dountham and crosses the southern edge of Bandalar, the lands of Baron Naziim Nanjari.

As the warm afternoon sun beats down on you, the rumble of many horses from the north signals the approach of Baron Nanjari and his escort. As the caravan comes closer you count at least 20 knights and a half dozen wagons. The caravan stops a hundred yards or so from your position.

A trio of knights, flying the green, gold, and crimson standard of Baron Nanjari, rides out from the caravan and approach you with their lances pointed upward. They stop ten yards from you and lift their face shields. The knight in the middle edges his steed forward a few feet and calls out to you, "Hail travelers. I am Sir Gwen Tallas, captain of the Knights of Bandalar and protector of his lordship, Baron Naziim Nanjari. If you are peaceful travelers, the Baron wishes you to share in the security of our caravan on these roads. If your intentions are otherwise, you are well advised to stand aside as his lordship passes. What say you then?"

Sir Gwen waits for the PCs answer. If they wish to travel with the baron, he replies, "Very well. Your company is welcome on the road to Dountham." He then nods to one of his escorts; the escort waves the pennant on his lance, gesturing for the caravan to continue.

If for some reason the PCs do not wish to travel with the baron, Sir Gwen replies, "As you wish, but I must ask that you stand aside from the road as the caravan passes." If the PCs do not comply, he will call for six more knights to keep watch over the PCs as the baron's entourage passes. They will respond to any aggressive action in kind with veracity; the PCs will be captured, tried, and executed. If the PCs travel separately, they will learn of the ambush and stolen jambiya at an inn in Dountham.

ENCOUNTER 2: ORC RAIDERS

As twilight begins to settle in, wisps of smoke can be seen against the sunset to the west, signaling the approach to Dountham. The caravan crests a small hillside and passes into a shallow valley. A sudden rustling and howling is heard from the tall grass on both sides of the road. Dozens of olive skinned, long jowled humanoids spring from the grass. They let out blood curdling screams as they charge towards the caravan. Knowing that the attackers are already too close, many of the knights draw their swords and prepare to defend the caravan. A rain of spears falls upon the defenders.

At this point allow the players to declare their intentions; the closest of the orcs are only 80 feet from the caravan as they charge from their ambush. Only three of the spears fall in the proximity of the PCs (choose targets at random). Due to the scope of the combat, the PCs will only face a small number of the attackers. Once they have defeated their foes, the knights rout the orcs back into the wilderness. The knights do not pursue to great length.

APL 2 (EL 2)

🐉Orcs (4): hp 8, 6, 4; see *Monster Manual* page 146.

APL 4 (EL 4)

🐉Orcs (7): hp 8, 7, 7, 6, 6, 6, 6; see *Monster Manual* page 146.

APL 6 (EL 6)

🐉Orcs (7): hp 8, 7, 7, 6, 6, 6, 6; see *Monster Manual* page 146.

🐉Orc Bbn2: CR 2; Medium-size Humanoid (Orc); HD 1d8+2d12+2; hp 25; Init +1 (Dex); Spd 30 ft (Bbn); AC 15 (touch 11, flat-footed 15) [+4 scale mail, +1 Dex]; Atk +7 melee (1d12+3/x3, greataxe) or +4 ranged (1d6+3/x2, javelin); SA Barbarian Rage 1/day; SQ Darkvision 60ft., light sensitivity, Uncanny Dodge (Dex bonus to AC); AL CE; SV Fort +6, Ref +1, Will +0; Str 16, Dex 12, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb +8, Jump +8, Listen +2, Spot +2, Wilderness Lore +5; Alertness, Weapon Focus (greataxe).

After the battle, the knights will assess the damage. One of the knights has been killed and another seriously wounded. A wagon was destroyed and looted, but the taxes are safe. The PCs overhear Sir Gwen reporting to the baron.

Sir Gwen rides to the baron's side. "Sir, the coffers with the taxes are safe, but I'm afraid a wagon of your personal belongings was ransacked. We managed to recover some of your fineries, but there is no sign of the jambiya of Bandalar." The baron's face shows a look of great dismay. He turns toward the northern plains where the orcs fled. "Well Gwen, we can ill afford to miss our appointed meeting with the Margrave. I suppose my gesture of presenting the jambiya of the Bandalar family to the Margrave will go unfulfilled." He then looks over towards you. "I say, you there! Would you care to do a great service to me?"

If the PCs offer their services, the Baron explains.

"It seems these foul creatures made off with a personal item of great significance. The jambiya of Bandalar has been a symbol of the ruling family of my home for over eight generations. When there were no survivors of the Bandalar family after the war, it was given to me as a symbol of my appointment as baron. I was going to give it to the Margrave as a show of my loyalty but those foul orcs have made away with it. I would be forever in your debt if you could track down the beasts and return the jambiya to me in Pellak before the Margrave's feast a week from tomorrow." The baron then turns to his captain. "Get me my inks, I shall grant these brave souls my welcome in Pellak when they arrive."

The baron then writes a letter on a piece of parchment and gives it to the PCs. The PCs receive Player Handout #1.

ENCOUNTER 3: TRACKING THE ORCS

The tracks of the orc raiders are easily discernable; the wide path of fallen grass makes tracking checks unnecessary. If a PC does have the Track feat, a successful Wilderness Lore check (DC 15) can determine

that the orcs are moving with great haste, possibly running. After a few miles, another check (DC 10) will determine that the trail has begun to loop around to the south, towards Dountham. As the moon creeps up the night sky, allow the PCs listen checks (DC 10) to hear the guttural grunting and howling of the orc raiders a few hundred yards ahead. If the PCs do not hear the orcs, allow another listen check (DC 5) to hear them, but at this point there is a chance that they will be spotted by the orc lookouts (see below).

The dull glow of the moon reveals the faint outline of a gently sloping mound in the countryside ahead. Crouching nearby, you spot the hulking forms of humanoids... orcs.

If the PCs heard the orcs, they overhear carelessly grunting and arguing about a bet over whom would survive the recent attack.

Orc Cairn:

While they are conducting business in Bissel, the orcs have taken up residence in an ancient burial cairn on the site of a battle long ago. These orcs are part of a much larger tribe from the nearby Barrier Peaks. They came to the plains outside of Dountham to raid livestock and wayward caravans for a few weeks before returning to the Peaks. A week ago, the reports of such a raid reached Dountham and caught the attention of the Ebon Claw. The guildmaster in Dountham sent a representative to meet with the leader of the orcs (the sub-chief) and proposed an arrangement. The orcs would make an all out raid on the baron's caravan and retrieve the jambiya of Bandalar. The sub-chief, in exchange, received an item of great power, the *Horn of Domination*. The sub-chief plans to use this item to challenge for leadership of the entire tribe.

1. Orc Lookouts:

A group of orcs keeps watch over the surrounding countryside. They are grunting back and forth with each other, a little overconfident with their success in retrieving the jambiya, so their spot and listen checks are at -4 for detecting approaching PCs. The tall grass of the plains also makes it possible for PCs to approach to within 30 feet if the orcs do not detect their approach. If the PCs attack, one of the orcs will attempt to get to the mausoleum to warn the others.

APL 2 (EL 1)

🐉 **Orcs** (2): hp 6, 4; see *Monster Manual* page 146.

APL 4 (EL 3)

🐉 **Orcs** (5): hp 8, 7, 6, 5, 5; see *Monster Manual* page 146.

APL 6 (EL 5)

🐉 **Orcs** (5): hp 8, 6, 6, 6, 6; see *Monster Manual* page 146.

🐉 **Orc Bbnz** (2): CR 2; Medium-size Humanoid (Orc); HD 1d8+2d12+2; hp 22, 22; Init +1 (Dex); Spd 30 ft (Bbn); AC 15 (touch 11, flat-footed 15) [+4 scale mail, +1 Dex]; Atk +7 melee (1d12+3/x3, greataxe) or +4 ranged (1d6+3/x2, javelin); SA Barbarian Rage 1/day; SQ Darkvision 60ft., light sensitivity, Uncanny Dodge (Dex bonus to AC); AL CE; SV Fort +6, Ref +1, Will +0; Str 16, Dex 12, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb +8, Jump +8, Listen +2, Spot +2, Wilderness Lore +5; Alertness, Weapon Focus (greataxe).

2. Mausoleum:

Just inside the door, the orcs are playing a game of cards. If the orcs outside are engaged in combat, the heavy iron doors and stone deaden much of the noise. Unless one of the lookouts makes it to the door to pound on it, the orcs inside are too noisy with their card game to notice anything is amiss.

APL 2 (EL 1)

🐉 **Orcs** (2): hp 6, 4; see *Monster Manual* page 146.

APL 4 (EL 2)

🐉 **Orcs** (4): hp 7, 6, 5, 5; see *Monster Manual* page 146.

APL 6 (EL 3)

🐉 **Orcs** (6): hp 8, 6, 6, 5, 5, 4; see *Monster Manual* page 146.

3. Main Chamber:

This is where the bulk of the orcs rest.

APL 2 (EL 4)

🐉 **Orcs** (8): hp 6, 6, 5, 5, 3, 3, 3, 3; see *Monster Manual* page 146.

APL 4 (EL 6)

🐉 **Orcs** (12): hp 8, 8, 8, 8, 6, 6, 6, 5, 5, 3, 3, 3; see *Monster Manual* page 146.

APL 6 (EL 7)

🐉 **Orcs** (12): hp 8, 8, 8, 8, 6, 6, 6, 5, 5, 3, 3, 3; see *Monster Manual* page 146.

🐉 **Orc Bbnz** (3): CR 2; Medium-size Humanoid (Orc); HD 1d8+2d12+2; hp 22, 22, 22; Init +1 (Dex); Spd 30 ft (Bbn); AC 15 (touch 11, flat-footed 15) [+4 scale mail, +1 Dex]; Atk +7 melee (1d12+3/x3, greataxe) or +4 ranged (1d6+3/x2, javelin); SA Barbarian Rage 1/day; SQ Darkvision 60ft., light sensitivity, Uncanny Dodge (Dex bonus to AC); AL CE; SV Fort +6, Ref +1, Will +0; Str 16, Dex 12, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb +8, Jump +8, Listen +2, Spot +2, Wilderness Lore +5; Alertness, Weapon Focus (greataxe).

4. Crypt:

The sub-chief, Moko, and his guards are here. Moko is a half-orc, but he is significantly smarter than the chief and has been biding his time to make a move for leadership. He knows when he is overmatched and will offer up information about the “bad men” in exchange for being allowed to return to the foothills. Moko will tell the PCs that the shaman has foretold of a harsh winter, and they are out collecting livestock to store up. He will agree to stop the raids and move his tribe deep into the mountains, away from human lands, if allowed to leave.

APL 2 (EL 3)

➤ **Moko the sub-chief, male half-orc Bbn2:** CR 2; Medium-size Humanoid (orc); HD 2d12+2; hp 20; Init +2 (Dex); Spd 30 ft (Bbn); AC 16 (touch 12, flat-footed 16) [+4 scale mail, +2 Dex]; Atk +6 melee (1d12+3/x3, greataxe) or +4 ranged (1d8/x3, longbow); SA Barbarian Rage 1/day; SQ Darkvision 60ft., Uncanny Dodge (Dex bonus to AC); AL CE; SV Fort +4, Ref +2, Will +0; Str 16, Dex 14, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +8, Jump +8, Listen +5, Wilderness Lore +5; Weapon Focus (greataxe).

Possessions: Horn of Dominance

➤ **Orcs (2):** hp 6, 4; see *Monster Manual* page 146.

APL 4 (EL 5)

➤ **Moko the sub-chief, male half-orc Bbn4:** CR 4; Medium Humanoid (orc); HD 4d12+2; hp 35; Init +2 (Dex); Spd 30 ft (Bbn); AC 16 (touch 12, flat-footed 16) [+4 scale mail, +2 Dex]; Atk +8 melee (1d12+3/x3, greataxe) or +6 ranged (1d8/x3, longbow); SA Barbarian Rage 2/day; SQ Darkvision 60ft., Uncanny Dodge (Dex bonus to AC); AL CE; SV Fort +5, Ref +3, Will +1; Str 17, Dex 14, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +10, Jump +10, Listen +7, Wilderness Lore +7; Dodge, Weapon Focus (greataxe).

Possessions: Horn of dominance

➤ **Orcs (4):** hp 7, 6, 5, 5; see *Monster Manual* page 146.

APL 6 (EL 7)

➤ **Moko the sub-chief, male half-orc Bbn4:** CR 4; Medium-size Humanoid (orc); HD 4d12+2; hp 35; Init +2 (Dex); Spd 30 ft (Bbn); AC 16 (touch 12, flat-footed 16) [+4 scale mail, +2 Dex]; Atk +8 melee (1d12+3/x3, greataxe) or +6 ranged (1d8/x3, longbow); SA Barbarian Rage 2/day; SQ Darkvision 60ft., Uncanny Dodge (Dex bonus to AC); AL CE; SV Fort +5, Ref +3, Will +1; Str 17, Dex 14, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +10, Jump +10, Listen +7, Wilderness Lore +7; Dodge, Weapon Focus (greataxe).

Possessions: Horn of Dominance

➤ **Orc Bbn2 (4):** CR 2; Medium-size Humanoid (Orc); HD 1d8+2d12+2; hp 22, 22, 22, 22; Init +1 (Dex); Spd 30 ft

(Bbn); AC 15 (touch 11, flat-footed 15) [+4 scale mail, +1 Dex]; Atk +7 melee (1d12+3/x3, greataxe) or +4 ranged (1d6+3/x2, javelin); SA Barbarian Rage 1/day; SQ Darkvision 60ft., light sensitivity, Uncanny Dodge (Dex bonus to AC); AL CE; SV Fort +6, Ref +1, Will +0; Str 16, Dex 12, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb +8, Jump +8, Listen +2, Spot +2, Wilderness Lore +5; Alertness, Weapon Focus (greataxe).

Tactics: The orcs will attack intruders unless it becomes obvious that the PCs are formidable enemies. They will try to keep the PCs contained in the mausoleum if possible or, barring that, stay towards the rear of the chamber protecting the sub-chief in the crypt. Moko will use the *sound burst* power of the horn if directly threatened.

If reduced to half their numbers or if Moko is reduced to half his hp, the orcs will attempt to parley for their lives. If confronted with knowledge of the stolen jambiya, the orcs will explain that they stole it for some group calling themselves the Ebon Claw. They were waiting in the cairn when the orcs returned from the raid, and they took the jambiya with them to the town. The orcs will not voluntarily give up information about the Horn of Dominance or how they received it, however.

ENCOUNTER 4: THE GULCH

The streets of Dountham are a flutter of caravans, wagons, and carts hawking all forms of wares, the warm weather giving a boost to the trade season. As you roam the streets from inn to inn, you quickly learn that arriving in Dountham unannounced during high market months is not always advisable. It seems every room in the town has been booked.

The wagons are fewer and further between as you head deeper into the narrow streets of the “wrong” side of town. A sign over a rundown building depicts a mug spilled on its side, lying next to a pillow. It says, in carved letters above, “The Gulch”. Perhaps you’ll have better luck in there.

Opening the door into a dank taproom, you see the squinting eyes of a number of patrons leering at you. From behind the bar, a heavy, balding man barks at you, “Well! Either come in or just keep walking; either way, shut the door! We ain’t here to watch a parade!”

The town of Dountham is bustling with merchant activity. The market opens at sunrise and doesn’t close until sunset. The mercantile nature of the town makes it home to a large number of inns. Unfortunately it is the height of trade season and the only place with any rooms is a dive called *The Gulch* in the poorer side of town.

The inside of *The Gulch* is dank and PCs asking around about the Ebon Claw need to be discreet, or the guild may seek to eliminate them. The owner of *The Gulch* is an informant for the Ebon Claw, but he is also not paid as well as he believes he deserves and will point the PCs in the right direction for the right price.

There are only three rooms left besides the common room (which has room left for nine more guests). Two

simple rooms are 8 sp per person per night (Masil knows rooms are scarce these days) and have three straw beds in each room, and one private room with a decent bed is available for 2 gp per night. The ales on tap are generally stale, and the “best of the house” wine is not far from cooking vinegar.

The Gulch is a true dive of an establishment, and the clientele, less than reserved. The DM is encouraged to portray some other (unlisted) locals in a colorful manner.

KEY NPCs:

🗡️ **Masil:** male human (OB), owner/operator of *The Gulch*.

Masil is also an informant for the Ebon Claw. If he hears the PCs asking around about the guild, he will delicately suggest that he may know something and will point the PCs to the Shala River Co. for 50 gp. If the PCs have already drawn the attention of the Ebon Claw in Dountham, he will not give up the information for less than 100 gp. Masil knows the Ebon Claw in Dountham is wary of the merchants' guild and generally like to keep a low profile by making small scores on merchants traveling alone or by picking a few “choice” items off a passing caravan. If he is not bribed by the PCs but overhears the PCs asking about the guild, he will go to the guild himself and tell them of the PCs inquiries (for a reward, of course).

🗡️ **Henkel:** male human (OS), barhand/bouncer.

Henkel is a large man who carries the kegs up from the cellar and generally looks after the place. He is not really much of a bouncer, since Masil's policy is that unless the place is being really wrecked, he lets altercations run their course.

🗡️ **Garsus, male human Rog4:** CR 4; Medium –size Humanoid (human); HD 4d6+8; hp 24; Init +3 (Dex); Spd 30 ft.; AC 15 (touch 13, flat-footed 15) [+2 leather armor, +3 Dex]; Atk +4 melee (1d6+1/19-20/x2, short sword) or +6 ranged (1d4/x2, sling); SA sneak attack +2d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL CN; SV Fort +2, Ref +7, Will +1; Str 12, Dex 16, Con 15, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +9, Disable Device +9, Hide +10, Jump +8, Listen +7, Move Silently +10, Open Locks +10, Pick Pockets +10, Search +9, Spot +7, Tumble +10; Dodge, Expertise, Mobility.

🗡️ **Verper, male human Rog2:** CR 2; Medium-size humanoid (human); HD 2d6; hp 9; Init +1 (Dex); Spd 30 ft.; AC 11 (touch 11, flat-footed 10) [+1 Dex]; Atk +2 melee (1d4+1/19-20/x2, dagger) or +2 ranged (1d4+1/19-20/x2, dagger); SA sneak attack +1d6; SQ evasion; AL CN; SV Fort +0, Ref +4, Will +0; Str 12, Dex 12, Con 10, Int 16, Wis 10, Cha 14.

Skills and Feats: Appraise +8, Bluff +7, Decipher Script +6, Diplomacy +7, Gather Information +7, Innuendo +5, Knowledge (Bissel) +4, Knowledge (philosophy) +4,

Listen +7, Pick Pocket +4, Search +8, Sense Motive +5, Spot +7; Alertness, Dodge.

ENCOUNTER 5: NO MORE QUESTIONS

If the Ebon Claw has been tipped off to the PCs nosing around, they will plan a warm greeting for them. If the PCs spend a night at *The Gulch*, Mailor and Dradius (if they still live) will slip into the PCs' room at night and attempt to kill one of the PCs and plant a warning note (Player Handout #2) while their thugs wait in the alley outside.

If the PCs are successful in capturing any of the thugs, they may interrogate them about the guild. These are hired thugs and not overly loyal. PCs may intimidate or bribe them into divulging the location of the Dountham guild headquarters.

Dradius is more cunning and fears the guild more than the PCs, while Mailor will sell out the guild if he is allowed to go free.

ALL APLS (EL 4)

🗡️ **Dradius, male human Rog3:** CR 3; Medium-size humanoid (human); HD 3d6; hp 12; Init +3 (Dex); Spd 30 ft.; AC 15 (touch 13, flat-footed 15) [+2 leather armor, +3 Dex]; Atk +3 melee (1d6+1/19-20/x2, short sword) or +5 ranged (1d4+1/19-20/x2, 3 daggers); SA sneak attack +2d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +1, Ref +6, Will +1; Str 12, Dex 17, Con 10, Int 13, Wis 10, Cha 10.

Skills and Feats: Appraise +5, Bluff +6, Climb +2, Disguise +6, Gather Information +6, Hide +9, Listen +5, Move Silently +7, Open Lock +7, Pick Pocket +7, Search +6, Spot +6, Use Rope +6; Dodge, Expertise, Mobility.

🗡️ **Mailor, male human Rog1:** CR 1; Medium-size humanoid (human); HD 1d6; hp 6; Init +6 (Dex, Improved Init.); Spd 30 ft.; AC 14 (touch 12, flat-footed 12) [+2 leather armor, +2 Dex]; Atk +1 melee (1d6+1/18-20/x2, rapier) or +2 ranged (1d8/19-20/x2, light crossbow); SA sneak attack +1d6; AL NE; SV Fort +1, Ref +4, Will +1; Str 12, Dex 14, Con 12, Int 14, Wis 12, Cha 12.

Skills and Feats: Appraise +6, Bluff +5, Decipher Script +6, Disable Device +5, Escape Artist +6, Hide +6, Jump +4, Listen +5, Move Silently +6, Open Lock +5, Search +5, Spot +5; Dodge, Improved Initiative.

ALL APLS (EL 4)

Guild Thugs, male human War1 (4): CR 1; Medium Human; HD 1d8+1; hp 6 each; Init +1 (Dex); Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+2 leather armor, +1 Dex]; Atk +3 melee (1d6+1/x2, club) or +2 ranged (1d4+1/19-20/x2, dagger); AL NE; SV Fort +3, Ref +1, Will +0; Str 12, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Jump +5, Swim +5; Dodge, Weapon Focus (club).

Tactics: Masil will give the guild the location of the PCs' rooms, and any PC that chose to room alone is a candidate for the assassination. The thieves will use a key from Masil and sneak into the room and attempt a coup de grace on the sleeping PC. Once the thieves make the attack, they will try to slip down into the back alley towards the guild house leaving the thugs to stop any pursuers.

If the Claw learned that Masil has been tipping off the PCs, they will kill him and leave the note stuck in one of the PCs doors with a cooking knife.

ENCOUNTER 6: THE WAREHOUSE

The Shala River Trading Company has two compounds in Dountham. The warehouse on the wharf is home to the operations of the Ebon Claw in Dountham. An eight-foot square crate in a stall of the warehouse building conceals the trap door to the guild headquarters (Search DC 20).



Trap: The trap door is trapped with a gas trap that is tripped by grasping the handle and pulling to lift the door. Opening the lid without using the handle does not set off the trap.

All APLs (EL 2)

☞**Poison Gas Trap:** CR 2; poison gas creates a 20-foot cone (1d4 Str/1d4 Str); Fort save negates (DC 13); Search (DC 23); Disable Device (DC 20).

Depending on the time of day, the guild headquarters may or may not be occupied. During the night hours, members are often conducting business right up until daybreak. See the table below for the times various individuals are likely to be around. During the daylight hours, the guard shift is not on duty in the guild headquarters, but the warehouse yard above is chock full of activity and always guarded.

During the day, there are mainly laborers working in the yard with 4 guards on duty. At night only the 4 guards are on duty aboveground.

All Tiers (EL 4):

☞**Laborers, mix male and female human Com1** (22): will not fight.

☞**Company Guards, male human War1** (4): CR 1/2; Medium Human; HD 1d8; hp 6, 6, 6, 6; Init +1 (Dex); Spd 20 ft.; AC 16 (touch 11, flat-footed 15) [+4 scale mail, +1 buckler, +1 Dex]; Atk +1 melee (1d6/19-20/x2, short sword) or +3 ranged (1d8/19-20/x2, light crossbow); AL LN; SV Fort +2, Ref +1, Will +0; Str 10, Dex 12, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +4, Jump +4, Swim +4; Dodge, Weapon Focus (light crossbow).

Guild Headquarters:

1. Entry

This room is used as a buffer in the event that someone manages to elude the trap above. There are two doors visible. A secret door into the guild headquarters is hidden behind the ladder.

Trap: One door is false (see 'A' on the map) and trapped with a spring-loaded scythe while the other door leads to the false room.

APL 2 (EL 1)

☞**Scythe Trap:** CR 1; +8 melee (1d8/x3); Search (DC 21); Disable Device (DC 20).

APL 4 (EL 3)

☞**Scythe Trap:** CR 3; +12 melee (2d8/x3); Search (DC 23); Disable Device (DC 22).

APL 6 (EL 5)

☞**Scythe Trap:** CR 5; +15 melee (3d8/x3); Search (DC 25); Disable Device (DC 24).

There is no one on guard duty here during the daylight hours. At night, there is a guard duty:

APL 2 (EL 3)

☞**Guild Thugs, male human War1** (4): CR 1/2; Medium-size humanoid (human); HD 1d8+1; hp 6 each; Init +1 (Dex); Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+2 leather armor, +1 Dex]; Atk +3 melee (1d6+1/x2, club) or +2 ranged (1d4+1/19-20/x2, dagger); AL NE; SV Fort +3, Ref +1, Will +0; Str 12, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Jump +5, Swim +5; Dodge, Weapon Focus (club).

APL 4 (EL 5)

☞**Guild Thugs, male human War1** (4): CR 1/2; Medium-size humanoid (human); HD 1d8+1; hp 6 each; Init +1 (Dex); Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+2 leather armor, +1 Dex]; Atk +3 melee (1d6+1/x2, club) or +2 ranged (1d4+1/19-20/x2, dagger); AL NE; SV Fort +3, Ref +1, Will +0; Str 12, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Jump +5, Swim +5; Dodge, Weapon Focus (club).

☞**Guild Guard, male human War4:** CR 3; Medium-size humanoid (human); HD 4d8+4; hp 21 each; Init +1 (Dex); Spd 20 ft.; AC 15 (touch 11, flat-footed 14) [+4 scale mail, +1 Dex]; Atk +6 melee (1d8+1/19-20/x2, longsword) or +5

ranged (1d4+1/19-20/x2, dagger); AL NE; SV Fort +5, Ref +2, Will +1; Str 13, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Handle Animal +4, Jump +5, Ride – Horse +4, Swim +5; Dodge, Power Attack, Weapon Focus (longsword).

Tier Three (EL7)

➤ **Guild Guards, male human War4 (4):** CR 3; Medium-size humanoid (human); HD 4d8+4; hp 21 each; Init +1 (Dex); Spd 20 ft.; AC 15 (touch 11, flat-footed 14) [+4 scale mail, +1 Dex]; Atk +6 melee (1d8+1/19-20/x2, longsword) or +5 ranged (1d4+1/19-20/x2, dagger); AL NE; SV Fort +5, Ref +2, Will +1; Str 13, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Handle Animal +4, Jump +5, Ride – Horse +4, Swim +5; Dodge, Power Attack, Weapon Focus (longsword).

2. False Room

This door opens onto a small corridor to a 10 ft. by 10 ft. room with a desk. The desk is a simple wooden desk and contains nothing of value.

Trap: The corridor is lined with tiny holes (Spot check DC 20). This trap was cleverly designed by the guild. A trip wire has been placed at the 25-foot mark and is poorly disguised (Spot check DC 10). The problem is, the trap is set-off by a pressure plate 5 feet before the trip wire, so anyone approaching focused on the trip wire will likely miss the true trap (-10 circumstance penalty to Spot check for traps if studying the trip wire). The plate releases a spray of alchemist's fire from the holes along the length of the corridor.

APL 2 (EL 2)

➤ **Fire Spray Trap:** CR 2; no attack roll necessary (1d6 fire damage plus an additional 1d6 fire damage the following round); Reflex save avoids (DC 20); Reflex save in following round avoids additional damage (DC 15); Search (DC 21); Disable Device (DC 23).

APL 4 (EL 4)

➤ **Fire Spray Trap:** CR 4; no attack roll necessary (2d6 fire damage plus an additional 2d6 fire damage the following round); Reflex save avoids (DC 20); Reflex save in following round avoids additional damage (DC 15); Search (DC 23); Disable Device (DC 25).

APL 6 (EL 6)

➤ **Fire Spray Trap:** CR 6; no attack roll necessary (3d6 fire damage plus an additional 3d6 fire damage the following round); Reflex save avoids (DC 20); Reflex save in following round avoids additional damage (DC 15); Search (DC 25); Disable Device (DC 27).

3. Meeting Room

An 8' oval table with 10 chairs rests in the middle of this room. There is a chalkboard on the far wall with writing on it. The writing describes the mission of delivering the jambiya to the guild contact in Pellak as well as some other information that the PCs can't discern.

4. Bunkroom

This small room contains two bunks and a wooden counter. The counter has several bloodstains where wounded thieves were treated for injuries sustained in service of the guild.

5. Strongroom

This room has an oaken door with reinforced steel. It is the storeroom for the guild's booty. It is locked with a good lock (DC 30) and only the guildmaster has the key.

Inside the room is the guild treasure of 180 gp, 2 amethysts (25 gp each), a set of silver flatware (20 gp), and a gold inlaid lute (50 gp).

6. Guildmaster's Office

A small office holds the desk of the guildmaster, Ensaith. The desk is rather plain with a single drawer.

Trap: The drawer is locked and trapped with a poison needle.

All Tiers (EL 2)

Poison Needle Trap: CR 2; +8 melee (1) plus poison (1 Con/1d2 Con); Fort save negates (DC 13); Search (DC 22); Disable Device (DC 20).

Inside the drawer is a letter from the guild in Pellak describing the mission to steal the jambiya and deliver it to Pellak. There is also a *potion of cure light wounds* and a slew of official documents spanning the gamut of Dountham town businesses, no doubt used for forgery. There are also the remains of a burned parchment. Give the PCs Player Handout #3.

Guild members chance to be in headquarters

Member	% day	% night
Jayson	15	75 (after 3AM)
Mailor	30	45
Verper	10	10
Dradius	10	65
Garsus	20	20
Ensaith	20	95

CONCLUSION

If the PCs were successful in infiltrating and thwarting the guild, they now have the information necessary to travel to Pellak in pursuit of the jambiya.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

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

Encounter One

Traveling with the baron	25 xp
--------------------------	-------

Encounter Two

Defeating the orcs	50 xp
--------------------	-------

Encounter Three

Defeating the orcs	125 xp
--------------------	--------

Encounter Five

Surviving or avoiding the attack	50 xp
----------------------------------	-------

Encounter Six

Defeating the defenders	100 xp
Avoiding traps (10 xp less per trap triggered)	40 xp
Learning the guild's plans	60 xp

Total experience for objectives	450 xp
---------------------------------	--------

Discretionary roleplaying award	0-50 xp
---------------------------------	---------

Total possible experience	500 xp
----------------------------------	---------------

material benefit to the character. Contacts (sources of extra information) must be specifically certified.

3. Theft is against the law, but may be practiced by some player characters. Items, which are worth more than 250 gp that, are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Encounter Two

- *The Horn of Dominance* (Cost: 1200 gp, Item Size: T, Uses: 10 charges, Tradable: Yes, Rarity: Rare, Weight: 1 lb.): This jet-black horn is made from the iron horn of a gorgon. It has three functions when blown. A short blast produces the spell *sound burst* cast as a 3rd-level cleric (Save DC 14) and uses one charge. A longer blast gives the user a +2 enhancement bonus to Charisma for 2-5 rounds and uses 2 charges (both uses are standard actions.) Using a full round action to blow the horn uses 3 charges and sends forth a burst of sonic energy 60 feet. All within the area except the user must make a Will save (DC 14) or be stunned for 1d4 rounds. The horn has 21 charges and cannot be recharged. GP value 1200 gp (as charged), 50 gp (no charges).

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring

Encounter Six

- 180 gp
- 2 amethysts (25 gp each)
- Silver Flatware (20 gp)
- Gold Inlaid Lute (50 gp)
- *Potion of cure light wounds* (Cost: 50 gp; Item Size: 1 oz.; Uses: Once; Tradable: Yes; Rarity: Common; Weight: None): A *potion of cure light wounds* at caster level 1.

APPENDIX 1: THE EBON CLAW OF DOUNTHAM

☛ **Jayson, male human Rogr:** CR 1; Medium-size humanoid (human); HD 1d6+1; hp 7; Init +3 (Dex); Spd 30 ft.; AC 14 (touch 13, flat-footed 11) [+1 padded armor, +3 Dex]; Atk +0 melee (1d4/19-20/x2, dagger) or +3 ranged (1d4/19-20/x2, dagger); SA sneak attack +1d6; AL CG; SV Fort +1, Ref +5, Will +0; Str 10, Dex 16, Con 12, Int 12, Wis 10, Cha 14.

Skills and Feats: Balance +4, Bluff +6, Climb +4, Hide +6, Jump +3, Listen +6, Move Silently +7, Open Lock +7, Pick Pocket +6, Search +5, Spot +6, Tumble +6; Alertness, Dodge.

Jayson has been in the guild for some time, but he hasn't done much to help his position, primarily because of his good nature. He became a thief out of necessity when his father was killed in combat and his mother died during his youth. He is 18 and a very handsome young man. His schemes primarily involve young merchants or noble women who fall for his charms. He avoids bloodshed at all costs.

☛ **Mailor, male human Rogr:** CR 1; Medium-size humanoid (human); HD 1d6; hp 6; Init +6 (Dex, Improved Init.); Spd 30 ft.; AC 14 (touch 12, flat-footed 12) [+2 leather armor, +2 Dex]; Atk +1 melee (1d6+1/18-20/x2, rapier) or +2 ranged (1d8/19-20/x2, light crossbow); SA sneak attack +1d6; AL NE; SV Fort +1, Ref +4, Will +1; Str 12, Dex 14, Con 12, Int 14, Wis 12, Cha 12.

Skills and Feats: Appraise +6, Bluff +5, Decipher Script +6, Disable Device +5, Escape Artist +6, Hide +6, Jump +4, Listen +5, Move Silently +6, Open Lock +5, Search +5, Spot +5; Dodge, Improved Initiative.

Mailor is the newest member of the guild. He has been involved for only two months, having arrived in Dountham shortly before. Mailor came to Dountham having fled the law for a murder/ burglary he committed in Pellak. The Pellak chapter of the Ebon Claw is also after him for thieving without being a guild member, but they don't know who the person they are looking for is. Mailor figures by playing up to the guild in Dountham, he can set up one of his old rivals in Pellak as a patsy for the guild to take out. Mailor is often in the guild playing the ear of Ensai. He plans to cozy up to the half-elf in hopes of one day knocking him off and assuming control of the guild.

☛ **Verper, male human Rogz:** CR 2; Medium-size humanoid (human); HD 2d6; hp 9; Init +1 (Dex); Spd 30 ft.; AC 11 (touch 11, flat-footed 10) [+1 Dex]; Atk +2 melee (1d4+1/19-20/x2, dagger) or +2 ranged (1d4+1/19-20/x2, dagger); SA sneak attack +1d6; SQ evasion; AL CN; SV Fort +0, Ref +4, Will +0; Str 12, Dex 12, Con 10, Int 16, Wis 10, Cha 14.

Skills and Feats: Appraise +8, Bluff +7, Decipher Script +6, Diplomacy +7, Gather Information

+7, Innuendo +5, Knowledge (Bissel) +4, Knowledge (philosophy) +4, Listen +7, Pick Pocket +4, Search +8, Sense Motive +5, Spot +7; Alertness, Dodge.

Verper is a strange fellow. He is a brilliant man, and could easily make his way in the world if he applied himself. The problem is, he just doesn't seem to care about anything but the "bigger picture" as he calls it. If it weren't for his personal skills and vast knowledge, Ensai would have sent him packing long ago. Verper loves nothing better than engaging in deep conversation about deep philosophical issues. He is primarily involved with the guild in part due to his cynical opinion of the world.

☛ **Dradius, male human Rogz:** CR 3; Medium-size humanoid (human); HD 3d6; hp 12; Init +3 (Dex); Spd 30 ft.; AC 15 (touch 13, flat-footed 15) [+2 leather armor, +3 Dex]; Atk +3 melee (1d6+1/19-20/x2, short sword) or +5 ranged (1d4+1/19-20/x2, 3 daggers); SA sneak attack +2d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +1, Ref +6, Will +1; Str 12, Dex 17, Con 10, Int 13, Wis 10, Cha 10.

Skills and Feats: Appraise +5, Bluff +6, Climb +2, Disguise +6, Gather Information +6, Hide +9, Listen +5, Move Silently +7, Open Lock +7, Pick Pocket +7, Search +6, Spot +6, Use Rope +6; Dodge, Expertise, Mobility.

Dradius is a scoundrel of the truest form. He takes great pleasure in duping others and inflicting pain. He is in the guild because it serves his needs. Although he is not loyal by choice, he is aware of the greater workings of the guild in Pellak and keeps in line out of fear of retribution from the greater guild. He enjoys working in Dountham rather than Pellak because he has a larger role in this smaller guild. Ensai considers Dradius his right hand man and entrusts him with most of the tasks he needs done without error. Dradius respects Ensai's abilities but is always keeping an eye out for a weakness to exploit and take advantage of.

☛ **Garsus, male human Rog4:** CR 4; Medium-size humanoid (human); HD 4d6+8; hp 24; Init +3 (Dex); Spd 30 ft.; AC 15 (touch 13, flat-footed 15) [+2 leather armor, +3 Dex]; Atk +4 melee (1d6+1/19-20/x2, short sword) or +6 ranged (1d4/x2, sling); SA sneak attack +2d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL CN; SV Fort +2, Ref +7, Will +1; Str 12, Dex 16, Con 15, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +9, Disable Device +9, Hide +10, Jump +8, Listen +7, Move Silently +10, Open Locks +10, Pick Pockets +10, Search +9, Spot +7, Tumble +10; Dodge, Expertise, Mobility.

Garsus is an older thief who was never really that good. He has often dreamed of the one big score that would

move him up the ladder but was never able to pull it off. He hangs around the Gulch and drinks to his misery. Garsus is a portly fellow, and is still in the guild, mainly because he is a decent thief, but he just isn't bright enough to take the next step. Garsus is always looking for something that will get him "over the hump." If he overhears the PCs asking about the guild or jambiya, he'll report it, thinking it might help his position.

✚ **Ensaith the Guildmaster, male half-elf Rog5:** CR 5; Medium-size humanoid (elf); HD 5d6; hp 23; Init +4 (Dex); Spd 30 ft.; AC 16 (touch 14, flat-footed 16) [+2 leather armor, +4 Dex]; Atk +7 melee (1d6+1/18-20/x2, rapier) or +7 ranged (1d4+1/19-20/x2, dagger); SA sneak attack +3d6; SQ evasion, immune to sleep, low-light vision, +2 vs. enchantment spells, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +1, Ref +8, Will +0; Str 12, Dex 18, Con 11, Int 14, Wis 8, Cha 10.

Skills and Feats: Balance +10, Climb +9, Decipher Script +4, Diplomacy +8, Disable Device +5, Escape Artist +6, Gather Information +6, Hide +7, Intimidate +8, Jump +9, Listen +4, Move Silently +7, Open Lock +7, Pick Pocket +7, Ride - Horse +6, Search +8, Spot +4, Swim +3, Tumble +5, Use Rope +5; Alertness, Weapon Finesse (rapier).

Ensaith is the guildmaster of the Dountham chapter of the Ebon Claw. He is originally from Dountham, but he spent several years in Pellak with the guild there. When the Ebon Claw decided to expand into other towns in Bissel, Ensaith had proven his mettle and was offered the chance to return to his former home. Ensaith's street connections made setting up the guild in Dountham relatively simple.

Only the senior thieves (those listed by name here) have any knowledge of the greater guild in Pellak. Ensaith is trusting of his charges, but he is not stupid. He often sends two members to do a really important job, in case one doesn't succeed or betrays the guild, the other will take care of the situation.

Ensaith knows that the guild in Pellak wanted the jambiya and that he will be paid handsomely for it. After working the deal with the orcs, he dispatched one of his thieves to Pellak with the jambiya. He doesn't know why they wanted it, and he really doesn't care. The 1500 gp he was promised was reason enough to steal it.

The guild also employs a number of thugs and guards:

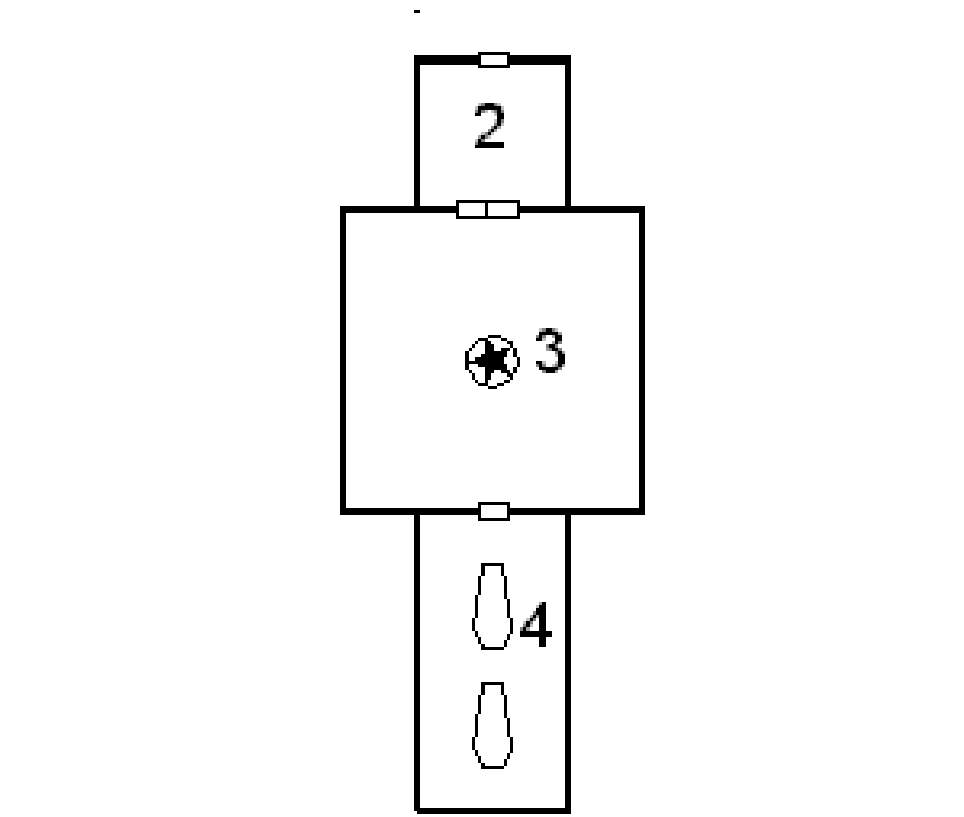
✚ **Guild Thugs, male human War1:** CR 1; Medium-size humanoid (human); HD 1d8+1; hp 6 each; Init +1 (Dex); Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+2 leather armor, +1 Dex]; Atk +3 melee (1d6+1/x2, club) or +2 ranged (1d4+1/19-20/x2, dagger); AL NE; SV Fort +3, Ref +1, Will +0; Str 12, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Jump +5, Swim +5; Dodge, Weapon Focus (club).

✚ **Guild Guards, male human War4:** CR 4; Medium-size humanoid (human); HD 4d8+4; hp 21 each; Init +1 (Dex); Spd 20 ft.; AC 15 (touch 11, flat-footed 14) [+4 scale mail, +1 Dex]; Atk +6 melee (1d8+1/19-20/x2, longsword) or +5 ranged (1d4+1/19-20/x2, dagger); AL NE; SV Fort +5, Ref +2, Will +1; Str 13, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

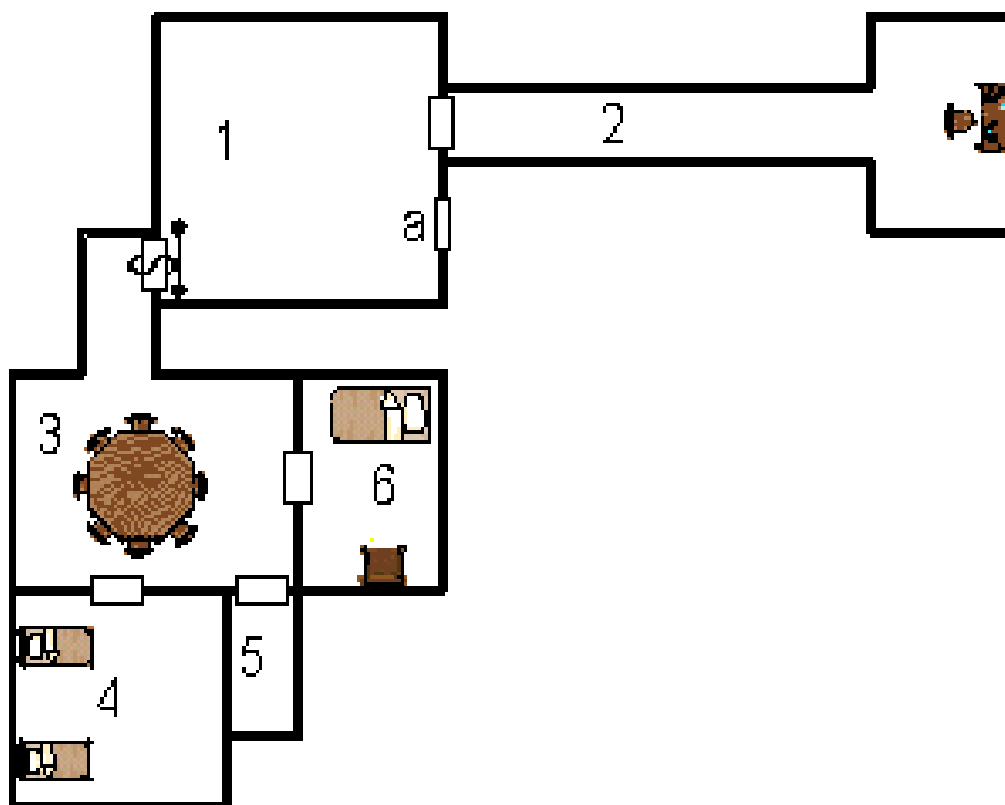
Skills and Feats: Climb +5, Handle Animal +4, Jump +5, Ride - Horse +4, Swim +5; Dodge, Power Attack, Weapon Focus (longsword).

APPENDIX 2 THE ORC CAIRN MAP



APPENDIX 3 THE SHALA RIVER TRADING CO. MAP

Guild Quarters



PLAYER HANDOUT #1

The baron's letter of privilege:

To whomsoever read these present greetings. Be it known that these brave souls are to be my guests, and are to be afforded all the courtesies and privileges thereof.

Baron Naziim Nanjari of Bandalar

PLAYER HANDOUT #2

The time has come for you to leave.
Leave Dountham, or leave this world.
It's your choice.

We are watching.

-E.C.

PLAYER HANDOUT #3

Ensaith,

Expect Jambiya

Two weeks

Boar and Brew

1500 gold

Ebon

Pella

[*all else is burned*]

A BARON'S TAX

A Two-Round D&D LIVING GREYHAWK[®]

Bissel Regional Adventure

Version 1

Round 2

by Kevin P. Hogan

Baron Nanjari has ended his dispute with the Margrave over the taxes on the Baklunish, and he is traveling to Pellak to show his allegiance when trouble strikes along the way. Who will step up and assist the Baron in proving the extent of his loyalty? A two-round Living Greyhawk Bissel regional scenario for characters levels 1-6.

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2001 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

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

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

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

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

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

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

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

SCORING

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

4. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
5. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
6. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

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

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

DETERMINING AVERAGE PARTY LEVEL (APL)

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

- 5) Determine the character level for each PC participating in the adventure.
 - 6) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 7) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 8) If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the

APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

- 4) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 5) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 6) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle Cost	Skill Modifier	
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

ADVENTURE SUMMARY AND BACKGROUND

The Ebon Claw, unhappy with the increasing presence of the Knights of the Watch in Pellak, are acting to cause significant conflict away from Pellak so as to decrease the concentration of Knights in Pellak and allow themselves more latitude in their business. A group of assassins associated with the guild are going to attempt the assassination of the Margrave's good friend, Sir Larin Tomwell, an officer in the Knights of the Watch. They plan to use the Bandalar family jambiya, stolen from Naziim Nanjari, the Baron of Bandalar, and leave it as false evidence against the baron, along with a note of defiance with a forged signature.

The PCs' follow the leads they discovered in Dountham to Pellak, the capital of Bissel. Their investigations into the Ebon Claw in Pellak lead them to *The Boar and Brew*, a run down tavern in a poor area of Old Pellak. There the PCs must discover the main guild contact, Treyt, and try to gain the information necessary

to track down the jambiya and the motives of the guild. Along the way the PCs are subject to the security measures of the guild.

Treyt will eventually lead the PCs to Yann, his direct contact in the guild. Eventually, the overall scheme to assassinate Sir Larin is revealed. Armed with the information of what is to come, the heroes must go to the ball to save Sir Larin. Depending on their actions the PCs may foil the attempt or even capture the assassins, recovering the jambiya for Baron Nanjari.

INTRODUCTION

The orc raid on Baron Nanjari's entourage has proved to be no random event. Confrontation with the orcs has only revealed a larger puzzle unfolding and one of the pieces is a group called the Ebon Claw. Infiltrating the Claw's hideout in Dountham proved no small matter, but it yielded information vital to continuing pursuit of the Jambiya of Bandalar. Unfortunately it has also proved that the Claw in Dountham is just one part of a much larger criminal organization, one centered in the capital of Bissel, Pellak.

Armed with only the name of a tavern, "The Boar and Brew", you have made your way to Pellak. The grand wall of the city is an impressive 20 feet high and men-at-arms can be seen patrolling among the ramparts. Off in the distance to the south, you can see the Sudlor River and the Grand Pellak Bridge, a marvel of modern engineering, spanning the river and tall enough to allow even some of the taller riverboats to easily pass underneath. Passing through the gates, you ask the watchman where to find the tavern, he points to the grand bridge, visible over the tops of the buildings to the south. "Over the bridge in old town," he grunts.

A grand feast is beginning. All around you see merchants' carts and entertainers lined up on the sides of the streets. The main street is bustling with activity. As you reach the center of Pellak, you see a ten-foot stone wall to the south. The road north goes up the hill to Pellak Square, the seat of power and scholarship while the road south, passes between the wall and into "old town". The streets of old town are just as busy but are much narrower. Even the road south to the bridge is nearly impassable through the crowds. Persistence allows you to make headway and soon you are on the Grand Pellak Bridge. Crossing the bridge allows you a fine view of Castle Oversight, home of the Knights of the Watch, to the east of the city.

Not far from the bridge on the south bank of the river, you find "The Boar and Brew." The long road and waning sun tell you it would be a good time to find lodgings for the night. The "Eagle's Nest Inn" directly across the street from the tavern looks like a good candidate.

ENCOUNTER 1: THE EAGLE'S NEST INN

Its name implies a warm hearth and noble quarters, but neither are to be found here. The hearth room sports a low fire, just enough to keep a dank glow in the room.

A tall, slender man in his early forties standing behind the desk in the sitting room is having a conversation with a man who you guess is a farmer from his appearance. His eyes quickly catch your entrance. "Welcome travelers. Do you need lodgings this fine evening?"

PCs who ask may make listen checks (DC 18) to overhear Jesper (the farmer) complaining that his cart was shaken down again today for some protection money.

The choice of rooms here is simple; a bed in one of the eight person barracks-style rooms (2 sp per night) or a pile of hay in the stables (4 cp per night).

The *Eagle's Nest Inn* was once one of the finest inns in Pellak. Since the expansion and the degradation of the Old Pellak area of the capital, the owners have done all they can to keep the place up. To stay in business, they have converted all the private rooms into barracks style quarters to sleep more for what little they can get for lodgings. Most of the clients of the inn are hard workers short on funds – mercenaries, farmers and laborers passing through or coming to Pellak to find work.

If the PCs decide to stay here, Trendor (the owner) will call the porter, Brent, to the front to offer his assistance with their gear. He will also ask if the PCs have mounts and direct them to Thoradin and the stables in the rear, if need be.

The inn does not have a taproom, but there is a common sitting room and a small dining hall in which Mahala serves family style meals of stews, roasts, and breads twice a day. The meals are included in the room costs.

KEY NPCS

☛ **Trendor**: male human (OB), owner/proprietor of the inn. Trendor is an honest, hardworking innkeeper; he knows nothing of the Ebon Claw. Trendor bought the inn from his uncle who was suffering from a mysterious illness at the time, and he has kept it running ever since. It was once a popular place for lesser knights to stay while passing through the area, but Castle Oversight and the war with Ket put an end to that.

☛ **Brent**: male human (OS), porter. Brent is strong, jolly, good-natured, and knows nothing of the Ebon Claw. Brent is working for Trendor in hopes of saving enough money to travel the length of the Sheldomar Valley before settling down somewhere.

☛ **Mahala**: female human (B), cook. Mahala is an old crow, but an excellent cook. Mahala serves the meals in the common room like a mother serves her children. She heaps too much onto the table and then grumbles if it is not all eaten. Mahala has been the cook at the inn for over 20 years. She knows something is amiss at the tavern, since many of the old regulars she knew for years don't come anymore. Of course, it could be that many of them are, in fact, dead of old age, but her intuition just tells her something is wrong.

☛ **Thoradin**: male dwarf, stableman/laborer. Thoradin is a compulsive liar and a petty thief who knows of the Ebon Claw. Unfortunately his compulsion has not helped his desire to make contact with the guild. Thoradin will chew the ear off of any PC that will listen, talking about his grand days as an adventurer, how he slew orcs and monsters and saved the entire Flanaess.

If a PC questions him about how being a stablehand plays into his predicament, he concocts a crazy story about how all his wealth was stolen out from under him by a beautiful dwarven princess, who's father, the king, had him banished for being so intimate with his daughter. He claims his current job allows him to keep a low profile from the king. Thoradin's mental disorder truly causes him to believe his own stories, so any attempt to discern whether or not he is lying will fail. Similarly, his condition grants him a +10 circumstance bonus against *zone of truth* and similar spells.

Any PCs staying in the stable with more than 25 gold pieces can expect a visit from Thoradin during the night. Although he is a liar, he is cunning so he limits any pilfering to 20% of the total coins.

All APLs (EL 1)

☛ **Thoradin, male dwarf Rogi**: CR 1; Medium-size humanoid (Dwarf); HD 1d6+2; hp 8; Init +3 (Dex); Spd 20 ft.; AC 13 (touch 13, flat-footed 10) [+3 Dex]; Atk +0 melee (1d4/19-20/x2, dagger) or +3 ranged (1d4/19-20/x2, dagger); SA sneak attack +1d6; AL CN; SV Fort +2, Ref +5, Will +1; Str 11, Dex 16, Con 15, Int 12, Wis 12, Cha 8.

Skills and Feats: Balance +6, Climb +3, Hide +6, Jump +3, Listen +6, Move Silently +6, Open Lock +6, Pick Pocket +6, Profession (stablehand) +4, Search +5, Spot +6, Tumble +6; Alertness.

☛ **Klaris**: male human (B) War1.

☛ **Nedric**: male human (O) War1.

Mercenaries looking for work who came to Pellak when it appeared there would be trouble to the north. They want to get connected with the Knights of the Watch so they can someday be knighted. They will not join the PCs.

☛ **Jesper**: male human (OB), farmer. Jesper came to Pellak to sell some surplus produce during the celebration. He sets up a cart across from the fairgrounds. He doesn't know much about the Ebon Claw, but he has been shaken down twice for a portion (25%) of his profit this week.

☛ **Aandari**: male human (B), farmer/laborer. Aandari is very Baklunish in tradition. He travels back and forth every few days from Jesper's farm with carts of produce for the market.

ENCOUNTER 2: THE BOAR AND BREW

An oil lamp in each of the four corners of the tavern dimly lights the taproom. Even at highsun, the faint glow around the outline of the door is the only reminder that it is daylight outside.

The patrons appear to be common folk and sound like they are enjoying themselves. A stout, portly fellow from behind the bar takes a tray of foaming tankards over to a table of men. They appear to be laborers by their garb. The barkeep clasps one on the shoulder as he has a good laugh at a joke one of the laborers makes.

His tray empty, the barkeep heads back towards the bar when he notices your entrance. "Hail there fellows," he calls! "Do take a seat and I'll serve you shortly."

Like the nearby inn, *The Boar and Brew* is a remnant of the glory days of Old Pellak. The solid oak bar runs nearly 25 feet with marvelous carvings inlaid along its length. Scenes of stallions, warriors, and glorious shapes show the care put into its creation long ago. The finish is neglected and dull, and the more recent carvings of names and profanities scrawled on the surface ruin the majesty of the bar.

KEY NPCS:

☛ **Dontis:** male human (O), owner/barkeep. A burly man, Dontis is happy with the state of affairs. His bar doesn't make a whole lot of money despite the busy appearances so the extra pay from Treyt (a member of the Ebon Claw) to run his outfit here is just what he needs.

Dontis is by no means loyal to the guild, but he will not willingly give up his extra paycheck either. He suspects that Neyda is involved with the Ebon Claw, but he has never felt the need to know for sure, so he hasn't investigated further.

Dontis is more than happy to answer PCs' questions about Pellak, Old Pellak or his bar, but if they start questioning him about the Ebon Claw, he will tip off Treyt (in hopes of a bonus) and feign ignorance of the subject.

☛ **Neyda:** barmaid. Treyt arranged for her position. She was a guild thief and his lover for some time, so he thought it best that he use her in a less dangerous setting. Neyda is in her late twenties and good looking. She is madly in love with Treyt and will do anything to protect him. Her current role is to keep an ear out for patrons with news of interest to the guild. She also spends time in the merchants' area, strolling about like a carefree shopper, sizing up the wares and looking for any easy marks.

☛ **Neyda, female human Rog2:** CR 2; Medium-size humanoid (human); HD 2d6; hp 8; Init +1 (Dex); Spd 30 ft.; AC 11 (touch 11, flat-footed 10) [+1 Dex]; Atk +0 melee

(1d4-1/19-20/x2, dagger) or +2 ranged (1d4-1/19-20/x2, dagger); SA sneak attack +1d6; SQ evasion; AL NE; SV Fort +0, Ref +4, Will +1; Str 9, Dex 12, Con 10, Int 16, Wis 12, Cha 15.

Skills and Feats: Appraise +8, Bluff +7, Decipher Script +6, Diplomacy +7, Gather Information +7, Innuendo +6, Knowledge (Bissel) +5, Knowledge (Pellak) +5, Listen +8, Pick Pocket +5, Search +8, Sense Motive +6, Spot +8; Alertness, Dodge.

☛ **Oliana:** female human (B), barmaid. Oliana is a beautiful Baklunish girl in her late teens. Her parents were killed during the war with Ket, and she had lived with her grandmother for the last few years. Grandmother just passed away a few months ago, and Oliana came to Pellak from Ebbernant to try and join a theatre company. Unfortunately, her Baklunish heritage and common birth has proven too big a hurdle for her acting career at this point but she has not given up hope yet.

☛ **Wilhelm:** male human (OS), bouncer. In a word, Wilhelm is stupid. Wilhelm is the bastard son of Dontis. His mother sent him here when he was old enough to be on his own. Dontis reluctantly took him in. Fortunately, Wilhelm grew into a strapping lad, and Dontis put him to work as the bouncer.

Wilhelm knows little outside of his own boring life and likes it that way. Although he hears and sees a great deal at the Boar and Brew, he never quite puts anything into perspective.

☛ **Treyt:** contact for the guild. Treyt is an older man (compared to the average thief), and he is one of the original members of the guild. While trying to burglarize a wizard's tower deep in the Pomarj, he was mauled by a summoned tiger. Treyt barely escaped alive but, as a result, he has a severe limp and can no longer move as effectively as he once did. His service to the guild and ties with the founders kept him from being cast out when he was no longer as effective a thief. Instead, it was decided that he would act as the intermediary between the guild on the street and the guild leaders.

Treyt meets with the higher-ups in secret and then disseminates orders and collects payments in *The Boar and Brew*. He poses as a drunken textile merchant who lost his business because of a gambling problem. He sets up a card game at a table in back with many of his contacts and collects his payments masked as gambling. He also uses the game to give instructions and information to the thieves on the street.

APL 2

☛ **Treyt, male human Rog3:** CR 3; Medium-size humanoid (human); HD 3d6+6; hp 18; Init +1 (Dex); Spd 20 ft. (leg injury); AC 14 (touch 11, flat-footed 14) [+3 studded leather, +1 Dex]; Atk +5 melee (1d6+1/19-20/x2, mw short sword) or +3 ranged (1d4+1/19-20/x2, dagger);

SA sneak attack +2d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +3, Ref +4, Will +1; Str 13, Dex 13, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +6, Climb +6, Disable Device +8, Disguise +6, Hide +6, Listen +8, Move Silently +6, Open Lock +7, Pick Pocket +6, Search +8, Spot +8; Alertness, Dodge, Weapon Focus (short sword).

Possessions: masterwork short sword, pouch with 2 blue quartz gems (25 gp each).

APL 4

Treyt, male human Rog5: CR 5; Medium-size humanoid (human); HD 5d6+10; hp 28; Init +1 (Dex); Spd 20 ft. (leg injury); AC 14 (touch 11, flat-footed 14) [+3 studded leather, +1 Dex]; Atk +6 melee (1d6+2/19-20/x2, mw short sword) or +4 ranged (1d4+2/19-20/x2, dagger); SA sneak attack +3d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +3, Ref +5, Will +1; Str 14, Dex 13, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +8, Climb +9, Disable Device +10, Disguise +8, Hide +8, Listen +10, Move Silently +8, Open Lock +9, Pick Pocket +8, Search +10, Spot +10; Alertness, Dodge, Weapon Focus (short sword).

Possessions: masterwork short sword, pouch with 2 blue quartz gems (25 gp each).

APL 6

Treyt, male human Rog7: CR 7; Medium-size humanoid; HD 7d6+14; hp 38; Init +1 (Dex); Spd 20 ft. (leg injury); AC 14 (touch 11, flat-footed 14) [+3 studded leather, +1 Dex]; Atk +8 melee (1d6+2/19-20/x2, mw short sword) or +6 ranged (1d4+2/19-20/x2, dagger); SA sneak attack +4d6; SQ evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +4, Ref +6, Will +2; Str 14, Dex 13, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +10, Climb +11, Disable Device +12, Disguise +10, Hide +10, Listen +12, Move Silently +10, Open Lock +11, Pick Pocket +10, Search +12, Spot +12; Alertness, Dodge, Expertise, Weapon Focus (short sword).

Possessions: masterwork short sword, pouch with 2 blue quartz gems (25 gp each).

Jared: male human (O), patron/regular, former mercenary. Jared fought in the Ket War but left his conscription after losing the use of his sword arm. He appears to be a harmless drunk but is of sound faculties. He overhears much of what goes on with the Ebon Claw, but he keeps to himself, as he has no real friends to speak of.

If approached outside of the presence of Treyt, he will confide in the PCs his suspicions of Treyt and the guild. He will also tell them that Dontis is on the guild payroll, and he suspects one of the barmaids is also in the guild, although he doesn't know which one.

ENCOUNTER 3: THE FAIRGROUND MARKET

The fairground is being used for a number of competitions and the intersection of the main roads in front has become a makeshift market with farmers and merchants who have set up their carts in the area. The wares range from fruits & vegetables to imported spices and oils. Unfortunately, the combination of odors is making the smell around the area not entirely pleasant.

Should the PCs decide to pose as merchants operating a cart, they will eventually draw the attention of the Ebon Claw's "protection tax" collectors. Two of the guild thugs come by late in the day to gauge the value of goods for sale and the relative success of the business. Based on this, they estimate a "tax" (5 x the value of the most expensive item for sale) for the privilege of operating the cart without interference from "unsavory folk" as they call it. If the PCs refuse to pay, the thugs shrug and say, "suit yourself" as they walk away. They then proceed into the side street and pay a dozen vagrants to ransack the cart. The thugs avoid combat at all costs.

ALL APLS (EL 1)

Guild Thugs, male human War1 (1): CR 1/2; Medium-size humanoid; HD 1d8+1; hp 6 each; Init +1 (Dex); Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+2 leather armor, +1 Dex]; Atk +3 melee (1d6+1/x2, club) or +2 ranged (1d4+1/19-20/x2, dagger); AL NE; SV Fort +3, Ref +1, Will +0; Str 12, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Jump +5, Swim +5; Dodge, Weapon Focus (club).

The poor vagrants will overturn the cart or, if there is no cart, begin grabbing at the PCs trying to get at their wares. Should the PCs' wares spill into the street, the square will become a scene of frenzy as people pounce upon the goods.

These thugs do not know the inner workings of the guild. They do know that they are to make their rounds and give the proceeds (less their cut) to Treyt at *The Boar and Brew*. They do not willingly give out this information out of a great fear of the guild. The PCs will have to either acquire the information through magical means (charm, divination, etc.) or through clever interaction. Direct threats may work if the thugs truly believe themselves in great danger from the PCs than from the guild.

ENCOUNTER 4: FEEDING THE DUCKS

Once the PCs have keyed in on Treyt's part in things, they will most likely wish to keep tabs on him outside *The Boar and Brew*. He always leaves by the back door into the alley and heads north towards the bridge. Trailing Treyt is not difficult as his physical condition precludes quick movement. Treyt pauses on the Great Pellak Bridge and

throws stale bread to the ducks in the river. It appears as though he is carefree but he is quite cunning. He uses the bridge to ensure that he is not being followed. Allow a Sense Motive check (DC 20) if the PCs try to determine if Treyt is checking his trail.

Allow Treyt a Spot check (DC 15) to determine if he realizes the PCs are following him. PCs actively hiding may use an opposed hide check in lieu of the DC. Trying to look as just another face in the crowd may also allow an opposed bluff check, in lieu of the standard DC. If Treyt does spot the PCs, he will proceed to the east side of the bridge and throw all the remaining bread into the water in one toss. This is also planned. On the north bank of the bridge, there is a man disguised as a poor fisherman, sitting with a line in the water. If Treyt throws the bread on the opposite side, it is the signal that he is being followed and to prepare the thug ambush below.

Regardless of the outcome above, after about 15 minutes (or once he knows he's being followed), Treyt continues across the bridge to the north side of Old Town. He turns east along the bank of the river past the fishmongers and then north into the poorer streets of town. Treyt pauses for a moment then he slips into a narrow alley between a cobbler shop and butcher. The alley is only 5 feet wide but it opens into a small square between the shops on both streets. It appears to be a popular place for the homeless as a number of ragged bodies lie among the filth.

The homeless are thugs and/or guards employed by the guild. They are instructed to attack anyone who comes through the alley after Treyt. If Treyt gave the signal that he was being followed, the thugs will be alert and ready for an attack; they gain surprise on anyone who fails a Spot check (DC 20) unless the PC already made a successful Sense Motive check at the bridge. If there was no signal, the thugs/guards will neither gain surprise nor be surprised themselves.

APL 2 (EL 4):

☛ **Guild Thugs, male human War1** (6): CR 1/2; Medium-size humanoid (human); HD 1d8+1; hp 6 each; Init +1 (Dex); Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+2 leather armor, +1 Dex]; Atk +3 melee (1d6+1/x2, club) or +2 ranged (1d4+1/19-20/x2, dagger); AL NE; SV Fort +3, Ref +1, Will +0; Str 12, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Jump +5, Swim +5; Dodge, Weapon Focus (club).

APL 4 (EL 6):

☛ **Guild Thugs, male human War1** (4): CR 1; Medium-size humanoid (human); HD 1d8+1; hp 6 each; Init +1 (Dex); Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+2 leather armor, +1 Dex]; Atk +3 melee (1d6+1/x2, club) or +2 ranged (1d4+1/19-20/x2, dagger); AL NE; SV Fort +3, Ref +1, Will +0; Str 12, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Jump +5, Swim +5; Dodge, Weapon Focus (club).

☛ **Guild Guards, male human War4** (2): CR 3; Medium-size humanoid (human); HD 4d8+4; hp 21 each; Init +1 (Dex); Spd 20 ft.; AC 15 (touch 11, flat-footed 14) [+4 scale mail, +1 Dex]; Atk +6 melee (1d8+1/19-20/x2, longsword) or +5 ranged (1d4+1/19-20/x2, dagger); AL NE; SV Fort +5, Ref +2, Will +1; Str 13, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Handle Animal +4, Jump +5, Ride – Horse +4, Swim +5; Dodge, Power Attack, Weapon Focus (longsword).

TIER THREE (EL 8):

☛ **Guild Guards, male human War4** (6): CR 3; Medium-size humanoid (human); HD 4d8+4; hp 21 each; Init +1 (Dex); Spd 20 ft.; AC 15 (touch 11, flat-footed 14) [+4 scale mail, +1 Dex]; Atk +6 melee (1d8+1/19-20/x2, longsword) or +5 ranged (1d4+1/19-20/x2, dagger); AL NE; SV Fort +5, Ref +2, Will +1; Str 13, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Handle Animal +4, Jump +5, Ride – Horse +4, Swim +5; Dodge, Power Attack, Weapon Focus (longsword).

Treasure: The thugs have 15 gp in miscellaneous coins.

Treyt will not linger to see what becomes of his pursuers. He continues down the alley along the indicated path. If the PCs manage to defeat the thugs/guards in less than 5 rounds, or someone escapes to continue trailing, they will be able to visually follow Treyt to the safe house. Otherwise a tracking check (DC 20) is required to pick up his trail.

ENCOUNTER 5: TREYT'S RENDEZVOUS

Treyt will eventually arrive at the guild safe house for his meeting. The safe house is an apartment-style residence over a Chandler's shop near the docks.

Trap: The stairs up to the apartment are trapped and alarmed, triggered by putting weight on the fourth step. The trap spews a spray of acid from the 9th step onto the stairway into the face of whoever is on the 4th step. Anyone less than 5 feet tall or on the steps below receives a +2 to their save. It also triggers a bell mechanism in the apartment above. If the bell is rung, the thieves above will attempt to exit out the window into the back alley and flee.

APL 2 (EL 1)

☛ **Acid Trap:** CR 1; no attack roll necessary, sprays 10-foot cone of acid onto stairwell (2d4 acid damage); Ref save avoids (DC 15); Search (DC 20); Disable Device (DC 20).

APL 4 (EL 3)

☞ **Acid Trap:** CR 3; no attack roll necessary, sprays 10-foot cone of acid onto stairwell (2d8 acid damage); Ref save avoids (DC 17); Search (DC 22); Disable Device (DC 22).

APL 6 (EL 5)

☞ **Acid Trap:** CR 5; no attack roll necessary, sprays 10-foot cone of acid onto stairwell (3d8 acid damage); Ref save avoids (DC 19); Search (DC 24); Disable Device (DC 24).

When Treyt arrives, guildsman Yann is already there. He has a forged document (Player Handout #1) that is to be delivered to an assassins' guild in Pellak associated closely with the Ebon Claw. The parchment is written in ancient Baklunish and is to be used to frame Baron Nanjari.

APL 2 (EL 4)

☞ **Treyt, male human Rog3:** CR 3; Medium-size humanoid (human); HD 3d6+6; hp 18; Init +1 (Dex); Spd 20 ft. (leg injury); AC 14 (touch 11, flat-footed 14) [+3 studded leather, +1 Dex]; Atk +5 melee (1d6+1/19-20/x2, mw short sword) or +3 ranged (1d4+1/19-20/x2, dagger); SA sneak attack +2d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +3, Ref +4, Will +1; Str 13, Dex 13, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +6, Climb +6, Disable Device +8, Disguise +6, Hide +6, Listen +8, Move Silently +6, Open Lock +7, Pick Pocket +6, Search +8, Spot +8; Alertness, Dodge, Weapon Focus (short sword).

Possessions: masterwork short sword, pouch with 2 blue quartz gems (25 gp each).

☞ **Yann, male human Rog1:** CR 1; Medium-size humanoid (human); HD 1d6+1; hp 7; Init +2 (Dex); Spd 30 ft.; AC 14 (touch 12, flat-footed 12) [+2 leather, +2 Dex]; Atk +1 melee (1d6+1/19-20/x2, short sword) or +2 ranged (1d4/x2, sling); SA sneak attack +1d6; AL NE; SV Fort +1, Ref +4, Will +0; Str 13, Dex 15, Con 13, Int 14, Wis 10, Cha 10.

Skills and Feats: Appraise +6, Disable Device +6, Hide +6, Jump +5, Listen +4, Move Silently +6, Open Lock +6, Pick Pocket +6, Search +6, Spot +4, Tumble +6; Dodge, Mobility.

APL 4 (EL 6)

☞ **Treyt, male human Rog5:** CR 5; Medium-size humanoid (human); HD 5d6+10; hp 28; Init +1 (Dex); Spd 20 ft. (leg injury); AC 14 (touch 11, flat-footed 14) [+3 studded leather, +1 Dex]; Atk +6 melee (1d6+2/19-20/x2, mw short sword) or +4 ranged (1d4+2/19-20/x2, dagger); SA sneak attack +3d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +3, Ref +5, Will +1; Str 14, Dex 13, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +8, Climb +9, Disable Device +10, Disguise +8, Hide +8, Listen +10, Move Silently +8, Open Lock +9, Pick Pocket +8, Search +10, Spot +10; Alertness, Dodge, Weapon Focus (short sword).

Possessions: masterwork short sword, pouch with 2 blue quartz gems (25 gp each).

☞ **Yann, male human Rog3:** CR 3; Medium-size humanoid; HD 3d6+3; hp 15; Init +2 (Dex); Spd 30 ft.; AC 14 (touch 12, flat-footed 14) [+2 leather, +2 Dex]; Atk +3 melee (1d6+1/19-20/x2, short sword) or +4 ranged (1d4/x2, sling); SA sneak attack +2d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +2, Ref +5, Will +1; Str 13, Dex 15, Con 13, Int 14, Wis 10, Cha 10.

Skills and Feats: Appraise +8, Disable Device +8, Hide +8, Jump +7, Listen +6, Move Silently +8, Open Lock +8, Pick Pocket +8, Search +8, Spot +6, Tumble +8; Dodge, Expertise, Mobility.

APL 6 (EL 8)

☞ **Treyt, male human Rog7:** CR 7; Medium-size humanoid (human); HD 7d6+14; hp 38; Init +1 (Dex); Spd 20 ft. (leg injury); AC 14 (touch 11, flat-footed 14) [+3 studded leather, +1 Dex]; Atk +8 melee (1d6+2/19-20/x2, mw short sword) or +6 ranged (1d4+2/19-20/x2, dagger); SA sneak attack +4d6; SQ evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +4, Ref +6, Will +2; Str 14, Dex 13, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +10, Climb +11, Disable Device +12, Disguise +10, Hide +10, Listen +12, Move Silently +10, Open Lock +11, Pick Pocket +10, Search +12, Spot +12; Alertness, Dodge, Expertise, Weapon Focus (short sword).

Possessions: masterwork short sword, pouch with 2 blue quartz gems (25 gp each).

☞ **Yann, male human Rog5:** CR 5; Medium-size humanoid (human); HD 5d6+5; hp 23; Init +3 (Dex); Spd 30 ft.; AC 15 (touch 13, flat-footed 15) [+2 leather, +3 Dex]; Atk +4 melee (1d6+1/19-20/x2, short sword) or +6 ranged (1d4/x2, sling); SA sneak attack +3d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +2, Ref +6, Will +1; Str 13, Dex 16, Con 13, Int 14, Wis 10, Cha 10.

Skills and Feats: Appraise +10, Disable Device +10, Hide +11, Jump +9, Listen +8, Move Silently +11, Open Lock +11, Pick Pocket +11, Search +10, Spot +8, Tumble +11; Dodge, Expertise, Mobility.

If Treyt or Yann are captured, they will not divulge any useful information about the workings of the guild, even under threat of death. Asking them under a charm or such will also not generally yield useful results since both truly fear the wrath of the guild more than anything else. They don't know any of the details surrounding the assassins' guild, since they were only responsible for this portion of the plan.

The PCs may make a Forgery check (DC 20) to detect the forgery. If the PCs recall the parchment of privilege given to them in round one, they can gain a +4 circumstance bonus on the check by comparing the two

signatures. If the PCs fail the check, they may truly believe that the Baron himself penned the note.

Treasure: A search of the safe house will turn up a loose floor panel (Search check DC 15) hiding a small coffer containing Treyt's emergency hoard of 150 gp, two potions (*cure light wounds* and *spider climb*), and a scroll case containing two arcane scrolls (*summon monster I* and *bull's strength*).

One of the first conclusions the PCs should come to is that Sir Larin's life is in danger. The when and how of the assassination is unknown, but it should be apparent to the PCs that it would be highly unlikely for it to take place in Castle Oversight, home of the Knights since it is very tightly guarded.

A Gather Information check (DC 10), or roleplay an encounter with some locals, will divulge that Sir Larin is expected to be at a ball tonight. The ball is being given in honor of Sir Larin's friend's recent marriage at a hall in Pellak Square. Several barons, including Baron Nanjari, are also expected to be in attendance.

ENCOUNTER 6: SAVING SIR LARIN

The ball is taking place in Falcon Hall, a building used for official ceremonies such as knighting and other business as well as state sponsored entertaining. Falcon Hall is a glorious combination of fine marble and granite from the nearby quarries in the Lortmils. Many noble families have lined up to join the celebration of the newlywed houses. Sir Larin is expected to be in attendance with his new love Lady Alharke. It is not yet known whether the Margrave will make an appearance. As you approach the hall, you see Baron Nanjari's entourage proceed through the entrance. It is an invitation only gala and security is tight.

It is an exclusive event and the PCs will not be allowed to gain access unless they present the writ of privilege given to them by the baron, convince the captain of the watch of their urgent need, or somehow sneak in.

Breaking in is near impossible and this should be pointed out clearly to the PCs. If the PCs insist on sneaking in, they must make Hide checks (DC 20) to avoid being detected. Any person caught sneaking in will be locked up for the remainder of the scenario; this costs the PC 2 TUs and a 25 gp fine.

If for some reason, the PCs do not have the baron's writ of privilege, they may attempt to convince the captain of the watch on station to allow them entry with sufficient evidence and explanation. It is up to the judge's discretion on whether it is convincing enough.

There are two minions of the Ebon Claw at work in the hall. The first is the false assassin, Kilpin, disguised as a minor nobleman. Kilpin is under the influence of a *dominate person* spell. When the time comes, Kilpin will lunge at a noble in the main hall with his dagger as a distraction to the real assassination attempt. If he is captured, he has no knowledge of the real assassination

plot. Kilpin was never very high up in the guild and has little knowledge of the current machinations, only having contact with Treyt. He does remember a man in black robes placing a spell upon him in the back room of *The Boar and Brew* the day before, but he'd never seen the man before that.

ALL APLS (EL 3)

Kilpin, male human Rog3: CR 3; Medium-size humanoid (human); HD 3d6; hp 12; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 13 (touch 13, flat-footed 13) [+3 Dex]; Atk +2 melee (1d4/19-20/x2, dagger); SA sneak attack +2d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +1, Ref +6, Will +1; Str 10, Dex 16, Con 10, Int 14, Wis 10, Cha 14.

Skills and Feats: Balance +9, Bluff +8, Climb +6, Escape Artist +9, Hide +9, Jump +6, Move Silently +9, Pick Pockets +9, Search +8, Tumble +9, Use Rope +9; Dodge, Improved Initiative, Mobility.

The other person is Sareveris, the true assassin, in disguise as Lady Alharke. She intends to lure Sir Larin onto the terrace and use Kilpin's commotion as a diversion, while she takes care of the Knight.

APL 2 (EL 4)

Sareveris, female half-elf Brd4: CR 4; Medium-size humanoid (elf); HD 4d6; hp 18; Init +2 (Dex); Spd 30 ft.; AC 14 (touch 12, flat-footed 12) [+2 leather, +2 Dex]; Atk +3 melee (1d4/19-20/x2, jambiya) or +5 ranged (1d4/x2, sling); SQ bardic music, bardic knowledge, immune to sleep, +2 save vs. enchantments, low-light vision; AL NE; SV Fort +1, Ref +6, Will +4; Str 10, Dex 14, Con 10, Int 14, Wis 10, Cha 17.

Skills and Feats: Balance +7, Concentration +4, Disguise +12, Gather Information +10, Listen +5, Perform +10, Search +3, Spot +1, Tumble +8, Use Magic Device +5; Dodge, Skill Focus (Disguise).

Possessions: sapphire encrusted tiara (100 gp), sapphire earrings (50 gp), envenomed Jambiya of Bandalar.

Spells Known (3/3/1; base DC = 13 + spell level): 0—*dancing lights*, *detect magic*, *flare*, *ghost sound*, *prestidigitation*, *read magic*; 1st—*charm person*, *expeditious retreat*, *sleep*; 2nd—*invisibility*, *suggestion*.

APL 4-6 (EL 9)

Sareveris, female half-fiend/half-elf Rog3/Brd4: CR 9; Medium-size outsider; HD 3d6+4d6+7; hp 37; Init +4 (Dex); Spd 30 ft., fly 30 ft. (average); AC 17 (touch 15, flat-footed 17) [+1 natural armor, +2 leather, +4 Dex]; Atk +7 melee (1d6+2, bite) or +7 melee (1d4+2, 2 claws) +7 melee (1d4+2/19-20/x2, jambiya); SA sneak attack +2d6, *darkness* 3/day (at 7th level), *desecrate* 1/day (at 7th level), *unholy blight* 1/day (at 7th level), *poison* 3/day (at 7th level); SQ bardic music, bardic knowledge, immune to sleep, +2 save vs. enchantments, low-light vision, evasion, uncanny dodge (Dex bonus to AC), darkvision 60', immune to poison, acid/cold/fire/electricity resistance 20; AL NE;

SV Fort +3, Ref +11, Will +5; Str 14, Dex 18, Con 12, Int 18, Wis 10, Cha 19.

Skills and Feats: Balance +9, Bluff +10, Concentration +5, Decipher Script +5, Disguise +13, Escape Artist +10, Intimidate +5, Gather Information +11, Hide +10, Listen +5, Move Silently +10, Open Lock +8, Perform +13, Search +5, Spot +1, Tumble +10, Use Magic Device +6; Dodge, Skill Focus (Disguise), Skill Focus (Perform).

Possessions: sapphire encrusted tiara (100 gp), sapphire earrings (50 gp), envenomed Jambiya of Bandalar.

Spells Known (3/3/1; base DC = 13 + spell level): 0—*dancing lights, detect magic, flare, ghost sound, prestidigitation, read magic*; 1st—*charm person, expeditious retreat, sleep*; 2nd—*invisibility, suggestion*.

What happens next depends on the PCs. If they immediately make a move to warn Sir Larin, Sareveris will abort her more dramatic plan of a public assassination, and play along as the concerned girlfriend until she can get Sir Larin alone later that evening.

qShould the PCs try to detect evil or use other divining magic, they will be asked to leave by the Pellak watch. If Sareveris is probed, she will most certainly emanate evil, but Sir Larin is charmed and will react most indignantly to any accusations.

The best course of action for the PCs is waiting, the most dangerous one, especially if they fall for the diversion of Kilpin. If this plays out, read the following to the players.

The ball is in full swing, with the musicians playing elegant dance music. The wine is flowing and the guests are enjoying the festivities. Keeping an eye on Sir Larin, you notice he's quite infatuated with Lady Alharke. In fact, he can hardly keep his eyes off her. It's not hard to see why, with her stunning good looks. The candlelight sparkles off her sapphire tiara and matching earrings. She whispers in his ear and with a giggle, they make their way towards the terrace and the cool night air.

A scream goes up from the dance floor and you suddenly see a young nobleman brandishing a dagger, with fresh blood dripping off the end. Slumped over a table, clutching his abdomen is a man wearing the cape of a Knight of the Watch.

When she hears the scream, Sareveris quickly ushers Sir Larin through the doors onto the terrace. Once outside (one round after the struggle inside), she uses the jambiya coated with a deadly poison (Deathblade DC 20, 1d6 Con, secondary 2d6 Con). She leaves the jambiya in the wound and the note tied to the hilt.

Inside, Kilpin begins screaming wildly about the cruelties of the Knights of the Watch and looking for another Knight of the Watch to target. There is one some 50' away with the PCs in between Kilpin and the new target (before they have moved yet).

Once she has poisoned Sir Larin, Sareveris will attack him and anyone who comes to his aid until the poison or her attacks have killed him, she is reduced to half her hp total, or more than 6 people come out to the terrace. In that case she will try to escape by climbing down the

terrace wall (or spending one round freeing her wings and flying off at higher tiers).

☞ **Sir Larin Tomwell, male human (OS) Ftr7:** CR 7; Medium-size human (human); HD 7d10+7; hp 50; Init +1 (Dex); Spd 30 ft.; AC 11 (touch 11, flat-footed 10) [+1 Dex]; Atk +10/+5 melee (1d3+3/x2, unarmed); AL LN; SV Fort +6, Ref +3, Will +2; Str 17, Dex 12, Con 12, Int 11, Wis 11, Cha 14.

Skills and Feats: Climb +8, Handle Animal +12, Ride - Horse +11, Swim +8; Combat Reflexes, Mounted Combat, Power Attack, Ride-by Attack, Spirited Charge, Trample, Weapon Focus (longsword), Weapon Specialization (longsword).

If the PCs manage to get to Sir Larin before the secondary poison effects they have a good chance to save him. A 7th level priest of Heironeous is on hand and can come to Sir Larin's aid 3 rounds after being summoned for help.

CONCLUSION

\If the PCs were successful in thwarting the assassination and saving the baron's good name, the PCs receive influence points with both the baron and the Knights of the Watch. The baron presents the Jambiya of Bandalar to the Margrave in a grand ceremony of loyalty.

If Sir Larin was killed, but the PCs have enough evidence to vindicate Baron Nanjari, the ceremony is cancelled out of respect for the dead. The tax is paid and the Baron heads home with his caravan. They receive an influence point with the baron, but not with the Knights of the Watch.

If the PCs were unsuccessful in vindicating the Baron and saving Sir Larin, the jambiya and note are found, implicating the Baklunish baron. He is arrested on the spot and executed after an emotional trial for conspiracy to commit treason. Fighting breaks out in Bandalar once more.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

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

Encounter Four

Trailing Treyt	25 xp
Defeating thugs/guards	100 xp

Encounter Five

Avoiding trap	25 xp
Defeating Treyt & Yann	100 xp

Encounter Six

Defeating Sareveris	100 xp
Saving Sir Larin	100 xp

Total experience for objectives	450 xp
Discretionary roleplaying award	0-50 xp

Total possible experience 500 xp

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

4. The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
5. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
6. Theft is against the law, but may be practiced by some player characters. Items that are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things that it later finds unreasonable but which were allowed at the time.

Encounter Four

- 15 gp.

Encounter Five

- Two gems (blue quartz), 25 gp each.
- 150 gp.
- Masterwork short sword (Cost: 310 gp; Item Size: S; Uses: unlimited; Tradable: Yes; Rarity: Common; Weight: 3 lb.): A masterwork short sword.
- *Potion of cure light wounds* (Cost: 50 gp; Item Size: 1 oz.; Uses: Once; Tradable: Yes; Rarity: Common; Weight: None): A *potion of cure light wounds* at caster level 1.
- *Potion of spider climb* (Cost: 50 gp; Item Size: 1 oz.; Uses: Once; Tradable: Yes; Rarity: Common; Weight: None): A *potion of spider climb* at caster level 1.
- Arcane scroll of *summon monster I* (Cost: 25 gp; Item Size: 8.5" x 11"; Uses: Once; Tradable: Yes; Rarity: Common; Weight: None): A *scroll of summon monster I* at caster level 1.
- Arcane scroll of *bull's strength* (Cost: 150 gp; Item Size: 8.5" x 11"; Uses: Once; Tradable: Yes; Rarity: Common; Weight: None): A *scroll of bull's strength* at caster level 3.

Encounter Six

- Jewel encrusted tiara (sapphires), 100 gp.
- Sapphire earrings, 50 gp.

Conclusion

Each player receives:

- Influence Point (Cost: None; Item Size: None, Uses: Once; Tradable: No; Rarity: Common; Weight: None): This is an influence point with the Barony of Bandalar in Bissel that can be pooled or used individually (contact the Bissel Triad for details).
- Influence Point (Cost: None; Item Size: None, Uses: Once; Tradable: No; Rarity: Common; Weight: None): This is an influence point with the Knights of the Watch in Bissel that can be pooled or used individually (contact the Bissel Triad for details).

APPENDIX 1: THE EBON CLAW OF PELLAK

Treyt:

Treyt is a contact for the guild. Treyt is an older man (compared to the average thief), and he is one of the original members of the guild. While trying to burglarize a wizard's tower deep in the Pomarj, he was mauled by a summoned tiger. Treyt barely escaped alive but, as a result, he has a severe limp and can no longer move as effectively as he once did. His service to the guild and ties with the founders kept him from being cast out when he was no longer as effective a thief. Instead, it was decided that he would act as the intermediary between the guild on the street and the guild leaders.

Treyt meets with the higher-ups in secret and then disseminates orders and collects payments in *The Boar and Brew*. He poses as a drunken textile merchant who lost his business because of a gambling problem. He sets up a card game at a table in back with many of his contacts and collects his payments masked as gambling. He also uses the game to give instructions and information to the thieves on the street.

APL 2

Treyt, male human Rog3: CR 3; Medium-size humanoid (human); HD 3d6+6; hp 18; Init +1 (Dex); Spd 20 ft. (leg injury); AC 14 (touch 11, flat-footed 14) [+3 studded leather, +1 Dex]; Atk +5 melee (1d6+1/19-20/x2, mw short sword) or +3 ranged (1d4+1/19-20/x2, dagger); SA sneak attack +2d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +3, Ref +4, Will +1; Str 13, Dex 13, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +6, Climb +6, Disable Device +8, Disguise +6, Hide +6, Listen +8, Move Silently +6, Open Lock +7, Pick Pocket +6, Search +8, Spot +8; Alertness, Dodge, Weapon Focus (short sword).

Possessions: masterwork short sword, pouch with 2 blue quartz gems (25 gp each).

APL 4

Treyt, male human Rog5: CR 5; Medium-size humanoid (human); HD 5d6+10; hp 28; Init +1 (Dex); Spd 20 ft. (leg injury); AC 14 (touch 11, flat-footed 14) [+3 studded leather, +1 Dex]; Atk +6 melee (1d6+2/19-20/x2, mw short sword) or +4 ranged (1d4+2/19-20/x2, dagger); SA sneak attack +3d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +3, Ref +5, Will +1; Str 14, Dex 13, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +8, Climb +9, Disable Device +10, Disguise +8, Hide +8, Listen +10, Move Silently +8, Open Lock +9, Pick Pocket +8, Search +10, Spot +10; Alertness, Dodge, Weapon Focus (short sword).

Possessions: masterwork short sword, pouch with 2 blue quartz gems (25 gp each).

APL 6

Treyt, male human Rog7: CR 7; Medium-size humanoid (human); HD 7d6+14; hp 38; Init +1 (Dex); Spd 20 ft. (leg injury); AC 14 (touch 11, flat-footed 14) [+3 studded leather, +1 Dex]; Atk +8 melee (1d6+2/19-20/x2, mw short sword) or +6 ranged (1d4+2/19-20/x2, dagger); SA sneak attack +4d6; SQ evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +4, Ref +6, Will +2; Str 14, Dex 13, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +10, Climb +11, Disable Device +12, Disguise +10, Hide +10, Listen +12, Move Silently +10, Open Lock +11, Pick Pocket +10, Search +12, Spot +12; Alertness, Dodge, Expertise, Weapon Focus (short sword).

Possessions: masterwork short sword, pouch with 2 blue quartz gems (25 gp each).

Neyda:

Neyda is a barmaid at *The Boar and Brew*; Treyt arranged her position. She was a guild thief and his lover for some time, so he thought it best that he use her in a less dangerous setting. Neyda is in her late twenties and good looking. She is madly in love with Treyt and will do anything to protect him. Her current role is to keep an ear out for patrons with news of interest to the guild. She also spends time in the merchants' area, strolling about like a carefree shopper, sizing up the wares and looking for any easy marks.

Neyda, female human Rog2: CR 2; Medium-size humanoid (human); HD 2d6; hp 8; Init +1 (Dex); Spd 30 ft.; AC 11 (touch 11, flat-footed 10) [+1 Dex]; Atk +0 melee (1d4-1/19-20/x2, dagger) or +2 ranged (1d4-1/19-20/x2, dagger); SA sneak attack +1d6; SQ evasion; AL NE; SV Fort +0, Ref +4, Will +1; Str 9, Dex 12, Con 10, Int 16, Wis 12, Cha 15.

Skills and Feats: Appraise +8, Bluff +7, Decipher Script +6, Diplomacy +7, Gather Information +7, Innuendo +6, Knowledge (Bissel) +5, Knowledge (Pellak) +5, Listen +8, Pick Pocket +5, Search +8, Sense Motive +6, Spot +8; Alertness, Dodge.

Yann:

Yann is an Ebon Claw guild officer and Treyt's main contact. Yann is an interesting fellow. He has a mixture of Oeridian, Suel and Baklunish blood in his family, and he has one of those faces that just seem to blend in. If it weren't for the fact that he is in fact, a guild officer, no one would believe he was anything out of the ordinary. This is exactly what Yann wants people to believe. He has friends. Powerful friends. Otherwise, he'd be just another of the many thieves in the Ebon Claw.

Yann does what he's told by his superiors and is along for the ride. Unfortunately, this also puts Yann in a predicament where most of the thieves below him think

he's a joke, and those above him also see him as relatively useless. So, he goes on as the messenger boy for the guild, comfortable in the knowledge that someday, he will show them what it is all about.

APL 2

➤ **Yann, male human Rog1:** CR 1; Medium-size humanoid (human); HD 1d6+1; hp 7; Init +2 (Dex); Spd 30 ft.; AC 14 (touch 12, flat-footed 12) [+2 leather, +2 Dex]; Atk +1 melee (1d6+1/19-20/x2, short sword) or +2 ranged (1d4/x2, sling); SA sneak attack +1d6; AL NE; SV Fort +1, Ref +4, Will +0; Str 13, Dex 15, Con 13, Int 14, Wis 10, Cha 10.

Skills and Feats: Appraise +6, Disable Device +6, Hide +6, Jump +5, Listen +4, Move Silently +6, Open Lock +6, Pick Pocket +6, Search +6, Spot +4, Tumble +6; Dodge, Mobility.

APL 4

➤ **Yann, male human Rog3:** CR 3; Medium-size humanoid (human); HD 3d6+3; hp 15; Init +2 (Dex); Spd 30 ft.; AC 14 (touch 12, flat-footed 14) [+2 leather, +2 Dex]; Atk +3 melee (1d6+1/19-20/x2, short sword) or +4 ranged (1d4/x2, sling); SA sneak attack +2d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +2, Ref +5, Will +1; Str 13, Dex 15, Con 13, Int 14, Wis 10, Cha 10.

Skills and Feats: Appraise +8, Disable Device +8, Hide +8, Jump +7, Listen +6, Move Silently +8, Open Lock +8, Pick Pocket +8, Search +8, Spot +6, Tumble +8; Dodge, Expertise, Mobility.

Tier Three

Yann: male human Rog5; CR 5; Medium Human; HD 5d6+5; hp 23; Init +3 (Dex); Spd 30 ft.; AC 15 (touch 13, flat-footed 15) [+2 leather, +3 Dex]; Atk +4 melee (1d6+1/19-20/x2, short sword) or +6 ranged (1d4/x2, sling); SA sneak attack +3d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +2, Ref +6, Will +1; Str 13, Dex 16, Con 13, Int 14, Wis 10, Cha 10.

Skills and Feats: Appraise +10, Disable Device +10, Hide +11, Jump +9, Listen +8, Move Silently +11, Open Lock +11, Pick Pocket +11, Search +10, Spot +8, Tumble +11; Dodge, Expertise, Mobility.

Kilpin:

Kilpin is a guild thief being used as a diversion against his will. Kilpin has run afoul of some of the guild higher-ups. Those persons have friends with magical prowess and have placed Kilpin under the influence of a *dominate person* spell. As such he is not acting of his own free will.

➤ **Kilpin, male human Rog3:** CR 3; Medium-size humanoid (human); HD 3d6; hp 12; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 13 (touch 13, flat-footed 13) [+3 Dex]; Atk +2 melee (1d4/19-20/x2, dagger); SA sneak attack +2d6; SQ evasion, uncanny dodge (Dex

bonus to AC); AL NE; SV Fort +1, Ref +6, Will +1; Str 10, Dex 16, Con 10, Int 14, Wis 10, Cha 14.

Skills and Feats: Balance +9, Bluff +8, Climb +6, Escape Artist +9, Hide +9, Jump +6, Move Silently +9, Pick Pockets +9, Search +8, Tumble +9, Use Rope +9; Dodge, Improved Initiative, Mobility.

Sareveris:

Sareveris is a beautiful and deadly assassin that has charmed Sir Larin. Sareveris has been in the company of Sir Larin for several days awaiting the go signal and the jambiya from the guild. She first caught the eye of Sir Larin with her stunning beauty and then cast a charm spell on him as he slept. Sareveris has been playing the role of Lady Alharke, a noblewoman from Gran March, a disguise she wholly made up.

She is mysterious and not a normal member of the Ebon Claw. It is assumed that whichever assassins' guild is working with the Ebon Claw is powerful and has its own reasons for wanting Sir Larin dead. If Sareveris is captured, she will not divulge anything of her mission or contacts and will kill herself if unable to escape.

Note: In the two higher tiers, Sareveris is in fact, a half-fiend. She keeps her diabolic wings tightly wrapped under her gown, and uses her beauty and charm to full effect. The only visible sign of her true nature are her razor sharp nails, which she paints to resemble ornate feminine digits. A successful Spot check against her Disguise roll will allow someone to notice that her fingers seem to be malformed somewhat.

APL 2

➤ **Sareveris, female half-elf Brd:** CR 4; Medium-size Humanoid (elf); HD 4d6; hp 18; Init +2 (Dex); Spd 30 ft.; AC 14 (touch 12, flat-footed 12) [+2 leather, +2 Dex]; Atk +3 melee (1d4/19-20/x2, jambiya) or +5 ranged (1d4/x2, sling); SQ bardic music, bardic knowledge, immune to sleep, +2 save vs. enchantments, low-light vision; AL NE; SV Fort +1, Ref +6, Will +4; Str 10, Dex 14, Con 10, Int 14, Wis 10, Cha 17.

Skills and Feats: Balance +7, Concentration +4, Disguise +12, Gather Information +10, Listen +5, Perform +10, Search +3, Spot +1, Tumble +8, Use Magic Device +5; Dodge, Skill Focus (Disguise).

Possessions: sapphire encrusted tiara (100 gp), sapphire earrings (50 gp), envenomed Jambiya of Bandalar.

Spells Known (3/3/1; base DC = 13 + spell level): 0—*dancing lights, detect magic, flare, ghost sound, prestidigitation, read magic*; 1st—*charm person, expeditious retreat, sleep*; 2nd—*invisibility, suggestion*.

Tiers Two & Three

Sareveris, female half-fiend/half-half-elf Rog3/Brd4: CR 9; Medium-size outsider; HD 3d6+4d6+7; hp 37; Init +4 (Dex); Spd 30 ft., fly 30 ft. (average); AC 17 (touch 15, flat-footed 17) [+1 natural armor, +2 leather, +4 Dex]; Atk +7 melee (1d6+2, bite) or +7 melee (1d4+2, 2 claws) +7 melee (1d4+2/19-20/x2, jambiya); SA sneak attack +2d6, *darkness* 3/day (at 7th level), *desecrate* 1/day (at 7th level), *unholy*

blight 1/day (at 7th level), *poison* 3/day (at 7th level); SQ bardic music, bardic knowledge, immune to sleep, +2 save vs. enchantments, low-light vision, evasion, uncanny dodge (Dex bonus to AC), darkvision 60', immune to poison, acid/cold/fire/electricity resistance 20; AL NE; SV Fort +3, Ref +11, Will +5; Str 14, Dex 18, Con 12, Int 18, Wis 10, Cha 19.

Skills and Feats: Balance +9, Bluff +10, Concentration +5, Decipher Script +5, Disguise +13, Escape Artist +10, Intimidate +5, Gather Information +11, Hide +10, Listen +5, Move Silently +10, Open Lock +8, Perform +13, Search +5, Spot +1, Tumble +10, Use Magic Device +6; Dodge, Skill Focus (Disguise), Skill Focus (Perform).

Possessions: sapphire encrusted tiara (100 gp), sapphire earrings (50 gp), envenomed Jambiya of Bandalar.

Spells Known (3/3/1; base DC = 13 + spell level): 0—*dancing lights, detect magic, flare, ghost sound, prestidigitation, read magic*; 1st—*charm person, expeditious retreat, sleep*; 2nd—*invisibility, suggestion*.

The guild also employs a number of thugs and guards:

🗡️**Guild Thugs, male human War1:** CR 1/2; Medium-size humanoid (human); HD 1d8+1; hp 6 each; Init +1 (Dex); Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+2 leather armor, +1 Dex]; Atk +3 melee (1d6+1/x2, club) or +2 ranged (1d4+1/19-20/x2, dagger); AL NE; SV Fort +3, Ref +1, Will +0; Str 12, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Jump +5, Swim +5; Dodge, Weapon Focus (club).

🛡️**Guild Guards, male human War4:** CR 3; Medium-size Humanoid (human); HD 4d8+4; hp 21 each; Init +1 (Dex); Spd 20 ft.; AC 15 (touch 11, flat-footed 14) [+4 scale mail, +1 Dex]; Atk +6 melee (1d8+1/19-20/x2, longsword) or +5 ranged (1d4+1/19-20/x2, dagger); AL NE; SV Fort +5, Ref +2, Will +1; Str 13, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Handle Animal +4, Jump +5, Ride – Horse +4, Swim +5; Dodge, Power Attack, Weapon Focus (longsword).

PLAYER HANDOUT #1

This day has seen a victory for all the Baklunish of Bissel. No longer shall we suffer quietly while you continue to oppress us and shame our traditions. The Knights of the Watch are nothing but a weapon of the puppet Margrave to invoke his whim upon the poor of this nation. Larin Tomwell is but the first of many Knights who will die for their crimes against our people.

-Naziim Nanjari.

ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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