

BIS4-01

Murder In Pellak

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

Version 1.1

by Charles Jason Albitz

The city of Pellak is the current heart of Bissel, filled to the brim with the most important and influential people in the country. Perhaps this is why people are so upset about the recent rash of madness and feeble-mindedness. Is this a strange magical contagion or something worse? In any case you will need your wits as well as your sword to get to the bottom of this dilemma. Just be careful not to get too involved. A Bissel regional adventure for APLs 2-12.

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

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

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. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

Introduction

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

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

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.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA 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*.

Living Greyhawk Levels of Play

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

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

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

each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

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

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 the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the 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. 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 two 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 dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted

Adventure Background

Winter is a time for politics. After the harvest is counted and the taxes are paid, nobles seek to put their houses in order for year ahead. It is also a time when the limits of feudal lord are tested the most. This year is worse than most as Bissel's decisions are coming back to haunt them. The friction caused by the recent tax policies, the cost of the Great Army of Bissel, and the not too distant war with Ket has strained the nation. It is said that the gods bless even the weakest of kings so he is stronger than the sum of his vassals, but do they do the same of Margraves?

It is in this firmament of turmoil and strife that a cambion named Vardesh seeks to take root. Vardesh is an old demon wrapped in the skin of a man who until recently had been magically ensnared. Those who released Vardesh sought to use him to further their own political aims. They supported him with both the funds and the people needed to start an assassin's guild. Soon Vardesh became strong enough to shuck those who released him and now works for whoever will play the highest price.

Surprisingly, many young minor nobles of lower birth rank have been drawn to this cult. Without any prospects of a court or manor to call their own, they see Vardesh as their key to lordship. These nobles will lie, steal, and spy for their new master. For the past few months Vardesh has been teaching them how to kill.

This unholy brotherhood makes use of an old warehouse basement for their headquarters. Two weeks ago Vardesh managed to acquire a significant amount of Stygian Water (see Appendix V). They use the waters of forgetfulness like a poison, practicing their foul art on the poor of the city. The waters are useful because they do not leave corpses behind and an accidental mistake is not fatal.

Now, a high-ranking authority in the Bissel government has contacted Vardesh to help with the growing unrest. A young assassin in training says too much over drinks and the party ends up in the wrong place at the wrong time with no memory of the past eight hours.

In addition, the Margrave has demanded that many of the Barons who opposed him during the Council of Barons come to Pellak and renew their feudal oaths. For these lords the city is currently a most dangerous place.

Adventure Summary

This adventure starts with a twist. The party is standing in a sealed room with a dead body and no recollection of the past eight hours. They either escape on their own or

are found by Knights of the Watch. Covered with evil and found with a dead body, they have a hard time bluffing past the Watch. They decide if they want to turn themselves in or subdue the authorities and try to clear their names.

If the party turns itself in, a magistrate will hear their case and then refers it to the city's tribunal. The amount of time the party has to investigate before the tribunal is dependant on how skilled they are at diplomacy and who they know. If the party flees, bounty hunters pursue them while they investigate.

While investigating the murders and trying to clear their own names they may (re)discover the depth of an assassination plot against Lord Salla al-Nasr during his stay in Pellak. In a surprise twist, Lord Salla himself sits as part of the tribunal set to hear the accusations against the party.

The climax comes when the party arrives in the manor house Lord al-Nasr is staying in and must use the clues they gathered in Pellak to figure out who the assassin is and then survive his fury.

Introduction

The harvests of autumn are over. For those few weeks Bissel felt like a true nation. Almost everyone worked together and built stores of food for the winter. With the pantries full and the markets well stocked there was a moment of peace. The bounty of the local lords' lands opened the markets, and the great feudal economy churned along another year. As you traveled from village to village, you noticed how the harvests connected generations.

But like the calm before the storm this peace could not last. As your travels take you closer to the great city of Pellak you hear rumors of peasants returning from the great city with strange maladies. Indeed, you have seen those inflicted with a strange ailment that robbed them of sections of their memories. Sadly, some of them were so cursed as to have totally lost their memories.

Nothing that you or the local clergies have tried to do to heal these shattered minds has worked. You can see the enormous weight of their loss in their eyes. This great mystery in Pellak beckons you.

The roads to Pellak are sparsely populated. Most travelers are peasants going to the city market to buy things like blankets to keep them warm and spices to flavor the foods they have stored. Occasionally, you pass a Knight or soldier patrolling the road. They

report that bandit activity is on the rise since the local brigands' stomachs are empty.

As you finally make it to the main gates, you notice new signs posted. As you move further ahead in line, they become clearer. It seems that the Margrave's coffers must be light for a plethora of new "visitors" taxes are listed. You sigh as you absent-mindedly finger some coins and wonder what this trip across the gate will cost you.

The costs to enter the city are covered by the PC's Upkeep costs they already paid.

Encounter One: Confusion

This encounter occurs eight hours after the PCs enter the city (See Appendix I for the missing eight hours). The DM has two options at this point. The envisioned option is to just jump straight into this encounter after the introduction. Optionally, the DM can let the players role-play entering the city and provisioning themselves. This encounter should be run before any of the PCs actively get involved with investigating what has been happening with the peasants, as that is included in the missing eight hours.

It is cold and wet. Your mind starts to swim as it tries to fight off a sudden wave of confusion. Torchlight flickers across the walls, and reflects off a pool of water in the corner. It was just before dusk and you were crossing the gates of Pellak, wasn't it? Your stomach lurches. Strange, greasy, dark water covers you. You remember arguing with the guards over gate taxes. The water in the corner seems to be draining away. Where are you? The setting sun warmed you, and the smell of roasted meats filled the air. Suddenly you notice flotsam lying in that brackish cesspool, the water a particularly sickening shade of crimson.

The party is in a 20 ft. by 20 ft room with no apparent exits. One corner of the room is flooded and has the remains of a wooded storage tank. Under the wooded debris lies the corpse of Mylan Sollus, nephew to the Baron Conri Sollus and assassin-in-training.

Two secret exits doors exist in this room on opposite ends. The first one is easy to find (Search DC 15 + the APL). It leads up and out of the complex via Rault's Warehouse (see Appendix IV) and behind it are a Knight of the Watch, Sir Grelath, and his company of men. The second secret door is harder to find (Search DC 20 + the APL). This door leads to a passageway to the docks and river. Both exits are trapped. If the PCs leave this encounter via this door to the docks before Sir Grelath

can encounter them, skip ahead to the second part of Encounter Two (the Outlaw! Section).

The foul black water is from the River Styx. Vardesh and his assassin cult have been using it to cover their activities in the city.

When the PCs cornered Mylan here, he sought to use the water to subdue them. Instead he only succeeded in collapsing the structure on his own head. A wave of water broke over the party robbing them of all memory of the last eight hours (see Appendix V). Normally contact with this water would cause a character to make a Fortitude save (DC 17). Failure on this roll would mean complete amnesia while success would mean only eight hours of memories would be lost. For the purposes of this adventure, all the PCs successfully saved.

Trap on Door to Rault's:

APL 2 and 4 (EL 2)

✦ **Poison Needle Trap:** CR 2; mechanical; touch trigger; manual reset, lock bypass (Open Lock DC 30); Atk +17 melee (1 plus poison, needle); poison (blue whinnis, DC 14 Fortitude save resists (poison only), 1 Con/unconsciousness); Search DC 22; Disable Device DC 17.

APL 6 (EL 3)

✦ **Ghoul Touch Trap:** CR 3; magic device; touch trigger; automatic reset; spell effect (*ghoul touch*, 3rd-level wizard, DC 13 Fortitude save negates); Search DC 27; Disable Device DC 27.

APL 8 (EL 4)

✦ **Poisoned Dart Trap:** CR 4; mechanical; location trigger; manual reset; Atk +15 ranged (1d4+4 plus poison, dart); multiple targets (1 dart per target in a 10-ft.-by-10-ft. area); poison (Small monstrous centipede poison, DC 10 Fortitude save resists, 1d2 Dex/1d2 Dex); Search DC 21; Disable Device DC 22.

APL 10 (EL 5)

✦ **Secret Door Release Smeared with Contact Poison:** CR 5; mechanical; touch trigger (attached); manual reset; poison (nitharit, DC 13 Fortitude save resists, 0/3d6 Con); Search DC 25; Disable Device DC 19.

APL 12 (EL 6)

✦ **Compacting Room:** CR 6; mechanical; timed trigger; automatic reset; hidden switch bypass (Search DC 25);

walls move together (12d6, crush); multiple targets (all targets in room); never miss; onset delay (4 rounds); Search DC 20; Disable Device DC 22.

Trap on Door to Docks:

APL 2 and 4 (EL 3)

🔪 **Stone Blocks from Ceiling:** CR 3; mechanical; location trigger; repair reset; Atk +10 melee (4d6, stone blocks); Search DC 25; Disable Device DC 20.

APL 6 (EL 4)

🔪 **Water-Filled Room Trap:** CR 4; mechanical; location trigger; automatic reset; multiple targets (all targets in room); never miss; onset delay (5 rounds); liquid; Search DC 17; Disable Device DC 23.

APL 8 (EL 5)

🔪 **Flooding Room Trap:** CR 5; mechanical; proximity trigger; automatic reset; no attack roll necessary (see note below); Search DC 20; Disable Device DC 25. *Note:* Room floods in 4 rounds.

APL 10 (EL 6)

🔪 **Compacting Room:** CR 6; mechanical; timed trigger; automatic reset; hidden switch bypass (Search DC 25); walls move together (12d6, crush); multiple targets (all targets in room); never miss; onset delay (4 rounds); Search DC 20; Disable Device DC 22.

APL 12 (EL 7)

🔪 **Water-Filled Room:** CR 7; mechanical; location trigger; manual reset; multiple targets (all targets in room); never miss; onset delay (3 rounds); water; Search DC 20; Disable Device DC 25.

Development: If the party departs this room via the door to the Warehouse, they will encounter Sir Grelath, a Knight of the Watch. Five warriors in banded mail accompany Sir Grelath. When the PCs and Sir Grelath meet, he will ask for the PCs surrender. If he is met with force he will order his men back first and then follow them so he can make a report back to the Knights. Note that Sir Grelath will use his *detect evil* ability on the party and each will detect with a strong evil aura from their bath in the Stygian Water. If the PCs surrender to Sir Grelath continue to Encounter Two. If they subdue, kill or flee from him, skip to the second part of Encounter Two (the Outlaw! Section).

👤 **Sir Grelath:** Male Human (Oeridian) Pal3; hp 28; see *DMG*, page 118.

👤 **Warriors (5):** Male Human (mixed) Ftr1; hp 12 each; see *DMG*, page 117.

Encounter Two: The Ambush

After the PCs surrender to Sir Grelath, he takes them to the entrance of the complex and he tries to facilitate the surrender of the party to the city watch stationed above.

Sir Grelath seems relieved that you came with him peacefully. He and his men escort you through a long passageway, through what appears to be the sewers of Pellak.

Grelath leads the party up towards the complex entrance in Rault's warehouse. If any character with the Track feat looks for tracks in the passageways have them make a Survival check (DC 8 + the APL). Success indicates that the PC recognizes their own tracks in the passageways heading towards the room in Encounter One.

Soon the passageway ends in a sturdy wooden door. Sir Grelath turns to you and says, "Well on the other side of that door is a mess of the Lord Mayor's soldiers. Things would go better for you now if you handed over your weapons and let me do the talking."

Any Elf PCs get a free chance to spot (Search DC 18 + the APL) a secret sliding door in this hallway.

Sir Grelath knows that the PCs could have escaped by now and is really only asking for a sign of good faith. He takes all the weapons offered and wraps them in an old blanket. He then orders his men to keep the PCs at least 30 ft. from the door as he talks to the Lord Mayor's troops.

Sir Grelath knocks on the door in a quick code. He seems surprised when nothing happens. Then the trap door above him starts to open. Sir Grelath flashes a quick smile as he looks back towards you. The telltale tang of crossbow fire fills the air. The smile quickly turns into a look of shock as he drops to the floor. His body lands face down, with two bolts sticking out of his back.

The city guards stationed in Rault's warehouse lay dying in the next room. In this ambush the assassins' primary goals are to eliminate all of Sir Grelath's men in order to set to PCs up as their patsies.

The passage way is ten feet wide by ten feet tall, and a ladder leads up to the trap door at its end. The warehouse above is 30 ft. by 50 ft. with the trap door opening into a corner opposite the entrance. A secret passage runs

parallel to the main passage for a length of 50 ft. Its entrance is located behind the ladder, and it exits behind where the party is assumed to be standing. See the map in Appendix D.

APL 2 (EL 2)

☛ **Thugs, Male Human War1 (4):** hp 7 each; see Appendix III.

APL 4 (EL 6)

☛ **Thugs, Male Human War1 (4):** hp 7 each; see Appendix III.

☛ **Sneak, Male Human Rog3 (1):** hp 14; see Appendix III.

☛ **Spellthief, Male Human Sor4 (1):** hp 15; see Appendix III.

APL 6 (EL 8)

☛ **Thugs, Male Human War1 (4):** hp 7 each; see Appendix III.

☛ **Spellthief, Male Human Sor4 (1):** hp 15; see Appendix III.

☛ **Mineria Venomharvest, Female Medusa (1):** hp 50; see Appendix III.

APL 8 (EL 10)

☛ **Heavies, Male Human War4 (2):** hp 33 each; see Appendix III.

☛ **Spellthieves, Male Human Sor4 (2):** hp 15 each; see Appendix III.

☛ **Mineria Venomharvest, Female Medusa Asn2 (1):** hp 63; see Appendix III.

APL 10 (EL 12)

☛ **Heavies, Male Human War4 (2):** hp 33 each; see Appendix III.

☛ **Ogre Mage (1):** hp 42; see *Monster Manual*.

☛ **Mineria Venomharvest, Female Medusa Asn4 (1):** hp 77; see Appendix III.

APL 12 (EL 14)

☛ **Muscles, Male Human War7 (4):** hp 58 each; see Appendix III.

☛ **Male Ogre Mage Ftr2 (1):** hp 61; see Appendix III.

☛ **Mineria Venomharvest, Female Medusa Asn6 (1):** hp 90; see Appendix III.

Tactics: During the first round of combat, Sir Grelath is at –2 hp and poisoned. His men will risk their lives to pull him to safety.

The assassins fight until all of Sir Grelath's men are dead, they take 50% casualties themselves, or any assassin is subdued. If the party retreats, they will continue to stake out the entrance for two hours before they leave. At APL 4 and above they will target PCs after they kill all the guards.

Thugs, heavies, and muscles throw tanglefoot bags at the party and shoot down at them from inside the warehouse. They target Sir Grelath's men first.

Sneaks hide in the secret passage and try to surprise the party. They target Sir Grelath's men.

Spellthieves will support thugs if the PCs attack the warehouse or will invisibly float to the passageway to support the sneaks if the encounter takes place there.

The ogre mage will stay in the secret passage nearest the way out in hopes to catch a large group in a *cone of cold*. Then he will use his flight to attack from a distance with his weapons.

Mineria will stay back and out of sight in the secret passage during the ambush. If only one or two people search the passage, she will try to attack the first one in. Otherwise she waits until the PCs leave the tunnel and attacks the last one as they are on the ladder. In any case she will try to surprise that PC with a death attack/sneak attack/poisoned arrow.

NPC Knowledge: The only thing the NPCs here will reveal is the fact that their leader's notes are always signed with either a V or K.

Development: If Sir Grelath or any of his men are alive at the end of this encounter they urge the PCs to go with them the magistrate's office. If the PCs do so, them skip to Encounter Three. If they flee from justice then continue with the second part of this encounter (Outlaw! below).

Outlaw!

The night air is cool and crisp. As you hurry from shadow to shadow, the darkness takes on a menacing tone. As you are dashing through the street you notice a lone well-dressed figure is hastily posting a notice on one of the many city boards. As you get closer you realize that your face adorns the wanted poster. The notion is still sinking in when suddenly you hear the clanging of metal armor ahead of you.

🐉 **Knights (4):** Male Human Pal1; hp 11 each; see *DMG*, page 118.

Development: The PCs could easily avoid this encounter or they could fight. The city watch will use subdual damage unless the PCs fight with lethal force. If the PCs surrender or are defeated go to Encounter Three; otherwise, let them investigate the city in Encounter Four, but throw additional groups of Knights at them roughly every twelve hours until they are defeated/surrender or complete/abandon this adventure.

Encounter Three: The Magistrate

This is a role-playing scene where the PCs have an opportunity to interact with Magistrate Ovar who will decide how the party's next few days will be spent. The time the magistrate walks into the office is 4 o'clock in the morning. This encounter can be used if the party turns itself in before the tribunal is convened, but not afterwards.

There are two hundred and nineteen small roses painted on each darkwood panel of Lord Magistrate Ovar's office. You know the Magistrate's name since it is on a nice placard on his desk. You know the number of roses on the panel since you have counted them repeatedly. While you are crammed in this tiny office, the time seems to creep along. Occasionally sounds of guards moving outside the door or feet shuffling in the room above you break the monotony. A loud thud shakes the room and a pile of official looking papers sways precariously before settling down again.

Pause to see if the party does anything. Remember if the party decides to flee or escape they start on the outlaw path, see Outlaw! in Encounter Two. The office is a typical for a medieval city magistrate's; small but well furnished. It has a small legal library.

The stack of papers is dockets that need to be gone through. If the PCs want to go through it they must make a Dex check (DC 10) or the papers spill all over the floor. In the tower of paper there are two cases that involve people losing their memory. One is Harin Smithson, a local blacksmith, and the other is labeled unknown. In both cases the men were found near the docks and a description of the tracks are written in the notes. Any person with the Track feat may make a Survival check (DC 15) to determine an approximate height and weight associated with those tracks. Success means the character approximates the suspect's height is 5' 6" and weight is 160 lbs.

When the party is ready to continue read:

Eventually a loud commotion comes from the door to the room. With a loud creak the door opens up and the weary form of a hastily dressed middle aged man walks into the room. He shuffles towards his desk with a leather bound portfolio in his hand. He speaks with a tone of authority, "Now let us hear why I had to be awoken at this ungodly hour." He takes a seat and looks at you expectantly.

Lord Magistrate Ovar is not happy to be woken up this early in the morning.

🐉 **Lord Magistrate Ovar, Male Human (Oeridian)**
ExpX (X = the APL): Sense Motive +Y (Y = 6 + the APL);
Initial Attitude = Unfriendly.

A circus full of officials has already traipsed through his bedchambers. The death of a noble has drawn the attention of the Mayor, the Knights, and even His Lofty Grace. Ovar now wants to hear the story from the PCs perspective and make a decision if a tribunal has to hear the case, and if so, when. The party should role-play out the encounter before any Diplomacy checks are allowed. At the end of the encounter let one player roll a Diplomacy check to see what Ovar decides to do (the other PCs may aid). See chart below for additional modifiers.

Action	Modifier
Killed any guards	- 5 / guard
Guards survived Encounter Two	+ 1 / guard
Bribe offered	- 5
Party surrendered to Sir Grelath	+ 2
Failed Bluff attempt	-2 / failure
Stack of papers toppled	- 1
Clergy of a Good deity	+1 / clergy
Knight of the Watch	+1 / Knight
Good role-playing	Up to +3

Development: The following happens depending on the outcome of the Diplomacy check. If Ovar's attitude is:

- **Hostile**, then the party is ordered to surrender all weapons and magic and is placed in the prison until the tribunal is convened. Skip to Encounter Five. Skip directly to the Outlaw! section of Encounter Five if they break out of jail.
- **Unfriendly**, then the party is ordered to surrender all weapons and magical items and is placed in the prison until the tribunal is convened. Skip to Encounter Five. Skip directly to the Outlaw! section of Encounter Five if they

break out of jail. Fortunately, the PCs can post a voucher with the courts to be released on bail. Voucher amount is 100 x the APL in gp per PC. This money is returned once the tribunal starts. If the PCs inquire, the value of any confiscated good may be applied towards the voucher.

- **Indifferent**, then the party is ordered to remain in the city of Pellak until the tribunal is convened. All weapons and magical items are ordered confiscated. The PCs must also pay a voucher is needed to insure that they do not leave. Voucher amount is 50 x the APL in gp per PC. This money is returned once the tribunal starts. The value of any confiscated items counts toward this total.
- **Friendly**, then the party is ordered to remain in the city of Pellak until the tribunal is convened. All weapons are ordered confiscated. The PCs must also pay a voucher is needed to insure that they do not leave. Voucher amount is 25 x the APL in gp per PC. This money is returned once the tribunal starts. The value of any confiscated items counts toward this total.
- **Helpful**, then the party is ordered to remain in the city of Pellak until the tribunal is convened. Ovar will delay the tribunal for 24 hours, and will speak on the PCs behalf during the tribunal.

Encounter Four: Investigation

If the PCs do not find themselves behind bars, then they have a chance to do some investigation. By default the tribunal will convene at noon on the same day as Encounter Three, giving the PCs about 8 hours to investigate. The PCs may get an additional 24 hours to investigate if the meeting with the magistrate went very well (see Encounter Three).

The sun rises on Pellak and it seems a cruel and dangerous place. You can feel the city folk stare at you as you walk down the street. Merchants close their shutters as you draw near and children are hurriedly shoed into their homes by nervous mothers. Red heavy storm clouds gather on the horizon and the peal of thunder echoes from the distance. You set out on the city streets with an odd feeling that they are full of forgotten memories.

Use Appendix I and Appendix II to let the party investigate what happened and gather as much information as they can. In addition the PCs may hire an NPC for spellcasting as detailed in the Bissel Gazetteer,

seek legal advice for the tribunal, and curry influence with people who owe them favors.

Encounter Five: Tribunal

Use this encounter if the PCs are cooperating with the city authorities when the tribunal convenes, and actually show up. The court guards insist that all armor, weapons, and magic items are to be surrendered while the PCs are in court.

The court chambers are very still. Just a few moments ago these halls were alive with the murmuring and hurried whispers wondering who would preside over this tribunal. As the bailiff walks through the court, everyone stares in anticipation. It is so quiet that you can hear the Seal of Bissel being popped open as he reads the fresh scroll.

"I do hereby call to order this tribunal to resolve the matter of the murder of Mylan Sollus, beloved nephew to the Baron Conri Sollus. Will the accused stand and face justice." With those words the whole assembly stands and three robed figures enter the room. As they slowly take their places your heart falls. The first lord you recognize is Lord Mayor Jacen Aldenvor – the ruler of the city. The second juror is even more disturbing: Lord Garavin. Lord Garavin is largely known as a proxy to the Margrave himself, and now sits at His Lofty Grace's place in your judgment. The final Lord is a slight mystery, a Baklunish male dressed in great finery and exquisite gems. It is only when you hear someone in the gallery gasp "Salla" that you realize he is Lord Salla al-Nasr, the Baron of Jadarta. After the lords are seated, the assembled also sit and you can feel everyone staring at you. Suddenly Lord Salla stares at you and says, "Let us hear your response to these charges." The trial begins.

The tribunal consists of three men; one is Hostile towards the party – Lord Garavin who is representing the Margrave's interests. Another is unfriendly to the party – Lord Jacen Aldenvor who has heard the rumors of people losing their memories in his city and would like to get to the bottom of it. The final is indifferent to the PCs causes. While Lord Salla does not agree with all of the Margraves policies, he is not one to traffic with murderers either.

The encounter should be role-played out and at the end only one PC may make a Diplomacy check (although the others may aid). See the table below for modifiers. After the Diplomacy check is rolled, the Lords just start to confer when a surprise witness enters the room.

🧙 **Salumar Coingiver, male Human (Suloise) Exp4:**
hp 18: see Appendix III.

Salumar Coingiver bursts into the room claiming to have seen the PCs hunt down the victim across the city streets.

Salumar is a con artist hired by the assassin guild to peg the PCs as murders and swords for hire. He recounts the events using his Performance skill and then makes a Diplomacy check to try to sway the jurors. For the purpose of this adventure a Friendly reaction to the PC is the same as a Hostile reaction towards Salumar and vice versa.

Once Salumar has finished his speech, the PCs are allowed one more Diplomacy check. If they try to enter more evidence, Salumar tries to refute it by opposing the PCs using Bluff, Knowledge (local) or Diplomacy. The PCs may use any skill appropriate in the opposed roll.

In addition, magical evidence will only be allowed if the PCs pay to have a court appointed spell caster perform it. Make sure you check the Bissel Gazetteer for the cost and availability of NPC spells. If the PCs spend this money, and are successful at the end of the adventure, Baron Salla will refund them the money spent.

If the PCs can reasonably contact people or organizations they have influence, they can spend Influence Points to improve their rolls. Spent influence affects both the initial and the second attempts.

Action	Modifier
Any person killed by the PCs	- 5 / person
Guards survived Encounter Two	+ 1 / guard
Bribe offered	- 5
Party surrendered to Sir Grelath	+ 2
Party came of their own volition	+ 2
Failed Bluff attempt	-2 / failure
Proving Mylan was part of an evil cult	+ 5
Proving the party was affected by Stygian water.	+ 5
Uncovering source of mind-numbing epidemic	+ 5
Party Contains a Clergy of a Good deity	+1 / clergy
Party contains a Knight of the Watch	+1 / Knight
Good role-playing	Up to +3
Proving their innocence by magic	+ 10
Per point of influence spent	+ 3

As long as the PCs provide some sort of credible evidence and two of the lords have attitudes of friendly at the end of the tribunal, the PCs are exonerated and can go about their normal lives. If the PCs fail to get exonerated, but no judge is hostile, they are sentenced to serve a prison

sentence of one year (52 TUs) and the adventure is over (see the Treasure Summary). If any of the judges remain hostile, the PCs are sentenced to death and the adventure is over.

If the PCs do manage to clear their name, Lord Salla invites them to dinner that night in his manor in the city.

As the hall empties sharp-eyed PCs may notice a number of figures (Spot DC 10 + the APL) watching Lord Salla. These are assailants gathering information for an attempted murder. If for any reason statistics are needed for these fellows, use the stat block for the Sneak from Encounter Two.

Outlaw!

Run this encounter if the tribunal convenes without the PCs. Unconvinced at the evidence presented, Lord Salla hires a group of young adventurers to try to convince the PCs to visit him so he can help get to the truth of the matter. Modify this encounter's setting as needed.

As you sit in a grimy tavern trying to plan out your next moves, a young slender elven figure tries to get your attention. As your eyes fall upon her she swallows hard. "Um, yes" she clears her throat. "Our employer would like to speak with you about your current situation. That is if you don't mind." She stammers looking for some inner strength. "I mean if don't then we will have no other choice than to subdue you ourselves." She motions to her cloaked companions who nod in nervous agreement.

All APLs

🧙 **Jarman:** Female Elf Brd1; hp 6.

🧙 **Delpineous:** Male Human (Suloise) Wiz1; hp 4.

🧙 **Walather:** Male Human (Oeridian) Ftr1; hp 12.

If the PCs accept, then they are directed to the Pellak manor of Lord Salla al-Nasr. Skip to the Outlaw! section of Encounter Six. If they refuse, the group decides to leave the PCs be rather than risk a combat; proceed to the Conclusion in this case.

Encounter Six: Dinner

If the party is not thrown into jail, then this is the final encounter of the adventure. The PCs are the only thing standing between Lord Salla of Jadarta and a master assassin.

The Pellak manor of Lord Salla al-Nasr is truly a marvelous sight. Hidden by tall brick walls covered in thick ivy, the entrance is hard to find. As you

swing open a great wrought iron gate you see Lord Salla beckoning you welcome. "Good evening!" he booms from across a lavish garden. "We have a few minutes before our suppers are prepared, I hope you would indulge me by letting me show my humble abode in this great city." With that he takes you on a whirlwind tour of his "humble" estate. You are shown a montage of themed rooms and meet the house staff during your rounds.

Allow the PCs to stop and talk to anyone they meet the following are the house staff. If asked Lord Salla will comment on the recent turnovers in staff. Krelath has been slowly corrupting those he is working with and has been leading them down a road of ruin. The exact details are left vague intentionally so the DMs have some leeway to use as they see fit. Please note that at higher APLs, Krelath will have used his potion of *nondetection*.

Valet – Argoths –a.k.a. Krelath, see below, N.

Cook – Reglus, Male Human(Baklunish) Exp3, N.

Apprentice Cook – Jamith, Female Human(Baklunish) Exp1, CG, child.

House Maid – Sharlesa, Female Human(Rhenee) Exp3, LE.

Groundtender – Flareth, Male Human(Oeridian) Com5, NE.

Man-at-Arms – Rilath, Male Human(Oeridian) War4, N.

If a full-blown melee does not occur before the tour ends continue:

Lord Salla ends the tour in the dining hall. A great meal is laid out on the table. "Friends, sit and share my bounty" Lord Salla says as he moves to the head of the table. He picks up a full goblet and raises it in a toast. "To good health and good friends" and lifts the glass to his mouth.

After the toast you begin to feast. The Baron speaks much of the recent Baron's Council and the many evils that the March has been through...and may be heading into. Though he supported the faction against the Margrave, it was not without doubts. He worries about an organized force, perhaps that of Evard (if he is even alive), and the damage it could cause the March. But, he is also happy that the Margrave even agreed to eliminate the Baklunish tax, a move that helped Baron Salla's people a great deal. Conversation eventually moves towards you, and the adventures and travels you have experienced.

The Baron's food is poisoned. If the Lord eats his dinner, he will become very drowsy and bid the party to take

their leave. If the PCs never pick up on the fact he was poisoned the adventure ends, proceed to the Conclusion.

If the party is a little savvier, then Krelath will play along until he is reasonably sure the PCs suspect him, or act like they are going to leave to get help. In either case Krelath will try to attack from surprise, using his potions beforehand if at all possible. None of the NPCs will help either side. Right before any surprise rounds happen, Vardesh scrys on Krelath. Any PC with Int 12 or higher can attempt an Int check (DC 20) to detect the sensor. After any surprise rounds, Vardesh sends reinforcements:

Suddenly the whole house seems to wobble slightly. You feel something open and shut again and as reality settles back down you know you are no longer alone with the would-be assassin.

APL 2 (EL 5)

☛ Krelath. Male Human Rog1/Ftr2 (1): hp 22; see Appendix III.

☛ Hell Hound (1): hp 27; see *Monster Manual*.

APL 4 (EL 7)

☛ Krelath. Male Human Rog2/Ftr3 (1): hp 36; see Appendix III.

☛ Devil, Bearded (1): hp 50; see *Monster Manual*.

APL 6 (EL 9)

☛ Krelath. Male Human Rog3/Ftr4 (1): hp 49; see Appendix III.

☛ Devil, Hellcat (1): hp 66; see *Monster Manual*.

APL 8 (EL 11)

☛ Krelath. Male Human Rog4/Ftr5 (1): hp 63; see Appendix III.

☛ Devil, Bone (1): hp 98; see *Monster Manual*.

APL 10 (EL 13)

☛ Krelath. Male Human Rog5/Ftr6 (1): hp 76; see Appendix III.

☛ Devil, Barbed (1): hp 126; see *Monster Manual*.

APL 12 (EL 15)

☛ Krelath. Male Human Rog6/Ftr7 (1): hp 90; see Appendix III.

☛ Devil, Ice (1): hp 147; see *Monster Manual*.

Outlaw!

If the party comes to the manor of Lord Salla after they encounter the “bounty” hunters, he is already poisoned and dying. Krelath is hidden in the house watching his target slowly die. He will attack from stealth as soon as the opportunity presents itself.

The Pellak manor of Lord Salla al-Nasr is truly a marvelous sight. Hidden by tall brick walls covered in thick ivy, the entrance is hard to find. As you swing open a great wrought iron gate you see an empty garden and the great doors to the manor are open.

Pause for player actions. When someone can see inside the manor, continue:

Inside the manor is a large foyer and beyond that is a great dining hall. It is hard to tell for sure, but you think you can see the figure of a man slumped over at the head of the table.

When the players get close continue:

As you approach you see a noble Baklunish figure slumped over his food. His breathing is shallow but stable for now.

Krelath will attack from hiding. Check for surprise as normal. Right before any surprise rounds happen, Vardesh scrys on Krelath. Any PC with Int 12 or higher can attempt an Int check (DC 20) to detect the sensor. After any surprise rounds, Vardesh sends reinforcements:

Suddenly the whole house seems to wobble slightly. You feel something open and shut again and as reality settles back down you know you are no longer alone with the would-be assassin.

See above for the opponents the PCs face.

Conclusion

If the party ends up saving Lord Salla, they are rewarded with influence with the Baklunish of Bissel (see the Treasure Summary). If they discover the conspiracy behind the feeblemind epidemic, they are rewarded with influence in Pellak (see the Treasure Summary).

If they subdue, and not kill, Krelath they will have a choice who to hand him over to. If they give him to Lord Salla, Krelath will tell of his involvement with Vardesh, and they will be granted influence with Lord himself (and access to the assassin’s gear). If they hand him over to the Margrave’s troops, they are thanked and allowed to keep the assassin’s gear.

If the PCs go through the entire adventure and never clear themselves of the Outlaw! status, they will become outlaws in Bissel from then on (see the Treasure Summary).

The PCs, if they gain the Influence Point with Lord Salla, may spend that IP immediately to gain the Baklunish Scimitar boon (see the Treasure Summary); otherwise, that boon is not available and should be crossed out on the AR.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter One

Disarm or survive the trapped secret door to the Warehouse

APL 2 – 60 xp.
APL 4 – 60 xp.
APL 6 – 90 xp.
APL 8 – 120 xp.
APL 10 – 150 xp.
APL 12 – 180 xp.

Disarm or survive the trapped secret door to the Docks

APL 2 – 90 xp.
APL 4 – 90 xp.
APL 6 – 120 xp.
APL 8 – 150 xp.
APL 10 – 180 xp.
APL 12 – 210 xp.

Encounter Two

Defeat the ambushers

APL 2 – 30 xp.
APL 4 – 90 xp.
APL 6 – 120 xp.
APL 8 – 180 xp.
APL 10 – 240 xp.
APL 12 – 300 xp.

Keep the warriors and Sir Garleth alive

APL 2 – 5 xp per survivor.
APL 4 – 15 xp per survivor.

APL 6 – 20 xp per survivor.
APL 8 – 20 xp per survivor.
APL 10 – 20 xp per survivor.
APL 12 – 20 xp per survivor.

Encounter Six:

Save the Lord and defeat Krelath

APL 2 – 150 xp.
APL 4 – 210 xp.
APL 6 – 270 xp.
APL 8 – 330 xp.
APL 10 – 390 xp.
APL 12 – 450 xp

Discretionary Roleplaying Award

Judge may allocate up to the following for good role-playing

APL 2 – 90 xp.
APL 4 – 135 xp.
APL 6 – 180 xp.
APL 8 – 225 xp.
APL 10 – 270 xp.
APL 12 – 310 xp.

Total Possible Experience:

APL 2 – 450 xp;
APL 4 – 675 xp;
APL 6 – 900 xp;
APL 8 – 1,125 xp;
APL 10 – 1,350 xp;
APL 12 – 1,575 xp;

Treasure Summary

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Two

APL 2: L: 110 gp; C: 50 gp; M: 0

APL 4: L: 164 gp; C: 50 gp; M: *elixir of vision* (21 gp), *wand of magic missile - 1st level caster* (63 gp).

APL 6: L: 168 gp; C: 50 gp; M: *elixir of vision* (21 gp), *wand of magic missile - 1st level caster* (63 gp), *brooch of shielding* (125 gp).

APL 8: L: 125 gp; C: 50 gp; M: *elixir of vision* (21 gp), *wand of magic missile - 1st level caster* (63 gp), *+1 shortbow* (194 gp), *brooch of shielding* (125 gp).

APL 10: L: 92 gp; C: 50 gp; M: *elixir of vision* (21 gp), *+1 shortbow* (194 gp), *+2 studded leather* (360 gp), *necklace of fireballs type II* (229 gp), *wand of magic missile - 1st level caster* (63 gp), *brooch of shielding* (125 gp).

APL 12: L: 108 gp; C: 50 gp; M: *elixir of vision* (21 gp), *+1 shock shortbow* (694 gp), *+2 studded leather* (360 gp), *necklace of fireballs type II* (229 gp), *wand of magic missile - 1st level caster* (63 gp), *brooch of shielding* (125 gp).

Encounter Six

APL 2: L: 132 gp; C: 100 gp; M: *cloak of resistance* +1 (83 gp).

APL 4: L: 104 gp; C: 100 gp; M: *cloak of resistance* +1 (83 gp), +1 *studded leather armor* (98 gp), *potion of haste* (63 gp).

APL 6: L: 104 gp; C: 100 gp; M: *cloak of resistance* +1 (83 gp), +1 *studded leather armor* (98 gp), *potion of haste* (63 gp), *hat of disguise* (150 gp).

APL 8: L: 78 gp; C: 100 gp; M: *cloak of resistance* +1 (83 gp), +1 *studded leather armor* (98 gp), *potion of haste* (63 gp), *hat of disguise* (150 gp), +1 *rapier* (193 gp), *potion of nondetection* (63 gp).

APL 10: L: 53 gp; C: 100 gp; M: *cloak of resistance* +2 (250 gp), +1 *studded leather armor* (98 gp), *potion of haste* (63 gp), *hat of disguise* (150 gp), +1 *rapier* (193 gp), *potion of nondetection* (63 gp), +1 *kukri* (192 gp), *potion of invisibility* (25 gp), *potion of bull's strength* (25 gp), *potion of shield of faith* +5 (75 gp).

APL 12: L: 53 gp; C: 100 gp; M: *cloak of resistance* +2 (250 gp), +1 *studded leather armor* (98 gp), *potion of haste* (63 gp), *hat of disguise* (150 gp), +1 *frost rapier* (693 gp), *potion of nondetection* (63 gp), +1 *kukri* (192 gp), *potion of invisibility* (25 gp), *potion of bull's strength* (25 gp), *potion of shield of faith* +5 (75 gp).

Total Possible Treasure

APL 2: L: 242 gp; C: 150 gp; M: 83 gp – Total: 475 gp (450 gp).

APL 4: L: 268 gp; C: 150 gp; M: 328 gp – Total: 746 gp (650 gp).

APL 6: L: 272 gp; C: 150 gp; M: 603 gp – Total: 1,025 gp (900 gp).

APL 8: L: 203 gp; C: 150 gp; M: 1,058 gp – Total: 1,406 gp (1,300 gp).

APL 10: L: 145 gp; C: 150 gp; M: 2,056 gp – Total: 2,351 gp (2,300 gp).

APL 12: L: 161 gp; C: 150 gp; M: 3,126 gp – Total: 3,437 gp (3,300 gp).

Special

☛ *Influence with the Baklunish of Bissel*

This PC possesses an Influence Point with the Baklunish citizenry of Bissel. It may be used to influence any NPC or NPC organization of Baklunish descent. Please contact the Bissel Triad for additional information.

☛ *Influence with the People of Pellak*

You have proven yourself both capable and trustworthy to the people of Pellak. As such you now possess an Influence Point with the courts and city watch of Pellak. It may be used to influence NPCs and NPC

organizations based in Pellak. Please contact the Bissel Triad for additional information.

☛ *Influence with Lord Salla al-Nasr*

You have earned the personal gratitude of Lord Salla al Nasr, Lord of Jadarta, and thus an Influence Point with him. You may use this Influence Point to gain the Baklunish Scimitar boon (see below), thereby consuming this IP. You can also use it at any time to remove the Outlaw! and Prison! statuses you gained during this adventure, thereby consuming this IP. You may also save this Influence Point for later use. Please contact the Bissel Triad for more information.

☛ *Baklunish Scimitar Boon*

You have gained access (Frequency: Regional) to purchase one, and only one, special, ornate blade. These masterwork blades (choose either scimitar OR falchion) are forged in Jadarta; the patterns on the pommel are very distinctive. They are only given to those who display great courage and respect for the Baklunish people. As such, by displaying the sheathed blade, the owner is granted a +2 circumstance bonus to Bluff, Diplomacy, and Gather Information checks involving those of Baklunish descent in Bissel.

The weapon costs the same as a standard masterwork scimitar or falchion. Additionally, this boon grants the recipient access (Frequency: Regional) to purchase the following upgrades for this weapon, as per the rules in the LGCS (by paying the difference in price): +1 enhancement bonus, *merciful* special ability, *shock* special ability, and *disarming* special ability (CW).

☛ *Outlaw!*

Because of your actions this day you have been declared an outlaw in the March of Bissel. Due to the extra precautions you need to take in order to avoid detection, all Bissel Regional adventures take one more time unit (1 TU) to complete. Additionally, law enforcement officials seek to capture you. Unless you take measures to conceal your identity all NPCs involved with the military, law enforcement, and Knights of the Watch will have hostile initial reactions towards you. Please contact the Bissel Triad for additional information.

☛ *Prison!*

You have been convicted of the murder of Mylan Sollus and for this crime have been sentenced to serve one year in prison (52 TUs). If you do not have enough TUs available to serve this sentence in the current campaign year, you must subtract any additional TUs from the next year's total. Please contact the Bissel Triad for additional information.

Items for the Adventure Record

Item Access

APL 2:

- ❖ *Wand of Magic Missile* (Adventure, 1st level caster, DMG)
- ❖ *Elixir of Vision* (Adventure, DMG)

APL 4: (All items from APL 2 plus):

- ❖ *Potion of Haste* (Adventure, DMG)

APL 6: (All items from APL 2, 4 plus):

- ❖ *Hat of Disguise* (Adventure, DMG)
- ❖ *Brooch of Shielding* (Adventure, DMG)

APL 8: (All items from APL 2, 4, 6 plus):

- ❖ *Potion of Nondetection* (Adventure, DMG)

APL 10: (All items from APL 2, 4, 6, 8 plus):

- ❖ *Necklace of Fireballs Type II* (Adventure, DMG)
- ❖ *+2 Studded Leather Armor* (Adventure, DMG)
- ❖ *Potion of Shield of Faith +5* (Adventure, DMG)
- ❖ *Cloak of Resistance +2* (Adventure, DMG)

APL 12: (All items from APL 2, 4, 6, 8, 10 plus):

- ❖ *+1 Shock Shortbow* (Adventure, DMG)
- ❖ *+1 Frost Rapier* (Adventure, DMG)

Appendix I – The Missing Eight Hours

While it is not the intent of this appendix to dictate what the PCs did to every minutia during the eight hours they do not remember, a general time-line is needed.

- 0.00 hours: PCs are entering Pellak.
- 1.00 hours: PCs stable any mounts and get inn rooms.
- 2.00 hours: PCs provision and eat dinner.
- 3.50 hours: PCs finish dinner and start investigating.
- 4.00 hours: PC's find out someone at the Golden Lion knows about the feeble minded people.
- 4.50 hours: PC's arrive at Golden Lion and meet Mylan Sollus.
- 5.50 hours: Mylan in his drunkenness tries to recruit the PCs. Tells them to meet him at Rault's in 2 hours.
- 6.00 hours: Mylan starts to sober up and realizes his mistake. He sets a trap for the party.
- 7.50 hours: Mylan's trap is sprung and the party escapes unscathed. Mylan retreats into the den. The PCs follow.
- 8.00 hours: PCs corner Mylan in assassin den; get doused in stygian water. Start of Encounter One.

Appendix II – Places in Pellak

The Gilded Mermaid:

Any PC who pays adventurer's standard upkeep has a room key for this inn in their possession.

Description: An average fare type inn. It is comfortable but not extravagant. A nice sized hearth warms the common area.

Clues: In here is an old golden ring with an inscription written in Infernal. A note next to it indicates it was found in the grasp of one of the victims.

The Dragon's Fire:

This is an upscale inn where PCs paying rich upkeep are staying.

Clues: The inn has a doorkeeper who can help the PCs put together a timeline.

The Golden Truffle:

If any PCs are paying luxury upkeep, then this is where they are staying. A sprawling luxurious estate, the service here is truly remarkable.

Clues: There are not many direct clues here, but as soon as the PCs arrive the owner greets them. It seems that a lord is interested in renting the entire Truffle out and they want to relocate the PC to another location. If the PCs snoop around they can see finery bearing Jadarta's heraldry.

Gregor Timmin:

Gregor is hard to find. The PCs will only run into him if they have time to Gather Information or if they specifically take a piece of wood from the assassin's den and spend a couple hours looking for the source.

Clues: Gregor remembers Krelath buying the wood because it was a fancy special order. He does not remember Krelath's name but does remember that he looked like the worst carpenter he ever saw, getting splinters all over the place. If the PCs convince Gregor to let them search his office, they can indeed (Search DC 15) find an invoice written to "creepy short guy".

Assassin's Den:

If the PCs go back to the den and walk through the secret door, they will see a pool of blood seeping from under one of the walls. This is an illusionary wall, leading into a passageway. At the end of it is a small laboratory where Vardesh and Krelath have been holding their grim anatomy lessons. There is a large dissection table and lots of containers for some type of liquid. A Craft (alchemy) check (DC 16) tells that these use to hold healing potions. If the room is searched (Search DC 10 + the APL) successfully, then the PCs find a note left for Krelath. The note is written in Infernal. See **Player Handout #1**.

Appendix III – NPCs

Encounter Two:

All APLs

Thug: male Human War1; CR 1/2; Medium Humanoid; HD 1D8 + 1; hp 7; Init +3; Spd 30 ft.; AC 15, touch 13, flatfooted 12; Base Atk +1; Grp +0; Atk +0 melee (1d4-1/19-20, dagger) or +5 ranged (1d8/19-20, crossbow,light); Full Atk +0 melee (1d4-1/19-20, dagger) or +5 ranged (1d8/19-20, crossbow,light); Space/Reach 5ft./5ft.; AL CE; SV Fort +3, Ref +3, Will +0; Str 9, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Bluff +1, Hide +5, Listen +1, Move Silently +4, Spot +1; Point Blank Shot, Weapon Focus (Crossbow, light)

Possessions: Crossbow, light; Bolts, crossbow (10); Buckler; Leather Armor; Dagger one dose Black Adder Venom (already applied to bolt); Tanglefoot Bag (3).

Sneak: male Human Rog3; CR 3; Medium humanoid; HD 3d6; hp 14; Init +7; Spd 30 ft.; AC 17, touch 13, flatfooted 14; Base Atk +2; Grp +2; Atk +2 melee (1d4/19-20, dagger) or +6 ranged (1d8/19-20 plus poison, crossbow, light); Full Atk +2 melee (1d4/19-20, dagger) or +6 ranged (1d8/19-20 plus poison, crossbow, light); Space/Reach 5ft./5ft.; SA: Sneak Attack +2d6; SQ: Evasion, Trap Sense, Trapfinding, Uncanny Dodge; AL CE; SV Fort +1, Ref +6, Will +2; Str 10, Dex 16, Con 10, Int 14, Wis 10, Cha 12.

Skills and Feats: Bluff +7, Climb +6, Hide +11, Listen +7, Move Silently +11, Search +8, Spot +7, Tumble +9; Improved Initiative, Stealthy, Weapon Focus (Crossbow, light) *Possessions:* Crossbow, light; Bolts, crossbow (10); Buckler; Studded Leather Armor; Dagger; Black Adder Poison (2 doses total, one applied to bolt already), Elixir of Vision.

Spellthief: male Human Sor4; CR 4; Medium humanoid; HD 4d4 + 4; hp 15; Init +6; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +2; Grp +2; Atk +2 melee (1d4/19-20, dagger) or +5 ranged (1d8/19-20, crossbow,light); Full Atk +2 melee (1d4/19-20, dagger) or +5 ranged (1d8/19-20, crossbow,light); Space/Reach 5 ft./5 ft.; SA: Spells; AL NE; SV Fort +2, Ref +4, Will +5; Str 10, Dex 14, Con 12, Int 12, Wis 12, Cha 16.

Skills and Feats: Concentration +8, Hide +4, Knowledge (arcana) +8. Move Silently +4, Spellcraft +3; Dodge, Improved Initiative, Silent Spell.

Possessions: Crossbow, Light; Bolts, Crossbow (10); wand of magic missile (CL: 1st)

Spells Known (7/7/4; base DC = 13 + spell level): 0—Daze, Detect Magic, Detect Poison, Ghost Sound,

Ray of Frost, Touch of Fatigue, 1st—Grease, True Strike, Ray of Enfeeblement, 2nd—Invisibility.

Heavy: male Human War4; CR 3; Medium humanoid; HD 4D8 + 12; hp 33; Init +3; Spd 30 ft.; AC 14, touch 11, flatfooted 12; Base Atk +4; Grp +6; Atk +6 melee (1d4+2/19-20, dagger) or +6 ranged (1d8/19-20, crossbow,light); Full Atk +6 melee (1d4+2/19-20, dagger) or +6 ranged (1d8/19-20, crossbow,light); Space/Reach 5 ft./5 ft.; AL CE; SV Fort +7, Ref +2, Will +2; Str 14, Dex 12, Con 16, Int 10, Wis 12, Cha 10.

Skills and Feats: Hide +2, Intimidate +7, Listen +1, Move Silently +3, Spot +1; Point Blank Shot, Rapid Reload, Weapon Focus (Crossbow, light).

Possessions: Crossbow, light, masterwork; bolts, crossbow (10); buckler; studded leather armor; dagger, one dose black adder venom, tanglefoot bag.

Muscle: male Human War7; CR 6; Medium Humanoid; HD 7D8 + 21; hp 58; Init +3; Spd 30 ft.; AC 14, touch 11, flatfooted 12; Base Atk +7; Grp +9; Atk +9 melee (1d4+2/19-20, dagger) or +10 ranged (1d8/19-20, masterwork light crossbow); Full Atk +9/+4 melee (1d4+2/19-20, dagger) or +10/+5 ranged (1d8/19-20, masterwork light crossbow); Space/Reach 5 ft./5 ft.; AL CE; SV Fort +7, Ref +2, Will +2; Str 14, Dex 12, Con 16, Int 10, Wis 12, Cha 10.

Skills and Feats: Hide +3, Intimidate +9, Listen +1, Move Silently +3, Spot +1; Point Blank Shot, Rapid Reload, Rapid Shot, Weapon Focus (Crossbow, light)

Possessions: Crossbow, light, masterwork; bolts, crossbow (10); buckler; studded leather armor; dagger, one dose black adder venom, tanglefoot bag (3).

APL 6

Mineria Venomharvest: female Medusa; CR 8; Medium monstrous humanoid ; HD 6d8+18; hp 50; Init +5; Spd 30; AC 20, touch 15, flatfooted 15; Base Atk +6; Grp +6; Atk +11 (1d4 + poison, snakes) or +12 (1d6/x3, shortbow, masterwork); Full Atk +11 (1d4 + poison, snakes) or +12/+7 (1d6/x3, shortbow, masterwork); Space/Reach 5 ft./5 ft.; SA: Petrifying gaze, poison; AL LE; SV Fort +5, Ref +10, Will +6; Str 10, Dex 20, Con 16, Int 14, Wis 12, Cha 15.

Skills and Feats: Bluff +8, Disguise +8, Hide: +13, Move Silently +13, Spot +7. Feats: Point Blank Shot, Precise Shot, Weapon Finesse.

Possessions: shortbow, masterwork; arrows (20); dagger; studded leather armor, masterwork; elixir of vision, brooch of shielding.

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude DC 15 negates.

Poison (Ex): Injury, Fortitude DC 16; initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength.

APL 8

Mineria Venomharvest: female Medusa Asn2; CR 10; Medium Monstrous Humanoid; HD 6d8+18 plus 2d6 + 6; hp 63; Init +5; Spd 30; AC 20, touch 15, flatfooted 15; Base Atk +7; Grp +7; Atk +12 (1d4 + poison, snakes) or +13 (1d6+1/x3, +1 *shortbow*); Full Atk +12/+7 (1d4 + poison, snakes) or +13/+8 (1d6+1/x3, +1 *shortbow*); Space/Reach 5 ft./5 ft.; SA: Death Attack, petrifying gaze (Su), poison (Ex), sneak attack +1d6, spells; SQ: Poison use, uncanny dodge, +1 save against poison; AL LE; SV Fort +5, Ref +13, Will +6; Str 10, Dex 20, Con 16, Int 14, Wis 12, Cha 16.

Skills and Feats: Bluff +14, Disguise +12, Hide: +15, Move Silently +15, Spot +7. Feats: Point Blank Shot, Precise Shot, Weapon Finesse.

Possessions: +1 *shortbow*, arrows (20); dagger; studded leather armor, masterwork; *elixir of vision*, *brooch of shielding*.

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude DC 16 negates.

Poison (Ex): Injury, Fortitude DC 16; initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength.

Spells Known (-2; base DC = 12 + spell level): 1st—disguise self, obscuring mist, true strike.

APL 10

Mineria Venomharvest: female Medusa Asn4; CR 12; Medium Monstrous Humanoid; HD 6d8+18 plus 4d6 + 12; hp 77; Init +5; Spd 30; AC 22, touch 15, flatfooted 17; Base Atk +9; Grp +9; Atk +14 (1d4 + poison, Snakes) or +15 (1d6/x3, +1 *shortbow*); Atk +14 (1d4 + poison, snakes) or +15/+10 (1d6/x3, +1 *shortbow*); Space/Reach 5 ft./5 ft.; SA: Death Attack, petrifying gaze (Su), poison (Ex), sneak attack +2d6, spells; SQ: Poison use, uncanny dodge, +2 save against poison; AL LE; SV Fort +5, Ref +13, Will +6; Str 10, Dex 20, Con 16, Int 14, Wis 12, Cha 16.

Skills and Feats: Bluff +14, Disguise +12, Hide: +15, Move Silently +15, Spot +7. Feats: Ability Focus (Petrifying Gaze), Point Blank Shot, Precise Shot, Weapon Finesse.

Possessions: +1 *shortbow*, arrows (20); dagger; +2 studded leather armor; *elixir of vision*; *necklace of fireballs*, type II, *brooch of shielding*, *wand of magic missile* (1st level caster).

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude DC 18 negates.

Poison (Ex): Injury, Fortitude DC 16; initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength.

Spells Known (-4/2; base DC = 12 + spell level): 1st—disguise self, jump, obscuring mist, true strike, 2cd—darkness, invisibility, undetectable alignment.

APL 12

Ogre Mage Fighter: male ogre mage Ftr2; CR 10; Large Giant; HD 5d8+15 plus 2d10+6; hp 61; Initiative +4; Spd 30 ft., fly 30 ft. (good); AC 20, touch 10, flatfooted 19; Base Atk +5; Grp +14; Atk Greatsword +12 melee (3d6+7/19–20) or longbow +4 ranged (2d6+5/x3) or longspear +12 (2d6+7/x3); Full Attack: Greatsword +12 melee (3d6+7/19–20) or longspear +12 (2d6+7/x3) or longbow +4 ranged (2d6+5/x3); Space/Reach: 10 ft./10 ft (20 ft with longspear); SA Spell-like abilities; SQ Darkvision 90 ft., low-light vision, regeneration 5, spell resistance 19; AL LE; SV Fort +7, Ref +1, Will +3; Str 21, Dex 12, Con 17, Int 14, Wis 14, Cha 17.

Skills and Feats: Concentration +15, Listen +10, Spellcraft +10, Spot +10; Combat Expertise, Improved Initiative, Weapon Focus Longspear, Weapon Focus Greatsword, Combat Reflexes.

Possessions: masterwork mighty (+5) large composite longbow, 30 arrows, masterwork large greatsword, masterwork large breastplate.

Spell-Like Abilities: At will—darkness, invisibility; 1/day—charm person (DC 14), cone of cold (DC 18), gaseous form, polymorph, sleep (DC 14). Caster level 9th. The save DCs are Charisma-based.

Flight (Su): An ogre mage can cease or resume flight as a free action. While using gaseous form it can fly at its normal speed and has perfect maneuverability.

Regeneration (Ex): Fire and acid deal normal damage to an ogre mage.

Mineria Venomharvest: female Medusa Asn6; CR 14; Medium Monstrous Humanoid; HD 6d8+18 plus 6d6 + 18; hp 90; Init +5; Spd 30; AC 22, touch 15, flatfooted 17; Base Atk +10; Grp +10; Atk +15 melee (1d4 + poison, snakes) or +16 ranged (1d6+1/x3 + 1d6 electricity, +1 *shock shortbow*); Full Atk +15/+10 (1d4 + poison, snakes) or +17/+12 ranged (1d6+1/x3 + 1d6 electricity, +1 *shock shortbow*); Space/Reach 5 ft./5 ft.; SA: Death Attack, petrifying gaze (Su), poison (Ex), sneak attack +3d6, spells; SQ: Improved uncanny dodge, poison use, uncanny dodge, +3 save against poison; AL LE; SV Fort +5, Ref +13, Will +6; Str 10, Dex 21, Con 16, Int 14, Wis 12, Cha 16.

Skills and Feats: Bluff +16, Disguise +16, Hide: +16, Listen +9, Move Silently +16, Spot +7. Feats: Ability Focus (Petrifying Gaze), Point Blank Shot,

Precise Shot, Weapon Finesse, Weapon Focus (Shortbow).

Possessions: +1 shock shortbow; arrows (20); dagger; +2 studded leather armor; elixir of vision; necklace of fireballs, type II, brooch of shielding, wand of magic missile (1st level caster).

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude DC 18 negates.

Poison (Ex): Injury, Fortitude DC 16; initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength.

Spells Known (-/4/4/1; base DC = 12 + spell level):
1st—*disguise self, jump, obscuring mist, true strike*,
2nd—*darkness, invisibility, undetectable alignment, spider climb*; 3rd—*deeper darkness, magic circle against good, nondetection*.

Encounter Five

All APLs

Salumar Coingiver, male Human Exp4 :

CR 3, Medium humanoid; HD 4D6; hp 18; Init +0; Spd 30 ft.; AC 10, touch 10, flatfooted 10; Base Atk +3; Grp +3; Atk +3 (1d3 subdual, unarmed); Full Atk +3 (1d3 subdual, unarmed); AL N; SV Fort +1, Ref +1, Will +5; Str 10, Dex 10, Con 10, Int 16, Wis 12, Cha 16.

Skills and Feats: Bluff +15, Diplomacy +12, Gather Information +10, Listen +8, Perform (Oratory) +10, Read Lips +10, Sense Motive +10, Spot +6, Knowledge (local) +10, Profession (bookkeeper) +2, Profession (scribe) +2; Negotiator, Persuasive, Skill Focus(Bluff).

Encounter Six

APL 2

Krelath, Male Human Rog1/Ftr2: CR 3; Medium Humanoid; HD 1d6+1 plus 2d10+2; hp 22; Init +2; Spd 30; AC 14, touch 12, flatfooted 12; Base Atk +2; Grp -1; Atk +6 or +5 melee (1d6-1/18-20, rapier, masterwork; 1d4-1/18-20, kukri, masterwork) or +4 ranged (1d4-1/19-20, dagger); Full Atk +4 melee (1d6-1/18-20, rapier, masterwork) and +3 melee (1d4-1/18-20, kukri, masterwork) or +4 ranged (1d4-1/19-20, dagger); Space/Range 5 ft./5 ft. SA: Sneak Attack +1d6; SQ: Trapfinding; AL N; SV Fort +5, Ref +5, Will +1; Str 8, Dex 15, Con 12, Int 13, Wis 10, Cha 14.

Skills and Feats: Bluff +8, Climb +5, Diplomacy +8, Disable Device +1, Disguise +4, Forgery +3, Hide +4, Jump +3, Listen +2, Move Silently +4, Open Lock +2, Read Lips +3, Tumble +8, Slight of Hand +6, Use Magic Device +8; Combat Expertise, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus: Rapier.

Possessions: rapier, masterwork; kukri, masterwork; studded leather armor, masterwork; dagger (3); one dose dark reaver poison; one dose giant wasp poison; one dose blue whinnis; +1 cloak of resistance.

APL 4

Krelath, Male Human Rog2/Ftr3: CR 5, Medium Humanoid; HD 2d6+2 plus 3d10+3; hp 36; Init +3; Spd 30; AC 17, touch 13, flatfooted 13; Base Atk +4; Grp +3; Atk +9 or +8 melee (1d6-1/18-20, rapier, masterwork; 1d4-1/18-20, kukri, masterwork) or +7 ranged (1d4/19-20, dagger); Full Atk +7 melee (1d6-1/18-20, rapier, masterwork) and +6 melee (1d4-1/18-20, kukri, masterwork) or +7 ranged (1d4-1/19-20, dagger); Space/Reach 5 ft./5 ft.; SA: Sneak Attack +1d6; SQ: Evasion, Trapfinding; AL N; SV Fort +4, Ref +7, Will +1; Str 8, Dex 16, Con 12, Int 13, Wis 10, Cha 14.

Skills and Feats: Bluff +9, Climb +7, Diplomacy +9, Disable Device +1, Disguise +5, Forgery +4, Hide +6, Jump +5, Listen +4, Move Silently +6, Open Lock +3, Read Lips +3, Tumble +10, Slight of Hand +7, Use Magic Device +9; Combat Expertise, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus: Rapier.

Possessions: rapier, masterwork; kukri, masterwork; +1 studded leather armor; dagger (3); one dose dark reaver poison; one dose giant wasp poison; one dose blue whinnis; +1 cloak of resistance, *potion of haste*.

APL 6

Krelath, Male Human Rog3/Ftr4: CR 7, Medium Humanoid; HD 3d6+3 plus 4d10+4; hp 49; Init +3; Spd 30; AC 17, touch 13, flatfooted 13; Base Atk +6; Grp +5; Atk +11 or +10 melee (1d6-1/18-20, rapier; 1d4-1/18-20, kukri) or +9 ranged (1d4-1/19-20, dagger); Full Atk +9/+4 melee (1d6-1/18-20, rapier) and +8 melee (1d4-1/18-20, kukri) or +9/+4 ranged (1d4-1/19-20, dagger); Space/Reach 5 ft./5 ft.; SA: Sneak Attack +2d6; SQ: Evasion, Trap Sense +1, Trapfinding; AL N; SV Fort +6, Ref +7, Will +2; Str 8, Dex 16, Con 12, Int 13, Wis 10, Cha 14.

Skills and Feats: Bluff +10, Climb +9, Diplomacy +10, Disable Device +1, Disguise +6, Forgery +5, Hide +8, Jump +7, Listen +6, Move Silently +7, Open Lock +3, Pick Pocket +6, Read Lips +3, Sleight of Hand +7, Tumble +11, Use Magic Device +9; Combat Expertise, Dodge, Improved Trip, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus: Rapier.

Possessions: rapier, masterwork; kukri, masterwork; +1 studded leather armor; dagger (3); one

dose dark reaver poison; one dose giant wasp poison; one dose blue whinnis; *+1 cloak of resistance, potion of haste, hat of disguise.*

APL 8

Krelath, Male Human Rog4/Ftr5: CR 7, Medium Humanoid; HD 4d6+4 plus 5d10+5; hp 63; Init +3; Spd 30; AC 17, touch 13, flatfooted 13; Base Atk +8; Grp +7; Atk +13 or +12 melee (1d6/18-20, *+1 rapier*, 1d4-1/18-20, kukri, masterwork), or +11 ranged (1d4-1/19-20, dagger); Full Atk +11/+6 melee (1d6/18-20, *+1 rapier*), and +10/+5 melee (1d4-1/18-20, kukri, masterwork) or +11/+6 ranged (1d4-1/19-20, dagger); Space/Reach 5 ft./5 ft.; SA: Sneak Attack +2d6; SQ: Evasion, Trap Sense +1, Trapfinding, Uncanny Dodge; AL N; SV Fort +5, Ref +9, Will +2; Str 8, Dex 17, Con 12, Int 13, Wis 10, Cha 14.

Skills and Feats: Bluff +11, Climb +11, Diplomacy +11, Disable Device +1, Disguise +7, Forgery +5, Hide +9, Jump +9, Listen +7, Move Silently +9, Open Lock +2, Read Lips +3, Sleight of Hand +7, Tumble +12, Use Magic Device +9; Combat Expertise, Dodge, Improved Trip, Improved Two Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus: Rapier.

Possessions: kukri, masterwork; *+1 studded leather armor*, dagger (3); one dose dark reaver poison; one dose giant wasp poison; one dose blue whinnis; *+1 cloak of resistance, potion of haste, hat of disguise, +1 rapier, potion of non-detection.*

APL 10

Krelath, Male Human Rog5/Ftr6: CR 11, Medium Humanoid; HD 5d6+5 plus 6d10+6; hp 76; Init +3; Spd 30; AC 17, touch 13, flatfooted 13; Base Atk +9; Grp +8; Atk +14 or +13 melee (1d6/18-20, *+1 rapier*, 1d4/18-20, *+1 kukri*) or +12 ranged (1d4-1/19-20, dagger); Full Atk +12/+7 melee (1d6/18-20, *+1 rapier*) and +11/+6 melee (1d4/18-20, *+1 kukri*), or +12/+7 ranged (1d4-1/19-20, dagger); Space/Reach 5 ft./5 ft.; SA: Sneak Attack +3d6; SQ: Evasion, Trap Sense +1, Trapfinding, Uncanny Dodge; AL N; SV Fort +7, Ref +11, Will +4; Str 8, Dex 17, Con 12, Int 13, Wis 10, Cha 14.

Skills and Feats: Bluff +12, Climb +13, Diplomacy +12, Disable Device +1, Disguise +8, Forgery +5, Hide +11, Jump +11, Listen +10, Move Silently +11, Open Lock +2, Read Lips +3, Sleight of Hand +7, Tumble +13, Use Magic Device +9; Combat Expertise, Dodge, Mobility, Improved Trip, Improved Two Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus: Rapier.

Possessions: *+1 studded leather armor*; dagger (3); one dose dark reaver poison; one dose giant wasp

poison; one dose blue whinnis; *+2 cloak of resistance, potion of haste, hat of disguise, +1 rapier, potion of non-detection, +1 kukri, potion of invisibility, potion of bull's strength, potion of shield of faith (+5).*

APL 12

Krelath, Male Human Rog6/Ftr7: CR 13, Medium humanoid; HD 6d6+6 plus 7d10+7; hp 90; Init +3; Spd 30; AC 18, touch 14, flatfooted 13; Base Atk +11; Grp +10; Atk +17 or +18 melee (1d6/18-20 + 1d6 cold, *+1 frost rapier*, 1d4/18-20, *+1 kukri*) or +15 ranged (1d4-1/19-20, dagger); Full Atk +15/+10/+5 melee (1d6/18-20 + 1d6 cold, *+1 frost rapier*) and +14/+9 melee (1d4/18-20, *+1 kukri*), or +15/+10/+5 ranged (1d4/19-20, dagger); Space/Reach 5 ft./5 ft.; SA: Sneak Attack +3d6; SQ: Evasion, Trap Sense +2, Trapfinding, Uncanny Dodge; AL N; SV Fort +8, Ref +13, Will +5; Str 8, Dex 18, Con 12, Int 13, Wis 10, Cha 14.

Skills and Feats: Bluff +13, Climb +15, Diplomacy +13, Disable Device +1, Disguise +9, Forgery +5, Hide +13, Jump +13, Listen +12, Move Silently +13, Open Lock +2, Read Lips +3, Sleight of Hand +7, Tumble +14, Use Magic Device +9; Combat Expertise, Dodge, Mobility, Improved Trip, Improved Two Weapon Fighting, Spring Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus: Rapier.

Possessions: *+1 studded leather armor*, dagger (3); one dose dark reaver poison; one dose giant wasp poison; one dose blue whinnis; *+2 cloak of resistance, potion of haste, hat of disguise, +1 frost rapier, potion of non-detection, +1 kukri, potion of invisibility, potion of bull's strength, potion of shield of faith (+5).*

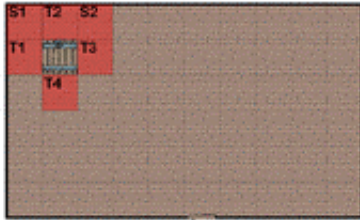
Krelath's Physical Description:

- Krelath is 5'6 and weighs 160 pounds.
- His left ring finger shows signs of a missing ring (Spot DC 12).
- His clothes have a slight smell of fish to them (Survival DC 18).
- There are small splinters under his fingernails, such like those of an apprentice carpenter (Profession (carpentry) DC 10).
- He has many small lapses of memory (Sense Motive DC 23).

Appendix IV – Maps

Encounter 2: Ambush

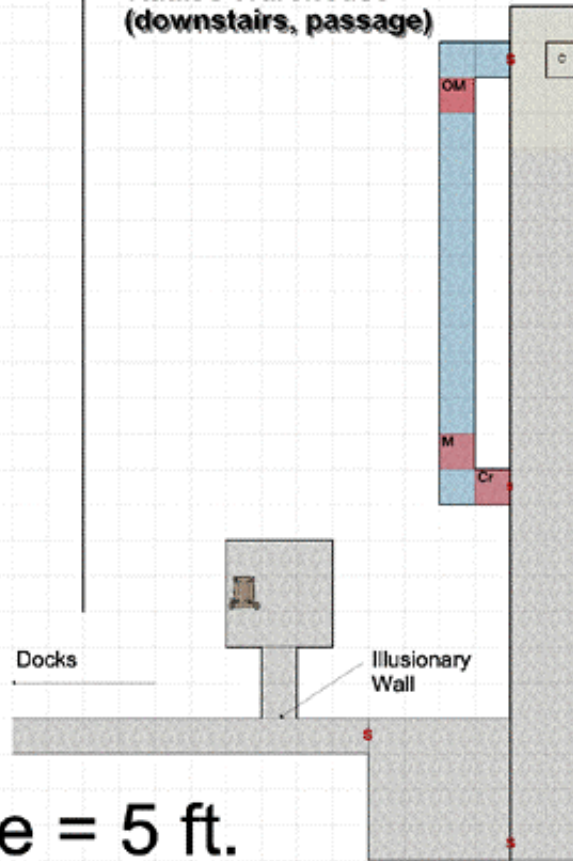
Rault's Warehouse (Upstairs)



Map Key

	Floor
C	Ceiling Door
	Shooting Zone
	Secret Passage
	Trap Door
	NPC Start
T#	Thugs, Heavies, Muscle
S#	Spellthieves
Cr	Sneak
OM	Ogre Mage
M	Mineria Venomharvest

Rault's Warehouse
(downstairs, passage)



Scale: 1 square = 5 ft.

Appendix V – Stygian Water

Reprinted from the *Manual of the Planes*, page 86:

The River Styx: This river bubbles with grease, foul floatsam, and putrid remains of battles along its banks. Those who taste or touch its waters must make a Fortitude saving throw (DC 17) or suffer total amnesia. Treat the victim as if feeble-minded (as the *feeblemind* spell). Even those who do make their saves lose all memory of the last 8 hours. Prepared spells remain in memory although the victim may not realize they're prepared.

Player Handout #1

A note found in an underground complex written in Infernal:

Krelath you fool! I have not worked for this long to have one of your charges ruin me. The blue-blooded weasel is truly lucky that he has already paid for his ineptitudes. My curses will break upon you as the tide breaks upon the shores. Yet, if you show a glimmer of talent during your current assignment, I may still reconsider. I will know how you fare. As for now, I have taken the remainder of my students with me. If I am so inclined, I will contact you with further instructions. I do not want any further issues to arise; my fury will outlast your mortal coil.

Do Not Fail Me

V ~