

DVY1-05

SETTING THE STAGE

A One-Round D&D LIVING GREYHAWK[®]

Dyvers Regional Adventure

Version 1

by Michele Maakestad & Josh Elliott

Secrets, Scene I: Darnell Mestether, Hegemony Guildmaster, hires The PCs for a simple task. Maybe it is too simple. What lies behind locked doors and hidden agendas? An adventure for character levels 1-6.

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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.

LIVING GREYHAWK TIER STRUCTURE

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 th
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th
T4:	33-42	36-46	39-50	42-54	10 th

The level cap indicated is the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

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

This adventure is a fairly simple and direct introduction to the bardic guilds of the city. It is a lead-in to other adventures in the "Secrets" series. The Guildmaster of the Hegemony, (One of the two Bard's Guild's in the city of Dyvers, detailed below), Darnell Mestether expects to receive several very valuable items in the near future. He will keep these items at his private residence on the corner of Coin Street and Crescent Moon Street, near the Hegemony Guild Headquarters in Dyvers. Out of fear that someone will find out about the incoming items and their purpose, he reveals little about the items or his future plans to use these items, to anyone except himself and his mistress, Hasien Alimpur. He has decided that he must discreetly make sure that his home is secure before

he acquires the items. Therefore he has devised a plan to hire some adventurers to “test” his home security measures. (Act I) After meeting with and hiring the PCs, (Acts II & III) Darnell will give them details of commonly known facts about him and his household. Then he will give the PCs one day to prepare, during which time they may be contacted by other groups to find out more information on the Hegemony plans, or they may search for information. (Included is information on the “Messenger’s Guild.”) Please use this information to set the scene for Dyvers being a more intrigue-laden society. The PCs should feel as though they are being watched. The Messenger’s Guild is used by other guilds to gain members and to gain information about the city and it’s happenings. It is a hub of information. After that time they may make their break-in attempt. While the residence is not on a main thoroughfare, it is on a high traffic road in the vicinity of several important buildings. It won’t be easy to “sneak” near it. At anytime after the initial meeting, the PCs should be encouraged to “scope-out” the adjoining buildings for more information which will be useful in further adventures, as well as some which may help them in their current task (Acts IV & V). To receive their payment from the Guildmaster, they must enter the residence, find and retrieve several items, then escape and bring the items to him at the Bird In Hand Tavern (Act VI). Then he will ask them to make another attempt. He will need one day to erect new defenses (and repair any damages from the previous attempt). After that time, the PCs may attempt to break in at any time, again with the same conditions. Very resourceful groups will succeed the second time. Many groups will not and may even be arrested. Darnell will bail them out and “take care of” any record of the arrest, but the experience should serve to make them wary of getting on the wrong side of the “law” as well as “scare” them a little. The PCs should find clues during the course of the adventure to lead them to the conclusion that something bigger is going on, leading them to further chapters of this series of modules. The PCs should find out that Hasien has connections to the Andusel family (the family of the head of the rival Association of Performing Artists). They should also be able to find some information about the items that Guildmaster Mestether is expecting, and they should be able to form the conclusion that Darnell is planning something against the Association of Performing Artists. Where the PCs decide to go with this is the subject of further adventures. Please fill out the summary at the end of the module and send it to Michele Maakestad, 130 Hackberry, North Liberty, IA, 52317, so that the writers may use this information to guide action in the rest of this series of modules.

THE HEGEMONY

The Bardic Association of Dyvers would have it believed that they are an independent association from the Alliance. In many respects, they are. The history of the Hegemony goes back to the founding of the city itself, when members of the court had great demand for trained

troubadours. The current Guildmaster is Darnell Mestether.

☛ **Darnell Mestether, male human Brd11:** Medium-size Humanoid (human); HD 11d6; hp 39; Init +7; Spd 60 ft.; AC 15 (touch 15, flat-footed 12); Atks +12/+7 melee (1d6+1/18-20, +1 rapier) or +7/+2 ranged (1d4/19-20, dagger); AL LN; SV Fort +2, Ref +10, Will +9; Str 9, Dex 16, Con 9, Int 16, Wis 14, Cha 20.

Skills and Feats: Bluff +9, Craft-Musical Instrument +15, Diplomacy +10, Gather Information +15, Innuendo +9, Knowledge Arcane +5, Knowledge History +10, Knowledge Local +10, Listen +10, Perform-Lute +16, Spot +10; Alertness, Weapon Finesse (rapier), Dodge, Improved Initiative

Possessions: +2 ring of protection, fine quality cloak, ring of counterspells (fireball), +1 rapier, boots of striding and springing, pouch containing 24 gp and 1 cp.

Darnell is an extroverted snob. His good nature and joviality extend only to those he considers his equals. He is condescending to those beneath his station. He is a politician as well as a bard. He is currently focusing all of his efforts on getting rid of the Association of Performing Artists.

THE ASSOCIATION OF PERFORMING ARTISTS

One of the newer additions to the Shadow Council is this small but growing group of dancers, musicians, jesters, and entertainers. They differ from the Hegemony in that they have no formal Bardic training. The various inns and taverns use the services of these young talents as an alternative to the more expensive prices the bards charge. Ironically, these troubadours may have more in common with the free-spirited bardic lifestyle than the Hegemony. The current and founding Guildmaster is Jeric Andusel. He is the youngest son of Lord Marcus Andusel, a powerful nobleman within the Gentry. Jeric apprenticed under Darnell Mestether of the Hegemony, but pressure from Lord Marcus caused Guildmaster Darnell to reject Jeric from the Hegemony. Rather than quit, Jeric has founded the Association of Performing Artists. The Hegemony is outraged at the Alliance’s acceptance of the Association, but as yet has done no more than to protest verbally. The strife between Darnell and Jeric grows with every passing day, and many in the city watch carefully to see which of the two will move first to attack the other.

☛ **Jeric Andusel, male human Rog8:** Jeric will be detailed in further modules. He does not make an appearance here. If the PCs try to find him, he is out of town for the duration of this adventure.

☛ **Haisen Alimpur, female elf, Sor12:** Medium-size Humanoid (elf); HD 12d4; hp 38; Init +7; Spd 30 ft.; AC 21—50% miss chance (touch 16, flat-footed 18); Atks +6/+1 melee (1d4/19-20, dagger) or +6/+1 ranged

(Id4/19-20, dagger); SR 17; SV Fort +10, Ref +10, Will +14; Str 11, Dex 16, Con 12, Int 16, Wis 13, Cha 20.

Skills and Feats: Alchemy +8, Move Silently +5, Knowledge Arcana +10, Knowledge History +10, Knowledge Local +10, Listen +1, Perform - Singing +13, Scry +8, Search +3, Sense Motive +5, Spellcraft +10, Spot +10, Use Magic Device +6, Concentration +18; Combat Casting, Still Spell, Great Fortitude, Spell Focus, Improved Initiative, Improved Evasion, Share Spells, Empathic Link, Touch, Speak with Master, Speak with Cats.

Familiar (Cat): hp 24, AC 21, SR 25.

Spells Known:(6/6/6/6/6/5/3; Spell DC = 15 + spell level) 0—arcane mark, prestigitation, detect magic, open/close, mending, magehand, light, resistance, ray of frost; 1st—magic weapon, burning hands, enlarge, Nystul's undetectable aura, identify; 2nd—web, invisibility, levitate, cat's grace, knock; 3rd—fireball, lightning bolt, fly, haste; 4th—polymorph self, fire shield, minor globe of invulnerability; 5th—wall of stone, permanency; 6th—antimagic field.

Hasien has green eyes and blonde hair. She is extremely gorgeous. She dresses very well, but tends to stay back from the crowd, simply observing, not drawing attention to herself. She usually lets Darnell assume most of the attention. She is currently Darnell's mistress. He, however, has no idea of her true powers. He believes that she "dabbles" in magic. She is 223 years old and has a history with the Andusel family. This will become clearer throughout this series of modules. Her motives in the Bardic Guild conflicts are currently unknown to anyone except herself. For all outward appearances, she was a singer who recently came to town, met, and fell in love with Darnell, with whom she now lives.

ACT I: THE MEETING

Note: This encounter should lead the PCs into believing that an actual murder is taking place. Only as the "boxed text" goes on should the characters realize that it is a play. The PCs may wish to "jump in" and "save" the fallen actor, but as with all good "boxed text" this one cannot be interrupted. You may wish to stand and "act" the parts out, maybe even "overact." The players should feel a little sheepish when finally finding out that it is "only a play."

You stand transfixed as the following scene unfolds before you. "Murderer," cries the handsome man, pulling his sword from the jeweled scabbard at his side. The man, wearing a tiger mask and dressed in black robes, raises his wickedly sharp dagger, dripping blood. Between them lies the body of a beautiful woman dressed in fine clothing. The tiger man sneers, "And what do you expect to do about it, you pathetic wimp? She never meant anything to me, and to be sure she never loved you. Leave now, with your life and your pride." The handsome man lunges forward screaming, "She did love me!" A brief fight ensues, abruptly coming to an end as the tiger man's dagger sinks into the flesh of the handsome man. The sword clatters to the floor as the handsome man drops to his knees. He whispers "She did love me..." then falls to the floor, dead. The tiger man's laughter rings through

the hall as the lights around them fade to blackness. After a brief moment, the applause begins. [DM: You may want to pause here to let this sink in.] After a few more moments, the lights in the room come up around you, and you look at the familiar surroundings of the interior of the Celestian Theater. This has been one of the best performances you have seen in a long time, and you found yourself almost lost in the moment. Your spirits are high as you and your friends begin to discuss the play you have just seen. [Introductions] As you are leaving the Theater, an usher steps up to you and says "Master Darnell has heard your appreciation for his performance, and would like to meet with you, if you would care to follow me?"

The PCs will realize that Darnell Mestether is both the head of the Hegemony Guild and the actor who played the "victorious" villain of the play they just witnessed. (The man in the tiger mask.) The usher does not know what the Master wants with the PCs. He was just asked to bring them backstage.

ACT II: BACKSTAGE AT THE CELESTIAN

The usher leads you backstage, into a small private room. A middle-aged gentleman, whom you recognize as the villain from the play, stands near a small washstand near the back of the room. He appears to be taking off his makeup. He is still wearing his costume from the last act of the play. The tiger mask lays on the stand next to a basin of water. It is hard for you to hold back your feelings of dislike for him, but you realize as he welcomes you that the "evil" he portrayed was simply an act, and you shake off your distrust as you face him. "Thank you for coming." He begins, "I noticed your appreciation of our humble offering this evening. I am pleased that you enjoyed it. You look to be adventuring souls, and I have need of you. Would you care to join me for supper at the Bird In Hand Tavern near here?"

When the PCs agree, he asks them to meet him at the tavern in half an hour so that he may finish changing and close the Theater for the evening. At this time, Darnell has no other motives than to simply meet with the PCs and talk with them about his proposal. If they insist on staying to talk to him here, have actors, stagehands, and other people interrupt every several minutes asking questions, dropping off flowers, anything to interrupt a conversation. Darnell should ask the PCs to meet him at the tavern where they can meet in peace.

ACT III: A CHANCE ENCOUNTER

The DM should be familiar with the Messenger's Guild before running this encounter (see DM Aid #1). This encounter exists to involve the PCs with some of the Inner workings of the Dyvers Guilds. It should make the PCs aware that many factions within the city are monitoring them, and that maybe this is bigger than just a simple job.

As you make your way to the Bird In Hand Tavern, a young boy wearing a copper pin of an eagle approaches you with a small folded paper (Player Handout #1). This is not odd, as you are fairly well known in the city, and this could be from any of your many acquaintances. The young man hands you the square of folded paper and stands politely as you open it.

Any PC with associations with any guild or organization within the city of Dyvers (including temples) will get Players Handout #1. They will receive a special “mission” from their organization to find out more about the mysterious actions of the Hegemony Guild and the Guild Master.

The boy will read the letter to the PC for one copper piece. At this point, if the character tips the messenger, he will bow and exit giving the PC 1 Influence Point with the Messenger's Guild. If the PC makes no attempt at a tip, the boy will cough politely. If they then tip, no Influence Point will be given. If the PC still does not tip, then award 1 Negative Influence Point as the boy studies his or her face carefully and then leaves (taking word back to the Messenger's Guild to watch out for that PC).

ACT IV: AT THE BIRD IN HAND TAVERN

The Bird In Hand Tavern is a modest establishment well known for it's fine entertainment and fair prices. Because it is so near to the Hegemony Guildhall, Hegemony members, who often challenge each other to bardic contests, frequent it. This evening, however, it is quiet as you enter and look for Guildmaster Mestether. The bartender approaches you. “Ah, you must be the guests of Master Mestether. I was told to expect you. Please follow me.” (Assuming the PCs follow... if not, role play as necessary...) He leads you into a smaller side room where a fine meal is ready. After a while, Darnell enters, slightly out of breath, but in apparently good spirits.

Let the characters take this time for some discretionary role-playing, but if they begin to ask questions about why he has called them here, continue with the boxed text.

Darnell Mestether begins. “I recently purchased several items of some value. I intended to display them at my private residence, but fear that the items may not be safe there, as I have some enemies within the city. I intend to strengthen the security of this building so that I may rest easy when the items finally arrive. This is where I need your assistance. I would like you to test the security of my home by attempting a small “break-in.” I have several items in the residence, which I would like you to recover and bring to me. I will warn you however, that I will know if you take anything else from the site, or harm any being on or near the premises, and repercussions will be swift and final. Here is the arrangement: you will make an attempt tomorrow at the time of your choosing. I will not put any “special” watch or defenses on the residence, only my standard security. If you are successful, you will bring the items to me at the Guildhall. Are you interested in this opportunity?”

The PCs may now ask questions and bargain for the job. The Guildmaster knows or supplies the following information and incentives.

- He will offer 20 gp per character for a successful test. His maximum offer is 140 gp total for the group.

- He will provide the PCs with a general map of his residence (Player Handout #2), but will not reference any defenses that are in place. He will not tell them his schedule or when the residence will be unoccupied. They need to report on how they got information, as well as how they physically got in.

- The items are: 1) A fine necklace with golden filigree in the shape of a tree with an emerald at it's heart. It is located in the bedroom. 2) A masterwork hunting knife that Darnell's father gave to him when he turned sixteen, which can be found in the living room. (Darnell has always hated it, because he feels that he is too refined to stoop to killing helpless animals for sport.) 3) A masterwork flute, which can be found in the study. This was Darnell's first instrument, and it has seen better days, although it is still very fine and has many good years left in it. If there is a bard at the table, whom he feels would be “Hegemony material,” he will indicate wishes that “it find a good and loving home.”

- He will reiterate if necessary that they are not to take anything else from the premises.

Note: If they do take something else, they will immediately, upon leaving the premises, be arrested and put in jail, out of play for one year, unless a “handling fee” of 500 gp is paid, altering the sentence to six months. The Hegemony has VERY powerful friends. Darnell will not bail them out of this one.

- The PCs may ask about the possibility of being caught. Darnell will be visibly upset by this and will suggest that maybe they are not the “right people for the job.” If really pushed, he will agree to intercede on their behalf should they get caught, but he won't even consider giving them a writ or other form of notice that they are working for him. The whole idea is that they are trying to sneak in and avoid getting caught.

Once negotiations are concluded, Darnell will leave “to attend to guild business.” The PCs should feel free to stay and eat while they strategize. Darnell has already paid, so the bartender is positively disposed towards the characters. His name is Sorith Fil-Gandil, and he is an ex-adventurer who has retired to work at this tavern.

☞ **Sorith Fil-Gandil, male human Rog6/Ftr4:** Medium-size Humanoid (human); HD 6d6+4d10+10; hp 58; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atks +12/+7 melee (1d10/17-20, heavy flail); AL N; SV Fort +9, Ref +7 Will +4; Str 14, Dex 12, Con 12, Int 14, Wis 13, Cha 14.

Skills and Feats: Gather Information +10, Listen +12, Read Lips +9, Spot +12, Profession (bartender +10), Innuendo +8, Forgery +8, Diplomacy +10, Bluff +12, Intimidate +10, Appraise +7, Heal +4, Knowledge (Dyvers guilds) +4; Improved Initiative, Toughness, Alertness, Great Fortitude, Improved Critical (heavy flail), Improved Trip.

Possessions: Studded leather armor, heavy fail.

Sorith is an ex-adventurer who has retired to the city of Dyvers and is working as a bartender at the Bird In Hand Tavern. He has allied himself with the Hegemony in hopes that he'll get a richer, better-paying crowd to attend his establishment. Fortunately for him, Darnell Mestether took to him and suggested that he host the evening "contests" between Hegemony members. This has driven quite a bit of traffic to the tavern, and Sorith is eager to assist the Hegemony in any way possible. He lets Darnell use his meeting rooms at will and gives a generous discount to any Hegemony member. Sorith, however, is quite shrewd and keeps his ear to the ground. He usually knows something about whatever rumors happen to be flying about. He is quite adept at "overhearing" things, can read lips, can pickup readily on innuendo, and can recognize valuable information. He is not above using this information for blackmail or selling it for cash or favors, but is very discreet and cautious about whom he sells it to and under what circumstances. Although Sorith is not a large man, his expertise makes him someone to be wary of.

He can tell them the general layout of the area (Player Handout #3) and direct them toward businesses that sell items they need (at 200% of PHB.) He can also tell them the following:

What Sorith knows:

- The Celestian Theater lies to the East of Master Mestether's home. This is not the "Guild" Theater, but one that Mestether owns and runs himself. He attends every Theater performance with his lady, Hasien. He knows that she's some sort of magic user, but doesn't know any more than that.

- To the south of the home is Kaireth's Costumes. Kaireth is the best costume designer in the land (according to what he's heard). This store is also owned by Mestether. The back room of the costume shop is where they keep the costumes and props for current plays at the Celestian. It has a door that leads into the back rooms of the Theater. It's usually pretty busy when there is a show in town.

- Yes, there is a show in town now. The popular show "The Gray Lady" is showing. It's a drama (It's actually the one the PCs saw last night.) Last week was the opening. All the bigwigs were there. Lots of people show up just to see all the important people in their finest. (**Note:** Try to give the Hollywood "Oscar-night" feel.)

- Feel free to make up other things that Sorith might know: gossip about popular players, backstage romances, rivalries, etc. But, remember that these are not common street performers; he won't do anything to harm any of them. They are his livelihood.

At this point, the PCs may wait wherever they want, or they may explore the adjoining buildings, The Celestian Theater or Kaireth's Costumes. If they decide not to explore these at this time, you may come back to them after ACT VII.

ACT V: AT THE CELESTIAN THEATER

The Celestian Theater is a two-story wooden building. The second story overhangs the first, making a canopy. As you approach, you see an open ticket window with a door marked "private" to the right. To the left hang the playbill posters for upcoming performances and to their left is a set of (locked) double doors, clearly the main entrance for performances. Although there is nothing spectacular about the front of the building, it still seems to convey a feeling of elegance.

If the PCs approach the ticket counter, the well-dressed gentleman inside glances up at them with contempt and then continues with his work. If they attempt to get his attention, he merely looks up at them and says, "Yes?" He will not ask to help them. This is an upper-class theater. The majority of the business he gets is servants coming to collect their master's tickets for a performance or to get an upcoming schedule. He is permanently bored and ultimately snobbish. Please make a reaction check for him using lifestyle modifiers (DC 20). If he fails, he will be uncooperative and will not to give any information about the Theater, ticket prices, the Guildmaster or the Guildmaster's home. If he makes the reaction check, he will talk about ticket prices and upcoming performances, but still will give no information about the Theater, the Guildmaster or his home.

As the PCs stand there (whatever they are doing), a very beautiful young woman approaches the door marked "private." Have PCs make a spot check at DC10 to notice that she is the female victim from the play the night before.

She begins to look through her bag, then, with a sigh, comes up to the counter and addresses the ticket master. "Nuryan, I've forgotten my key again." Nuryan sighs, then reaches below the counter and produces a key, which he hands to the young lady, admonishing her "Alessa, this habit is very unseemly to a member of the Hegemony. You would do well become more proper, or you may find yourself with the Performers." You note that he says the word "Performers" with a sneer and a tone of disgust.

If the PCs approach her, she will try to avoid them. If they are persistent, she will whisper,

"Meet me at the back stage door in 10 minutes." Then louder, she says, "I really do not have the time to waste with your sort. Please leave me be."

She then unlocks the door and disappears inside, the door shutting with a click (locking itself) behind her. If the PCs wait around, they will see her enter the ticket booth and argue briefly with the ticket master (Listen at DC 20 to hear them. He is berating her for talking with the PCs, and for being late, and for being absent minded, and for

being improper, etc.) Then she drops the key on the counter and goes back inside.

If they PCs persist on bothering Nuryan, he will close the window and go for help in removing the PCs from the premises. (If the players really don't get the hint, arrest them with the guards from ACT X.) Should the PCs manage to convince him that they wish to buy tickets, the cost is 50 gp per ticket, and Nuryan will lecture them about proper attire and etiquette for performances. (They will probably need to buy clothes at a nearby specialty shop, with outfits of proper order costing from 100 gp to 500 gp).

♣ **Alessa Gedinthe, human female; Brd4:** Medium-size Humanoid (human); HD 4d6+4; hp 27; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +3 melee (1d4+3/19-20, dagger); SA: Bardic Music, Fascinate, Inspire Courage, Countersong, Bardic Knowledge. AL CG; SV Fort +2, Ref +6, Will +5; Str 10, Dex 14, Con 12, Int 12, Wis 12, Cha 17.

Skills and Feats: Perform (acting) +4, Perform (singing) +2; Perform (dancing) +2, Gather Information +5, Bluff +5, Disguise +3, Listen +4, Move Silently +4, Sense Motive +2, Knowledge (Dyvers guilds) +4; Proficient with Rapier & Dagger; Improved Initiative, Alertness; Dodge.

Spells Known (3/3/1; Spell DC = 13 + spell level): 0—*detect magic, ghost sound, flare, light, prestidigitation, open/close*; 1st—*hypnotism, sleep, charm person*; 2nd—*blur, silence*.

Possessions: artisan's outfit, small steel mirror, sealing wax and seal, masterwork disguise/makeup kit, flute, spell component pouch.

On the surface, Alessa appears to be a young, talented actress, although she is quite nervous and jumpy. Most people attribute this to the fact that the Hegemony accepted her at such a young age, and she has much to live up to. In reality, she is secretly working for the Association of Performing Artists, spying on the Hegemony. She knows that Darnell and Hasien are plotting something, and when the PCs come around, she wants to find out why they are there. In this encounter she will be trying to do several things: (a) Find out what the PCs know about Darnell and Hasien's plans. (b) Direct the PCs' attentions away from herself. (c) Scope them out as possible allies or enemies for the APA. She is willing to help them as long as they don't give her away to anyone, and as long as she can get more information about Darnell and Hasien's plans. *She WILL NOT ask them to come back and give her any information, but if they offer, she will tell them that she will contact them later (later module).* Alessa is a talented actress, singer, and dancer. Although she is a minor actress in Darnell's company, she is quite popular with the nobles and has a promising future ahead of her. She came to the company when she showed up at the Bird In Hand Tavern for the bardic contests. Her talents caught the eye of a minor Hegemony official who reported back to Darnell of her talents. Darnell then

"recruited" her for the Hegemony and his troop in the Celestian Theater.

IF THE PCS GO TO THE BACK STAGE DOOR:

After a few minutes waiting, you hear a snap and scraping of locks being released and a bar being slid back. The door opens a crack, then wider as Alessa steps quickly out and closes the door behind her. I only have a few moments before someone notices that the door is unlocked, please hurry, what do you want with me?

Alessa can tell them the following, but after 4-5 questions, she will begin glancing around nervously and attempt to go back inside.

- The layout of the Theater. Where the dressing rooms, stage, etc are.

- The dates and times of performances. (There is one tonight, starting at 8 p.m.)

- She knows that the Guildmaster lives in the corner building, but knows nothing about the building itself.

- She knows that he and his mistress Hasien attend every performance at the Theater, sit in Box 1, arrive an hour early to mingle with other guests, take their seats five minutes prior to the performance, and do not leave the box until after the performance has ended. At the end of the performance, he and his guests will come backstage to talk with the actors about the performance. They stay for about 1 hour, and then go to a nearby establishment (probably the Bird In Hand Tavern) for a post-performance party. She does not know what time this party ends, as she has never been invited.

- She knows that there is someone in the Theater at all times. Usually there are actors practicing, janitors, costumers, set designers, managers during the day, and performances at night. Janitors work directly after the performance, until the morning hours. Some private parties and performances are also held on the stage area during the day, although she does not know of any in the next few days.

- She does not know of any entrance from the residence to the Theater.

- The wall that adjoins the residence is wood on this side, and is the back wall of the stars' dressing rooms, and is constantly monitored by attendants in each room.

- She knows that Darnell and Hasien are planning something big, and that it involves a plan to ruin the Association of Performing Artists. She does not want to see this happen. She also knows that it may be a more specific plot against Jeric Andusel or the Andusel family. She has gathered this information from eavesdropping on Darnell's conversations.

As she goes back inside she says:

"I must go. I am new here, and it has been hard for me to get this job. I think they disapprove of me, but they needed my talent. Please do not let anyone know that you spoke with me or I will lose my job."

She will not elaborate on this any further, but will hurry back inside. You hear the click and slide as the locks and bar are replaced.

ACT VI: AT KAIRETH'S COSTUMES

(Pronunciation Guide: Ky'-Reth)

This one-story building houses Dyvers's premier (and most expensive) costume shop. Kaireth Dunmore is well known in the city for the excellent quality of her wares.

A Knowledge (local) check at DC 10 allows the PC to recognize this place as selling goods of superior quality and extremely high cost. If there are any customers here, they are sure to be of noble birth. She sells to anyone who has the gold, but the prices are tripled if you are not a member of the Hegemony. No item in the shop is marked with a price. (If you have to ask, it costs too much.) There are no customers in the shop at this time, and Madam Dunmore is in the back working on a costume. A young girl minding the counter is currently mending a tear in the fabric of an elaborate gown.

Upon entering the shop, you notice a kaleidoscope of color and imagination. Costumes of animals, period costumes, peasant dresses, and finery line the walls of the store. Masks with feathers and grotesque features hang above the racks of clothing. On the floor lie scepters and shoes, bags and furniture and cartons, chests and casks filled with an almost unimaginable amount of bits and pieces, each piece drawing your interest and making you wonder what story it tells. A counter along the back side of the room houses a case which holds crowns and tiaras, bracelets, necklaces and rings of great beauty and much value.

An appraising check at DC 25 will tell you however that these are fakes, but incredibly good ones.

A young lady sits behind the counter sewing a beautiful ball gown. She glances up at you, and then continues on with her sewing, evidently dismissing you as of no importance.

Make lifestyle/reaction checks to see how the girl (Mina) reacts to the PCs (DC 12). If she makes the check, play her like an indifferent sales clerk. If she fails, she will avoid the PCs and if confronted will find Madam Dunmore. She knows only that this store is open from about 10 a.m. until 5 p.m. to the public. Then they close their doors to begin preparing for the evening performance. She can answer general questions, but if the PCs begin to ask about the backstage area or specific details about the Guildmaster or his residence, she will call for Madam Dunmore. Madam Dunmore is a tall, thin, strict-looking woman. She does not smile, and she will not answer any of the PCs specific questions unless she makes a lifestyle/reaction check (DC 20). She will not tolerate them nosing about her business, and she will ask

them to leave if they are not here to purchase anything. They may purchase items from her at three times normal PHB equivalent rates. And after purchasing, she will walk them to the door. If the PCs do not leave, argue too much, or become belligerent, she will send the girl to get the guards from Act X to remove the PCs forcibly. She knows that the Guildmaster does not spend much time in this store. He comes in once a month to go over the books and about three times a year to help with inventory. She can call on him to go over financial matters at any time, but won't do it for the PCs.

☞ **Kaireth Dunmore, female human Com1:** Medium-size Humanoid (human); HD 1d4, hp 2; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +0 melee (1d6, club) or (1d3 subdual, fist); AL NG; SV Fort +0, Ref +2, Will +1; Str 10, Dex 15, Con 12, Int 12, Wis 13, Cha 15.

Skills and Feats: Profession-Seamstress +2, Sense Motive +1, Bluff +1, Listen +2, Spot +1; Alertness, Run.

Kaireth is creative and extravagant among the members of the Theater, but reserved to strangers. She will not volunteer any information unless she knows that the person is a solid Hegemony member.

ACT VII: BREAKING AND ENTERING

When the PCs finally decide to make the attempted break-in, they are faced with several major obstacles. First, this is a fairly busy section of town, and the PCs must find or create a window of time to enact their plan. Second, they do not know what specific defenses are in place, so they must be prepared for anything, and they must be able to get past whatever is in place. Third, there are regular city watch patrols.

Use the tier structure below.

ALL TIERS:

The PCs will not be able to get into the residence from the buildings on either side, no matter what. Be creative in destroying all their hopes for this avenue of entrance.

Sewer: There is a sewer entrance near the residence. The sewer leads directly below the residence.

Knowledge (architecture or engineering)(DC 15). If a character makes this check, read or paraphrase the following:

In your studies, you were given a problem regarding the waste removal in the sewers of Dyvers. To solve this problem, you studied the local sewer maps and found many interesting facts. As you try to visualize this area in your head, you remember an entrance not far from here that leads directly below the Guildmaster's residence. You also remember that the sewers are kept clean by gelatinous oozes.

Bardic Knowledge (DC 15). If a character makes this check, read or paraphrase the following:

You remember a popular song that extols the dangers of the Dyvers sewers, because of the thieves that use the sewers for secret meetings, and "If the thieves don't get you, the ooze will."

Now that the characters know there is a sewer that leads underneath the residence, and that there are oozes in the sewers, they may decide to use this as a way to get in. They will encounter no oozes until they are directly below the kitchen/privy waste disposal chute in the house, at which point they roll initiative as they encounter:

TIER 1 (EL 3)

➤ **Gelatinous Cube** (1): hp 58; see *Monster Manual* page 145.

TIER 2 (EL 5)

➤ **Gelatinous Cube** (2): hp 58; see *Monster Manual* page 145.

TIER 3 (EL 7)

➤ **Gelatinous Cube** (4): hp 58; see *Monster Manual* page 145.

TIER 4 (EL 9)

➤ **Gelatinous Cube** (7): hp 58; see *Monster Manual* page 145.

General Outside:

The Dyversian Patrols will make rounds every 30 minutes. The PCs should avoid these patrols. The patrols will arrest the PCs if they are doing something suspicious. Go to Act X if they get caught.

The performance lasts from 8 p.m. until midnight. It will take about an hour after the performance starts for the traffic to die down, and about an hour before the performance ends, it begins to pick up again. This gives the PCs about a two-hour window to get in and out. During this two-hour period, roll a d6 every 10 rounds for a random encounter. Rolling a 1 causes something off the chart below to happen. This should cause panic and keep them on their toes. Roll a d4 for effect:

Table 1—1

1. Singing happy drunk walks by. He smells of cheap wine and hails the PCs, but wanders off quickly.
2. You see a dark shadowy figure in the alley across the way. It fades back into the blackness and disappears. (The PCs can look, but won't find anything)
3. You are standing next to the building, when suddenly a loud barking erupts from inside the building and continues.

4. It starts raining heavily. All dexterity-based checks are increased in difficulty by 5.

OUTSIDE OF THE BUILDING

Continue to use table 1—1. Feel free to make up harmless encounters if you need something different.

Front Door:

The front door is a sturdy oak door. It seems solidly built and fairly thick. The doorknocker, handle and lock are all made of fine brass.

☛ **Locked sturdy oak door:** 2 in. thick; hardness 5, hp 20; AC 5; break DC 25; Open Lock DC 18 (Tier 1), 20 (Tier 2), 22 (Tier 3), 24 (Tier 3).

☛ **Windows:** ½ inch thick; hardness 0, hp 5; AC 5; break DC 10; Open Locks DC 15 (Tier 1), 17 (Tier 2), 19 (Tier 3), 21 (Tier 4).

The roof has not been extremely well cared for and many tiles are loose. Moving on or across the roof requires a balance check at DC 15 or PCs fall off for 2d6 points of damage (1st d6 is subdual damage). In addition, along the edge of the roof is a 1-inch razor sharp metallic blade that points upwards. This will cut any ropes used to climb to the roof, and will cause an additional 1d4 points of damage to anyone falling from the roof. Should they actually stay on the roof, there is a skylight window with a lock Tier 1 (DC 17), Tier 2 (DC 19), Tier 3 (DC 21), Tier 4 (DC 23) or break (DC 5). The PCs may also be able to get through the walls via traveling spells.

☛ **Skylight:** ½ inch thick; hardness 0, hp 5; AC 5; break DC 10; Open Locks DC 17 (Tier 1), 19 (Tier 2), 21 (Tier 3), 23 (Tier 4).

INSIDE OF THE BUILDING:

DOWNSTAIRS

The front doorway leads into a large living room, which contains several chairs and a small coffee table. A coat tree sits on the north wall next to the door. There is a fireplace on the south wall. Upon the mantelpiece is a mahogany box, a small drawing of Darnell with an elven woman whom you assume to be Hasien, and a small statue of a man wearing a mask. (Knowledge-Religion check at DC 10 to know it represents Olidammara.) A small writing desk sits in the corner next to the stairs on the south wall that leads up to the second floor. At the foot of the stairs, an opening in the wall leads into the dining room.

The guard dogs will be on the first floor in the living room. Note: any loud sound, such as windows breaking will alert the dogs to the presence of the PCs and the dogs will get a chance to surprise the PCs.

TIER 1 (EL 1)

The dogs are awake. There is a small kennel outside where the dogs stay when not inside.

🐾 **Guard Dogs** (3): hp 6 each; see *Monster Manual* page 195.

TIER 2 (EL 3)

The dogs are awake. There is a small kennel outside where the dogs stay when not inside.

🐾 **Guard Dogs** (8): hp 6 each; see *Monster Manual* page 195.

TIER 3 (EL 5)

The wolves are awake. There is a small kennel outside where the wolves stay when not inside.

🐾 **Wolves**, (5): hp 13 each; see *Monster Manual* page 204.

TIER 4 (EL 7)

The wolves are awake. There is a small kennel outside where the wolves stay when not inside.

🐾 **Wolves**, (8): hp 13 each; see *Monster Manual* page 204.

🔪 **Hunting Knife.** The hunting knife is located in a mahogany box attached to the top of the fireplace mantle. The top of the box is a carved stone inlaid with slivers of mother of pearl in the form of 4 animals (stag, bear, wolf and lion), with writing engraved on the surface. (Distribute player handout #4).

Four men named: Mertan, Jerkab, Hayrni, Riity, went hunting in the Gnarley forest. Each man for a different animal (Bear, Lion, Wolf, Stag), and each with a different weapon (Bow, Dagger, Sword, Club). Which animal was killed with a dagger?

- 1-Riity came back with a bear tooth necklace.
- 2-The man with the sword did not kill the stag.
- 3-Hayrni used a Dagger.
- 4-The man with the bow killed the lion.
- 5-Jerkab was not the man with the bow or the man who killed the stag.
- 6-The bear was killed with the sword.

Pushing the picture of the stag will cause the box to open. If they push the wrong animal, then a lightning blast trap may shock the PC.

TIER 1 (EL 2)

⚡ **Lightning Blast:** CR 2; 5-ft.-wide 15-ft.-long bolt (2d6); Reflex save (DC 13) avoids; Search (DC 26); Disable Device (DC 25).

TIER 2 (EL 4)

⚡ **Lightning Blast:** CR 4; 5-ft.-wide 15-ft.-long bolt (4d6); Reflex save (DC 13) avoids; Search (DC 26); Disable Device (DC 25).

TIER 3 (EL 6)

⚡ **Lightning Blast:** CR 6; 5-ft.-wide 15-ft.-long bolt (6d6); Reflex save (DC 13) avoids; Search (DC 26); Disable Device (DC 25).

TIER 4 (EL 8)

⚡ **Lightning Blast:** CR 8; 5-ft.-wide 15-ft.-long bolt (8d6); Reflex save (DC 13) avoids; Search (DC 26); Disable Device (DC 25).

The open doorway on the eastern wall of the dining room leads into the kitchen. The dining room contains a cupboard full of dishes, linens and silverware, all of exquisite quality. It also contains a large dining table and eight chairs.

The kitchen has a fireplace in the middle of the east wall. In the southeast corner is a garbage chute that is kept closed and latched. (DC 15) Climb and (DC 15) Open Locks, from the inside. On the floor are two large bowls. One is empty, and one is filled with water.

There is a nasty smell coming from the chute if the door is opened. Players will realize that this is also the waste chute for the privy.) If the PCs come into the building through this chute, the encounter from the main room takes place here.

The stairway leads up to a second floor hallway. The stairway is covered pit activated by a tripwire. There are two doors on the west wall of the hallway and one on the south. The northwestern hall door leads to the study/library/lab, and the southwestern door leads to the bedroom. The southern door leads into the privy, which also has an exit to the bedroom.

TIER 1 (EL 1/2)

⚡ **Covered Pit Trap (10 Ft. Deep):** CR 1/2; On the 6th stair from the bottom is a fine trip wire. If the wire is tripped, the 5th, 6th, and 7th floor fall collapse into the pit. No attack role necessary (1d6 subdual); Reflex (DC 20) avoids; Search (DC 15); Disable Device (DC 15).

TIER 2 (EL 1)

⚡ **Covered Pit Trap (20 Ft. Deep):** CR 1; On the 6th stair from the bottom is a fine trip wire. If the wire is tripped, the 5th, 6th, and 7th floor fall collapse into the pit. No attack role necessary (1d6 subdual and 1d6 normal); Reflex (DC 20) avoids; Search (DC 15); Disable Device (DC 17).

TIER 3 (EL 2)

⚡ **Covered Pit Trap (30 Ft. Deep):** CR 2; On the 6th stair from the bottom is a fine trip wire. If the wire is tripped,

the 5th, 6th, and 7th floor fall collapse into the pit. No attack role necessary (1d6 subdual and 2d6 normal); Reflex (DC 20) avoids; Search (DC 15); Disable Device (DC 19).

TIER 4 (EL 3)

✧**Covered Pit Trap (40 Ft. Deep):** CR 3; On the 6th stair from the bottom is a fine trip wire. If the wire is tripped, the 5th, 6th, and 7th floor fall collapse into the pit. No attack role necessary (1d6 subdual and 2d6 normal); Reflex (DC 20) avoids; Search (DC 15); Disable Device (DC 21).

The library/study contains a table, a desk, and bookshelves with various books, alchemical supplies, and papers. In a wood and glass cabinet attached to the side of the desk is a beautiful wooden flute.

If the players search the room, they find an invoice (Player Handout #6, No DC value—the players will find it—it is not hidden) among the bills for the costume shop, Celestian Theater, and household bills. This is obviously Darnell's desk. If the PCs examine the papers carefully, they will notice that although Darnell does not seem to be in any financial trouble, the revenues from his business have been decreasing. Although the decrease is not substantial, it could be a cause of concern for the future of Darnell's businesses. A local history check at DC 20 will tell the PC that the decline started gradually about the time that Jeric Andusel set up the Association of Performing Artists.

✧**Flute.** The flute is located on the second floor in the study. This masterwork instrument is in a glass case attached to the desk. The flute is made out of fine mahogany wood and is engraved with the pictures of many winged animals on it.

The opening of the unlocked glass case that contains the flute will trigger a *glyph of warding*. (Player's Handbook pages 209-210)

TIER 1 (EL 1)

✧**Glyph of Warding—burning hands, caster level 3:** CR 1; Semicircle burst of flames 10 ft. long, centered on the lock (3d4); Reflex save (DC 12) for half; Search (DC 28, Rogue only) Disarm Device (DC 28, Rogue only).

TIER 2 (EL 3)

✧**Glyph of Warding—inflict serious wounds, caster level 5:** CR 1; touching the case (3d8+5); Will save (DC 14) for half; Search (DC 28, Rogue only) Disarm Device (DC 28, Rogue only).

TIER 3 (EL 5)

✧**Glyph of Warding—inflict critical wounds, caster level 7:** CR 1; touching the case (4d8+7); Will save (DC 16) for half; Search (DC 28, Rogue only) Disarm Device (DC 28, Rogue only).

TIER 3 (EL 7)

✧**Glyph of Warding—flame strike, caster level 9:** CR 1; touching the case (9d6); Reflex save (DC 16) for half; Search (DC 28, Rogue only) Disarm Device (DC 28, Rogue only).

The master bedroom contains a bed, a wardrobe, a nightstand with bowl, pitcher and towels, a small dressing table, and a trunk. There is a fancy silver jewelry box on the dressing table.

✧**The Emerald Necklace.** The necklace is located in the bedroom upstairs. It is on the dressing table in the unlocked jewelry box (Appraising check at DC15 will value the box at 250 gp). When the PC attempts to open the jewelry box, a poison needle will shoot out from a concealed hole in the front. Inside the jewelry box are 5 rings (2 are costume jewelry), 3 necklaces (The first is a locket with a picture of an elven woman, probably Hasien, and a man who is not Darnell Mestether. On a successful knowledge check: local history or nobility at DC 15, the PC will realize that the man in the portrait looks similar to Jeric Andusel, leader of the Association of Performing Artists. The second is a silver chain with a sapphire bead, and the third is the emerald necklace that they PCs are looking for.), 4 bracelets, 2 copper and 2 silver, and 2 brooches (costume). Successful appraising at DC 15 values the jewelry (minus the emerald necklace) at about 200 gp. Upon close inspection of the emerald necklace, the PCs may notice that the emerald is flawed with a small crack. There is also a letter and some other pieces of jewelry in the box. The letter is a clue for further adventures. If they players read it, they may keep the player handout with their character or may copy it. (See player handout #6). Should the PCs take anything from the box except the emerald necklace (including the note), they will be arrested when they meet with Darnell at the Bird In Hand Tavern.

TIER 1 (EL 2)

✧**Poison Needle Trap:** CR 2; +8 range, (1, plus blue whinnis poison); Search (DC 22) Disable Device (DC 20). **Note:** See DUNGEON MASTER's Guide page 80 for a description of whinnies poison.

TIER 2 (EL 4)

✧**Poison Needle Trap:** CR 2; +8 range, (1, plus carrion crawler brain juice); Search (DC 22) Disable Device (DC 20). **Note:** See DUNGEON MASTER's Guide page 80 for a description of blue whinnis poison.

TIER 3 (EL 6)

✧**Poison Needle Trap:** CR 2; +8 range, (1, plus purple worm poison); Search (DC 22) Disable Device (DC 20). **Note:** See DUNGEON MASTER's Guide page 80 for a description of purple worm poison.

TIER 4 (EL 8)

✦ **Poison Needle Trap:** CR 2; +8 range, (1, plus sassone leaf residue); Search (DC 22) Disable Device (DC 20). **Note:** See DUNGEON MASTER's Guide page 80 for a description of sassone leaf residue.

ACT VIII: AT THE BIRD IN HAND TAVERN AGAIN

Once the items have been retrieved, and the PCs have left the building, they will need to return to the Bird In Hand Tavern to meet with the Guildmaster. He will show up after the performance, and will wait until such time as the PCs arrive. If the PCs arrive before the Guildmaster, Sorith greets them warmly and will either let them wait in the bar or show them to a private room. If the PCs come later, Sorith will greet them and lead them to the back room, whereupon they meet with Guildmaster Mestether. Read or paraphrase the following once they are in the Guildmaster's presence:

"Hello, I assume that your presence here means that you have succeeded. This both pleases and disappoints me. I am pleased that I have picked such worthy people to assume this task, however, I am disappointed that my current defenses were not enough to protect my possessions. May I see the items?" Once the PCs show Darnell the items, he affirms that they have succeeded and continues. *"I wonder if you would tell me how you achieved entrance to my home."*

The PCs regale Darnell with their story. If the PCs killed the dogs, Darnell knows and is mildly upset. He demands that the PCs pay for the dogs (30 gp each) or give up one of the items that they were to get in payment for each dog killed. If they refuse to pay, the adventure is over. Darnell will no longer work with them, they will get no rewards from him, and will get no influence points. If they pay, or have not killed the dogs, Darnell continues.

He nods slowly and congratulates you on your resourcefulness. "Well done my friends. Perhaps you would be interested in a second attempt upon my defenses. This time against more effective barriers."

At this time the PCs may decline. However, they will be contacted after leaving by their guild contacts with a message "strongly suggesting" that they take the assignment. They can find Darnell still in the tavern, and he will accept them back if they return. When they accept, he continues.

"Wonderful! I am glad you have decided to accept my offer. I will need today to enhance my defenses and prepare for your eminent arrival. I will again meet you back here when you have finished."

The PCs may ask any other questions at this time, but Darnell will not give out any information that he did not

reveal before. He will pay them an extra 25gp each for this attempt (Total 175gp). He will use the same items as before, assuring the PCs that they will still receive the items as payment upon completion of the task. He will not give additional items. **If the PCs are adamant about keeping the initial items.** He reluctantly agrees to let them keep the items, and he will let them steal other items that have no value: a cheap copper chain necklace, a rusty kitchen knife, and a glass test tube (from the same areas as before).

The PCs may do whatever they wish during the daylight hours while they are waiting, except spy on Mestether's construction. If they have missed the Astral Theater or Kaireth's Costumes, they may visit these places now. They may also return if they have been here before, but will get no information that isn't included in the earlier encounters.

ACT IX: THE SECOND BREAK-IN

All Tiers

The PCs will not be able to get into the residence from the buildings on either side, no matter what. Be creative in destroying all their hopes for this avenue of entrance.

Sewer: There is a sewer entrance near the residence. The sewer leads directly below the residence.

Knowledge: Architecture & Engineering (DC 15). If a character makes this check, read or paraphrase the following:

In your studies, you were given a problem regarding the waste removal in the sewers of Dyvers. To solve this problem, you studied the local sewer maps and found many interesting facts. As you try to visualize this area in your head, you remember an entrance not far from here that leads directly below the Guildmaster's residence. You also remember that the sewers are kept clean by gelatinous oozes.

Bardic Knowledge (DC 15). If a character makes this check, read or paraphrase the following:

You remember a popular song that extols the dangers of the Dyvers sewers, because of the thieves that use the sewers for secret meetings, and "If the Thieves don't get you, the ooze will."

Now that the characters know there is a sewer that leads underneath the residence, and that there are oozes in the sewers, they may decide to use this as a way to get in. They will encounter no oozes until they are directly below the kitchen/privy waste disposal chute in the house. At which point they encounter:

Note: If the PCs killed the ooze the first time they will still encounter this ooze, the sewer system of Dyvers is populated with Gelatinous Cubes and Rats.

TIER 1 (EL 3)

🐉 **Gelatinous Cube** (1): hp 58; see *Monster Manual* page 145.

TIER 2 (EL 5)

🐉 **Gelatinous Cube** (2): hp 58; see *Monster Manual* page 145.

TIER 3 (EL 7)

🐉 **Gelatinous Cube** (4): hp 58; see *Monster Manual* page 145.

TIER 4 (EL 9)

🐉 **Gelatinous Cube** (7): hp 58; see *Monster Manual* page 145.

See Tier 1 for Specials

General Outside:

The Dyversian Patrols will make rounds every 15 minutes. The PCs should avoid these patrols. The patrols will arrest the PCs if they are doing something suspicious. Go to Act X if they get caught.

The performance lasts from 8 p.m. until midnight. It will take about an hour after the performance starts for the traffic to die down, and about an hour before the performance ends, it begins to pick up again. This gives the PCs about a two-hour window, to get in and out. During this two-hour period, roll a d6 every 10 rounds for a random encounter. Rolling a 1 causes something off the chart below to happen. This should cause panic and keep them on their toes. Roll a d4 for effect:

Table 1—I

1. Singing happy drunk walks by. He smells of cheap wine and hails the PCs, but wanders off quickly.
2. You see a dark shadowy figure in the alley across the way. It fades back into the blackness and disappears. (The PCs can look, but won't find anything)
3. You are standing next to the building, when suddenly a loud barking erupts from inside the building and continues.
4. It starts raining heavily. All Dexterity-based checks are increased in difficulty by 5.

OUTSIDE OF THE BUILDING

Continue to use Table 1—I. Feel free to make up harmless encounters if you need something different.

TIER 1 (EL 3)

🐉 **Gelatinous Cube** (1): hp 58; see *Monster Manual* page 145.

TIER 2 (EL 5)

🐉 **Gelatinous Cube** (2): hp 58; see *Monster Manual* page 145.

TIER 3 (EL 7)

🐉 **Gelatinous Cube** (4): hp 58; see *Monster Manual* page 145.

TIER 4 (EL 9)

🐉 **Gelatinous Cube** (7): hp 58; see *Monster Manual* page 145.

🔪 **Hunting Knife.** If the PCs kept the hunting knife earlier, then replace all references to the hunting knife in this area with a rusty kitchen knife. The hunting knife is located in a mahogany box attached to the top of the fireplace mantle. The top of the box is a carved stone inlaid with slivers of mother of pearl in the form of 4 animals (stag, bear, wolf and lion), with writing engraved on the surface. (Distribute Player Handout #7)

Four men named: Mertan, Jerkab, Hayrni, Riity, went hunting in the Gnarley forest. Each man for a different animal (Bear, Lion, Wolf, Stag), and each with a different weapon (Bow, Dagger, Sword, Club). Which animal was killed with a club?

- 1-Riity came back with a bear tooth necklace.
- 2-The man with the sword did not kill the stag.
- 3-Hayrni used a Dagger.
- 4-The man with the bow killed the lion.
- 5-Jerkab was not the man with the bow or the man who killed the stag.
- 6-The bear was killed with the sword.

Pushing the picture of the wolf will cause the box to open. If they push the wrong animal, then a bolt of electricity will shock the PC.

TIER 1 (EL 2)

⚡ **Lightning Blast:** CR 2; 5-ft.-wide 15-ft.-long bolt (2d6); Reflex save (DC 13) avoids; Search (DC 26); Disable Device (DC 25).

TIER 2 (EL 4)

⚡ **Lightning Blast:** CR 4; 5-ft.-wide 15-ft.-long bolt (4d6); Reflex save (DC 13) avoids; Search (DC 26); Disable Device (DC 25).

TIER 3 (EL 6)

⚡ **Lightning Blast:** CR 6; 5-ft.-wide 15-ft.-long bolt (6d6); Reflex save (DC 13) avoids; Search (DC 26); Disable Device (DC 25).

TIER 4 (EL 8)

⚡**Lightning Blast:** CR 8; 5-ft.-wide 15-ft.-long bolt (8d6); Reflex save (DC 13) avoids; Search (DC 26); Disable Device (DC 25).

The open doorway on the eastern wall of the dining room leads into the kitchen. The dining room contains a cupboard full of dishes, linens and silverware, all of exquisite quality. It also contains a large dining table and eight chairs.

The kitchen has a fireplace in the middle of the east wall. In the southeast corner is a garbage chute that is kept closed and latched. On the floor are two large bowls. One is empty, and one is filled with water.

There is a nasty smell coming from the chute if the door is opened. Players will realize that this is also the waste chute for the privy. If the PCs come into the building through this chute, the encounter from the main room takes place here. The chute is also locked with a latch from the inside of the building at this time. Climb (DC 17), Knock spell, or Bash DC 20 to get in. The latch cannot be "opened" from the inside of the chute.

The stairway leads up to a second floor hallway. The stairway is trapped with a tripwire. There are two doors on the west wall of the hallway, and one on the south. The northwestern hall door leads to the study/library/lab, and the southwestern door leads to the bedroom. The southern door leads into the privy, which also has an exit to the bedroom.

TIER 1 (EL 1/2)

⚡**Covered Pit Trap (10 Ft. Deep):** CR 1/2; On the 6th stair from the bottom is a fine trip wire. If the wire is tripped, the 5th, 6th, and 7th floor fall collapse into the pit. No attack role necessary (1d6 subdual); Reflex (DC 20) avoids; Search (DC 15); Disable Device (DC 15).

TIER 2 (EL 1)

⚡**Covered Pit Trap (20 Ft. Deep):** CR 1; On the 6th stair from the bottom is a fine trip wire. If the wire is tripped, the 5th, 6th, and 7th floor fall collapse into the pit. No attack role necessary (1d6 subdual and 1d6 normal); Reflex (DC 20) avoids; Search (DC 15); Disable Device (DC 17).

TIER 3 (EL 2)

⚡**Covered Pit Trap (30 Ft. Deep):** CR 2; On the 6th stair from the bottom is a fine trip wire. If the wire is tripped, the 5th, 6th, and 7th floor fall collapse into the pit. No attack role necessary (1d6 subdual and 2d6 normal); Reflex (DC 20) avoids; Search (DC 15); Disable Device (DC 19).

TIER 4 (EL 3)

⚡**Covered Pit Trap (40 Ft. Deep):** CR 3; On the 6th stair from the bottom is a fine trip wire. If the wire is tripped, the 5th, 6th, and 7th floor fall collapse into the pit. No attack

role necessary (1d6 subdual and 2d6 normal); Reflex (DC 20) avoids; Search (DC 15); Disable Device (DC 21).

The library/study contains a table, a desk, book shelves with various books, alchemical supplies, and papers. In a wood and glass cabinet attached to the side of the desk is a beautiful wooden flute.

If the players search the room, they find an invoice (Player Handout #6, No DC value--the players will find it--it is not hidden) among the bills for the costume shop, Celestian Theater, and household bills. This is obviously Darnell's desk. If the PCs examine the papers carefully, they will notice that although Darnell does not seem to be in any financial trouble, the revenues from his business have been decreasing. Although the decrease is not substantial, it could be a cause of concern for the future of Darnell's businesses. A local history check at DC 20 will tell the PC that the decline started gradually about the time that Jeric Andusel set up the Association of Performing Artists.

🎷**Flute:** If the PCs kept the flute earlier, then replace all references to flute in this area with a glass test tube. The flute is located on the second floor in the study. This masterwork instrument is in a glass case attached to the desk. The flute is made out of fine mahogany wood and is engraved with the pictures of many winged animals on it. The opening of the unlocked glass case that contains the flute will trigger a glyph of warding. (see *Player's Handbook* pages 209-210)

TIER 1 (EL 1)

⚡**Glyph of Warding—burning hands, caster level 3:** CR 1; Semicircle burst of flames 10 ft. long, centered on the lock (3d4); Reflex save (DC 12) for half; Search (DC 28, Rogue only) Disarm Device (DC 28, Rogue only).

TIER 2 (EL 3)

⚡**Glyph of Warding—inflict serious wounds, caster level 5:** CR 1; touching the case (3d8+5); Will save (DC 14) for half; Search (DC 28, Rogue only) Disarm Device (DC 28, Rogue only).

TIER 3 (EL 5)

⚡**Glyph of Warding—inflict critical wounds, caster level 7:** CR 1; touching the case (4d8+7); Will save (DC 16) for half; Search (DC 28, Rogue only) Disarm Device (DC 28, Rogue only).

TIER 3 (EL 7)

⚡**Glyph of Warding—flame strike, caster level 9:** CR 1; touching the case (9d6); Reflex save (DC 16) for half; Search (DC 28, Rogue only) Disarm Device (DC 28, Rogue only).

The master bedroom contains a bed, a wardrobe, a nightstand with bowl, pitcher and towels, a small dressing table and a trunk. There is a fancy silver jewelry box on the dressing table.

❖ **The Emerald Necklace:** If the PCs kept the emerald necklace earlier, then replace all references to emerald necklace in this area with a cheap copper necklace. The necklace is located in the bedroom upstairs. It is on the dressing table in the unlocked jewelry box (Appraising check at DC 15 will value the box at 250 gp). When the PC attempts to open the jewelry box, a poison needle will shoot out from a concealed hole in the front. Inside the jewelry box are 5 rings (2 are costume jewelry), 3 necklaces (The first is a locket with a picture of an elven woman, probably Hasien, and a man who is not Darnell Mestether. On a successful knowledge check: local history or nobility at DC 15, the PC will realize that the man in the portrait looks similar to Jeric Andusel, leader of the Association of Performing Artists. The second is a silver chain with a sapphire bead, and the third is the emerald necklace that they PCs are looking for.), 4 bracelets, 2 copper and 2 silver, and 2 brooches (costume). Successful appraising at DC 15 values the jewelry (minus the emerald necklace) at about 200 gp. Upon close inspection of the emerald necklace, the PCs may notice that the emerald is flawed with a small crack. There is also a letter and some other pieces of jewelry in the box. The letter is a clue for further adventures. If they players read it, they may keep the player handout with their character or may copy it. (See player handout #6). Should the PCs take anything from the box except the emerald necklace (including the note), they will be arrested when they meet with Darnell at the Bird In Hand Tavern.

TIER 1 (EL 2)

☞ **Poison Needle Trap:** CR 2; +8 range, (1, plus blue whinnis poison); Search (DC 22) Disable Device (DC 20). **Note:** See DUNGEON MASTER's Guide page 80 for a description of whinnies poison.

TIER 2 (EL 4)

☞ **Poison Needle Trap:** CR 2; +8 range, (1, plus carrion crawler brain juice); Search (DC 22) Disable Device (DC 20). **Note:** See DUNGEON MASTER's Guide page 80 for a description of blue whinnis poison.

TIER 3 (EL 6)

☞ **Poison Needle Trap:** CR 2; +8 range, (1, plus purple worm poison); Search (DC 22) Disable Device (DC 20). **Note:** See DUNGEON MASTER's Guide page 80 for a description of purple worm poison.

TIER 4 (EL 8)

☞ **Poison Needle Trap:** CR 2; +8 range, (1, plus sassone leaf residue); Search (DC 22) Disable Device (DC 20). **Note:** See DUNGEON MASTER's Guide page 80 for a description of sassone leaf residue.

ACT X: GUARDS GUARDS!!!

If/When the PCs do something extremely stupid, like shoot a fireball at the guard dogs, OR when they do something that would catch the notice of people in neighborhood. (Listen at DC 18 or Spot at DC 18 with a circumstance modifier of +1+5 depending on the situation. DM's Discretion.) A runner is dispatched to get the Dyvers Watch.

If the Watch is attacked they will fight to subdue and after three rounds a Dyvers Armed Intervention squad will be sent to assist.

ALL TIERS

☞ **Dyvers Guard Patrol, male human Ftr 1 (4):** Medium-size Humanoid (human); HD 1d10+2; hp 12; Init +2 (Dex); Spd 30; AC 18 (touch 12, flat-footed 16); Atks +5 melee (1d8+4/19-20, longsword), SV: For +4, Ref +2, Will -1; Str 16, Dex 14, Con 14, Int 10 Wis 8, Cha 10.

Skills and Feats: Climb +7; Jump +7, Ride +6; Power Attack, Weapon Focus (long sword), Quick Draw.

Possessions: Chainmail, large steel shield, longsword.

☞ **Dyversian Patrol Sergeant Smythe, male human Ftr4:** HD 4d10+8; hp 36; Init +1 (Dex); Spd 30; AC 19 (touch 11, flat-footed 18); Atks +7 melee (1d8+5/19-20, longsword) SV Fort +6 Ref +2 Wil +0; Str 16, Dex 12, Con 14, Int 13, Wis 8, Cha 8.

Skills and Feats: Climb +10, Jump +10, Ride +9, Swim +10; Weapon Focus (longsword), Power Attack, Expertise, Weapon Specialization (longsword).

Possessions: Banded mail, large steel shield, longsword.

Dyvers Armed Intervention consists of 12 1st lvl guards, one captain (Ftr6), one lieutenant (Ftr5), two sergeants (Ftr4), two priests (Clr3), and two mages (Wiz3). PCs *Should not defeat the intervention team.*

ACT XI: JAIL

As the PCs sit waiting in the jail cell, or attempting to get the guards to send a message to Darnell, Darnell is making plans to have them released. After waiting about 2 hours in the cell, a guard comes to the door, unlocks it and says:

"I apologize for the misunderstanding. It seems that we mistook you for another group of ruffians. You will not be bothered again this evening, and no record will be made of your arrest. It appears you have friends in the right places."

He will give no other explanation, as he really does not know why the PCs are being released. If the PCs continue to harass the Watch, then they will be put back into their cell, and left there. Darnell will NOT get them out twice.

ACT XII: AT THE BIRD IN HAND, CONCLUSION

When the PCs return to the Bird In Hand Tavern to meet with the Guildmaster, Sorith greets them warmly and shows them to the back room. Read or paraphrase the following once they are in the Guildmasters presence:

"I see that you were not quite so successful this time around. [If they were successful, please rephrase this] I have a very good idea about the rest of the changes that I need to make, and I am quite confident that my home will now be secure. I have made arrangements for your payment. He tosses a bag of coins across the table to you. I thank you for your assistance and hope that we may work together more in the future. (Again, if the PCs killed the dogs, Darnell will know about it, and is mildly upset. He demands that the PCs pay for the dogs (30 gp each) or give up one of the items that they were to get in payment for each dog killed. If they refuse to pay, the adventure is over. Darnell will no longer work with them, they will get no extra rewards from him, and will get no Influence Points.)

If there are any Bards in the party, Darnell will say to them: Ah young sir/lass perhaps you would be interested in receiving tutelage from a Master Bard such as myself. Upon seeing the excellence of your abilities, I will then talk to the other guild members about accepting your application for membership... on a trial basis of course. So, what do you say?

Have The PC fill out the Hegemony Membership and send to Josh Elliott, c/o Michele Maakestad, 130 Hackberry, North Liberty, IA 52317.

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.

Act IV

Questioning Sorith 25 xp

Act V

Questioning Alessa 25 xp

Act VI

Questioning Kaireth 25 xp

Act VII

Successfully breaking in first time without killing dogs or stealing any other items 125 xp
Defeating the gelatinous cube (included in "breaking in"

Act VII or Act IX

Finding the invoice 25 xp
Finding and reading the letter 25 xp

Act VIII

Reporting back to Darnell 50 xp

Act IX

Successfully breaking in second time without killing dogs, or stealing any other items 125 xp

Act X

Escaping the guards 25 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:

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 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.

Act VIII

- Total Gold: 140 gp (20 gp per character x7 characters)

Act VII

- Emerald Necklace – Value 100 gp
- Masterwork Dagger – Value 102 gp
- Masterwork Flute – Value 100 gp

Act XII

- Total Gold: 175 gp (25 gp per character x 7 characters)
- Invitation to join Hegemony – Value 0 gp (may be given to as many characters as are eligible for it)

Influence Points

One of the following per player: Only one Influence Point per character per module. Player must choose.

1 Influence Point Hegemony OR Influence with Messenger's Guild

1 Negative Influence Point with Messenger's Guild (see Messenger's Guild outline for negative Influence criteria. May be given out in addition to Hegemony Influence Point, but not in addition to Messenger's Guild Influence Point.)

MESSENGER'S GUILD

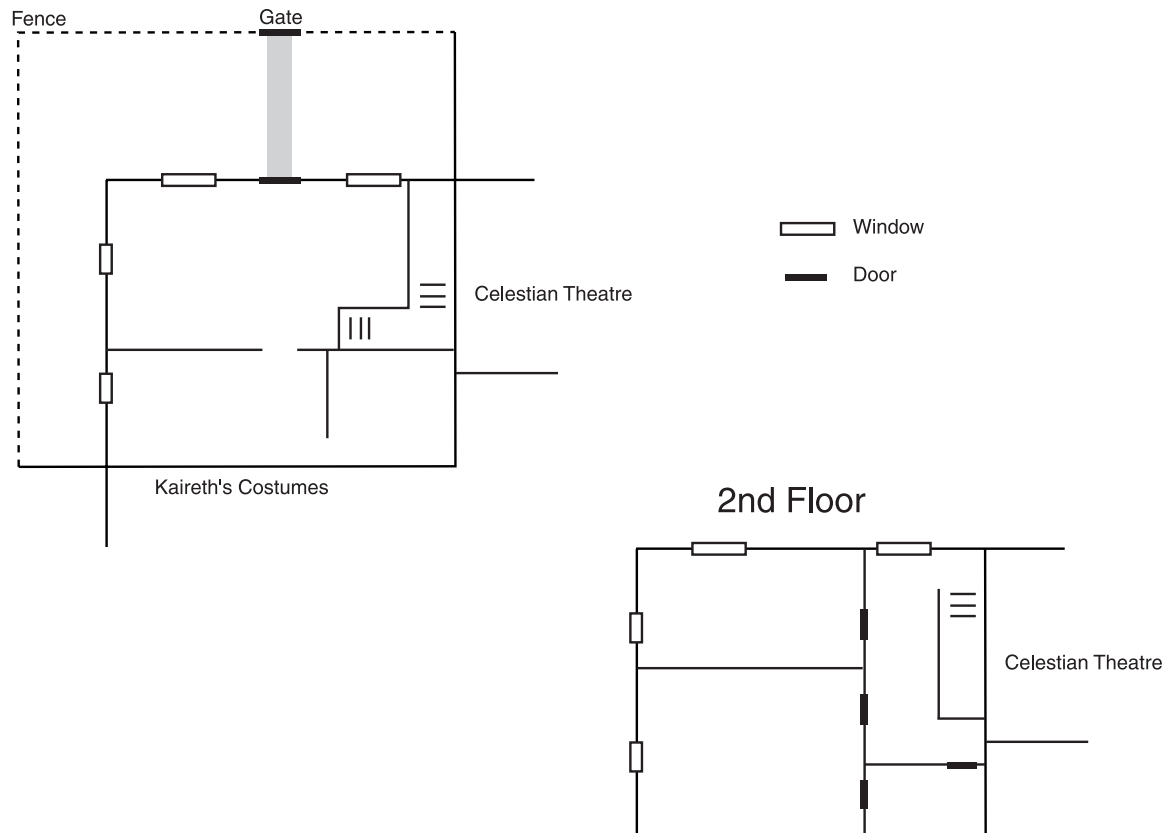
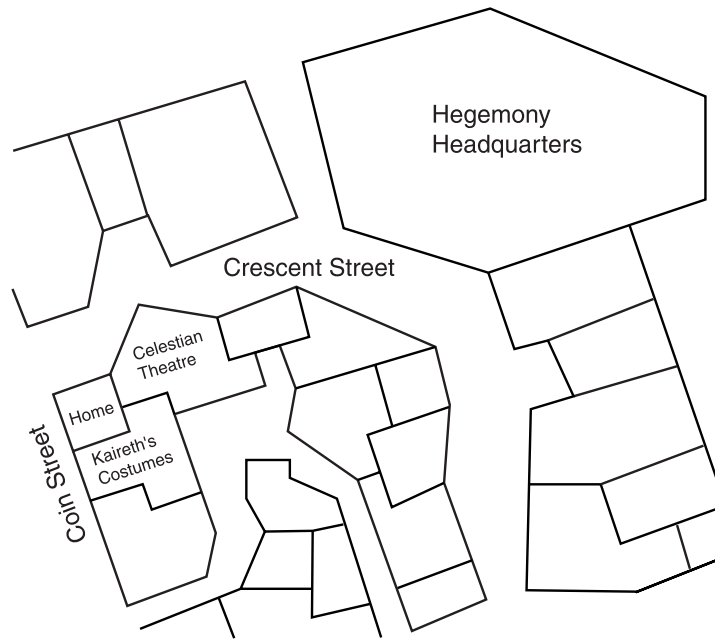
The Messenger's Guild is made up of boys and girls ages 6-10. They are recruited as a "first-step" to other guilds. For each message delivered, they must report back on who the message was from, who it was delivered to, when it was delivered, and any other information. They are paid based on their ability to remember information and their success in delivering the message. Each guild member is periodically evaluated for the quality of his or her information. The better information they give, the more likely they are to get into a "real" guild. Members stay in this guild for an average of 2-3 years. The members of the Messenger's Guild can be recognized by a small copper pin of an eagle, worn on the collar of their red vest. The guild has drop boxes for messages at various locations about the city. Collection times are listed on the boxes. Messages can also be dropped off at guild headquarters, or a servant can be sent to request the services of a Messenger. A Messenger may be hired at the cost of 1 copper piece to read the message to the recipient.

PCs who tip a Messenger will receive 1 Influence Point with the Messenger's Guild, which may be used for information on a message's origin, content, who else it was delivered to, etc. PCs who do not tip will receive a Negative Influence Point with the Messenger's Guild, which may mean that their next message arrives late, or in bad condition. Harassment of Messenger's Guild members may mean that the PC doesn't receive their next message at all, or it may be incorrect.

PLAYER HANDOUT #1

The Hegemony is planning something. We know that it has something to do with the new Association of Performing Artists. They may be plotting against them. We need you to find out more about their plans. We have “acquired” an invitation for you to a meeting with the Guildmaster Darnell Mestether for a task he wants done. Report back to headquarters with your information.

PLAYER HANDOUT #2



PLAYER HANDOUT #3



PLAYER HANDOUT #4

Four men named: Mertan, Jerkab, Hayrni, Riity, went hunting in the Gnarley forest. Each man for a different animal (Bear, Lion, Wolf, Stag), and each with a different weapon (Bow, Dagger, Sword, Club). Which animal was killed with a club?

- 1-Riity came back with a bear tooth necklace.
- 2-The man with the sword did not kill the stag.
- 3-Hayrni used a Dagger.
- 4-The man with the bow killed the lion.
- 5-Jerkab was not the man with the bow or the man who killed the stag.
- 6-The bear was killed with the sword.

PLAYER HANDOUT #5

TO: D. MESTETHER

FROM: J&J SHIPPING CO.

RE: Shipment of aforementioned items.

The three aforementioned items will arrive 2 months from the receipt of this letter. There was no trouble in acquisition. They will arrive on the caravel ship *The Sleeping Dragon*.

Jonah Toreth.

PLAYER HANDOUT #6

Dear Madam Alimpur,

It is my fondest hope that this message finds you well. It has been many years since our last meeting and the fortunes of our business are well. Since our last meeting, I have married and my lovely wife has gifted me with a son. I wish to keep with tradition and have you meet with Jeric upon his upcoming birthday, however I fear there are complications.

Our family has always taken great pride in our business. As you know, the success of the business relies on each generation carrying forward the plans of the last, and to your unwavering support. I am unable to make Jeric understand the importance of the business. His head is forever in the clouds and he insists on making jokes and telling stories during the most serious conversations. He simply will not take things seriously. He has declared that he wishes to become a bard, a *jester*, no less, and is organizing a group of rogues into an organization called the Association of Performing Artists. The Hegemony (bless them) has voiced their displeasure at this group, but they seem determined to carry out their foolish whim, and many of the common folk in the city are supporting them.

You have forever been a guiding force for our family, helping in times of need, and watching out for us. Fortunately, we rarely require your direct intervention. This time, however, I feel that my own efforts are inadequate, and I respectfully request your intervention. I leave it up to your best judgment on how to deal with the lad's wandering. Please help me show him the importance of the business and family and lead him away from his destructive course.

Forever in your debt,
Marcus

PLAYER HANDOUT #7

Four men named: Mertan, Jerkab, Hayrni, Riity, went hunting in the Gnarley forest. Each man for a different animal (Bear, Lion, Wolf, Stag), and each with a different weapon (Bow, Dagger, Sword, Club). Which animal was killed with a club?

- 1-Riity came back with a bear tooth necklace.
- 2-The man with the sword did not kill the stag.
- 3-Hayrni used a Dagger.
- 4-The man with the bow killed the lion.
- 5-Jerkab was not the man with the bow or the man who killed the stag.
- 6-The bear was killed with the sword.

THE BARDIC HEGEMONY

Application of admittance to the Bards College, and the Bardic Hegemony.

Player Name:

Character Name:

RPGA #

Character Class,

Race,

Gender

Level:

Stats: Str ___ Dex ___ Con ___ Int ___ Wis ___ Cha ___

Ranks in:

Perform - _____

Perform - _____

Perform - _____

Innuendo - _____

Bluff - _____

Disguise - _____

Tumbling - _____

Other - _____

Reasons for wanting to join the Hegemony:

Other qualifications:

Sponsored by: Guildmaster Darnell Mestether

SCENARIO REVIEW

DM's & Con Coordinators,

Please fill out this form at each table of this event that you run. Send the forms to Michele Maakestad, 130 Hackberry, North Liberty, IA 52317.

Did the PCs discover the locket and the association between Hasien and the Andusel family?

☐ Yes ☐ No

Did the PCs tell Darnell Mestether about the association between Hasien and the Andusel family?

☐ Yes ☐ No

Did the PCs discover that Alessa is a spy for the Association of Performing Artists?

☐ Yes ☐ No

Did the PCs discover the shipping invoice for the incoming items?

☐ Yes ☐ No

Did the PCs get arrested?

☐ Yes ☐ No

Did the PCs report their findings to their temples or guilds?

☐ Yes ☐ No