

DYV2-01



STRIKE!

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

Version 1

by Brad Gardner

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Several professional guilds are on strike, and it doesn't look like the Gentry are going to give in. Can something be done to ease the growing tensions in the city? An adventure for characters levels 1-8.

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

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution 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, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works 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 running the event. 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's 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 described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. 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 both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually 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.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

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 DMs 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" among 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 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 (www.wizards.com/rpga), 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 character participating in the adventure. To determine the Average Party Level (APL):

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in the Dyvers. All characters pay one Time Units to participate in the adventure if their current home region is Dyvers. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters with another current home region pay double these costs for the adventure.

ADVENTURE SUMMARY AND BACKGROUND

An alienist wizard was slain by heroes six months ago while he attempted to gain control of some arcane artifact. Zith, his quasit familiar, escaped and is now trying not only to cause a little mischief in Dyvers, but gain power in the Lower Planes as well. Using his freedom on the material plane (something normally denied to those of the lower planes, unless specifically summoned), he struck a deal with a lord of the lower planes. If Zith is able to open a gate for the lord so he could cross over, the lord will give Zith significant power in the lower planes.

There is only one problem: Zith, being a quasit, lacks the ability to make gates from the lower planes to this world. The obvious solution was for the tiny demon to spend many years learning the magical arts, until he could open gates on his own. Too slow! So, Zith has decided to cheat.

As an alienist, his former master had a strong interest in all things extraplanar. Fortunately for Zith, his alienist master was slain far away from his lair in Dyvers, leaving Zith with access to his former master's books. He studied them long and hard, until he discovered that if one extradimensional space is put inside another they interact ... oddly. Sometimes there is an explosion, sometime everything inside is twisted into horrible shapes, and every once in a while a gate is formed. Zith theorized that if the right extradimensional space were put inside another one, in just the right place, a gate would appear.

He communed with the lower planes for weeks, until he got enough information to determine how to place a *rope trick* spell in just the right place. During study breaks, he also scouted the city for extradimensional spaces. He eventually found one in a recently converted university dorm, now home to the Sorcerers Guild.

Zith next needed a way in. His way came in the form of a sorcerer named Talbot Grandhearth, a rather naive fellow who was looking for a familiar. Zith confronted Talbot in the form of a raven, and convinced him to drink from a *potion of love* (obtained from the former master's lair). This made Talbot immediately enamored with Zith, and Zith used this leverage to make Talbot think they were bonded, familiar and master.

The final ingredient to Zith's plan is to draw out the sorcerers, so Zith can have time to create the gate in the extradimensional space (which happens to be the living quarters of the current Guildmaster - the space being a personal secret of the current guildmaster). Zith heard in his wanderings that the wizards and sorcerers guild have a mild dislike of each other - since the sorcerers act as competition to the Dweomer Crafter's Guild. He has also heard that neither the Dweomer Crafter's Guild or the Sorcerer's Guild are liked by the Sewermen's Guild; many of the things the Dweomer Crafter's Guild dispose of are dangerous, and several accidents have occurred recently.

So, Zith has decided to make the Dweomer Crafter's Guild look as if they were disposing of dangerous materials, and then plant evidence that Sorcerers Guild (specifically Talbot Grandhearth) was behind it. While things are being sorted out, he'll sneak into the Guildmaster's room and open the gate.

ADVENTURE SUMMARY

Timeline of Events: A timeline of events that occur, if the party does not determine who caused the accident. Optional encounter information is also included for those players who want to join the strike is included if this should happen.

Player Introduction

Scene One: The characters begin to make their way to a nearby inn after a long, hard day. They witness the effects of a sewer accident while they are on the way and have a chance to assist in a rescue effort. After the accident is brought under control, some of the workers call for a strike.

Scene Two: The strike starts up the next day. Sorcerers are summoned to the guildhall. Members of the Constabulary are summoned by the city. Smiley the Kobold asks parties unaffiliated with the other two groups to find out the truth behind the accident

Scene Three: The party can investigate the accident, following one of several paths. Eventually it is possible to gather enough evidence to point the finger at Talbot Grandhearth of the Sorcerer's Guild.

Scene Four: The party can head to the sorcerer's guild to determine if Talbot is involved. Talbot talks with them about their suspicions, until he's taken out by the demon, Zith.

Scene Five: The party can investigate Darkleaf's Treasures in order to learn more about Talbot's familiar.

Scene Six: In order to stop the gate from being opened the party must get to the guildmaster of sorcerer's bedroom in order to stop the gate from being opened.

Epilogue: The party either reveals the evidence of demonic meddling to the proper authorities or the strike is brought to a bloody conclusion.

TIMELINE OF EVENTS

This is a timeline of events, and the description of what goes on at the appropriate time. The purpose of these events is to show how tensions in the city are escalating, in hopes characters will want to do something about it. If there is insufficient time during the slot to run a timeline event, feel free to skip it. Timeline events can also be modified to help steer wayward characters back onto the investigative track.

The timeline starts on Day 1, sometime in the morning. Players should encounter an event when walking in the streets. Remember to keep track of the amount of time player's use up—they only have a limited amount of time. Assume travel in the city takes a half-hour, on average, during days one through four. On days five, six, and seven it takes a full hour, due to the garbage in the streets. Also remember that if players "take 20" on any skill checks, it takes twenty times as long to use those skills. This time can add up.

Any Day (nighttime)

This scene can take place any night that the characters are walking around the city, in Old Town. Read the following:

Shortly after night falls, a light rain starts to fall. The streets are unusually dark tonight, since the Lamplighters Guild hasn't lit the streetlamps. As you walk down the street, you hear the sounds of a struggle from a nearby alley.

Inside the alley, three thugs dressed to look like members of the constabulary are beating up a pair of strikers. If the party asks what's going on, the "constabulary" says they're arresting a couple of lawbreakers and orders the party to move on. Characters making a Sense Motive check (opposed check against Tom Syken's +0 Bluff skill) will realize that these guys aren't members of the constabulary. Even if the characters fail the check, the thugs talk as if they're more interested in beating up the strikers than arresting them. The thugs defend themselves if attacked. If things go badly during the fight, they attempt to run.

Thugs

☛ **Tom Syken, Stone and Osprey** See Appendix C for details.

Strikers

☛ **"Grumbler" and "Peeps"**: See Appendix C for details. Use stats for "Strikers", but make them gnomes (one male, one female).

Conclusion:

- If the characters do nothing: The next day the players hear about several scuffles between the constabulary and striking guild members, though no arrests were made.
- If the characters save the strikers from the thugs: The strikers thank the characters for their help. They claim (truthfully) that they were peacefully striking, when they were pulled into the alley by the constabulary and beaten.
- If the thugs are captured: They refuse to say anything (except for Tom, who vows revenge). If searched, the characters discover the constabulary tabards the thugs are wearing are fake (the stitching is poorly done, and the fabric is the wrong type). If the constabulary is summoned, the thugs are arrested for impersonating a member of the constabulary.
- If the characters commit a crime (such as manslaughter): The constabulary investigates, and eventually determines who committed the crime. After the adventure concludes, characters are convicted of the appropriate crime (see Appendix A).

Day 3 (Morning)

When the characters start their morning, read the following:

It's another fine day in Dyvers, except for the smell. A putrid stench wafts in from outside your window. Looking out, you see the sewers have backed up, creating a small brown pool of waste in the street. The street trash from yesterday that the Streetsweepers Guild normally removes still litters the sidewalk. Looks like a good day to wear tall, sturdy boots.

The rain from last night has backed up the sewers, and since no one is on duty to fix it, the sewers have flooded in some areas. When the players go to the common room to eat, they hear that the Gentry have ordered the strikers back to work. If the strikers return to work today, the Gentry vows to continue to negotiate with the guilds until all grievances are resolved. Most people are not optimistic that such a "request" will be heeded.

Day 3 (Afternoon)

Read the following in the afternoon of Day two:

A light rain starts up again this afternoon, the clean rainwater mixes with the fetid waste lying all along the street (Druid characters must make a will save DC14 or become personally disgusted. Only in a "civilized" area could such a thing happen and despoil the gift of nature.). *The rain helps dampen the awful smell in the air, but doesn't bode well for the already clogged sewers.*

As you walk down the street, you hear a commotion up head. On the next street up a squad of four deputies is holding back a small group of protesters. The protesters are shouting angrily at the constabulary.

These strikers are angry at the demands of the Gentry and the beatings by the constabulary that occurred last night. Their anger is about to boil over, if they aren't calmed down. Characters can try to calm down the strikers (Diplomacy DC 15, modified by the quality of their argument).

☛ **Strikers (6)**: hp 7; See Appendix C for details.

☛ **Deputies (4)**: hp 12; See Appendix C for details.

After 30 seconds of the strikers pushing against the deputies, the strikers attack the deputies with rocks and makeshift weapons. Without assistance, the deputies defeat the strikers after several rounds of combat.

If the characters want to help one side or the other by attacking, don't actually run the combat unless there is a lot of time left in the slot. Instead, describe the combat and the results briefly.

Conclusion:

- If the characters do nothing or do not go out in the afternoon: The deputies defeat the strikers after several rounds, but the deputies are injured as a result. The characters hear about a riot by protesters the next day that was quickly put down by the constabulary.
- If the characters help calm the protesters: The protesters go back to picketing, with only the occasional grumble.
- If the characters help disable protesters: The constabulary gets the situation under control quickly (with no deputies injured), and thanks the characters for their help.

- If the characters commit a crime: The constabulary takes the character in for questioning, by force if necessary. The character is released on his own recognizance if he can post bail (100GP minimum), pending an investigation. After the adventure concludes, characters are convicted of the appropriate crime (see Appendix A).
- If the characters help out the protesters: The party overcomes the deputies. The protesters smash in windows and cause general mayhem in the streets, then run when they hear constabulary reinforcements arrive.

Day 5 (Morning)

In the morning, you look out your window to see the shallow pond of rancid filth has become a lake, filling the entire street. A carter, trying to move a load of supplies down the street, has gotten his wheels stuck in the trash piling up on the street. Flying insects fill the street in droves. Even worse is the smell, which is so nauseating you can't face the prospect of eating breakfast.

Movement through the city takes twice as long today, and must be done by foot. Vehicles are not able to get through this mess of clogged sewers and street trash.

Day 5 (Afternoon)

As you pick your way through the garbage-laden street, you hear a commotion up ahead. On the next street up, you can see a squad of eight deputies holding back a group of 20 protesters. The protesters are shouting angrily at the constabulary. Suddenly, the crowd surges ahead, attacking the deputies with broken table legs, and other discarded items.

The strikers' anger has been building due to the demands of the Gentry and the beatings by the constabulary that occurred last night. Their anger has caused them to attack the constabulary. While the deputies are well trained, they are also vastly outnumbered. Without help they do their best, but are ultimately overwhelmed by the protesters.

🗡️ **Strikers (20):** hp 7; See Appendix C for details.

🗡️ **Deputies (8):** hp 12; See Appendix C for details.

If the characters want to help one side or the other by attacking, don't actually run the combat unless there is a lot of time left in the slot. Instead, describe the combat and the results briefly.

Conclusion:

- If the characters do nothing or do not go out in the afternoon: They hear about a riot by protesters that got out of control, killing three deputies and injuring eight others. As a result, Larissa Hunter (Magister of Dyvers) has doubled the number of deputies on duty at a time.

- If the characters help disable protesters: The constabulary gets the situation under control, and thanks the characters for their help.
- If the characters commit a crime: The constabulary takes the character in for questioning, by force if necessary. The character is released on his own recognizance if he can post bail (100GP minimum), pending an investigation. After the adventure concludes, characters are convicted of the appropriate crime (see Appendix A).
- If the characters help out the protesters: Once the deputies are disabled, the crowd starts to smash in nearby buildings and cause some general mayhem. Eventually constabulary reinforcements arrive and arrest anybody in the area. If the characters are taken into custody, they spend a night in jail, and are fined 50GP for disorderly conduct, plus the 10GP for damages. The judge will have to adjudicate the success of whatever efforts are made by the characters to escape the crime scene.

Day 5 (Night)

Night has fallen, making the journey through the darkened streets all the more dangerous. As you come to an intersection, you see a bright light from down a side street. It seems some of the more flammable trash has caught fire, and threatens to ignite a nearby building.

The fire is currently small (2 hexes wide), but growing. It spreads 1 hex every third round (choose a random direction). Tossing water on the fire can put out one hex of fire. There is a well 100-feet away.

Anyone searching for the cause of the fire (Search, DC 20) finds that a couple of cigars ("Darkleaf's Best" brand) were thrown into the trash to make it catch on fire. The Darkleaf brand of cigars is sold by the Darkleaf halfling clan, is currently only distributed locally, and is quite expensive. If the characters try to track down where these cigars might have been distributed at, take them to Encounter Six (Hidden Treasures).

Conclusion:

- If the characters put out the fire: It is reported that several trash fires were reported in the city, but only one building burned down. The general consensus is that strikers lit them in some attempt to force the strike to be resolved.
- If the characters can't control the fire: It is reported that several trash fires of significant size were reported in the city, causing several unoccupied buildings to burn down. The general consensus is that strikers lit them in some attempt to force the strike to be resolved.

Day 7 (Morning)

It seems impossible, but the putrid stench from the waste in the street is even stronger this morning. As you break your fast you hear people talking about the ultimatum the Magister has given

the strikers: Stop the strike and resume work by sundown, or the strike will be broken up by force. The Magister has also put most of the City Watch on standby.

Larissa Hunter, the Magister, has had enough. She plans to use force to break the strike and the guild if necessary. If a character is a member of the City Watch and inquires about their unit, they find out that their particular unit has not been called into action yet.

Day 7 (Evening)

At dusk, the watch rides in to break the strike. Go to Epilogue A for details.

INTRODUCTION

The characters begin in Dyvers, in the Trade District near the north end of the Gnarly Road.

You arrive at Dyvers late in the evening, after a long day of travel along the Gnarly Road. Tired and footsore, you head southwest down Crooked Street toward Old Town, for a night of revelry or rest.

Two nearby Halflings light streetlamps to ward off the impending darkness. You can smell the sea breeze coming off the Nyr Dyv as you walk among the people going home from a long day of work. You can hear the scrape and shuffle of boxes from a nearby alley, as some of Dyvers poorer residents settle into their “homes” for the evening.

Ah, it's good to be back in Dyvers.

Have the players introduce themselves, since they have been traveling together in the caravan for a while. This adventure takes part in the first week of the month of Ready (spring), 592 CY.

ENCOUNTER 1: NIGHT UNDER THE TOWN

Suddenly, you hear the sound of an explosion. Looking down a darkened alley, you see a plume of smoke coming from around an iron lid built into the street. The lid is ajar, and seems to have been covering a hole in the ground. When you approach the hole, you hear humanoid screams coming from down below.

The party starts on Crooked Street, east of the Dweomer Crafter's Guild, in the trade district (F-21, for those judges who have a city map). Anyone with Knowledge (Dyvers) (DC 10) or Knowledge (engineering) (DC 10) knows the hole is an access tunnel to the cities sewer system. There is a metal ladder leading down to the sewer system below.

Read the following if the players choose to investigate:

The ladder descends deep into the earth. Eventually you emerge into a long, circular tunnel. A channel runs down the middle of

the tunnel; a murky, foul-smelling liquid flows through it. A narrow walkway runs along each side of the tunnel.

On the far side of the tunnel is an opening into a side tunnel. A pair of columns bracket the entrance to the side tunnel. The columns display a variety of humanoid and monstrous faces, each in some macabre pose. Over the top of the tunnel is a bat-like creature with the head of a goat, staring down as if in judgment. The wings of the creature form an arch over the tunnel. A large crystalline gate used to block the tunnel, but has since been removed by force. It lies across the primary tunnel floor.

Tearing your eyes away from the side tunnel, you look down the primary tunnel to see that the ceiling has caved in.

The sewer tunnels are 25 feet below the surface. There are three workers trapped in the cave in. Characters notice their location with Spot check (DC 10). Characters failing a Spot check can hear the workers calling for help and can make a Listen check DC 5 to locate where they are.

Freeing each of the workers requires a Strength check (DC 16). The DC goes down by 2 each round someone removes rubble next to a trapped person. The workers try to free themselves each round on their own or by using “aid another” if a character is trying to free them.

☛ **Frederick**, male human, **Yod Lodder**, male dwarf and **Penelope Darkleaf**, female halfling See Appendix C for details.

In addition, in the third round after the players arrive, one or more oozes come out of the secondary tunnel and attack the nearest person. Any players not keeping an eye on the tunnel can make a Listen check (DC 15 if there is still a fire, DC 12 otherwise) to hear the ooze moving through the water.

APL 2 (EL 3)

☛ **Gelatinous cube**: hp 58, CR 3; see *Monster Manual*.

APL 4 (EL 5)

☛ **Gray ooze**: hp 35, CR: 5; see *Monster Manual*.

APL 6 (EL 7)

☛ **Gray ooze**: hp 26; see *Monster Manual*.

☛ **Ochre jelly**: hp 60; see *Monster Manual*.

APL 8 (EL 9)

☛ **Black pudding**: hp 115; see *Monster Manual*.

☛ **Ochre jelly**: hp 60; see *Monster Manual*.

Tactics: Eat people. The oozes won't be able to hide, since the muck in the main tunnel gives away their position.

On round six (3 rounds after the oozes arrive) a Dyvers Sewer Patrol appears in the northeast primary access tunnel (right side of the map). The sewer patrol

sends someone for backup once they arrive on scene. Then they perform the following actions in order of priority:

- Contain any oozes that might be trying to escape
- Stabilize any unconscious people
- Free any trapped sewer men
- Escort the characters out of the sewers and secure the area.

🔪 **Detective Dral Cliffface and Constables (7):** See Appendix C for details.

Once the actions above are done, Detective Cliffface questions the characters and takes down the facts of what happens. Assuming the party does not lie (and get caught), the party is let go with his thanks. If the characters killed any of the oozes in the sewers, they are not charged with any crime.

While the party is talking to the constable mention that the sewer men storm away in anger. If one of the party stops the sewer men and asks why, they'll explain it's about those "wizards and their refuse. We're going to get the union to do something about this. It's getting dangerous down there."

Allow the players to do what they want for the rest of the evening, keeping in mind they have been travelling all day and have just been in a fight. The closest inn from here is the Jolly Ogre, just down crooked street to the Parade. Costs for food and lodging are per standard costs in the Players Handbook.

Any characters wishing to go up to back up the sewer into the Dweomer Crafter's Guild will be advised not to by any sewer workers present. If they persist one will snicker and tell them to say hello to Melvin for him.

If the characters go up the sewer to the Dweomer Crafter's Guild go to Encounter 1A:

ENCOUNTER 1A: MELVIN

If the characters go through the tunnel opening to the Dweomer Crafter's Guild they see that the tunnel turns upward at a 70-degree angle for about 15 feet. The slope is slimy and very difficult to climb (DC27). If anyone comes within 3 feet of the top have him or her make a Will save (DC13). Those that fail will be slowed and slide back down the slope. Any character's that make the save may continue to climb to the top. Those that make it come into a 15-foot by 15-foot by 15-foot room. Directly in front of them is "Melvin" a stone golem. Melvin will do his best to make sure the characters are tossed back into the sewer. Behind Melvin is a large iron door. This leads to the Dweomer Crafter's Guild. Periodically members of the guild deposit their refuse outside the door and Melvin dumps it into the sewer. Melvin also helps protect the entrance to the Guild from unwanted guests. Should the

characters destroy Melvin the guild will not be very pleased.

ALL APLS

🔪 **Melvin the Stone Golem:** See *Monster Manual* page 109.

ENCOUNTER 2: THE STRIKE BEGINS

You wake up the next morning, rested from last night's adventures. You're preparing to go out on the town today on personal business, when you hear a commotion outside. A small procession of people is walking down the street, apparently heading toward the Royal District. They are holding up signs that say, "More coins, less cubes" and "Stop the Magic Losers!"

This is just one group of several strikers, walking down the street to make their demands known and to gather any support they can. They walk down the street chanting slogans, and trying to attract attention to their march.

If the characters try to talk to the protestors, they explain they are heading to the Royal District to strike against low wages and hazardous working conditions. They are going to stay on strike until the Gentry realize that they are a vital resource and give into their demands. They invite the characters to join them in their march to the Royal District.

If the party follows the group, go to Scene 2Aa. If the party goes off in another direction or ignores the marchers, go to Scene 2Cc. For sorcerers in the party, go to Scene 2Bb.

SCENE 2A: THE PROTEST

The marchers walk down onto Lighthouse Street and into the Royal District. As they walk, you can see other small knots of marchers join your group from side streets. Entering the Royal Quarter, hundreds of marchers congregate near the entrance to the Dweomer Crafter's Guild.

The marchers take a few minutes to organize themselves. They form a walking circle that stretches between the entrance to the Dweomer Crafter's Guild and the entrance to the Royal Palace, blocking Lighthouse Street as a result. The strikers start to walk back and forth between the two buildings in a circle, chanting slogans promoting better wages and safer working conditions.

The Magister is allowing the strikers in as a good faith gesture, in hopes the strike can be settled amicably. The strikers intend to continue their strike in this manner until their demands are met. After the characters have had a chance to react to the scene, go to Scene 2Cc. For sorcerers in the party, go to Scene 2Bb.

SCENE 2B: A SORCEROUS SUMMONS

If any of the characters are members of the Sorcerer's guild, read the following:

Suddenly, you feel claws dig into your right shoulder. You turn your head and see a golden hawk sitting on your shoulder. It looks at you and gestures to its leg. On its leg you can see several tiny scrolls tied there.

The hawk is the familiar of the Guildmaster of Sorcerers. He is ordering all the sorcerers in the city to aid the Constabulary. This makes his guild look good, while the Dweomer Crafter's Guild looks bad because of the accident.

If the sorcerer takes one of the notes and reads it, it says:

"The guild requests that all members help out in whatever way possible during this time of crisis and to assist the Constabulary, who are undermanned at this time."

The Sorcerers' Guild is a very loose organization, and does not require its members to do anything. The guild can, however, suggest a course of action, as it is doing now. If characters do not listen to the suggestion of the guild, there will be no retribution by the guild (character sorcerers know this). This should take the characters to Scene 2Cc.

SCENE 2C: A PLEA FROM THE GOVERNMENT

If any of the characters are members of Constabulary, they suddenly remember they need to check into the local constabulary station. For characters that aren't members of the Constabulary, read the following:

In the street, you hear a messenger yelling out "Hear ye, hear ye! The town of Dyvers is looking for citizens to help man the Constabulary! All those interested should apply at the local Constabulary station!" The messenger walks down the street, crying out the message repeatedly.

If the characters ignore this message or choose not to take employment, go to Scene 2D.

If the characters follow up on this at the local constabulary station, they'll be asked to wait with others who want to join. After about 20 minutes, they'll be ushered into a small office and interviewed by Inspector Bartjan.

☛ **Inspector Bartjan (Constabulary):** See Appendix C for details.

Inspector Bartjan questions the characters about their fighting and investigating experience. He uses his *ring of*

discern lies to determine if what they say is true. If the party tells several lies or appears to be completely incompetent, he'll thank them for their time and ask them to leave. Otherwise, he'll offer the party a temporary job as Constabulary, until the strike is over. Besides the undying thanks of the city of Dyvers, the position pays 3 gp/week, which is slightly higher than normal. The pay isn't the best, so Inspector Bartjan plays up the fact that it's the characters' "civic duty" to help out.

If the party accepts, Inspector Bartjan assigns the party to investigate the explosion in the sewers. The party needs to determine what led to the explosion. He suggests the party search the accident site or interview either the Dweomer Crafter's Guild or the Sewermen about the accident. They are to report back in once they uncover any information. As they leave, the characters are given ill-fitting, dusty tabards (just pulled from storage) that identify them as deputies of the constabulary and an official scroll authorizing them to investigate the accident.

Inspector Bartjan is an over-worked but honest member of the Constabulary. He didn't ask to have a bunch of inexperienced deputies thrust on him, so he is giving the characters the investigation to get them off his back. He firmly believes the explosion was an accident and that the characters won't find anything.

If the party does not accept, give them a few minutes to decide what to do, then go to Scene 2Dd.

SCENE 2D: AN OFFER OF EMPLOYMENT

If the characters aren't interested in working for the Constabulary, then a concerned citizen tries to hire the party later that morning. If the characters have separated, then one character at random (the most "intelligent-looking") is approached. Read the following:

From the corner of your eye, you see a small, cloaked figure gesturing to you from a nearby alley.

If the players approach, read:

The figure pulls back the hood of his cloak, revealing a small, reptilian humanoid, sporting a large, toothy grin. It says in crude Common, "I'm Smiley da Kobold. I seen you adventurer types around, and was hopin' you help me out. See, I hear about the cave-in, which caused da strike, and I'm suspicious. Dat area wus dangerous, but it shouldn't have exploded. I wus hopin' you could look into it, mebbe. I kin pay you a bit, say, 50 gold?"

Smiley works for Laddie Crockhandle of the Dyvers Pest and Vermin Contractors. He speaks common crudely, but can understand most languages as a result of his courier duties (one of the many jobs he does for Laddie).

Smiley is also on strike, but is suspicious of the circumstances surrounding the accident. He believes that if the accident was caused by something other than the

mage's toxic refuse, the strikers might be willing to back off of the strike and negotiate with the Gentry.

☛ **Smiley, male kobold:** See Appendix C for details.

Smiley has worked with a number of adventurers in the past, and respects what they are capable of. Smiley is willing to bargain, but cannot go past 100 gold since he cannot afford any more. He is using the gold obtained helping adventurers in the Temple of Elemental Evil (where he also got the masterwork bastard sword) to fund this investigation.

If the party agrees to help, he asks the party if there are any questions he can answer. He knows the following.

- There have been an unusually large number of accidents in the sewers the last few months, most occurring around the area of the "Doomhall" (the Dweomer Crafter's Guild sewer tunnel). Some are attacks by invisible monsters, others hurt themselves running in fear from some unknown terror, and others have had pieces of sewer debris fall on them.
- Members of the Sewermen guild have been grumbling about these accidents for a while, and have been discussing a strike for a few weeks. The latest accident was the final straw.
- The Dweomer Crafter's Guild has always dumped refuse from their spellcraft in the sewers, but it has never been a problem before. A crystalglass gate to prevent contaminants (and monsters) from getting out seals off that area. He's heard the Dweomer Crafter's Guild has fixed the gate and searched the Doomhall for clues. He doesn't know what, if anything, they've found.
- If asked where to begin looking, he suggests that either looking at the accident site, or talking to the union might be a good start. He's heard there was a witness to the accident, but the union isn't talking about it.

Note: It is possible that a character may have a certificate that lets them take Smiley along for an adventure. If the characters use the favor, then the party is approached by Rasp, a gnome employee of Laddie Crockhandle's (he's called Rasp due to his raspy sounding voice). Use the statistics for Smiley when playing Rasp, if necessary.

ENCOUNTER 3: THE INVESTIGATION

Where exactly the characters go in this encounter is up to them. The purpose of the encounter is to get the characters thinking that a member of the sorcerer's guild is behind the accident, or at least might know more about it. Below is a chart of clues and where they lead:

Clue	Location	Leads To
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Herb Residue	Accident Site	Oz's Shop 'o Herbs
Piece of Cloth	Accident Site	Fine Threads Fast
Sewer Map	Accident Site	Ye Olde Atlas ...
Tracks	Accident Site	House of the Toothy Smile
Herb analysis	Oz's Shop 'o Herbs	Sorcerer's (Enc. 5)
Cloth Info	Fine Threads Fast	Sorcerer's (Enc. 5)
Map Info	Ye Olde Atlas ...	Sorcerer's (Enc. 5)
Wheatsheaf coin	Mage's Guild	Wheatsheaf Academy
Name of Witness	Union	House of the Toothy Smile
Coin Information	Wheatsheaf Academy	Sorcerer's (Enc. 5)
Witness	House of the Toothy Smile	Sorcerer's (Enc. 5)

The Accident Site

If the characters want to check out the accident site, they'll have to go through the entrance they used in Encounter One. The sewer entrance is being guarded by a Sewer Patrol, led by Dral Cliffface:

☛ **Detective Dral Cliffface and Constables (7):** See Appendix C for details.

Detective Cliffface has been posted at the entrance to the sewers to ensure nobody gets into the accident site. If the characters are members of the constabulary, Deputy Cliffface lets them go down to the accident site if the characters can come up with a plausible explanation.

Due to the investigation all entrances to the city's sewer have guards posted at them or are included in Constabulary's rounds. If the characters are not members of the constabulary, they are not allowed down into the sewers at all. If the characters are persistent, he threatens to arrest the party for disorderly conduct. If the characters still persist, Detective Cliffface arrests them and takes the characters to jail. They are released in the morning. If the characters try to sneak past during the day, give the guards a +6 circumstance bonus to the spot check, due to good lighting conditions and the fact there are no hiding places. During the evening or nighttime, the guards do not get a circumstance bonus. If the characters discretely observe the guards for a while, they eventually leave for 20 minutes to go investigate some suspicious strikers a couple of blocks down the road. Otherwise the guards will stay until relieved. Detective Cliffface is more interested in keeping the peace than guarding an open sewer entrance.

If the characters make it into the sewers (with a light source), read the following:

The site of the accident looks the same as it did as you first saw it. One notable exception is the crystalline gate you last saw lying on the sewer floor. It has been fixed, apparently by magic since there isn't a scratch on it.

It takes five minutes to search the immediate area of the accident site and 15 minutes if the characters include the alleyway near the sewer entrance. Taking 10 or 20 increases the amount of time necessary to search, as usual.

Clues to be found:

- If the characters search at the immediate accident site (DC 10), they find a strange residue left over from the fire in the tunnel. Some type of herb was mixed with the water. A Knowledge (nature) or Alchemy check (DC 15) tells the characters the residue is essence of the calipta plant, an oily plant found to the south of Dyvers. Distilled, it is quite flammable but produces quite a bit of smoke as well. It does not mix with water; instead it floats on the surface. If the characters ask around about the herbal residue a Gather Information check (DC 8) will steer them in the direction of Oz's Shop of Herbs. If they wish to go to the shop go to Encounter 3A: Oz's Shop 'o Herbs.

- If the characters search at the accident site (DC 20), they find a torn off piece of cloth. The cloth is bright red in color, with gold stitching. It appears to be from a piece of clothing. A Gather Information check (DC 8) will lead them to believe that the fabric came from Fine Threads Fast. This Gather Information check involves going from one tailor shop to another as opposed to sitting in a bar and purchasing drinks. If the characters are unwilling to actually do this, then they don't gather the information. Investigating this clue takes the characters to Encounter 3B: Fine Threads Fast.

- If the characters search into the sewer tunnel a bit (50 feet from cave in) and make a tracking check (DC 15), they find one set of tracks. The tracks are of a barefoot humanoid (medium size), who appears to have walked toward the accident site, stopped 50 ft. away, then ran away, back down the tunnel. The humanoid tripped during his flight, got back up, and continued running, with a limp. The tracks exit at the surface after a while, near some taverns (one of which is the House of the Toothy Smile). If the characters make a tracking check (DC 20), then they know from the size and look that the tracks are probably of a half-orc. Anyone making a Knowledge (Dyvers) (DC 10) check knows the best place to start looking for half orcs is the House of the Toothy Smile. If the characters follow this clue go to **Encounter 3C: House of the Toothy Smile**.

- If the characters search the alleyway (DC 15), they find a small map of the sewer system thrown into some trash. It details the primary and secondary sewer tunnels and also gives specific information on the location of sewer entrances. In the corner of the map it says "Ye Olde Atlas & Book Shoppe". If the characters follow this clue go to **Encounter 3D: Ye Olde Atlas and Book Shoppe**.

Other Investigating Options

Should the characters look for other leads these options are available.

If they wish to go to the Dweomer Crafter's Guild go to Encounter 3E

If the characters wish to go to the Wheatsheaf Academy go to Encounter 3F

If they wish to go to contact the union go to Encounter 3G

If all else fails and the characters are either off track or time is running short go to Encounter #3H

ENCOUNTER 3A: OZ'S SHOP 'O HERBS

Oz's Shop 'o Herbs is a small, well-built, one-story shop with wooden shingles and stone walls on its exterior. A small sign of a mortar and pestle, with the business name underneath, hangs on the front of the building. Entering the shop, you pass by a small garden located at the front of the store, full of the types of herbs this shop provides. The shop has a rich, earthy smell to it. Standing at the counter of this shop is a tall, thin man wearing a dark green robe.

Oz's Shop 'o Herbs is owned by an adventuring cleric who is currently out of town. While he is away a local human sorcerer named Grantt runs the shop. He has a little knowledge of plants, and usually just fills orders for clients while Oz is away.

If given the residue from the sewers, Grantt says he can probably analyze it for the characters, but it takes an hour. However, he wants a favor in return. There is a merchant just outside of town who won't enter the town while it is under strike—he's afraid of being accosted. If the characters would go get the package he's holding for Grantt and deliver it to the shop, he'll tell them everything he can about the residue.

If the characters go to retrieve the package, Grantt gives the characters a written message to give to the trader, Henri. The errand takes them a total of two hours. They pick the order up from a merchant named Henri in the tent market east of Dyvers. Henri is an old, shabbily dressed merchant who transports small items between cities. He's not very good, so he can only make a profit by hiring a couple of guards. He's deathly afraid of the strikers, and won't go in the city. If the characters approach Henri and give him the message from Grantt, he'll hand over the package.

When the package is delivered, Grantt tells them what he's discovered. The residue is essence of the calipta plant, an oily plant found to the south of Dyvers. Distilled, it is quite flammable but produces quite a bit of smoke as well. It does not mix with water; instead it floats on the surface. Grantt filled a large order for this substance several weeks ago. A black raven delivered the order request and payment. The order was delivered to some warehouse in the trade district (empty and abandoned, if the characters go to check this out). He knows the order came from the sorcerer's guild, because the raven is someone's familiar. He's not sure who's familiar it is, but he's seen it hanging around the guild.

ENCOUNTER 3B: FINE THREADS FAST

Players who investigate either the torn piece of fabric (found in the sewers) or look for the owner of a bright red robe eventually find their way here. Read the following:

As you open the door, your eyes are greeted to a riot of color. Rolls upon rolls of fabric, consisting of every conceivable color and shade, line the walls of this shop. Two scruffy-looking humans sit in the back of the shop, one sleeping while the other eyes you. Turning to the counter of the shop, you old human woman stitching a pattern into a vest.

Fine Threads Fast is owned by Cassandra Worth, and adventuring mage who magically creates clothes faster than anyone else in town using mending spells. While she is away, Cassandra's mother Gertude Worth runs the shop. Gertude is a superb seamstress and a shrewd negotiator. She takes in orders while Cassandra is "gallivanting around the countryside". The shop gives a 10% discount on clothes to either members of the Bardic Hegemony or the constabulary.

If asked about the piece of cloth (and the characters are not a member of the constabulary), Gertrude offers to evaluate it for 10 gp. characters can bargain with her using Diplomacy (her skill is +10), getting her down as low as 5 gold. If the characters pay up, she'll tell them it's from a male-style robe of a member of the Sorcerer's Guild. The guild orders through this shop specifically, since the clothes are magically created. She cannot tell specifically who owned it, since there was no special crafting involved in the making of the robe. If the characters are members of the constabulary, she does not charge them for the information. Gertude relies on the good graces of the constabulary to keep the shop safe.

ENCOUNTER 3C: HOUSE OF THE TOOTHY SMILE

The tavern consists of a several sets of low, sturdy tables, a crackling fireplace, and a bar with a burly half-orc standing behind it. Painted over the doorway are three symbols: a white heart, silver lightning bolt, and starburst of rubies. Numerous paintings line the walls, depicting half-orcs hard at work at a variety of tasks. Several humans and half-orcs sit in the tavern, quietly drinking.

The doorway to the tavern has a permanent *detect evil* cast on it. It glows red if anybody of evil alignment (or any evil-aligned items) passes through the door. If the door detects evil for any reason, Jal (owner and bartender) immediately ask the person to leave. If they persist in trying to enter, Jal calls for the constabulary to have them arrested. The symbols over the doorway are those of the gods Rao (white heart), Heironeous (silver lightning bolt), and St. Cuthbert (starburst of rubies), whom the

owner pays some homage to. The owner, Jal the Friendly, is a retired adventurer. He acts as part employment agency and part public relations for half-orcs everywhere. He is committed to ensuring all half-orcs are viewed in a positive light. His attempts are somewhat successful; Dyvers now accepts half-orcs grudgingly, instead of with outright hatred.

☛ **Jal the Friendly:** See Appendix C for details.

If the characters ask about Manuel or a half-orc that's recently sprained his leg, Jal direct them to the back room, where he is stacking a shipment of ale barrels in the storeroom.

☛ **Manuel:** See Appendix C for details.

Although Manuel is honoring the strike, he is working here because has a family to feed (a wife a four children). Jal has agreed to hire him on temporarily until the strike resolves itself.

Manuel, a newly inducted member of the sewermen's guild, witnessed the accident. Manuel relates the following story to the characters if they are not members of the constabulary and they help him stack the ale barrels in the cellar (this takes one half-hour):

"I was hurrying to catch up to Yod and the gang. I stayed behind to finish up some repair work on a secondary access tunnel. When I got to the Doom Hall, I saw a humanoid in a bright red robe suddenly appear behind Yod, do some type of gesture, and then the secondary tunnel exploded. Must have been wizardry. I started to run, but I fell and wrenched my ankle something wicked. Anyway, as I was lying there, I saw a black raven fly past me down the tunnel. I picked myself up, got out of there, and reported to the union what I saw."

In actuality, this was Zith the quasit. He transformed himself into a humanoid-shaped creature, put on the robe (covering himself up), and then waited invisibly for the sewermen to show up. When the sewermen passed by him, he became visible and threw an Alchemist fire into the prepared material in the secondary tunnel. The prepared material exploded (the quasit relied on his fire resistance and regeneration to save him), and the quasit turned into a raven to fly away.

If the characters are members of the Constabulary, he won't be very helpful to character deputies. Manuel is distrustful of the constabulary (or any other governmental-related character). He'll answer questions literally, "forgets" exactly what happened, and it general make it clear he doesn't like the characters. He won't completely refuse to answer questions; he just won't give the characters any meaningful information. Characters can use social skills (Diplomacy, Intimidate, etc.) to try and get him to talk, but if Jal hears the characters threaten or demean Manuel, he'll kick them out of his tavern, even if they are part of the constabulary.

If the characters act suspicious of Manuel after he relates his story, Manuel says that Jal will vouch for him. If characters go to verify this, Jal mentions the *detect evil* on his doorway and says:

"If Manuel had evil in his heart, my door would have detected it when he walked in."

ENCOUNTER 3D: YE OLDE ATLAS & BOOK SHOPPE

The sign hanging over the doorway depicts a small stack of books and scrolls, indicating to you that you've arrived at Ye Olde Atlas & Book Shoppe. As you enter the somber atmosphere this shop portrays strikes you. There are rows upon rows of bookshelves lining the walls. Another section of the shop holds a large number of maps, some of which are on display. On the East wall is a gigantic map of Oerth, rising from floor to the ceiling of this two-story shop. A ladder on rollers allows inspection of the upper half of the map for those who are interested. On the back wall is a large-scale map of the lands around Dyvers. A small desk sits in the back of the shop where a rotund, bespectacled man sits, scribbling on some parchment.

Ye Olde Atlas & Book Shoppe is owned by Kena, an adventuring monk (whom while is not a member of any Dyvers monastic order is on good terms with the Shadowind monastic order.) whom is out of town at the moment. Jo Montague, a local cartographer and an expert in rare books, runs the shop while Kena is away. Jo is a vocal supporter of the sewermen's strike, and is more than happy to talk about to deplorable conditions they have to work in. If asked about the sewer map, Jo tells the characters:

"A black raven filched it from me a few weeks ago. I saw it rummaging around the maps late one night, and went to shoo it away when it grabbed the map and left. Smart bugger too - it looked as if it was reading the map when I came in. It also got into some books. Didn't think much more about it, since I haven't been nicked since."

If the characters ask about the books, Jo points to the section on buildings. A search of the area reveals claw and beak marks on architectural drawings of a university (dated 560 CY – 32 years ago). The building in question is what is now the Sorcerer's Guild. Investigating this building leads to Encounter Five.

ENCOUNTER 3E: THE DWEOMER CRAFTER'S GUILD

Walking through the East End of the Royal District you encounter a large number of strikers. Slowly you make your way through the crowd as their pro-union chants surround you. Finally after moving through the sea of people you reach the

front door of the Dweomer Crafter's Guild. As you enter the front doors of this massive stone building, you are greeted by a page who asks you your business.

If the characters ask to see someone about the accident or the strike, the page asks the characters to wait while the lead investigator is contacted. After a few minutes, the page returns and takes the characters to see Mandescent.

A page takes you through the building, up a flight a stairs and to a blank doorway. The page knocks; several moments later the door opens, revealing a well-dressed middle-aged man. He motions for you to come inside.

☞ **Mandescent** See Appendix C for details

Mandescent was performing his required service time to the guild when the explosion and subsequent strike occurred. Since he is known as a diviner (he runs a little shop out of the dock district most days), he was assigned to investigate the accident. The Guild desperately wants to come up with something that clears them of any wrongdoing.

Mandescent is good diviner but a horrible investigator. He usually makes his money reading the thoughts of his clients and then telling them what they want to hear. His current investigative track is to look at the refuse from the sewers in hopes of finding a clue.

Before opening the door, Mandescent casts *detect thoughts* on the characters. He is hoping to find out what they know. He also hopes to steer them toward investigating for him and clearing the guild of wrongdoing. He answers any of the characters questions, structuring his answers to put the Dweomer Crafter's Guild in the best light. He knows nothing about the accident, but is vigorously investigating some of the refuse found near the accident site. He invites the characters to look through the refuse for clues, if they want to.

If the characters decide to search through the recovered trash Mandescent gathers his resolve, takes a deep breath and leads them into a large room full of unpleasant smelling barrels. Each barrel is full of sewer junk. Searching through them takes two hours. Mandescent is absent during the search (he doesn't want to dirty his hands with manual labor), but quickly returns once the characters appear to be done. During the characters search, the only thing of interest they find is an unusual golden coin.

The golden coin looks much like a typically Dyvers Wheatsheaf coin (a gold piece). However, the words "Merchant Madness – 591" are written around the edges of the front of this coin, and the number "572" is etched into the back of the coin. If the players check their Knowledge (local-Dyvers) (DC 15), or ask Mandescent about it, they'll discover that "Merchant Madness" was a contest the Wheatsheaf academy ran last year.

If Mandescent becomes aware of the coin, he insists on holding onto it for safekeeping. If the characters find

the coin and take it without saying anything, Mandescent won't be aware of the theft and won't say anything.

Characters cannot use or keep the Wheatsheaf. Attempts to use the coin for a discount are eventually caught by the Wheatsheaf Academy, who will ask for the discounted money back. No charges are pressed if they do. Characters refusing to give the coin (or money not spent due to the discount) are arrested for theft.

ENCOUNTER 3F: THE WHEATSHEAF ACADEMY

The Wheatsheaf Academy is a long, two-story structure with fluted, marble columns next to the entrance and a sign portraying a bundle of wheat over the doorway. You enter the building into a marbled foyer. An Oeridian woman sits behind a long desk and inquires at your reason for being here. Farther into the building, you can hear a faint chorus of scratching sounds, as accountants balance business ledgers.

The Wheatsheaf Academy is a school for certified accountants run by the temple of Zilchus. The building comes off feeling much like a bank: A quiet, somber atmosphere, academy members dressed formally, and posh furnishings.

If characters ask to speak to someone about the Wheatsheaf coin obtained from the Dweomer Crafter's Guild, they'll be asked to wait until for the next available accountant. This takes 20 minutes, at which time they'll be ushered back to the small, cramped office of Archibald Rockhaven, accountant and priest of Zilchus.

What the coin is: The Wheatsheaf coin is from last years Merchant Madness competition. Everyone who participated received the "Lucky Wheatsheaf of Dyvers" coin, a special gold coin which gives holders a one-time 10% discount on purchases. Each coin was marked with a number (572, in this case) for accounting purposes. Each number coined was associated with a contestant, and the records are maintained by the Academy.

If the characters are members of the constabulary, they are given all of the above information if they ask about the coin. In addition, if asked who received #572, Archibald searches the archives for the information (this takes 45 minutes). He reports that #572 was given Talbot Grandhearth, a member of the to a Sorcerer Guild. The coin has never been cashed in.

If the characters are not members of the constabulary, they are told the history of the coin, but not the name of the team or any other private information. The coin itself is common knowledge among merchants. If the characters can convince Archibald of their need (Diplomacy check DC 15 if the characters have a good reason), he may reluctantly give out the information. Archibald cannot be bribed or threatened to give out this information; he has a professional reputation to uphold. If the characters act rudely, threaten people, or otherwise behave inappropriately, they are thrown out of the Academy by the guards, by force if necessary. This is a

place of business, and the priest of Zilchus want to keep it that way.

ENCOUNTER #3G: THE UNION

You ask around about where to contact the union leaders, and are told to go to the main rally point in the Royal Quarter. Large masses of guildmembers have assembled in front of the Palace and Dweomer Crafter's Guild. They are chanting pro-union slogans and walking around in a single file line in an open area.

If the characters ask around for the strike leader, they are directed to the center of the crowd. Vallin, union leader for the sewermen, is leading the strike.

☛ **Vallin, strike leader:** See Appendix C for details.

If the characters are members of the constabulary, Vallin is openly hostile toward them and won't answer any questions. She is very distrustful of the constabulary since they want to stop the strike.

If the characters are not members of the constabulary and don't openly act like they are against the strike, Vallin answers their questions. She knows the following:

- There have been accidents in the sewers for the past six months or so, particularly around the Doomhall (sewer tunnel of the Dweomer Crafter's Guild).
- There is a witness to the accident, named Manuel. He's a new to town and just joined the sewermen guild. Jal, owner of the House of the Toothy Smile, recommended him. She doesn't know where Manuel is now – though Jal probably does.
- The constabulary has been acting overly aggressive lately. It started with their insistence that more gelatinous cubes be added to the sewers – making the sewermen's job more dangerous. During the strike there have been threats of beatings by deputies, or worse, if the strike doesn't end soon.

If the characters want to participate in the strike, Vallin is happy to let them. Judges should then play up the strike aspects (lots of marching, rally speeches, grim deputies looking on, etc.). Also, the characters should get involved in any of the events detailed under the timeline of events in Encounter Three.

ENCOUNTER 3H: A SPECIAL OFFER

The purpose of this encounter is to get groups who are lost back on track if time is running short. No specific encounter leads to this.

As you're walking down the street, a large man dressed in bright green robes pushing a cart down the street. He calls out to the crowd, "Hello, my friends! I have such fine rugs and silks for you today. Surely, you would like to buy at least one?" When the man sees you, he makes his way over to your group.

The man introduces himself as Azik, a rug merchant originally from Tusmit. He has fine silk rugs and clothes for sale, for the right price. He's also an agent of the Alliance (thieves guild), and has been looking for the characters so he can give them some information.

He talks to the characters about his wares, saying he has "special fabric" just for them. Characters with Innuendo can make a check (DC 6) to understand that he is in fact offering to sell information to them. If characters can't understand him, he eventually whispers to one of the characters that he knows something about the accident.

If the characters aren't interested, Azik eventually moves on. If the characters try to arrest him for some reason, Azik goes quietly to the local constabulary station, where he is quickly released (Azik is well connected).

If the characters are interested in the information, he'll offer to tell them a location worth checking out for 50 gp (APL 2-4), 100 gp (APL 6), or 150 gp (APL 8). Successful diplomacy checks (DC 15) can convince Azik to go as low as half the original price in gold or items. Azik is under orders by the Alliance to give the characters this information, so he accepts any reasonable offer.

If the characters pay off Azik, he says his "associates" checked out the accident site. They discovered that someone had been waiting in the sewers for some time, probably for the sewerworkers. While they were waiting, they smoked a couple of cigars from the "Darkleaf's Best" brand. This brand is only sold at the "Darkleaf's Treasures" shop. Furthermore, the shopkeeper of "Darkleaf's Best" has recently disappeared and the shop is closed.

This should lead characters to Encounter Six. This bypasses Encounter Five, and the characters won't meet Talbot. In this case, assume that Zith has attacked Talbot and is getting ready to open the portal. Characters do not gain experience for evidence purchased from Azik.

ENCOUNTER 5: THE SORCERER'S GUILD

If the characters ask around, they find out that the Sorcerer's Guild is located in the top floors of the old University dormitory. The main floor has been converted into a tavern known as The Feathery Owl. If the characters go to The Feathery Owl, read the following:

The Feathery Owl has a warm, cozy feel to it. A number of benches, chairs and couches are arranged into sitting area

throughout the tavern. Behind the bar stands a dark skinned human polishing a mug. In the back of the tavern is a wide set of double doors. A sign over the doors, written in Common, says "Guild Members Only".

Looking closer at the surroundings, you notice a large number of animals wandering around the establishment. Several hawks have congregated in the rafters, a pair of cats sun themselves on a nearby ledge while a rat and a toad sit on a nearby table, playing chess. Finally, about a dozen patrons are scattered across the bar, including several gnomes engaged in an animated discussion.

The animals are the familiars of the sorcerers who belong to this guild. They can be found throughout this building, making privacy almost impossible. The bartender is named Omar and is a former tent merchant and priest of Boccob (class levels are Pr7/Rg3). He manages the Feathery Owl for the guild.

Omar is happy to answer any general questions about the establishment or the Guild in general (putting a positive spin on things, of course). He comments at some point that things are unusually quiet in the tavern; most of the guild is out on the streets, boldly aiding the Constabulary in its time of crisis.

Any character wizards are treated politely, but with disdain; he thinks wizardry is unnecessarily complicated and not really worthy of respect. Furthermore, there is a rumor going around the guild that the Dweomer Crafter's Guild cheated during the Dweomer Crafter's Olympics last year. Apparently some wizards used spells to win at contests. Using spells in a contest is against the rules of the Olympics, however. This caused several sorcerers to lose competitions they might otherwise have won.

If the characters want to talk to someone in general about the guild or the explosion, Omar has them wait for a few minutes while he send a runner to get the Guildmaster (go to Scene 5a). If the characters want to just check things out or wait to see who shows up, Talbot eventually come out through the double doors with his "raven familiar". The familiar flies up into the rafters while Talbot has a drink and commiserates with the tavern-goers. If the characters speak to Talbot in particular, go to Scene 5b.

Finally, anyone with the Animal Empathy skill who spends time in the tavern can roll (DC 15) to sense the animals are nervous about something. They are especially nervous when Talbot & his familiar are in the room. If asked (via *speak with animals* or if the characters approach a raven familiar, which has basic language capabilities) the animal says something is odd about the Talbot's raven familiar, but they're not sure exactly what.

SCENE 5A: TALKING TO THE GUILDMASTER

If the players ask to see the Guildmaster (or "someone in charge"), Omar sends someone up to check if it is OK. A few minutes later the characters are taken upstairs to see

the Guildmaster of Sorcerer's, Akmed Haseem, in his study on the third floor. Read the following:

The Guildmaster's study is a spacious, well appointed room in the northwest corner of the building. The room contains large, wooden desk, several chairs, a side table, and a small fireplace. A golden-colored hawk sits on a perch in the corner, preening its feathers. Also, an old, dark skinned man sits behind the desk, smoking a long, lacquered pipe. He looks at you and says, "A thousand greetings to you. I am Akmed Haseem. How may I help you?"

Akmed Haseem a powerful sorcerer and priest of Boccob, is a refugee from the Caliphate of Ekbir. His familiar, a golden hawk, is almost always nearby. Akmed is quite concerned about the image of his guild and is trying to use the current suspicion of Dweomer Crafter's Guild to make sorcerous magic seem like an appealing alternative. He does not know anything about the cause of the explosion; he merely wants to capitalize on the circumstances.

Akmed listens to what the characters have to say concerning the sewer accident. If the characters have no evidence and accuse the guild of being involved, he politely dismisses their claims. If the characters do have evidence and the characters can convince Akmed of its authenticity, but not enough to point to a specific sorcerer, he'll ponder for a moment, then make them an offer: he'll agree to cast a *contact other plane* spell for them, to better determine the truth. If the characters don't accept, then he politely dismisses them, since they don't have hard proof of a specific individual.

If the characters accept, he tells them he can answer up to seven questions that yield a yes/no or single word answer. They may choose any questions, but the must be chosen in advance – the spell won't let him stop to consult the characters for the next questions. If they do not use up his allotment of questions, he picks questions of his own from the list below (the correct answer is written in parentheses):

- Who is the best person to talk to about the true culprit of the accidents? (Talbot)
- Was the sewer explosion an accident? (no)
- Is a member of the sorcerer's guild involved in the sewer accident? (no)
- Is a member of the Dweomer Crafter's Guild involved in the sewer accident? (no)

The point of this is to get the characters pointed toward Talbot as a person to talk to. Any questions that characters ask should point them in that direction. For each question asked, roll to see the type of answer given:

01–88 A correct answer is given
89–90 The entity doesn't know and says so
91–99 The entity doesn't know and lies
00- Random answer

Akmed automatically succeed in his contacting attempt. The contact manifest itself as a pair of thin, purple lips (the "lips of Boccob") that float in the air between Akmed and the characters. They respond only to the questions posed by Akmed, which he asks in quick succession.

Once the spell is complete, Akmed falls back in his chair, exhausted from the spellcasting. He asks the characters to then leave since he has many other things to do, and wishes them luck.

SCENE 5B: MEETING TALBOT

If the players meet Talbot, read the following:

Talbot is a short, lithe human, wearing bright red robes with elaborate, gold embroidery. As he approaches you, a raven leaps off his shoulder and flies up into the rafters, somewhere. He smiles at all of you and says, "What can I do for you today?"

Talbot is a member of the Sorcerer's guild. He knows about the strike but Zith has kept him too busy to inquire as to help the Sorcerer's Guild's cause or what caused it. Anyone making a Spot check (DC 15) to notice a corner of his robe has been torn.

☛ **Talbot Grandhearth:** hp 19, CR 6; See Appendix C for details.

While the characters are talking to Talbot, Zith become invisible and take position behind Talbot's chair. Characters can roll against Zith's Move Silent skill (with a +2 circumstance bonus due to general tavern noise) to hear him fly into position. Zith listens in on the conversation, to determine how much of a threat these investigators are.

☛ **Zith, Quasit:** See Encounter Seven for details.

If Talbot feels directly threatened, or if the characters take a hostile attitude toward him, he attempts to *charm person* (takes a 3rd-level spell slot using silent spell and still spell feats. DC 21) the toughest-looking character to improve their view of him. If the spell works, privately tell the player in question that whatever Talbot says sounds believable, and they should try to convince the other players of Talbot's honesty. If the spell does work and the players are still confrontational, he tries again. If the spell doesn't work this time, he denies casting anything and won't try again. If the characters try to get physical with him, the other sorcerers in the tavern help to put a stop to it.

If the character's present two or more pieces of evidence or can convince Talbot that the evidence points to him, he realizes his familiar might not be all it appears. Wanting to get to the bottom of the matter, he'll say the following:

Talbot says:

"I realize what it looks like, but I didn't have anything to do with the accident. I think it might be ... Urk!"

Zith, realizing he's about to be exposed to the characters, rakes Talbot in the leg with his claws, poisoning him. Talbot will be paralyzed within a minute.

Zith turns invisible the next round and flies back to the hideout at Darkleaf's Treasures to gather supplies for his attempt to open a gate. He's hidden behind the chair, so unless someone beats his initiative and checks the area immediately, no one sees him. If they do, read the following:

Behind Talbot's chair, you see a tiny, reddish, humanoid-shaped creature. It has spiky horns on its head and bat-like wings fluttering on its back. As you look at it, it disappears.

If the character makes a Knowledge (the planes) check (DC 15), they recognize it as a quasit. After the creature has left, Talbot tries to tell the party what he knows. Read the following:

Talbot grabs for you, pulling you close. "Zith ...must not have ... what he appeared to be", he says. Talbot stares out the window for a moment, his brows furrowed. "Sensing ... shop ... Darkleaf's Treasures ... trickery ... used a love potion on me Today! He plans to move today!". With that, Talbot falls silent as his body stiffens up.

At this point, Talbot's entire body stiffens up. Anyone checking him over sees the claw wound (from Zith's claws) on his upper left leg. Anyone making a Heal (DC 10) realizes Talbot has been paralyzed by poison, and should live if he is taken care of. If the party leaves Talbot here, Omar has him taken to the nearby temple of Boccob for recovery.

Before the poison overtook him, Talbot used his telepathy power to try and determine what Zith was up to. All he was able to sense was that the shop "Darkleaf's Treasures" is involved, and that whatever Zith is up to will occur today.

If the characters choose not to investigate further or to wait a day (to rest and heal), the module is over. When they go to the Sorcerer's Guild, the gate will have already been created & the guildmaster has covered up the incident. You can spend the remainder of the time on timeline events (Encounter 3), or jump to Epilogue A.

ENCOUNTER 6: HIDDEN TREASURES

The characters can arrive at this encounter either by the comments Talbot Grandheart makes after being clawed (see Encounter Five), or by investigating the trash fire (see Encounter 3c). When the characters arrive at Darkleaf's Treasures, read the following:

Darkleaf's Treasures is a small shop located on Crooked Street. As you approach the establishment, you notice no one is in. In fact, the windows have been boarded up and a sign has been hung up on the door that says "Closed Indefinitely".

Darkleaf's Treasures has been closed for the last six months, ever since the owner (Justin Darkleaf) went missing on a trip to Highfolk. The Darkleaf clan has since come in and closed the shop, until either Justin shows up or the shop itself can be sold off.

An average lock (Open Lock, DC 15) protects the door. The shop consists of a display area, a small back room, and stairs leading to the basement. There is no money or expensive items in the store (they were taken away by the Darkleaf clan). When the characters enter the basement, read the following:

The basement of Darkleaf's treasures is a dank place. You can see an assortment of shelves, boxes, barrels, and a couple of ladders.

Most of this stuff either couldn't sell or hadn't been put on display yet. The characters can use the ladders to navigate the tunnels (see below).

A successful Search check (DC20) reveals a hidden door in the western corner of the room. The door has no lock and is not trapped.

The door in the floor has a tunnel that extends 30 feet down, 30 feet across, and 10 feet up. The door at the other end of the hallway is also in the ceiling, so any character that wants to get the door open needs to find a way up (such as standing on someone's shoulders, using a ladder, or climbing up and bracing themselves). The door is locked (Open Lock, DC 20) and protected by a trap. Assess a +5 penalty if a character tries to open locks or disable the trap while in an awkward position (such as while climbing).

APL 2

✂**Crushing wall trap:** no attack roll required (2d6); Search (DC 20); Disable Device (DC 20)

APL 4

✂**Crushing wall trap:** no attack roll required (3d6); Search (DC 22); Disable Device (DC 22)

APL 6

✂**Crushing wall trap:** no attack roll required (4d6); Search (DC 24); Disable Device (DC 24)

APL 8

✂**Crushing wall trap:** no attack roll required (5d6); Search (DC 26); Disable Device (DC 26)

The crushing wall is triggered when someone tries to open the door in the ceiling without the proper key. Instead of crushing the person in the vertical tunnel, the

wall shoots across the horizontal portion of the tunnel. The assumption is that a thief is standing on something solid, like another person or a ladder.

The trap only does damage to those in the horizontal portion of the tunnel. However, if someone falls (taking 1d6 damage) while the wall is extended, the wall will scoop them up as it retracts, unless the character makes a Reflex save (DC 15) to get out of the way. If the character does not escape the wall as it retracts, they are trapped behind a foot thick wall. To escape, they can:

- Set off the trap again and try to Tumble (DC 14) or Jump (DC 18) out of the way. Characters failing a check by more than 5 are still stuck and take one-quarter damage from the trap (part of the character gets hit by the retracting wall).
- Use Disable Device to get the trap open (DC as per trap, above)
- Pry it open with a strength check (DC 23), or
- Dig themselves out (takes an hour).
- Beat the stone wall (8 Hardness, 18 Hit Points, 35 break DC OINTS)

The wizard who used this tunnel was a human who would cast *levitate* to get up and down the tunnel. This would also help him avoid the wall trap if it were to ever go off accidentally. Zith occasionally visits this room when he needs to do research, and can avoid the pitfalls with his copy of the key and his ability to fly.

When the characters manage to get the door open read the following:

You throw open the trapdoor and enter a small room through the floor. A large desk dominates the room. Scattered across the desk are several sheets of parchment and an open tome. On the walls of this room hang several pieces of artwork displaying paintings of various alien landscapes. In the far corner of the room, a nest of torn up parchments and cloth has been assembled.

On the desk lies the book "Infinite Landscapes, by Tzunk Hokbrag". The book (written in Common) is opened to page 72, which contains information on the interaction of extradimensional spaces. The passage specifically notes the possibility that if a *rope trick* spell were cast in correct portion of an extradimensional space, an unstable gate could be formed. This portion has been underlined by Zith.

Also on the desk is a map of the city. Several locations on the map have been circled: The sorcerer's guild, a temple, an abandoned mine just east of the city, and four other buildings in the city. Most of the circles don't have any more information written next to them, except the Sorcerers Guild. Zith has written the following notes in Common next to the sorcerer's guild:

"Portal is in the Guildmaster room. Riddle. Northwest corner of room, 12 feet up. Use silk rope with orange ribbon on each end. Possible instability. Need 15 minutes, undisturbed. Must be performed on <today's date>. Don't forget rope trick scroll."

Searching the desk drawers reveals a scroll. The top half of the scroll details the first steps in the process to summon and bind a quasit as a familiar. The word "Zith" (the quasit's name) is written in the corner, and circled. The bottom half of the scroll has been scraped, and the text replaced with notes on the mating habits of dretches (small, humanoid shaped creatures from the lower planes).

The artwork on the wall details vistas from a variety of different planes. Extra-dimensional artists have rendered these paintings, so none of the artists' names are recognizable and most aren't even pronounceable. Anyone spending a long time looking at the artwork must make a Will save (DC 10) or suffer a -1 to all Wisdom based skills for the next hour - the images are quite disturbing, and have altered the players view of the world slightly.

Searching the nest in the corner is quite disgusting (quasit spittle was used to bind the refuse together), and has a +1 *large darkwood shield* (Left from the previous owner of the building. See treasure summary for details) hidden at the bottom. The other books and pieces of parchment contain information on other planes, with a focus on the lower planes. Players wanting to know more about quasits can use knowledge (the planes) (DC 15) to get basic information on the abilities and vulnerabilities of quasits (see stat block in Encounter Seven). The books in the room contain enough information to give characters a +3 circumstance bonus.

Hopefully the characters are able to determine that Zith has headed back the room of the Guildmaster of Sorcerers to try and open a gate, and that he must be stopped today. This should take them to Encounter Seven.

If the characters report to the authorities what they know so far, they'll be asked to investigate further. What they have is interesting speculation, but not hard proof.

If the characters choose not to investigate further or to wait a day (to rest and heal), the module is over. When they go to the Sorcerer's Guild, the gate will have already been created & the guildmaster has covered up the incident. You can spend the remainder of the time on timeline events (Encounter 3), or jump to Epilogue A.

Treasure: Characters can loot the room for books and painting of worth. Shoved in one of the books the character can find (Search, DC 15) a group of scrolls. Level of Play determines the number of scrolls. Characters of all level of play may also grab the +1 *large darkwood shield*.

APL 2: Loot—35 gp, Magic—+1 *large darkwood shield* (189 gp), arcane scroll of *grease* (4 gp), arcane scroll of *mage armor* (4 gp), arcane scroll of *obscuring mist* (4 gp), arcane scroll of *summon monster I* (4 gp).

APL 4: As APL 2 plus Magic—arcane scroll of *glitterdust* (23 gp), arcane scroll of *summon monster II* (23 gp), arcane scroll of *summon swarm* (23 gp), arcane scroll of *web* (23 gp).

APL 6: As APL 2 and 4 plus Magic—arcane scroll of *sleet storm* (56 gp), arcane scroll of *stinking cloud* (56 gp), arcane scroll of *summon monster III* (56 gp).

APL 8: As APL 2, 4 and 6 plus Magic—arcane scroll of *solid fog* (105 gp), arcane scroll of *Evard's black tentacles* (105 gp), arcane scroll of *summon monster IV* (105 gp).

ENCOUNTER 7: THE GUILDMASTER'S ROOM

When the characters arrive at the Sorcerers Guild, most of the guild is out on the streets, working with the Constabulary to help maintain order. There are a few sorcerers still around, including Omar. If the characters ask to see the Guildmaster, Omar tells them he left a few minutes ago on an urgent errand. If the party can convince Omar that something is going on in the Guildmaster's room (presenting the map found in Darkleaf's Treasures works), he leads them upstairs. If the party cannot convince Omar that something is going on, they have to either sneak in or force their way in. If the party tries to force their way in, no one resists, but Omar calls for the Constabulary (who won't arrive for several minutes). If the party tries to sneak in, allow any reasonable attempts to succeed. Normally there would be numerous traps guarding the way to the Guildmaster's room, but Zith disabled them on his way in.

The Guildmaster's room is on the top floor of this three-story building. Anyone walking the halls can't miss it – the door has a sign on it that says "Guildmaster". When the party opens the door, read the following:

The Guildmaster's room is a small, sparsely furnished, 30 hands by 45 hands by 45 hands room. A bed lies in the northwest corner, with a small chest at its feet. On the opposite side of the room is a full-length mirror, with a small washstand next to it.

The chest in the room has an average lock (Open Lock DC 15), and contains only poor quality clothes. The mirror is of exquisite quality. The frame of the mirror is inlaid with golden coins from around the Oerth. If anyone examines the mirror, they also notice a sentence running along each of the mirror's edges. Give the characters Player Handout #1. The sentences are:

- (Top): He who makes it does not keep it.
- (Right): He who takes it does not know it.
- (Bottom): He who knows it does not want it
- (Left): He who gathers it must destroy it.

These phrases represent a riddle that is used to activate the mirror, opening a gate to an extradimensional space. The answer is "*Counterfeit Money*", or words to that effect. Any answer that captures the spirit of the riddle is

acceptable. Give the players several minutes to try and figure out the riddle. If the players need a hint, secretly make a Forgery or Intelligence check (DC 20) for each character. If the characters make it, they notice that the coins on the mirror are gilded-over wooden pieces, and aren't worth anything.

If anyone speaks the phrase, the mirror begins to glow with a soft white light and ripple slightly. This effect lasts for a minute, then stops. If the player still cannot figure the riddle out, then Zith (proclaiming his intelligence to his fellow demons) accidentally activate the gate from the other side by speaking the command word.

Anyone touching the mirror is transported immediately. Read the following:

As you touch the mirror, you feel a quick jolt of energy as you are whisked away to ... someplace else. You appear in a well-appointed room that is decked out in fine tapestries all along its walls. An odd scent hangs in the air; a mixture of exotic herbs and ... sulfur?

Toward the back of the room, you see a strange sight. A rope stretches up from the floor into a rip in the fabric of space. A tiny creature hovers below it, looking up. The creature is reddish in hue, with spiked horns and long, bat-like wings. It yells out in a high-pitched voice, "Yes! It worked!" As it does this, the rip flexes in midair.

Zith the quasit has successfully placed the rope trick in the guildmaster's room (which is in an extradimensional space) in just the right place to cause a rip in the material plane, connecting this plane to the Lower Planes.

Zith's goal now is to keep the rip open long enough for his master to come through, so he can get his reward – more power in the Lower Planes. Because the gate is tenuous, the master is waiting to see if the gate stabilizes. He waits an hour (starting from when the characters arrive) before coming through. If the master makes it through the gate he teleports himself and his minions away (and out of the adventure).

Climbing the rope into the gateway is suicidal. Anyone trying to do so will see a gigantic jet-black creature with huge wings and glowing, red eyes staring back at them (the "master"). Several dozen other demons can be seen peering back at the character. Judges should feel free to make this sound as dangerous as possible. Characters insisting on entering the gate take 1d6+1*1/2 APL level (1d6+1 for APL 2, 2d6+2 for APL 4, 3d6+3 for APL 6 and 4d6+4 for APL 8) damage/round until they either go back down the rope or die.

If the characters want to close the gateway, they need to pull the rope out. It is stuck into the dimensional gate, and is quite difficult to pull out (Str. check against DC 22). Anyone making a Spellcraft check (DC 15) knows the rope is tied up in the spell in a certain way, and knows which direction is the best way to pull to remove the rope (lowering the strength DC check to 18).

Once the rope is removed, read the following:

Once the rope is freed, the rip in the universe writhes back and forth, rapidly expanding and contracting. Bluish-green sparks dance around the room. Then, with a sudden 'Pop!', the rip closes.

If the demons are still around at this point, they scream with unholy rage, then flee. Their mission is a failure, and they want to escape and come up with another plan.

APL 2 (EL 4)

➤ **Zith, Quasit**: Rog 1; CR 4; tiny outsider; HD 3d8+1d6; hp 17; Init +3; Spd 20 ft., fly 50 ft. (perfect); AC 18 (touch 15, flat-footed 15); Atk 2 claws +8 melee (1d3-1 and poison), bite +3 melee (1d4-1); +8 ranged (1d6/19-20, light crossbow); SA: At will (*detect good*, *detect magic*, *invisibility*), 1/day (*cause fear*), Poison: fortitude save (DC 13), 1d4/2d4 temporary dexterity damage, sneak attack +1d6; SQ: Damage reduction 5/silver, SR 5, poison immunity, fire resistance 20, alternate form, regeneration 2 (only harmed by acid, holy/blessed weapons); AL CE; SV Fort +3, Ref +8, Will +4; Str 8 Dex 17 Con 10 Int 10 Wis 12 Cha 10

Skills and Feats: Craft (trapmaking) +4 Hide +15, Listen +7, Move Silent +7, Search +5, Spellcraft +4 Spot +7; Weapon Finesse (bite, claw)

Spell-Like Abilities: At will—*detect good*, *detect magic*, and *invisibility* (self only); 1/day—*cause fear* (as the spell, except that its area is a 30-foot radius from the quasit). These abilities are as the spells cast by a 6th-level sorcerer (save DC 10 + spell level).

Once per week a quasit can use commune to ask six questions (this is otherwise as the spell cast by a 12th-level cleric).

Poison (Ex): Claw, Fortitude save (DC 13); initial damage 1d4 temporary Dexterity, secondary damage 2d4 temporary Dexterity.

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as polymorph self cast by a 12th-level sorcerer, except that any individual quasit can assume only one or two forms no larger than Medium-size. Common forms include bat, monstrous centipede, toad, and wolf.

Regeneration (Ex): Quasits take normal damage from acid, and from holy and blessed weapons.

Immunities (Ex): Tanar'ri are immune to poison and electricity.

Resistances (Ex): Tanar'ri have cold, fire, and acid resistance 20.

Telepathy (Su): Tanar'ri can communicate telepathically with any creature within 100 feet that has a language (although dretches are more limited).

Possessions: Spellbook (contains unique spell listed in treasure summary)

Tactics: Zith uses his flying ability and invisibility to maneuver behind characters and attack them (either with the hand crossbow or his claws), hoping to disable the characters. Zith avoid any characters with silver weapons or who are carrying acid openly, preferring to pick off weaker characters. If hurt, he is not above waiting a few

rounds, invisibly, until he regenerates. Zith wants to keep the gate open as long as possible, so he targets anyone trying to disable or destroy the gate. If a character is disabled, Zith does not attack the person any further unless everyone else flees.

APL 4 (EL 6)

➤ **Zith, Quasit**: See APL 2 for details.

➤ **Fiendish Minotaur**, CR 5; large monstrous humanoid; HD 6d8+12; hp 39; Init +0; Spd 30 ft.; AC 18 (touch 9, flat-footed 18); Atk Huge greataxe +9/+4 melee (2d8+4), gore +4 melee (1d8+2); SA: Smite good (+6 dmg), charge (4d6+6); SQ Damage reduction 5/+1, SR 12, resistance 10 (fire, cold), darkvision 60 ft., Scent, natural cunning; AL CE; SV Fort +6, Ref +5, Will +5; Str 19 Dex 10 Con 15 Int 7 Wis 10 Cha 8

Skills and Feats: Intimidate +5, Jump +8, Listen +8, Search +6, Spot +8; Great Fortitude, Power Attack

Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This makes them immune to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Skills: Minotaurs receive a +4 racial bonus to Search, Spot, and Listen checks.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (maximum of +20) against a good foe.

Possessions: Huge greataxe, chain shirt.

Tactics: The fiendish minotaur charges the first character, then melees with his greataxe. He is only interested in keeping the gate open, and ignores downed foes.

Zith uses the same tactics in APL 2.

APL 6 (EL 8)

➤ **Zith, Quasit**, Rog 3, CR 6; tiny outsider; HD 3d8+3d6; hp 30; Init +3; Spd 20 ft., fly 50 ft. (perfect); AC 18 (touch 15, flat-footed 15); Atk 2 claws +10 melee (1d3-1 and poison), bite +5 melee (1d4-1); +10 ranged (1d8/19-20, hand crossbow); SA: At will (*detect good*, *detect magic*, *invisibility*), 1/day (*cause fear*), Poison: fortitude save (DC 13), 1d4/2d4 temporary dexterity damage, sneak attack +2d6, uncanny dodge, evasion; SQ Damage reduction 5/silver, SR 5, poison immunity, fire resistance 20, alternate form, regeneration 2 (only harmed by acid, holy/blessed weapons); AL CE; SV Fort +5, Ref +10, Will +6; Str 8 Dex 17 Con 10 Int 10 Wis 12 Cha 10

Skills and Feats: Craft (trapmaking) +6 Hide +16, Listen +8, Move Silent +8, Search +6 Spellcraft +5 Spot +8;

Weapon Finesse (bite, claw), Point Blank Shot, Precise Shot

Spell-Like Abilities: At will—*detect good*, *detect magic*, and *invisibility* (self only); 1/day—*cause fear* (as the spell, except that its area is a 30-foot radius from the quasit). These abilities are as the spells cast by a 6th-level sorcerer (save DC 10 + spell level).

Once per week a quasit can use commune to ask six questions (this is otherwise as the spell cast by a 12th-level cleric).

Poison (Ex): Claw, Fortitude save (DC 13); initial damage 1d4 temporary Dexterity, secondary damage 2d4 temporary Dexterity.

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as polymorph self cast by a 12th-level sorcerer, except that any individual quasit can assume only one or two forms no larger than Medium-size. Common forms include bat, monstrous centipede, toad, and wolf.

Regeneration (Ex): Quasits take normal damage from acid, and from holy and blessed weapons.

Immunities (Ex): Tanar'ri are immune to poison and electricity.

Resistances (Ex): Tanar'ri have cold, fire, and acid resistance 20.

Telepathy (Su): Tanar'ri can communicate telepathically with any creature within 100 feet that has a language (although dretches are more limited).

Possessions: light crossbow, 10 quarrels, leather armor,

☛ **Half Fiend/Half Minotaur**, CR 6; Large outsider; HD 6d8+18; hp 45; Init +2; Spd 30 ft., fly 30 ft. (average); AC 21 (touch 11, flat-footed 19); Atk Huge greataxe +11/+6 melee (2d8+6), gore +6 melee (1d8+3); 2 claws +11 melee (1d8+6), bite +6 melee (1d6+6); SA: 3/day (darkness), 1/day (Desecrate, Unholy Blight), charge 4d6+8; SQ Scent, natural cunning, darkvision, immunity (poison), resistance 20 (fire, cold, acid, electricity); AL CE; SV Fort +7, Ref +7, Will +5; Str 23 Dex 14 Con 17 Int 11 Wis 10 Cha 10

Skills and Feats: Balance +5, Climb +9, Escape Artist +5, Intimidate +6, Jump +12, Listen +10, Search +10, Spot +10; Great Fortitude, Power Attack, Multiattack

Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This makes them immune to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Skills: Minotaurs receive a +4 racial bonus to Search, Spot, and Listen checks.

Possessions: Huge greataxe, chain shirt

Tactics: The half-fiend minotaur use darkness to cause as much confusion on the battlefield as possible, and to separate the party. Spellcasters are then targeted with unholy blight.

Zith uses the same tactics in APL 2.

APL 8 (EL 10)

☛ **Zith, Quasit**, Rg 3, hp 30, CR 6; See APL 6 (above) for details.

☛ **Half Fiend/Half Minotaur**, hp 39, CR 6: See APL 6 (above) for details.

☛ **Fiendish Displacer Beast (2)**, CR 5; large magical beast; HD 6d10+18; hp 51; Init +2; Spd 40 ft.; AC 16 (touch 11, flat-footed 14); Atk 2 tentacles +9 melee (1d6+4), bite +4 melee (1d8+2); SA: Smite good (+6 dmg); SQ Damage reduction 5/+1, SR 12, resistance 10 (fire, cold), darkvision 60 ft., displacement, resistance to ranged attacks; AL CE; SV Fort +8, Ref +7, Will +3; Str 18 Dex 15 Con 16 Int 5 Wis 12 Cha 8

Skills and Feats: Hide +12, Listen +3, Move Silently +7, Spot +6; Alertness, Dodge

Tactics: The fiendish displacer beast move to defend the gate. They use the reach of their tentacles to get attacks of opportunity on opponents. If characters are hanging back and attacking at range, the beasts move forward to engage.

Zith and the half fiend minotaur use the same tactics in APL 6.

Treasure: Zith has three scrolls: arcane scroll of lesser acid orb, arcane scroll of choke, and arcane scroll of indifference. All of these spell are from *Tome and Blood: A Guidebook to Wizards and Sorcerers*, and are detailed in Appendix x.

EPILOGUE

There are two possible conclusions, depending on whether the party successfully stops the strike in time or not.

EPILOGUE A: THE BLOODY CONCLUSION

This conclusion occurs if the characters do not turn up evidence that demonic forces caused the accident. This event occurs on Day Seven, at sundown.

The majority of the strikers are currently gathered together near the Dweomer Crafter's Guild, protesting just outside its gates. If the characters go to where the strikers have gathered, read the following:

At sundown, a hush falls over the strikers as mercenaries from the City Watch appear in the streets, surrounding the protesters. Colonel Dolarrak of the Watch steps forward and says, "By order of the Magister, Larissa Hunter, I order you back to work. If you do not, I will be forced to disperse this mob and arrest all of the

guild leaders involved in this unlawful action". In response, several rocks are thrown at the colonel. He retreats back into the ranks of the city watch.

Suddenly, the trumpets blare, and the city watch advances. A grim melee ensues between poorly armed strikers and the determined watchmen. The fighting goes on for several minutes, as row after row of striker's fall to the steady advances of the watch. Finally, the few remaining strikers attempt to break and run, but are unable to. The last of the strikers fall.

The watch then sends out individual units to break up smaller knots of strikers, and attempt to catch those who got away. Those strikers who survived are bandaged and taken to a holding area just out of the city.

If the characters are part of the constabulary, they are ordered to participate in the strike breakup. They can choose not to participate, but they are kicked out of the constabulary and jailed for One (1) Time Unit for dereliction of duty. The judge should report the character to the Triad at the earliest possible time.

Characters can also choose to participate as a member of the strikers, if they want. You should run through a few rounds of combat (time permitting), but the strikers lose – they city watch is better at combat than the poorly armed strikers.

Ultimately, the sewermen guildmaster is deposed (an unheard of action by a Magister), and a new guildmaster, Moltinus Havigan is put in his place. He gets the rank and file sewer workers released from the custody of the Constabulary the next day, if they promise to return to work immediately. The sewermen guild is levied a heavy fine for rowdy behavior and for organizing an illegal strike. The rest of the strikers from other guilds are released, if they promise to return to work immediately and pay a 10gp fine for disorderly conduct (which their guilds pay for them).

Zith the Quasit uses the chaos in the city to open his gate in the Sorcerers Guildmasters bedroom. His master comes through, and escaped into Dyvers to search for his lost temple. The Guildmaster discovered the break in and the gate, eventually, but covers up the incident so his reputation and that of the guild is not tarnished.

EPILOGUE B: THE NEGOTIATED CONCLUSION

This conclusion occurs if the party gathers evidence that demonic forces are at work. The best evidence, of course, is the demons themselves (dead or alive). The remnants of the *rope trick* spell, plus the contents of the hidden room in Darkleaf's Treasures, is enough to convince the Constabulary.

Once the evidence is presented to the Constabulary (Smiley turns the evidence over to them, if it is given to him), the constabulary sends a representative to both the Dweomer Crafter's Guild and the Sewermen's Guild. After an hour of negotiations, the union agrees to soften its stance and return to work immediately, realizing that

the strike was ultimately caused by trickery. Larissa Hunter then issues a statement that she is continuing to negotiate with the union in good faith, and thanks the union for taking a more reasonable stance.

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 to each character.

Encounter 1

Saving sewermen (each/total)

APL 2	10/30 XP
APL 4	20/60 XP
APL 6	30/90 XP
APL 8	40/120 XP

Encounter 6

Getting into the hidden room

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP

Encounter 7

Figuring out the Riddle

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP

Capturing or killing Zith and minions.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Total Possible Experience

APL 2	210 XP
APL 4	300 XP
APL 6	510 XP
APL 8	660 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 treasurer.

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 (that is, 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 treasures from each encounter add it up and that is 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.

If the charters were successful and they were working for Smiley and not the Constabulary

APL 2-8: C 100 gp.

Total Possible Treasure

APL 2: 340 gp

APL 4: 432 gp

APL 6: 600 gp

APL 8: 815 gp

TREASURE KEY:

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

Encounter 6

Finding the room and then looting the treasure in the room.

APL 2: L: 35 gp; M: 205 gp

APL 4: L: 35 gp; M: 297 gp

APL 6: L: 35 gp; M: 465 gp

APL 8: L: 35 gp; M: 780 gp

Encounter 7

Capturing or killing Zith and minions.

APL 2-8: L 5 gp; M 70 gp

Epilogue

If the characters worked with the Constabulary (and not with Smiley).

APL 2-8: C 3 gp.

And influence with the constabulary certificate.

APPENDIX A: VIEWPOINTS

SEVERAL GROUPS IN THE CITY HAVE A POINT OF VIEW ON THE STRIKE, AND THE PLAYERS MAY ASK, OR EVEN BE A PART OF THE GROUP. THEY ARE:

THE ALLIANCE: OFFICIALLY, THE ALLIANCE SUPPORTS THE STRIKERS. PRIVATELY, THIS ORGANIZATION IS WORRIED WHAT EFFECT YET ANOTHER INCIDENT WILL HAVE ON TRADE (THE GNARLY ROAD WAS BLOCKED RECENTLY, AND THE SCARE OVER WERECREATURES ATTACKING CARAVANS DIDN'T HELP EITHER). THE ALLIANCE IS DEPENDENT ON THE GOODWILL OF THE SEWERMEN GUILD, SINCE THE SEWERS ARE OFTEN USED FOR THEIR NEFARIOUS ACTIVITIES. IF ANY PC ALLIANCE MEMBER CONTACTS THE GUILD ABOUT THE STRIKE, THEY WILL BE QUIETLY TOLD TO DO WHATEVER POSSIBLE TO GET THE STRIKE OVER WITH.

THE CONSTABULARY: PUBLICLY, THE GUILD STAYS INDIFFERENT TO THE STRIKE AS LONG AS THE STRIKERS STAY CALM. PRIVATELY, SEVERAL OF THE SUB-CAPTAINS ARE LOOKING FORWARD TO PROVING THAT THEY CAN HANDLE ANYTHING THAT IS THROWN AT THEM.

THE GENTRY: THEY BELIEVE THE STRIKERS ARE OVER-REACTING, AND THAT PEACEFUL NEGOTIATION WOULD BE A BETTER WAY FOR THESE ISSUES TO BE RESOLVED. ONCE THE STRIKERS MOVE TO VIOLENCE, THE GENTRY BECOME CONCERNED ABOUT A GENERAL REVOLT. THEY ALSO WANT TO DOWNPLAY ANY TALK OF DANGEROUS CONTAMINANTS IN THE SEWERS, SINCE THAT MIGHT TARNISH THE REPUTATIONS OF THE MAGES, AND THE GENTRY ARE DEPENDENT ON THE MAGES. THEY WANT TO MOVE QUICKLY TO SQUASH THE FIGHTING, SO TRADE WON'T BE HURT.

LAMPLIGHTERS GUILD: PUBLICLY SUPPORTING THE STRIKERS, AND PARTICIPATING IN THE STRIKE. THIS GUILD IS ONLY STRIKING BECAUSE THE GUILDMASTER OWED THE SEWERMEN GUILDMASTER A FAVOR. THE GUILDMASTER DOESN'T THINK THE STRIKE WILL GO ON LONG, AND NEVER EXPECTS IT TO GET VIOLENT.

MAGES GUILD: VERY WORRIED ABOUT THE PUBLICITY REGARDING DUMPING OF MAGICAL WASTE. PUBLICLY, THEY DENY THESE ALLEGATIONS AND WELCOME AN INQUIRY. PRIVATELY, THE GUILD IS PUTTING PRESSURE ON THE GENTRY TO RESOLVE THIS STRIKE, BY FORCE IF NECESSARY.

SEWERMEN GUILD: BELIEVES A RECENT SPATE OF SEWER ACCIDENTS IS THE FAULT OF THE MAGES & THEIR CONTAMINANTS. ALSO CONCERNED ABOUT A REDUCTION IN PAY THE GENTRY IS PROPOSING. THE GUILDMASTER WAS NEGOTIATING PEACEFULLY WITH THE GENTRY FOR SEVERAL WEEKS, BEFORE THE SEWER ACCIDENT. RADICAL ELEMENTS IN THE GUILD RALLIED THE MEMBERSHIP AND FORCED A VOTE TO STRIKE THROUGH. SOME ELEMENTS IN THE GUILD BELIEVE THAT FORCE WILL BE REQUIRED BEFORE THE END OF THE STRIKE, THOUGH MOST BELIEVE A PEACEFUL STRIKE WILL BRING RESULTS.

SORCERER'S GUILD: PUBLICLY, THIS GUILD TAKES NO POSITION ON THE STRIKE. THE GUILDMASTER IS QUICK TO POINT OUT THAT SORCERY ACCOMPLISHES THE SAME EFFECT AS WIZARDRY, YET DOESN'T POLLUTE THE SEWERS LIKE THE SEWERMEN CLAIM THE WIZARDS ARE DOING. THE GUILDMASTER HOPES THIS STRIKE, AND THE ALLEGATIONS, WILL TARNISH THE REPUTATION OF THE WIZARD'S GUILD, AND MAKE THE SORCERER'S GUILD LOOK LIKE A GOOD ALTERNATIVE.

STREETSWEEPERS GUILD: THIS GUILD FULLY BELIEVES THAT THE MAGES GUILD CONTAMINANTS CAUSED THE ACCIDENT, AND THAT STRIKING IS THE ONLY WAY TO GET THE MAGES TO STOP DUMPING HAZARDOUS MAGICAL WASTE.

Other trade/craftsmen guilds: Although publicly they support a guilds right to strike, they're privately worried about the effect the strike will have on trade. They hope this strike will end peacefully.

APPENDIX B: LAWS OF DYVERS

IT'S POSSIBLE THE PCS MAY BREAK A LAW IN DYVERS. HERE'S A LISTING OF COMMON CRIMES AND THEIR PUNISHMENTS:

Theft-Petty (up to 100 GP of value): If the accused is a member of the Alliance then it's a 10% fine, otherwise it is a 200% fine and one (1) TU doing civic duties.

Theft-Grand (over 100 GP of Value): Fine equals 200% the cost of the item, and one (1) TU per 100 GP value in jail.

Drawing Weapons inside the city: 100 GP fine and one (1) TU doing civic duties.

Performing without a license: 100 GP fine for the 1st offense, each subsequent offense doubles the fine. This should be noted on the PCs log sheet.

Endangering the Public or Property by Spell casting: If the Caster is a member of one of the Guilds then the fine is 100 GP Per Spell level, otherwise it is 250 GP per Spell level.

Breaking and Entering: If the PC is a member of the Footpads Guild then 100 GP fine and 1 TU in Jail, otherwise the fine is 250 GP and 2 TU in Jail.

Destruction of Private Property: Fine equals 150% of the cost of the property and one (1) TU per 100 GP value in Jail.

Unlawful Imprisonment: 300 GP fine and two (2) TU in jail.

Assault: 500 GP fine and any weapons used in the assault are confiscated.

Drunk and Disorderly: 100 GP fine and two (2) TU in jail.

Poaching: 100 GP fine and one (1) TU in jail.

Unlawful Killing of a Gelatinous Cube in the sewers: 500 GP fine and 4 TU to capture a new gelatinous cube.

Operating a business without a permit: 500 GP and confiscation of the business. The business will be turned over to the Merchants Guild for auction.

Destruction of Public Property: 200% of the cost of the property as a fine, plus two (2) TU per 100 GP value in jail.

Manslaughter (accidental death): 1000 GP fine (to raise the person from the dead) and twenty (20) TU in jail.

Appendix C: NPCs

CONSTABULARY

☛ **Inspector Bartjan, male human, Ftr6:** Medium size humanoid (5 feet 4 inches tall); HD 6d10+12; hp 52; Init +2 (Dex); Spd 20; AC 19 (touch 12, flat-footed 17); Atks +10/+5 melee (1d8+3/19-20, longsword); AL LG; SV Fort +7, Ref +6, Will +5; Str 12, Dex 14, Con 15, Int 12, Wis 12, Cha 12.

Skills and Feats: Diplomacy +4, Gather Information +3, Knowledge (Constabulary Procedures) +5, Knowledge (Dyvers Law) +5, Search +3, Sense Motive +4; Combat Reflexes, Dodge, Iron Will, Lightning Reflexes, Mobility, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Breastplate, large wooden shield, masterwork longsword, ring of discern lies.

☛ **Deputy, varies, Warr:** varies humanoid; HD 1d8+2; hp 10; Init +2 (Dex); Spd 20; AC 18 (touch 12, flat-footed 16); Atks +4 melee (1d8+2/19-20, longsword); SV Fort +4, Ref +2, Will +0; Str 14, Dex 14, Con 14, Int 11, Wis 11, Cha 12.

Skills and Feats: Gather Information +2, Knowledge (law) +1, Listen +1, Sense Motive +1; Power Attack, Weapon Focus (longsword).

Possessions: chain shirt, large wooden shield, longsword

SEWER PATROL TEAM

☛ **Detective Dral Cliffface, female dwarf, Clr 6; CR 6;** Medium-size humanoid (dwarf); HD 6D8; hp 39, Init +0; Spd 15 ft.; AC 22 (Armor +10, Deflection +2); Atk +5 melee (1d6+1 (crit x2), light mace +1), +5 ranged (D8 (crit 19-20), masterwork light crossbow); SC Turn Undead & Air Elementals (8 times/day!), Rebuke Earth Elementals, Protective Ward 1/day, spells; AL LG; SV Fort +6, Ref +2, Will +7; Str 11, Dex 11, Con 13, Int 11, Wis 14, Cha 13

Skills and Feats: Concentration +10, Heal +8, Spellcraft +9; Combat Casting, Extra Turning, Skill Focus (Concentration)

Spells Prepared (5/5/5/3; base DC = 12 + spell level): o—detect magic (2), detect poison (2), resistance; 1st—bless, command, comprehend languages, invisibility to undead, sanctuary*; 2nd—delay poison, hold person, remove paralysis, zone of truth, shield other*; 3rd—dispel magic, invisibility purge, protection from elements*.

*Domain spells: Deity: Moradin; Domains: Earth and Protection.

Possessions: +2 full plate, ring of protection +2, +1 light mace, masterwork light crossbow, 20 bolts, healer's kit

Description: Detective Cliffface is short for a dwarf, but carries herself with a regal air. Even the layer of filth that covers her gear fails to hide her confidence and certainty of purpose.

☛ **Detective Loopwyn Fullbottom:** female gnome, Wiz6; CR 6; Small humanoid (gnome); HD 6d4; HP 25, Init +2; Spd 20 ft.; AC 16 (touch 13, flat-footed 13); Atk +6 ranged (1d8/19-20, light crossbow); SC Spells; AL NG; SV Fort +3, Ref +4, Will +6; Str 9, Dex 14, Con 12, Int 16, Wis 13, Cha 12

Skills and Feats: Concentration +10, Knowledge (Dyvers Law) +5, Knowledge (Local) +11, Listen +3, Scry +11, Spellcraft +11; Brew Potion, Combat Casting, Craft Wand, Scribe Scroll, Summon Familiar, Weapon Focus (ray)

Spells Prepared (3/4/4/4/3; base DC = 13 + spell level): o—dancing lights, ghost sound, light, mending, prestidigitation, ray of frost (2); 1st—color spray, comprehend languages, ray of enfeeblement, sleep; 2nd—blur, detect thoughts, Melf's acid arrow, web; 3rd—dispel magic, haste, hold person.

Possessions: Ring of protection +1, amulet of natural armor +1, bracers of armor +1, wand of darkvision (29 charges), wand of hold person (37 charges), Light Crossbow, 10 Bolts

Description: Detective Fullbottom is a portly gnome. She seems happier than her surroundings should give anyone reason to be. Somehow, walking through the sewers like this, she has managed to keep her gear cleaner than anyone else in her group. If the heroes see the Dyvers city heraldry, it was probably her tabard that was clean enough . . .

☛ **Constable Sunder Pickaxe, male dwarf, Rog5; CR 5;** Medium-size humanoid (dwarf); HD 5d6; HP 32; Init +2; Spd 20 ft.; AC 16 (touch 12, flat-footed 14); Atk +3 melee (1d6/19-20), short sword, +6 ranged (1d8+1/19-20, +1 light crossbow); SC Sneak attack +3d6, evasion, uncanny dodge; AL LN; SV Fort +3, Ref +6, Will +2; Str 11, Dex 15, Con 14, Int 16, Wis 13, Cha 6

Skills and Feats: Disable Device +13, Forgery +11, Hide +20, Innuendo +9, Listen +8, Move Silently +10, Open Lock +12, Search +11, Sense Motive +9, Spot +8, Tumble +10; Alertness, Expertise

Possessions: Mithral chain shirt, cloak of elvenkind, glove of storing, +1 light crossbow (crossbow is stored in glove of storing), 20 bolts, masterwork thieves' tools, short sword

Description: The rare group that ever gets a glimpse of Constable Pickaxe will see a very displeased looking young male dwarf, with his beard heavily braided and looped over his shoulders (under his cloak and tabard) to keep it farther away from the filth.

☛ **Constable Lussa Thrall, female human, CLR 4 (Norebo); CR 4;** Medium humanoid; HD 4D8; HP 27, Init +1 (Dex); Spd 30 ft.; AC 15 (Armor +4, Dex +1); Atk +3 melee (1d4 (crit 19-20), dagger); SC Turn Undead, spells; AL CG; SV Fort +5, Ref +2, Will +7

Str 10, Dex 12, Con 13, Int 11, Wis 16, Cha 14

Skills: Bluff +9, Concentration +8

Feats: Alertness, Combat Casting, Spell Penetration

Special Characteristics: Chaos Domain, Trickery Domain, spells marked with * are Domain spells and may not be converted to healing spells.

Spells Prepared (5, 5, 4): 0 Lvl - Create Water, Detect Magic, Guidance, Resistance, Virtue; 1st Lvl - Deathwatch, Protection From Law*, Random Action, Shield of Faith, Summon Monster I; 2nd Lvl - Aid, Hold Person, Hold Person, Invisibility*, Zone of Truth

Possessions: Masterwork Chain Shirt, Golden Holy Symbol (pair of D8), Dagger, Wand of Cure Light Wounds (18 charges), marked deck of cards

Description: This wild-eyed woman in her early twenties has severely short hair, that seems to clump up and stick out in random directions from her head.

☛ **Constable Torm Waddle**, male human, BRD 3; CR 3; Medium humanoid; HD 3D6; HP 17; Init +5 (Dex +1, Improved Initiative); Spd 30 ft.; AC 15 (Armor +4, Dex +1); Atk +3 melee (1D6+1 (crit x2), light mace), +4 ranged (1D6 (crit x3), masterwork shortbow); SC Bardic Music (Inspire Courage, Countersong, Fascinate, Inspire Competence), Bardic Knowledge, Proficient With Shortbow, Spells; AL CG; SV Fort +2, Ref +4, Will +3

Str 12, Dex 13, Con 13, Int 13, Wis 11, Cha 14

Skills: Jump +6, Listen +6, Perform (Flute, Lute, Mandolin, Poetry, Sing) +10, Tumble +6, Use Magic Device +8

Feats: Dodge, Improved Initiative, Skill Focus (Perform)

Spells (3, 2): 0 Lvl - Dancing Lights, Daze, Detect Magic, Ghost Sound, Prestidigitation, Read Magic, Resistance; 1st Lvl - Charm Person, Cure Light Wounds, Silent Image

Possessions: Masterwork Chain Shirt, Light Mace, Masterwork Shortbow, 20 Arrows, Masterwork Mandolin, Spell Component Pouch

Description: This young man has the ability to look good even when covered in raw sewage. His mandolin is stored in a waterproof sack, strapped to his back.

☛ **Constable Torrance Farseeker**, male human, RGR 3; CR 3; Medium humanoid; HD 3D10; HP 22; Init +6 (Dex +2, Improved Initiative); Spd 30 ft.; AC 15 (Armor +3, Dex +2); Atk +7 [+5/+5] melee (1D6+1 (crit 19-20), masterwork short sword(s)), +6 ranged (1D8+1 (crit x3), masterwork mighty (+1) composite longbow); SC Favored Enemy (Oozes); AL LN; SV Fort +3, Ref +3, Will +2

Str 12, Dex 15, Con 11, Int 10, Wis 13, Cha 14

Skills: Animal Empathy +8, Heal +7, Spot +7, Wilderness Lore +7

Feats: Improved Initiative, Tracking, Virtual Ambidexterity, Virtual Two-Weapon Fighting, Weapon Finesse (Short Sword), Weapon Focus (Short Sword)

Possessions: Masterwork Studded Leather, Masterwork Mighty (+1) Composite Longbow, Matched Pair of Masterwork Short Swords, 20 Arrows, Healer's Kit

Description: Other than the pair of short swords on his hips, there is nothing too overly distinct about this young man.

☛ **Constable Throck**, female half orc, FTR 3; CR 3; Medium humanoid; HD 3D10; HP 25; Init +5 (Dex +1, Improved Initiative); Spd 20 ft.; AC 19 (Armor +8, Dex +1); Atk +9 melee (1D12+4 (crit x3), masterwork great axe); AL LG; SV Fort +4, Ref +2, Will +0

Str 19, Dex 13, Con 13, Int 8, Wis 8, Cha 8

Skills: Sense Motive +2

Feats: Cleave, Improved Initiative, Power Attack, Weapon Focus (Great Axe)

Possessions: Masterwork Full Plate, Masterwork Great Axe, Masterwork Manacles

Description: This half-orc is slightly smaller than most human males, and appears to be wearing some kind of make-up under the sewage. Pretty much everything else is hidden by her armor.

☛ **Constable Flynn Martok**, male human, FTR 2; CR 2; Medium humanoid; HD 2D10; HP 20; Init +1 (Dex); Spd 20 ft.; AC 18 (Armor +5, Dex +1, Shield +2); Atk +6 melee (1D8+2 (crit 19-20), masterwork long sword), +3 ranged (1D6 (crit 19-20), light crossbow); AL NG; SV Fort +5, Ref +1, Will +0

Str 15, Dex 12, Con 14, Int 13, Wis 11, Cha 10

Skills: Climb +3, Handle Animal +5, Ride +6

Feats: Expertise, Improved Disarm, Power Attack, Weapon Focus (Long Sword)

Possessions: Masterwork Long Sword, Light Crossbow, Masterwork Breastplate, 10 Bolts, Masterwork Large Steel Shield, Masterwork Manacles

Description: This young human is energetic and enthusiastic, and is the group member most likely to break any encounter protocols as he attempts to make a name for himself within the Sewer Patrols as a whole. He is nowhere near clean, but he is as kept and polite as he can manage under the circumstances.

STRIKERS

☛ **Vallin, strike leader, female dwarf, Exp3:** Medium size humanoid (4 ft., 4 in. tall); HD 3d6+6; hp 20; Init +2 (+2 Dex); Spd 20 ft.; AC 12 (+2 Dex); Attack +3 melee, or +4 ranged; SV Fort +3, Ref +3, Will +3; AL CG;

Str 12, Dex 14, Con 15, Int 14, Wis 10, Cha 12

Skills: Appraise +4, Bluff +7, Profession (sewerman) +6, Diplomacy +9, Hide +3, Knowledge (Dyvers) +7, Knowledge (Engineering) +8, Listen +2, Move silently +5, Search +8, Spot +2, Use rope +4; Feats: Skill focus (diplomacy), Skill focus (knowledge (engineering)).

☛ **"Grumbler" and "Peeps" (Sewermen), female gnomes, Com1:** Small size humanoid (3 feet tall); HD 1d4; hp 4; Init +2 (+2 Dex); Spd 20 ft.; AC 13 (+2 Dex, +1 Size); Attack -1 melee, or +3 ranged; SV Fort +0, Ref +2, Will +1; AL N;

Str 6, Dex 15, Con 11, Int 16, Wis 12, Cha 10

Skills: Diplomacy +2, Heal +3, Knowledge (dyvers) +7, Profession (sewerman) +7; Feat: Skill Focus (Profession[sewerman]).

☛ **Strikers, varies, Com1:** Size varies; HD 1d4+1; hp 5; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +0 melee, or +1 ranged; SV Fort +1, Ref +1, Will +1; AL varies, primarily LG;

Str 10, Dex 12, Con 12, Int 12, Wis 12, Cha 12

Skills: Bluff +3, Diplomacy +3, Knowledge (dyvers) +3, Listen +3, Profession/Craft (varies) +7, Spot +3; Feats: Alertness, Skill focus (Profession/Craft[varies]).

THUGS

☛ **Tom Syken, Thug, male human, Ftr2:** Medium size humanoid (5 feet 7 inches tall); HD 2d10+2; hp 18; Init +1 (Dex); Spd 30; AC 17 (chain shirt +4, shield +2, dex +1); Atks +5 melee (1d10+4 [crit 19-20] bastard sword); SV Fort +4, Ref +2, Will -1

Str 18, Dex 12, Con 12, Int 10, Wis 8, Cha 9

Skills: Gather Information +1, Intimidation +1, Jump +2, Search +1; Feats: Cleave, Exotic Weapon (bastard sword), Power Attack, Sunder

Equipment: chain shirt, large wooden shield, bastard sword

☛ **“Stone” and “Osprey”, Thugs, male human, Warr:** Medium size humanoid (6 feet tall); HD 1d8+2; hp 10; Init +2 (Dex); Spd 30; AC 17 (studded leather +3, shield +2, dex +2); Atks +3 melee (1d8+2 [crit 19-20] longsword); SV Fort +4, Ref +2, Will +1

Str 14, Dex 14, Con 14, Int 10, Wis 8, Cha 10

Skills: Innuendo +1, Knowledge (Dyvers) +2, Search +2; Feats: Iron Will, Quick Draw

Equipment: studded leather, large wooden shield, longsword

SCENE SPECIFIC CHARACTERS

☛ **Frederick, male human, Exp1,** Medium sized humanoid; HD 1d6+1; hp 7; Init +1 (Dex); Spd 30; AC 11 (Dex); Atks +2 melee (1d3+2 Unarmed or 1d4+2 [19-20] Dagger); AL N; SV Fort +1, Ref +1, Will +2

Str 14, Dex 13, Con 12, Int 12, Wis 10, Cha 10

Skills: Diplomacy +6, Innuendo +4, Knowledge (Dyvers) +5, Profession (Sewerman) +4, Search +5, Spot +4; Feats: Improved Unarmed Strike, Skill Focus (Diplomacy)

Equipment: tools (in box), dagger, Everburning Torch (under rubble)

☛ **Yod Lodder, male dwarf, Com1,** Medium sized humanoid; HD 1d4+2; hp 6; Init +0 (Dex); Spd 20; AC 12 (Leather); Atks +1 melee (1d4+1 [19-20] Dagger); AL LN; SV Fort +2, Ref +0, Will +1

Str 13, Dex 10, Con 14, Int 12, Wis 12, Cha 8

Skills: Knowledge (Dyvers) +2, Listen +5, Profession (Sewerman) +5, Spot +5, Use Rope +2; Feats: Alertness

Equipment: tools (in box), dagger

☛ **Penelope Darkleaf, female halfling, Com1,** Small sized humanoid; HD 1d4; hp 5; Init +3 (Dex); Spd 20; AC 14 (Dex +3, Size +1); Atks -4 melee (1d4-1 [19-20] Dagger) or +4 ranged (1d4-1 Dart); AL CN; SV Fort +2, Ref +3, Will +2

Str 8, Dex 14, Con 12, Int 12, Wis 12, Cha 12

Skills: Climb +3, Hide +8, Knowledge (Dyvers) +3, Profession (Sewerman) +3, Spot +2, Use Rope +4; Feats: Point Blank Shot

Equipment: tools (in box), dagger, 3 darts

☛ **Smiley, male kobold,** Small size goblinoid; Rog4; HD 4d6; hp 18; Init +3 (Dex); Spd 20; AC 17 (+1 size, +3 dex, +1 natural, +2 leather); Atks +4 melee (1d4 dagger) or +7 ranged (1d8 (crit 19-20) light crossbow); SA: sneak attack +2d6; SD Darkvision, Evasion, Uncanny Dodge; AL CG; SV Fort +1, Ref +7, Will +2

Str 10, Dex 17, Con 10, Int 14, Wis 12, Cha 12

Skills: Appraise +4, Balance +5, Bluff +2, Climb +4, Craft-Trapmaking +6, Decipher Script +3, Disable Device +7, Disguise +5, Escape Artist +6, Forgery +3, Gather Info +3, Hide +8, Intimidate +2, Innuendo +3, Knowledge-local/dyvers +7, Listen +6, Move silent +8, Open Locks +8, Pick Pockets +5, Read Lips +4, Search +5, Sense Motive +3, Spot +6, Tumble +6, Use Magic Device +2, Use Rope +5 Feats: Alertness, Dodge

Equipment: Leather armor, dagger, tabard with the Crockhandle crest (his employer), masterwork thieves tools.

☛ **Mandescent, male human, Wiz(D)5:** Medium size humanoid (5 ft. 6 in. tall); HD 5d4+5; hp 15; Init +0 (Dex); Spd 30; AC 10; Atks +3 melee (1d6+1 quarterstaff); AL NE; SV Fort +2, Ref +1, Will +6

Str 8, Dex 10, Con 12, Int 15, Wis 14, Cha 14

Skills: Concentration +9, Knowledge-Arcana +10, Scry +10, Spellcraft +10 Feats: Brew Potion, Expertise, Scribe Scroll, Silent Spell, Spell Focus (Divination)

Spells (4/5/4/2): 0 lvl – daze, detect magic, detect poison, mage hand, read magic 1st lvl – comprehend languages, identify, mage armor, sleep, true strike 2nd lvl – detect thoughts (x2), locate object, see invisibility 3rd lvl – clairvoyance, tongues

Equipment: entertainer's outfit, dagger (x2), belt pouch, 17gp, 20 sp, quarterstaff +2, spellbook

☛ **Jal the Friendly, male half-orc, Ftr6:** Medium size humanoid (6 feet 2 inches tall); HD 6d10+18; hp 58; Init +0 (Dex); Spd 20; AC 15 (chain +5); Atks +12/+7 melee (1d8+7 [crit 19-20] longsword); SV Fort +8, Ref +2, Will +3

Str 16, Dex 10, Con 16, Int 14, Wis 9, Cha 10

Skills: Gather Information +3, Innuendo +2, Intimidation +3, Jump +2, Knowledge (Dyvers) +4, Search +4, Sense Motive +2 Feats: Cleave, Improved Sunder, Iron Will, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword), Sunder

Equipment: chain mail, longsword +2, ring of the ram

☞ **Manuel, male half-orc, Bbn 1:** Medium size humanoid (5 feet 11 inches tall); HD 1d12+2; hp 14; Init +1 (Dex); Spd 40; AC 40 (chain shirt +4, Dex +1); Atks +4 melee (1d12+4 greataxe); SV Fort +4, Ref +1, Will +1

Str 16, Dex 12, Con 14, Int 14, Wis 12, Cha 8

Skills: Climb +7, Craft (stonework) +6, Craft (trapmaking) +6, Jump +7 *Feats:* Power Attack

Equipment: chain shirt, great axe

☞ **Talbot, male human, Sor 6/Mindbender 1:** CR 7, Medium size humanoid; HD 7d4; hp 22; AL CG; Init +2 (dex); AC 12 (dex +2); SV Fort +2, Ref +4, Will +4
Str 10, Dex 14, Con 10, Int 12, Wis 9, Cha 18

Skills: Alchemy +5, Bluff +11, Diplomacy +12, Concentrate +6, Intimidate +10, Spellcraft +5 *Feats:* Leadership, Silent Spell, Still Spell, Spell Focus (enchantment), Telepathy (communicate will any creature within 100 feet)

Spells: 0-lvl – daze, detect magic, light, mage hand, ray of frost, read magic, 1st-lvl – charm person, hypnotism, mage armor, sleep 2nd-lvl – mirror image, scare 3rd-lvl – suggestion

Spells per day: (6,7,6,4)

APPENDIX D: NEW SPELLS

LESSER ACID ORB

Evocation [Acid]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to five creature or objects, no two of which can be more than 15 ft. apart.

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed at a ranged touch attack to hit your target. If you miss, there is no splash damage.

For every two levels of experience past 1st, you gain an additional orb that you shoot at the same time. You have two at 3rd level, three at 5th level, four at 7th level, and the maximum of five orbs at 9th level or higher. If you shoot multiple orbs, you can have them strike a single creature or several creatures. A single orb can strike only one creature. You must designate targets before you roll for SR or roll damage.

Source: Tome and Blood: A Guidebook to Wizards and Sorcerers page 92.

CHOKER

Conjuration (Creation) [Force]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature up to size Large (see text)

Duration: 1 round/level

Saving Throw: Reflex half (see text)

Spell Resistance: Yes

A pair of invisible hands made of pure force spring into existence around the target's throat and begin to strangle it. Only aberrations, animals, beasts, fey, giants, humanoids, magical beasts, monstrous humanoids, outsiders, and shapechangers can be affected. Creatures without necks, such as beholders, cannot be affected. The hands cannot be attacked or damaged.

The target takes 1d4 points of damage per round but can make a Reflex save each round for half damage. All attack rolls and checks the target makes while being choked suffer a –2 circumstance penalty; if the check involves speaking, the circumstance penalty is –4. Spellcasting is possible, but the target must make a successful Concentration check (DC 10 + spell level + 1/2 the last damage dealt) or lose the spell. The –2 circumstance penalty also applies to the check, or –4 if the spell has a verbal component.

Material Component: A handkerchief or similar-sized piece of cloth that has been tied in a knot.

Source: Tome and Blood: A Guidebook to Wizards and Sorcerers page 86.

INDIFFERENCE

Enchantment [Mind-Affecting]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 full round

Range: Touch

Targets: Living creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (see text)

Spell Resistance: Yes

This spell drains emotion from the creature touched. The subject becomes immune to fear and compulsion effects of 2nd level or lower and gains a +4 circumstance modifier on saving throws against fear or compulsion effects of 3rd level

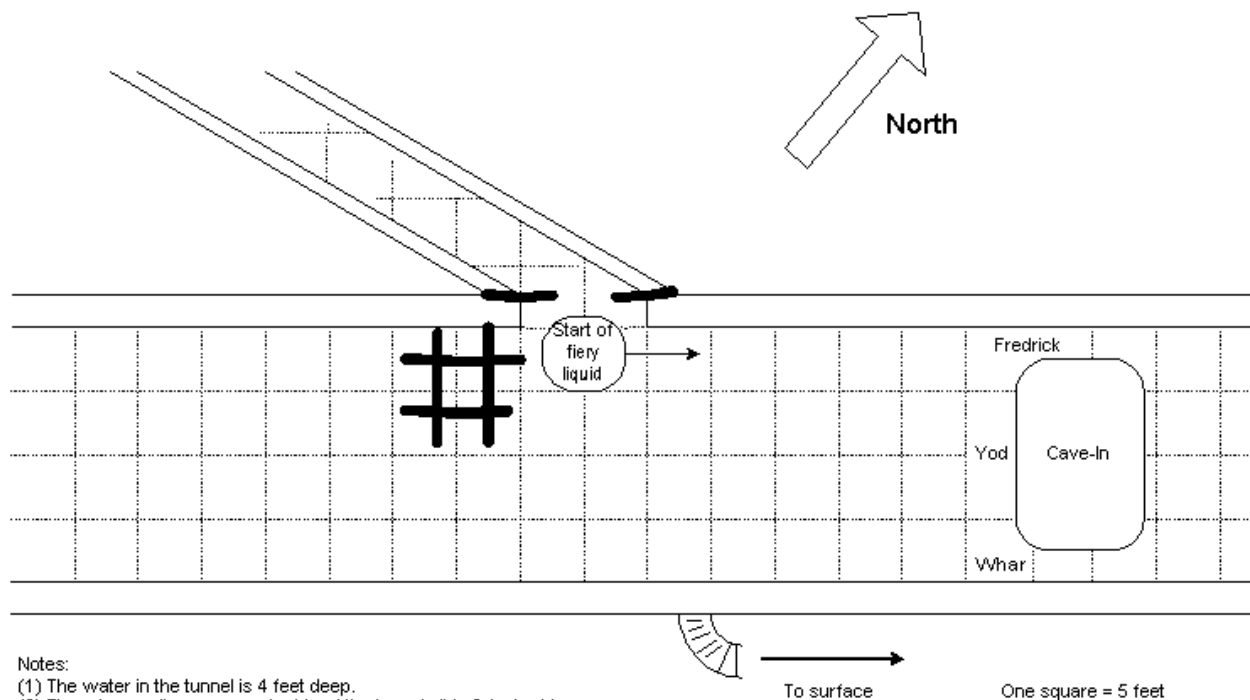
or higher. Furthermore, morale bonuses or penalties do not affect the subject while the spell lasts. However, the subject's lack of emotion imposes a -4 circumstance penalty on Charisma checks.

If the subject already is under a fear or compulsion effect when receiving this spell, a failed saving throw ends that effect and leaves the subject dazed for 1 round.

Material Component: A small stone.

Source: *Tome and Blood: A Guidebook to Wizards and Sorcerers* page 92.

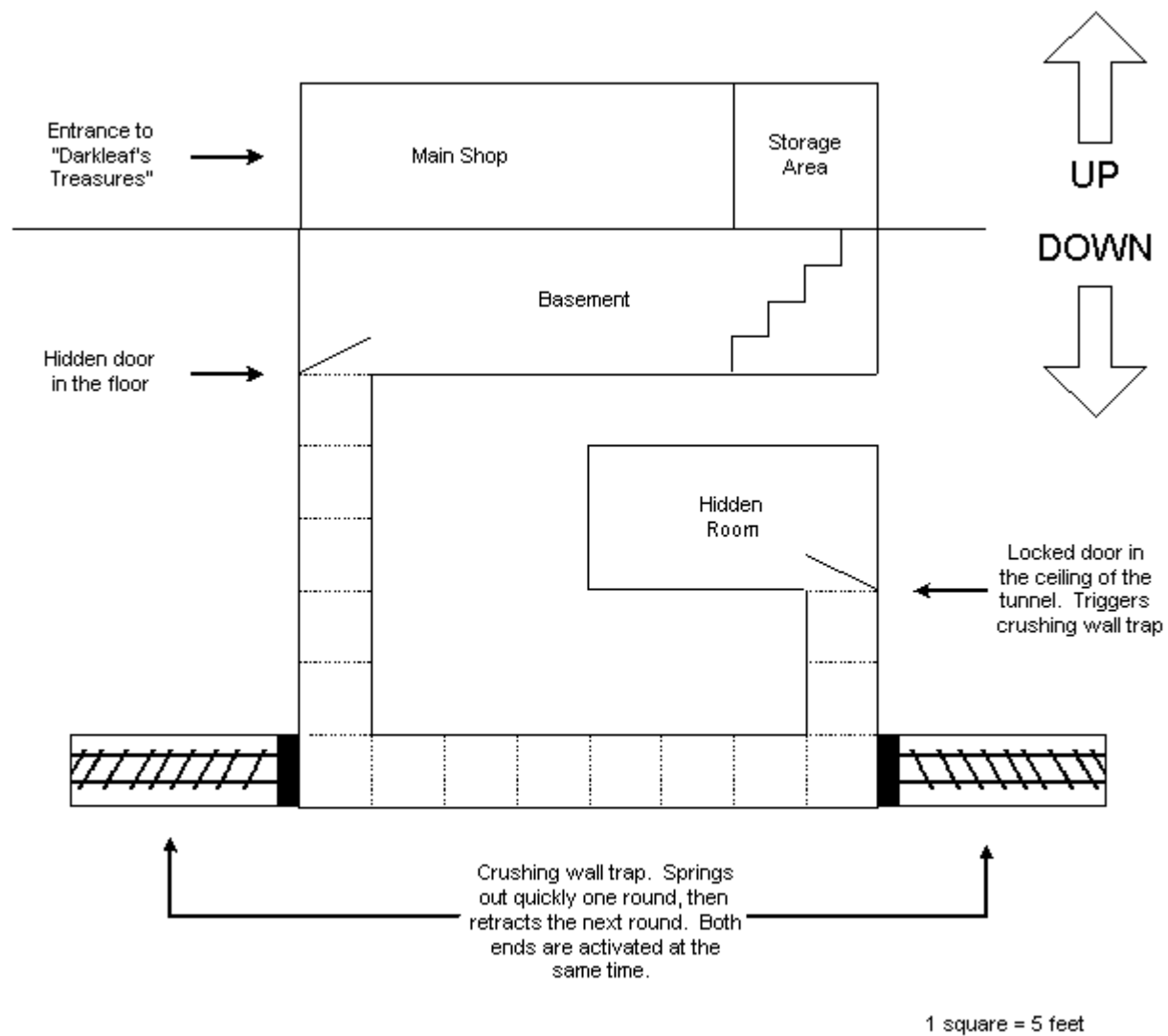
GM Map Aid #1: Map of the Sewers (for Encounter One)



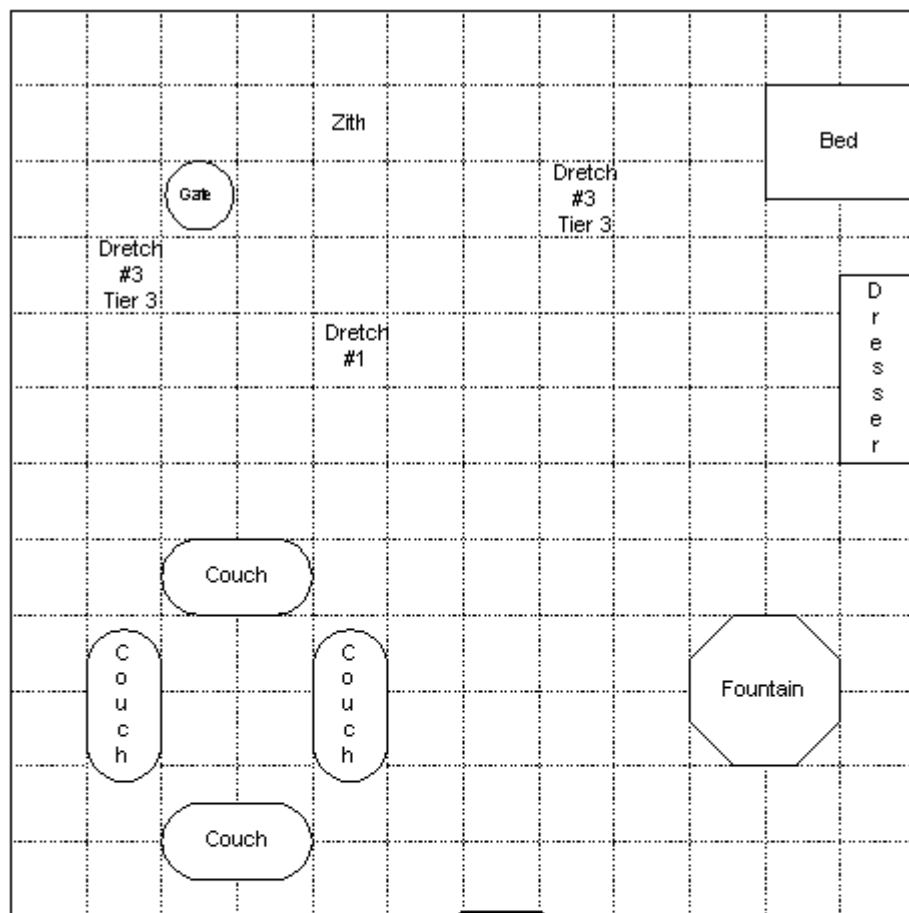
Notes:

- (1) The water in the tunnel is 4 feet deep.
- (2) There is a walkway on each side of the tunnel. It is 3 feet wide.
- (3) Cave in extends 2 feet above water. PCs can walk across it.
- (4) Pool of liquid move NE 5 ft/round, towards sewer men. It expands one hex a round until it is a total of 8 hexes big.

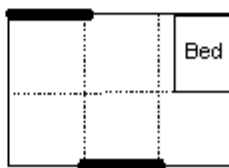
GM MAP AID #2: DARKLEAF'S TREASURE'S (FOR ENCOUNTER SIX)



GM MAP AID #3: GUILDMASTERS ROOMS (FOR ENCOUNTER SEVEN)



Mirror transports PCs to and from the guildmasters room when the command word is spoken.



Entrance to
Guildmaster's Room

1 square = 5 feet

ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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