

DYVINT4-02

The City of Sales

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

Version 1.1

by Joseph L. Selby

In a city where the largest temples are the merchant gods Zilchus and Xerbo, it seems like everyone has something to sell, some angle, or some scheme. There are times, though, when skilled adventurers find someone with a worthy cause. Typically that person is just a better salesman than most. A Dyvers introductory adventure for first level characters only.

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

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

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

Introduction

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

Preparation

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

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

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

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

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

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

the DM) to keep track of who is playing which character.

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

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

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

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

Living Greyhawk Levels of Play

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

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

type, and animals with different CRs are added separately.

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

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

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

Adventure Background

A once happy family, both Oleander and Marten have suffered since their mother's death during the dock fires. The father and son were especially close, but both have had difficulty coping with the death of Marten's mother and neither is able to express his grief to the other. A tight bond between father and son has deteriorated into resentment. Marten blames his father and the teachings of Pelor for his mother's choice to go to the docks during the Fire of 592 to help the victims instead of staying in a safer part of the city. If it weren't for Pelor's charity, she would still be alive today.

Marten first expressed his anguish by throwing himself into his work as a constable, working double and sometimes even triple shifts in an effort to avoid accepting his mother's death. He was promoted for his diligence and assigned a special task of infiltrating the outlaw organization, the Circle of Crimson Stone (a perverse gladiatorial combat held in Dyvers' back alleys, pitting slave against slave in a fight to the death).

Marten's anguish and fury was seen as an important quality of any Circle gladiator and where other constables had failed, Marten quickly infiltrated the group. At first he continued with his duties, amassing evidence and keeping a detailed log of Circle activities and leadership. But he was discovered and thrown into the circle to fight. He fought for his life and eventually slew his opponent, but he quickly came to crave the satisfaction he felt when he finished off his latest foe. Marten now files false reports with the constabulary and "continues" with his investigation as he participates in circle matches whenever they appear.

Oleander, fearing for his son, began investigating what kind of work might keep him occupied night after night and day after day. Although it took a few weeks, the Pelorite finally witnessed his son in combat and watched him as he decapitated an elf who had come from the Verbobonc Gnarley to prove his mettle in the Circle. Oleander soon learned of others his son had killed and was overwhelmed by the death toll amassed in just a few short weeks.

He pleaded with his son, but reason failed and eventually other Circle members began threatening Oleander that if he interfered in their business again, they would kill him. Not believing that his son would allow such a thing, he

continued his pursuit to redeem his son. The same night he was attacked and left for dead, his clerical abilities the only thing that saved him.

Oleander now intends to recruit adventurers entering the city (to which he presumes they have no ties to Dyvers officials such as the constabulary or army) to track down his son and help kill him. Although the act seems inconceivable, he would rather remember his son the honorable man he was then the monster he's become.

Adventure Summary

Introduction: Entering Dyvers through Thrommel's Arch, the PCs are accosted by a small band of outlaws trying to swindle them with a number of scams. The group tries a variety of different swindles. Eventually the group tries to mug the PCs, hoping to take what valuables they may have left.

Encounter 1: The PCs are recruited by Oleander, a cleric of Pelor, to help him find his son Marten, a city constable who has grown distant since his mother's death in the dock fires and has recently gone missing.

Encounter 2: To find Marten, the PCs must follow a lead at The Jolly Ogre Inn. There are a number of patrons there, and they all know something to one degree or another.

Encounter 3: Rooting out Gavesh as a contact for the Circle of Crimson Stone, the PCs may interrogate him to find out where the next match is.

Encounter 4: The PCs attend a Circle fight down at the newly restored docks. They witness a number of fights and may even have to engage in one.

Encounter 5: The PCs speak to Marten and learn his side of the story. They can convince him to accompany them to a meeting with his father, which he agrees to. But he insists on taking some muscle with him.

Encounter 6: Oleander finds Marten and tries to burn him as punishment for all the lives he's taken. The two groups engage each other and the PCs are stuck in the middle. They must fight for their lives if they wish to survive, possibly choosing one side over the other, or defeating both and having to deal with the constabulary.

Introduction

The last two years have marked a tumultuous time for Dyvers. One where the city saw one of its largest resources burn to ash, thousands of people killed and left homeless, and now to be reborn, with reconstruction of the docks finally complete. Tent Town, the area outside the city walls where merchants set up shop to avoid city taxes became a make-shift refugee camp, one of dozens both in and out of the city. Now with the dock district restored, the population has dwindled, not as small as its previous population—some people still fear a second dock fire—but much smaller than it has been over the course of the last two years.

The ground outside Thrommel's Arch (the gateway into the city from the Greyhawk Road) is barren, looking like the city had been laid siege to. None the less, here you are, entering the Free and Independent City of Dyvers, one of the largest cities in the known world. And for all the recent turmoil, she is still one of the wondrous gems of the Flanaess, warmly welcoming travelers from near and far.

The city wall stands 40 feet tall, manned with city constabulary diligently marching the city's circumference. The tops of the walls are generally manned by two to four guards. The inside of the arch itself, positions another half-dozen guards (in groups of two, one on either side of the arch and one in the middle of the flow of traffic) watching everyone traveling in and out of the city. The PCs are not stopped unless they carry weapons (other than polearms or similar type weapons that cannot be sheathed) or are accompanied by animal companions inappropriate to the city (such as wolves, bobcats, etc). An equivalent number of soldiers man the other side of the arch

The guards are positioned on the outside of the arch. The interior of Thrommel's Arch is sixty feet deep and thirty feet wide. It is filled with three dozen travelers (not enough to hinder movement dramatically). There are doors on either side of the inside of the arch that lead into private rooms for the city guard and stairwells that lead to the top of the walls.

Encounter 1: Welcoming Committee

A series of 7 mini-encounters begin as soon as the PCs pass through the arch into the city, one for every block the PCs travel. A gang of local conmen and thugs prey on newcomers to the city. Depending on how savvy their marks are, the criminals may slowly weasel their coin from them, or just attack them outright to take their possessions. The guards at the gate get a cut of the profits, so don't interfere unless things get out of hand. Although there are seven "propositions," it's the same group of people running ahead to each block to try a different tactic, searching for what works.

DM NOTE: To facilitate the best in-character flow of these propositions, the table judge may wish to have the PCs roll ten spot checks at the beginning of the module and write them down. That will prevent PCs from meta-gaming the reasons for skill checks being made at the beginning of each proposition.

DM NOTE: If at any time, the PCs decide to double back, they catch the thieves circling ahead to attempt to con them again. If this happens, skip to the final "proposition" where the thugs attack the PCs in an attempt to loot all their possessions.

DM NOTE: The group is a band of con artists. They aren't eager to engage in combat. Even if discovered, they make no attempts to initiate or engage in combat until "Proposition 7." If the PCs attempt to initiate combat, the rogues involved in that particular scam attempt to retreat until all of them are together (effectively skipping to "Proposition 7"). If the PCs simply keep walking, they are not followed, but allowed to move to the next Proposition.

Proposition 1

Once the PCs pass through Thrommel's Arch and begin to walk down the city street, two Oeridians stop them. They have no weapons drawn, but they've taken an authoritative pose in the middle of the street, holding their hands up to stop the PCs' advancement.

"Excuse me gentlemen (and ladies)," one of the Oeridian men says, "but the Free and Independent City of Dyvers requires a minimal tax to pass through the gates. This tax is

meant to keep the less savory element for cities like Greyhawk. We are dispatched by the Magister to collect 5 wheatsheafs (gp) per man, woman, and child and 1 wheatsheaf for every beast of burden. If you only carry foreign coin, we are able and ready to change your money as necessary."

PCs succeeding at a Sense motive check (DC 16) know they're lying, A successful Wisdom check (DC 10) reveals that none of the other newcomers to the city are being stopped, PCs succeeding at a Spot check (DC 14) notice that the city guards on the inside of the arch all have their backs turned.

There are a number of ways PCs can navigate this situation, including paying the "tax," a successfully worded Diplomacy check DC 24, Bluff check DC 20 (saying they already paid automatically fails—they say that the tax is for each entry into the city), Intimidate check DC 18 (drawing weapons draws the attention of the city guard, who have been bribed and participate in the hustle). Paying the fee or attempting another type of bribe marks the PCs as easy marks, guaranteeing a confrontation in Encounter 7.

Proposition 2

—Once the PCs have traveled another 2 blocks—

"New to the city, gentlemen? Dyvers is the largest city in the world; don't let anyone tell you different. Many people born here still need a guide to figure out the mess of avenues, boulevards, and thoroughfares. There's no shame in asking for help and no one knows these streets better than I do. I've been living on them since I was a pup!"

A young half-elven man stands next to the PCs, his stance showing a degree of arrogance. He winks at the PCs and nods his head. Cost for a guide is a gold piece per person for the day's travel. He keeps his distance and leaves his hands in the open, hoping to avoid any suspicion.

If the PCs hire him, he leads them in the wrong direction (a Knowledge (Local: Volverdyva Tuflik Falls Trade Route) check [DC 14] alerts the PCs that they are going in the wrong direction), eventually leading them to "Proposition 7." If they challenge him about the matter, he says that he's just trying to show them the sights of the city, not like his fee is going to change. If they become confrontational about it, he attempts to Diplomacize his way out of the situation (see

Appendix). If that is unsuccessful, he agrees to refund their money and put them on the right course (this course being direction to "Proposition 7").

If the PCs don't hire him, he moves past, calling to other prospective clients. The PCs should make a Spot check DC 24 to catch the guide picking a pocket. (Roll randomly to see who is targeted [unless during role playing a PC puts himself in an obvious position to be the target]. The target loses 1d20 gold pieces. If he does not have that much, he loses whatever he has left. If the targeted PC has no gold whatsoever, then the pick pocket makes a successful swipe, but does not find anything to take.)

If the PCs successfully Spot the sleight of hand, the pick pocket attempts to flee toward the next block down (where the rest of his gang are watching the events unfold—skip directly to "Proposition 7" if the pick pocket successfully escapes). Roll initiative. At a full run, the next block is 3 rounds away. If the pick pocket is caught, the gang advances to engage the PCs.

Proposition 3

—Once the PCs have traveled another 2 blocks—

You feel a tug at your cloak and a young half-elven boy stands quietly, holding a note in his hand. He says nothing, just stares expectantly.

The bandits have hired a messenger to deliver a false message. Give the PCs Player Handout #1. The location is the ambush sight for "Proposition 7." If they tip the boy, he knows they have coin for the taking and alerts the thieves. Go directly to "Proposition 7."

PCs may make a Knowledge (Local: Volverdyva Tuflik Falls Trade Route) DC 14 to know where to find this intersection. They may also make a quick Gather Information check DC 10 to find out where it is.

If the PCs don't tip him, he shakes his fist at them and runs away. He is unsure whether they have any real coin to steal and the thieves continue with their scams. Continue to "Proposition 4."

Proposition 4

—Once the PCs have traveled another 2 blocks—

“Excuse me sirs, but did you lose this? I found it back on the road and I thought it might be yours.

An Oeridian man stands holding a dagger of seemingly exquisite quality. On closer inspection, an Appraise check DC 16 reveals it to be a fake, the quality simply an illusion of paint and polish. The blade would most likely break on impact against even the lightest armor.

If the PCs accept it, the man waits expectantly for a reward. If they do not, he apologizes and carries on his way. If they do reward him, he thanks them and leaves, attempting to disappear before they realize the dagger is a sham.

Proposition 5

—Once the PCs have traveled another 2 blocks—

“Beggin’ your pardon, gents, but I couldn’t help but notice your good fortune. I just finished unloading a new shipment of goods, and I can’t help but notice you seem to be a bit unequipped for the adventuring type. No cold iron, no adamantine, not even decent armor, really. You step over here to my booth and I’ll show you an inventory that makes the Magister herself jealous. I was just going to summon the guards so they could have first pick, but fortunate is definitely smiling on you today!”

An Oeridian man and a half-elf man both stand behind a cart, holding up odd trinkets made of brass, bronze, and odd conglomerations of metal, wood, and leather. The top of the cart is littered with similar objects. An Appraise check DC 10 easily reveals that the goods on the cart are all worthless.

A Spot check DC 16 reveals that the two look very similar (but not identical) to the other Oeridian man and the half-elf boy the PCs met in “Propositions 1 and 2.” They are using makeup to alter their appearance enough to forego any suspicion. If the PCs challenge them about altering their appearances, they both claim that they have relations that live in the area that have bad reputations. They alter their appearances as to not have those reputations held against them.

If the PCs buy anything, the next block leads to “Proposition 7.” If they do not, they are unmolested as they continue further into the city.

Proposition 6

—Once the PCs have traveled another 2 blocks—

Suddenly, you hear, “Daddy! I’m sorry, please don’t leave me! I promise I won’t spill the milk again, but don’t leave me! Please!” as a small boy runs from the side of the body and latches onto (roll randomly) your leg. Two large men wearing constabulary sashes quickly approach you and ask you to stay where you are.

PCs may make a Spot check DC 20 to notice that the sashes are forgeries. If they ask, PCs may make a Sense Motive check DC 15 to confirm their suspicions. They may make an additional Spot Check DC 17 to see through the young boy’s disguise and realize he’s the same boy from the cart.

If the PCs don’t realize it’s another scam, the two Oeridian guards accuse them of trying to abandon their son (even if there are no humans, elves or half-elves in the party). They say that’s a fine of 50 gp that must be paid immediately. The elven boy picks a person at random (anyone who dresses audaciously or has a lot of possessions is his first choice). A Spot check DC 24 catches him picking his target’s pocket

If the PCs realize that it is a scam and initiate combat, the rogues retreat to the next block. Skip to “Proposition 7.”

Proposition 7

—Once the PCs have traveled another 2 blocks—

Passing another back alley on your way to the city’s interior, you see the group of men who have harassed you since you arrived in the city eyeing you. A quick measure of them, and you realize they are their disposition has changed significantly, their posture aggressive and their weapons no longer hidden beneath their cloaks.

“Gentlemen, we’ve tried to do this the polite way, but you just seem to keep holding out on us. It’s time you pay your taxes and we mean to collect. Drop your valuables, weapons, armor, what have you. Don’t cause a fuss and you’ll live to complain to the flatfoots.”

There is very little that can get the PCs out of this situation other than combat. A Diplomacy check, Bluff check, or Intimidate check (DC 30) can still

talk the PCs out of this situation, but any Intimidation checks are made at a –20 penalty.

The constabulary earns a cut of whatever the gang makes, so they don't get involved right away. If weapons are drawn, the constabulary intervenes in 2d4+2 rounds (if combat is finished before the constables arrive, they do not arrive at all). The PCs are fined 1 gp each for drawing weapons in the city and sent on their way (if any of the bandits are still alive, the constabulary tells the PCs that they'll take of them and orders them to leave).

APL 2 (EL 3)

Oeridian Fighter: Male Human Fighter1; hp 12; see Appendix.

Oeridian Rogue: Male Human Rogue1; hp 6; see Appendix.

Half-Elf Rogue: Male Half-Elf Rogue1; hp 6; see Appendix.

If the constables are present at the end of the encounter, the cleric does not begin speaking to the PCs until the constables have left or until the PCs have moved away from them. He wants to avoid any constabulary entanglements.

Encounter 2: A Plea

—If the PCs successfully defeated the thieves—

“That was an impressive display,” says someone from behind you. “Those thieves have been harassing newcomers to the city for some time now. I’m glad someone finally took care of them. I spoke to the guards a few times, but they never do anything.”

—If the PCs failed to defeat the thieves—

“That’s a hard way to be welcomed to Dyvers, but a lesson best learned early,” says a voice from behind you. “It would be best for newcomers like yourselves to find someone that can teach you the intricacies of the City of Sails before you end up penniless and naked on the street.”

With the thieves repeatedly attempting to waylay the PCs, it is likely that the party will presume that the man appearing behind them is just another scam. If any of them interrupt his opening statements, he stops speaking and allows them to say their peace. When they finish, he smiles and finishes his comment that he's glad the thugs have been captured.

The cleric makes it a point to show the PCs that he's not armed and makes no forward advancement until the PCs have willingly engaged him in conversation. Any Sense Motive checks made reveal that he seems sincere with no ulterior motives.

—If the PCs threaten him as a thief—

“I assure you that my intentions are honest. Regardless, I hardly doubt I could best the entire group of you, so it would be foolish of me to try.”

—If the PCs continue to vocalize doubt—

“If you need some reassurance, how about I don’t tell the guards that you drew your weapons to defeat these brigands? Or, if that is not enough, how about I tell you that they always rob people in this alley, and they hide their stash behind a loose brick over by the corner of that building.”

A successful Search check (DC 15) reveals a loose brick in the building. It is not trapped and does not have any type of locking mechanism. Behind it is a wooden box. It is also not trapped, although it is locked with a simple lock. An Open Locks check (DC 20) springs the lock. Inside are six potions and an assortment of gold, silver, and copper pieces totaling 120gp.

If this amount isn't enough for the PCs, a Diplomacy check (DC 12) convinces the cleric to offer the PCs an additional 100gp (total, not each) of his own money.

—If the PCs attack the cleric—

The cleric is unwilling to engage in combat and only casts spells to protect/heal himself. He cries for peace, hoping that the group stops and speaks with him. If they do not, he flees the alley and the module ends.

—If/When the PCs allow the cleric to speak—

***“I need your help. I know you’ve already heard that more than once today, but hopefully you’ll take my request seriously. I’m a cleric of Pelor, a good soul willing to show you the ins and outs of this city in exchange for your help. They know me here in Dyvers. If you doubt my story, once we’re finished, you can go to the temple and confirm my story for yourselves.*”**

- The cleric’s name is Oleander. He moved to Dyvers shortly before his son was born. His wife died during the dock fires, attempting to save as many people from the flames as possible. Since then, he and his son have both been finding their own personal ways to cope.
- His son’s name is Marten. Although he was the ways of Pelor like his father, he chose to join the constabulary, walking a beat around the city.
- The two used to share lunch weekly at the Tri-Tower Tavern, but Marten began canceling the appointment a few months ago. He has missed the last four lunches completely without providing a reason or excuse.
- Of course he was concerned, but it wasn’t until Marten began skipping the lunch meetings that Oleander became truly worried. He did some investigating and thinks that his son may somehow have become indebted to the Circle of Crimson Stone.
- The Circle of Crimson Stone is one of the less savory elements of the city. It’s known for its violence and antipathy. Slaves are forced to fight in vicious street fights, usually to the death. If Marten somehow became indebted to the group, it is entirely plausible that they are forcing him to fight in their matches until his debt is repaid. Oleander doesn’t expect him to survive such an ordeal.
- He was investigating the matter himself, but once he discovered the connection to the Circle of Crimson Stone, people stopped talking to him. He hasn’t heard anything regarding his son in two weeks.
- He had been questioning patrons of the Jolly Ogre, knowing that one of them was a contact for the Circle, but no one is willing to speak with him now. It would be unwise to bring his

name up in conversation when looking for Marten, as it may cause all leads to dry up.

- The constabulary isn’t being helpful either. They keep saying that he’s been reassigned, although they won’t tell Oleander where that is.
- Once they’ve found Marten, they should bring him back to this alley.

—If the PCs detect alignments—

Oleander does not detect as evil, although *detect chaos* confirms that he is chaotic. (NOTE: Oleander’s alignment has shifted to chaotic neutral. He has lost his ability to cast spells and is consumed with his efforts to find Marten.)

—If the PCs go to the Temple of Pelor to confirm Oleander’s identity—

The temple informs the PCs that Oleander is a long-time member of the temple and a dedicated priest of Pelor’s order. He is currently on sabbatical, dealing with a personal matter with his family. They have no other comments on the matter.

If the PCs tell the temple of Oleander’s problem, they make it clear that Oleander is operating individually and any work he may offer the PCs is on a personal basis and not in the official capacity of the temple, although they wish him luck in resolving his issues.

—If the PCs go to the constabulary to confirm that Marten is a member—

The PCs are told that Marten is a member of the Constabulary, but all other information regarding him and his current assignment are available only on an official capacity to Constabulary officials and the Magister.

Encounter 3: Jolly Ogre

At first glance, the Jolly Ogre looks no different than any other tavern in Dyvers. A bar, dining room, and second floor with rooms for rent, what makes this tavern unique is the immense half-orc standing behind the bar. Looking more like a veteran adventurer than a

barkeep, his shoulders are as broad two men put together.

He stands when you enter. Eyeing you up and down, he sits back on his stool without speaking and continues listening to the conversation of the other tavern patrons.

The half-orc, Sledge, is the owner of the Jolly Ogre, and he rarely speaks unless spoken to. Bar brawls occur at the Jolly Ogre more than others because most patrons know that Sledge will end it before any real harm can be done. The inn is known for adventurers frequently starting fights and Sledge is known for knocking out those combatants in a single punch.

Currently, there are 12 other patrons in the bar, enjoying an early lunch. A human couple sits in the back corner, speaking privately. Five more humans sit in the middle of the room eating together. Their conversation is loud and cheery. They frequently break into laughter and toast their good humor. Three half-orcs sit at the bar speaking to Sledge, although he doesn't respond to any of them. Two dwarves sit against the far wall. They complain about how poorly prepared their food is, usually with a mouth full of beef or squirrel.

- The human couple in the corner know nothing. They're pilgrims from Veluna on the way to Greyhawk City.
- The other three groups know something to one degree or another. To convince them to talk, the PCs must first succeed at a Diplomacy check (DC 20), although there are various ways to get around the check with the different groups.
 - If the PCs offer the dwarves a bribe of at least 30gp (15gp per dwarf), they tell the PCs what they know.

The dwarves say that they've seen Marten frequently over the past month. He comes and goes as he pleases, never keeping to any set schedule. He's generally cheerful enough, buying rounds for his friends.

- The orcs have been mistreated and threatened since their arrival in Dyvers and are afraid of being thrown in jail because of their race. If the PCs succeed at an

Intimidate check (DC 15) against the Orcs, they tell the PCs what they know.

The orcs say they've met Marten only a few times. They've heard of him more than they've seen him. If you are lucky enough to find him in a good mood and tell him you've heard of him, he's sure to buy you a drink. If you find him in a bad mood, though, and say the wrong thing, well, there used to be five half-orcs that came to this inn. One is bedridden with a broken back and the other is dead. They would avenge their friends, but killing a constable would have dire consequences. (Yes they, and everyone else at the tavern, know he's a constable.)

- If the PCs succeed at a Bluff check (DC 15) with the humans (saying they want to join the Circle of Crimson Stone or some similarly worded lie), they tell the PCs what they know.

The humans say they're friends of Marten and aren't keen to the idea of speaking about him while he's not present. They will say that he's an accomplished pit fighter with a short temper, so the PCs would be wise not to get on his bad side before they've even met him.

PCs can make a Knowledge (Local: Velderdyva Tuflik Falls Trade Route) (DC 12) to know that the Pit Fighter's Guild is different from the Circle of Crimson Stone. Although they both engage in a style of gladiatorial combat, the former is non-lethal competition sponsored by the Temple of Norebo, while the latter is an illegal deathmatch held in the back alleys of Dyers. Referring to Marten as a pit fighter is not an admission of association with the Circle.

The humans are willing to discuss the matter further, echoing the comments made by the other humanoids in the bar. They know he's a constable and they only refer to him as a pit fighter, never committing to whether he's a member of the PFG or the CoCS.

—If, during the conversation, the Circle of Crimson Stone is mentioned at a normal voice level or higher (not whispered), Sledge interrupts the conversation—

Jendra, I told you I didn't want you dealing with that good-for-nothing Circle in here any

more. There are a number of things I'm willing to deal with the constabulary over, but the Circle isn't one of them. If you have "business," take it out into the alley. I won't tell you again.

One of the Baklunish men stands from the table and heads to the alley nervously. He does not make eye contact with the PCs nor does he acknowledge Sledge's demands. The PCs may follow him or even escort him, but if they attempt to prevent him from leaving, Sledge very sternly tells them that they would be better served taking their business outside.

NOTE: If the PCs are bringing up the Circle of Crimson Stone to bluff the humans, Sledge does not immediately say anything. The half-orcs are speaking to him and his listening to both conversations to see if he heard what he thinks he heard. Regardless of whether the PCs are successful at their Bluff checks, if the subject is broached, Sledge eventually chimes in.

Encounter 4: Back Alley Dealing

The Baklunish man's name is Gavesh. He's a fixer, helping arrange locations and attendance of Circle fights. There is no public advertising of the matches and most people who attend are unwilling to speak about it in public for fear of being arrested by the constabulary. People like Gavesh are dispatched to find potential fighters and spread the word to the right type of people who would attend the matches without putting them at risk.

Gavesh is a fixer, not a fighter. He has little combat skills and is only armed with a dagger that he does not draw, even if the PCs are being threatening. He trusts in his abilities of persuasion to get him out of jams, not his martial prowess.

There are a number of ways to get Gavesh to confess what he knows. If the PCs successfully Bluffed Gavesh and his friends, they need to succeed at a second Bluff check (DC 12) to continue with the ruse. If they succeed, Gavesh takes the name of which PCs are going to fight and which merely want to wager (if no PCs are willing to compete, they must succeed at a Diplomacy check [DC 21] to convince Gavesh to allow them to attend). If they fail, Gavesh tells

them he doesn't trust them and that he won't reveal the location of the next match because the PCs are most likely constabulary spies. They must try some other tactic to convince him to talk.

PCs hoping to intimidate Gavesh must succeed at three Intimidate checks (DC 15) to pry the information out of him. If the PCs threaten to kill him, Gavesh attempts to talk them out of it. He attempts a Diplomacy check (with a +11) to the roll (the judge may wish to assign a +/- 2 or 4 circumstance modifier based on how the conversation has progressed thus far). If he beats a DC 20, he begins to dissuade the PCs from killing them and they must try convincing him again. (They may still attempt to intimidate him, but cannot use death as one of their threats as he feels they won't commit to such an action. Any previous successful Intimidate rolls are negated and the PCs must begin again.)

PCs hoping to convince Gavesh to reveal the location of the next Circle fight must succeed at three Diplomacy checks (DC 21). If successful, Gavesh reveals what he knows. If they fail, they can still attempt other methods, but Gavesh says he thinks they are constabulary spies. They must try some other tactic to convince him to talk.

PCs not wanting to mince words may offer him 10gp per person. (The price increases to 20gp per person if they have failed at any of the other skill checks listed above. He explains to them, though, that they have not earned his trust, only sated his greed and they are to be watched if they attend the circle fight.)

- The next Circle fight is tonight.
- It's being held down near the docks to celebrate the completed rebuilding. The alley near Wharf Row.
- Marten will be in attendance, along with a large notable of Circle members: the Champion, Vkrashagra, Gug the Half-Orc and a large number of others. It promises to be an event to remember.
- Odds are for the champions, ranging from 2-to-1 to 7-to-3. There are a number of new upstarts, including Marten, that are expected to perform well.
- As part of the celebration, the leader of the Circle (whose name Gavesh won't reveal) has declared that no combatants are to be spared tonight (an option that the more experienced

fighters usually evoke to preserve the pool of challenging fighters). Fights are to the death.

- The constabulary is not a concern. It's been taken care of.

Gavesh doesn't have anything else to share. The PCs may allow him to leave or turn him into the constabulary. If they choose the latter, he is arrested, as there are a number of warrants already for his arrest.

Encounter 5: Street Fight

The rest of the day passes uneventfully. Although the crowds on the streets generally thin at night, nights in the dock district are a constant festival. Homeless have begun squatting again and new businesses have opened their doors. Jesters, jugglers, musicians, and performers walk up and down the street showing the cities jubilation in its rebirth.

With such a racket, the sound of clashing swords goes generally unnoticed. The alleys near Wharf Row fill with spectators and regulars to the circle and the cobblestones are already stained red with the blood of the first two failed opponents.

The Circle of Crimson Stone has no actual definition, such as a ring or even a chalk border. The crowd makes a circle around the two combatants that that circle defines where the fighters can and cannot go (getting pushed into the crowd is dangerous and avoided by seasoned pit fighters). The crowd itself is a mix of potential fighters, curious spectators, terrified "indentured servants" (a small step above a slave whose masters force them to fight for profit), and gamblers who hope to turn a quick profit on the death of others.

PCs may make a Spot check (DC 7) to see a number of people in the crowd keeping a wary on them. Some are dressed as tradesmen and merchants, but most are dressed as fighters and are most likely on the roster for Circle combat.

If the PCs bluffed Gavesh saying they want to compete in the fight, he comes and finds those that who said they would fight to arrange their first combat. Once PCs see the first two matches, they should be quickly dissuaded from competing. If they still choose to, the first one is faced against the top ranked Bruiser, Gug. It is unlikely that PC

will survive fighting Gug and his body is irretrievable. The PCs may choose to continue on the adventure, but are eventually expected to fight again (if any others signed up) if they stay in this encounter too long.

APL 2 (EL 5)

Gug: MALE HALF-ORC BARBARIAN5; hp 55; see Appendix.

NOTE: For those PCs fighting in the Circle, the rules are explained to all new people. No spellcasting in the ring. No use of flashy magic by the combatant or any allies (this can be as overt as *fireball* to as subtle as *grease*). Fights are to the death, no quarter asked or given. The winner of the fight keeps all the possessions of the loser. No events that take place here are to be reported to the constabulary (or else).

The next match starts quickly after your arrival. Both combatants appear to be slaves of some kind, as both unwilling to move into the circle. After a considerable amount of shouting, both humans, clad in padded leather and armed with daggers, charge each other. The smack of the bodies together is slightly sickening. It lacks the grace and precision of trained fighting and contains all the desperate grunting and flailing of two people fighting for their lives.

If a PC wants to interrupt the fight to save either of the fighters, he may make an Intelligence check (DC 10) to notice that, although formed by a mass of people, the border of circle isn't crossed by anyone but the fighters. If he insists on entering the circle to stop the fight, a number of the more experienced pit fighters pin him to the ground (these NPCs range up to 12th level, so consider the PC overborne). That PC is forced to face Gug in combat regardless of whether he had agreed to fight or not.

PCs may place bets on the match at a 3-to-1 wager, in favor of the Suel fighter versus the Baklunish fighter. The fight ends with one of the slaves jamming his dagger into the heart of the other. There is only enough time for the body to be cleared and bets to be paid before the next two combatants are thrown into the circle.

PCs may place bets on the second match as well; odds are 2-to-1 in favor of the bugbear. This

time a bugbear with his feet chained squares off against a one-armed halfling. The cheers are mixed with laughter, but the combat is no less brutal and no less deadly. The two trade blows and eventually, the bugbear is bleeding out of a number of wounds. His eyes seem glazed over and he staggers off-balanced. The halfling turns and raises his arms to the crowd. The bugbear takes advantage of the small one's overconfidence and cuts him nearly in two with his greatsword. He then collapses and the two die side-by-side. All bets are lost to the house.

With the conclusion of the second fight, an Olman steps to the middle of the circle; his red and black robes match the tattoos on his face. "Ladies and gentlemen," he says in common. "We have a special treat tonight. Keep your coin in your pocket and get a good view because this next fight is purely for your enjoyment. Tonight, two of our biggest and brightest up-and-comers vie for the privilege to face our top Bruiser, Gug. First, from deep within the Gnarley, Thiasa the Ranger returns with his blood-stained blades and his tough-as-oak armor. He'll be facing our hometown favorite, Dyvers constabulary's best, Colonel Marten comes to enforce the law against this woodland interloper. The winner earns the right to face Gug at our next contest."

There is no betting allowed for this match. The circle actually expands, allowing the two fighters more room. A small group of halflings runs into the circle before the match begins. Some are dressed in black masks, others in exaggerated constabulary uniforms. The latter chases the former for a little bit while the spectators jeer and throw copper pieces at them. The skit is brought to an end when the group runs into an unnaturally large human who mockingly swings his greatsword at them. The "constables" fall down "dead" and the crowd erupts in cheers. (If the PCs ask, they are told that the man is Vakrashagra, the Circle Champion.)

After the skit is finished, Thiasa and Marten step into the circle. They circle counter-clockwise, sizing each other up. They trade a few jabs, Thiasa using two short swords and Marten using a rapier. The metal tings at a high pitch once, twice, and then the two truly engage and the clashing of metal on metal sounds like a rainstorm pouring down on a tin roof. They move like quicksilver,

cuts seemingly appear on their bodies spontaneously, so fast are their blades.

The match lasts longer than the previous two combined. They thrust and riposte, trading blows back and forth. As the match continues on, their speed begins to slow as the blood-loss becomes apparent. Finally, the two stand staring at each other, their chests heaving with exhaustion. Thiasa's eyes harden as he prepares for a final assault, but quickly widen as Marten takes him off guard. "Dyvers Constabulary, you're all under arrest." The ranger is taken off-guard by the comment, losing his focus only for a split second. And in that lapse, Marten buries his rapier in the ranger's chest. With the killing blow dealt, the crowd erupts in applause and cheers. Wheatsheaves shower into the circle along with a few hats and even some flowers from some female spectators.

The Olman returns to the circle, still laughing. "We're all under arrest, eh? Woodland rat should have seen that one coming, don't you think?" The crowd cheers in affirmation. "We'll give the colonel some time to heal, but at our next match, our number one contender has earned the privilege of facing the biggest Bruiser of them all, Gug! Contact your regular sources and you'll be told where we meet next. But for now, the colonel's going to catch his breath and we're going to move on to the main events you've all been waiting for."

There is only one more fight before it's time for Gug to fight. If the PCs bluffed Gavesh, this gives them only a couple minutes to speak to Marten and leave the circle before one of them has to fight. If the PC in question wants to stay and face Gug, remind him of the skill he just witnessed from the two people fighting to face Gug. Common sense says he's far superior a fighter to anyone in the party.

If the PCs approach Marten to speak with him, proceed to Encounter 5. If they do not approach him here, they are "off-course" for the module and the table judge should free-form the rest of the evening until a reasonable time appears where the PCs can be moved back into the module (waiting a couple days for the next fight—an option available to them only if they did not bluff saying

they wanted to fight in the pit—or some other similar opportunity).

Encounter 6: Prodigal

“Colonel” Marten is sitting on a box outside the circle, bandaging his own wounds. The blood loss seems significant and his eyes are slightly glazed over from his lightheadedness. His disorientation is an asset to the PCs, making it easier to convince him to accompany them.

PCs may Bluff Marten, saying they’re fans or that they have another fighting opportunity for him (or some similar lie). If they succeed at a Bluff check (DC 15), Marten is willing to accompany them, but insists on taking some friends with him as he could use the help walking and doesn’t trust newcomers to a circle match. (Go to Encounter 6.)

PCs may Intimidate Marten, threatening to kill him in his weakened state. If they succeed at an Intimidate check (DC 17), Marten agrees to accompany them, but insists on taking a few friends to ensure they don’t renege on their deal and kill him away from the Circle where his comrades would at least avenge his death.

PCs may tell him the truth. If they succeed at a Diplomacy check (DC 20), he agrees to meet with his father, but insists on taking a few friends for his own protection. He also tells the PCs the following information.

- His mother was not a cleric of any god, much less Pelor, but she willingly followed his father’s teaches because she loved her husband so much. Helping others was a strong tenet of their family, which is why he became a constable.
- When the docks caught fire, his mother went there to help those in need, while his father cowered with the rest of the city outside the southern walls.
- His father was “censured” by the temple of Pelor for his inaction. He has been on “sabbatical” ever since. (The temple is closed to the public this time of night. This story cannot be confirmed.)
- He’s unconcerned about the Circle being an “outlaw” organization. Dyvers has taught him that the rules are only as strict as the money in your pocket and the people you call friend. He has many friends.

- The two have argued repeatedly since Marten joined the circle. The last time, they even traded blows. He wouldn’t be surprised if his father wanted to kill him.

Regardless of whether anything Marten says changes the PCs minds, he now insists on going to see his father. He calls a few men from the crowd and demands that the PCs take him to wherever they are to meet his father.

Encounter 7: Street Law

Turning the corner into the alley near Thrommel’s Arch, Oleander stands next to a make-shift pile of scrap wood, holding a torch in his left hand. A handful of brutish looking thugs stand behind him.

“I hear you killed again tonight, Marten. Your spiral into the service of Nerull ends tonight. You will be cleansed in Pelor’s purifying fire. Get him, men.”

Marten and Oleander both have four companions with them. These two groups set in on each other with the PCs caught in the middle. Of the eight total combatants, three of them attack the PCs (Oleander and Marten are not among these). The PCs can choose to fight those people helping Marten or Oleander or they can choose neither side.

The judge should use his discretion during this combat. Although technically the EL is within proper range, the PCs could quickly become outmatched if the dice are against them. The judge should keep in mind that the two groups want to fight each other and that the PCs are trapped in the middle. Based on the PCs’ tactics, the NPCs may ignore the PCs and focus on each other.

APL 2 (EL 5)

Oleander: Male Human Cleric5; hp HP; see Appendix.

Marten: Male Human Fighter5; hp HP; see Appendix.

Hired Thug x4: Male Human Fighter3; hp HP; see Appendix.

Hired Thug x4: Male Human Barbarian3; hp HP; see Appendix.

If the PCs choose to combat those people with Marten, they turn the tide of the battle and Oleander eventually slays his son. If they choose to combat those people with Oleander, Marten slays his father. If they do not actively choose either side, father and son kill each other and the thugs are slain by the PCs and each other. The PCs are the only ones left in the alley. Hearing the sounds of combat, the Constabulary arrives to investigate what's happening.

If Oleander or Marten survives the combat, they take responsibility for the incident and wave off the constabulary that eventually shows up. If both are dead, the constabulary holds the PCs for a couple of hours for questioning. As long as they're honest (or succeed at a Bluff check [DC 22]), they are eventually released.

Conclusion

Regardless of which side the PCs pick (or even if they don't pick a side), some delivers this final welcome: Oleander, Marten or the head constable on the scene.

You're new to the city. It's understandable that you may not understand just how complicated things are here. Everyone has something to sell, and everyone has a deal to make. If don't risk anything, you don't make anything. But once you make that risk, the price may—and usually is—more than any sane man would want to pay. ...yeah, that's Dyvers. She'll chew you up and spit you out, but living somewhere else wouldn't be nearly as exciting.

Welcome to the city. I hope you survive.

The End

Experience Point Summary

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

Encounter 1

Besting the "Welcoming Committee"

APL 2 – 75 xp.

Encounter 4

Finding out where to find Marten

APL 2 – 100 xp.

Encounter 5

Surviving the Circle of Crimson Stone

APL 2 – 75 xp.

Encounter 7

Surviving Oleander and Marten's confrontation

APL 2 – 150 xp.

Discretionary Roleplaying Award

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

APL 2 – 50 xp.

Total Possible Experience

APL 2 – 450 xp.

Treasure Summary

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. In the case of potions, they may use

Spellcraft to identify them. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter 1:

APL 2: L: 112 gp; C: 7 gp; M: 0 gp.

Encounter 2:

APL 2: L: 0 gp; C: 120 gp; M: 150 gp.

Encounter 7:

APL 2: L: 859 gp; C: 106 gp; M: 0 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 971 gp; C: 233 gp; M: 150 gp –
Total: 1354 gp (Max Allowed 450 gp).

Items for the Adventure Record

Item Access

APL 2:

❖ *None*

Appendix I: NPCs

Encounter 1

Oeridian Fighter: Human Fighter 1; CR 1; Medium-Size (Humanoid); HD 1d10+2; hp 12; Init 5; Spd 20 ft.; AC 16, touch 11, flat-footed 15 (+1 Dex, +5 Chainmail); Base Atk +1; Grp +4; Atk +1 melee (1d8+4/19-20 x2, longsword [two handed]); Space/Reach 5 ft./5 ft.; AL Neutral; SV Fort 4, Ref 1, Will 1; Str 16, Dex 12, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +2, Jump +2; Cleave, Improved Initiative, Power Attack.

Possessions: longsword, chainmail, 4 wheatsheaves.

Oeridian Rogue: Human Rogue 1; CR 1; Medium-Size (Humanoid); HD 1d6; hp 6; Init 3; Spd 30 ft.; AC 15, touch 13, flat-footed 12 (+3 Dex, +2 Leather); Base Atk +0; Grp +0; Atk +0 melee (1d6+2/18-20 x2, rapier); Full Atk -2 melee (1d4+2/19-20 x2, dagger) and -2 melee (1d4+1/19-20 x2, dagger); Space/Reach 5 ft./5 ft.; SA Sneak Attack +1; AL Neutral Evil; SV Fort +0, Ref +5, Will 1; Str 14, Dex 16, Con 10, Int 10, Wis 12, Cha 12.

Skills and Feats: Bluff +7, Diplomacy +5, Disguise +5, Escape Artist +7, Hide +7, Intimidate +7, Move Silently +7, Sense Motive +5, Tumble +7; Persuasive, Two-Weapon Fighting.

Sneak Attack +1d6: details.

Possessions: rapier, leather armor, 2 wheatsheaves.

Half-Elf Rogue: Half-Elf Rogue 1; CR 1; Medium-Size (Humanoid); HD 1d6; hp 6; Init 3; Spd 30 ft.; AC 15, touch 13, flat-footed 12 (+3 Dex, +2 Leather); Base Atk +0; Grp +0; Atk +0 melee (1d6+2/18-20 x2, rapier); Space/Reach 5 ft./5 ft.; SA Sneak Attack +1d6; SQ Half-Elf Qualities; AL Chaotic Neutral; SV Fort #, Ref #, Will #; Str 10, Dex 16, Con 10, Int 14, Wis 12, Cha 14.

Skills and Feats: Bluff +6, Diplomacy +8, Disable Device +6, Disguise +6, Gather Information +4, Hide +7, Knowledge (Local: Volverdyva Tuflik Falls Trade Route) +6, Open Lock +7, Sleight of Hand +9, Tumble +7, Use Magic Device +6, Use Rope +5; Deft Hands.

Sneak Attack +1d6: details.

Possessions: rapier, leather armor, 1 wheatsheaf.

Encounter 5

Gug: Half-Orc Barbarian 5; CR #; Medium-Size Humanoid (Orc); HD 5d12+15; hp 55; Init +5; Spd 30 ft.; AC 17, touch 11, flat-footed 15 (+1 Dex, +6 Breastplate +1); Base Atk 5; Grp 10; Atk +11 melee (1d10+7/x2, MW Greatclub); Full Atk +11 melee (1d10+7/x2, MW Greatclub); Space/Reach 5 ft./5 ft.; SQ Rage 2x/day, Trap Sense +1, Uncanny Dodge; AL Neutral; SV Fort +9, Ref +2, Will +0; Str 20, Dex 12, Con 16, Int 6, Wis 8, Cha 6.

Skills and Feats: Jump +9; Improved Initiative, Power Attack.

SA: Rage 2x/day.

SQ1: Trap Sense +1.

SQ2: Uncanny Dodge.

Possessions: MW Greatclub, Breastplate.

Description: Gug is the hands-down crowd favorite among the Circle Bruisers. He's also one of the few Bruisers who achieved that rank within the Circle of Crimson Stone without first joining the Pit Fighters Guild. Gug was one of many unfortunate homeless in Dyvers. Too incompetent to maintain work or hold onto what coin he did make, Gug crawled into a back alley to die. That night, the Circle formed around him and he was forced to fight for his life. Anger took him, he slew his opponent with his bare hands and the leaders of the Circle now give him food whenever he wins a match. He has no concern for honor, fame, or wealth. He rarely even speaks. He lives on instinct, understanding that winning in the Circle means that he eats another day. This makes him a vicious opponent that offers little mercy to his opponents, having killed everyone he's ever faced.

Encounter 7

Oleander: Human Cleric 5; CR 5; Medium-Size (humanoid); HD 5d8+5; hp 33; Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 17 (+1 Dex, +5 Chainmail, +2 Heavy Wooden Shield); Base Atk +3; Grp +3; Atk +3 melee (1d8/x2, heavy mace); Space/Reach 5 ft./5 ft.; SQ channel positive energy, turn/destroy undead; AL Chaotic Neutral; SV Fort 5, Ref 2, Will 7; Str 10, Dex 12, Con 12, Int 10, Wis 17, Cha 14.

Skills and Feats: Diplomacy +10, Knowledge (Religion) +8, Spellcraft +8; Combat Casting, Extra Turning, Feat3.

Spells: Oleander has lost the ability to cast spells

Possessions: silver holy symbol of Pelor, heavy mace, chainmail, heavy wooden shield, 45 wheatsheaves.

Oleander's Thugs x4: Human Barbarian 3; CR 5; Medium-Size (humanoid); HD 3d12+9; hp 35; Init +3; Spd 40 ft.; AC 15, touch 13, flat-footed 15 (+3 Dex, +2 Leather); Base Atk +3; Grp +5; Atk +5 melee (1d8+2/19-20x2, two-bladed sword); Full Atk +3 melee (1d8+2/19-20x2, two-bladed sword) and +3 melee (1d8+1/19-20x2, two-bladed sword); Space/Reach 5 ft./5 ft.; SA Rage 1/day; SQ Uncanny Dodge, Trap Sense +1; AL Neutral; SV Fort 5, Ref 3, Will 1; Str 14, Dex 16, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb +8, Jump +8, Survival +6; Exotic Weapon Proficiency (two-bladed sword), Two-Weapon Fighting.

SA: Rage1x/day.

SQ1: Trap Sense +1.

SQ2: Uncanny Dodge.

Possessions: two-bladed sword, leather armor, 21 wheatsheaves.

Marten: Human Fighter 5; CR 5; Medium-Size (humanoid); HD 5d10+10; hp 44 (current hp 20); Init +7; Spd 20 ft.; AC 19, touch 14, flat-footed 15 (+3 Dex, +5 Breastplate, +1 Dodge); Base Atk +5; Grp +6; Atk +9 melee (1d6+3/18-20x2, rapier); Space/Reach 5 ft./5 ft.; AL Lawful Evil; SV Fort 6, Ref 6, Will 3; Str 12, Dex 16, Con 14, Int 10, Wis 10, Cha 14.

Skills and Feats: Knowledge (Local: Volverdyva Tuflik Falls Trade Route) +4, Profession (Constable) +8, Intimidate +10; Dodge, Weapon Focus, Lightning Reflexes, Weapon Focus: Rapier, Iron Will, Weapon Specialization: Rapier.

Possessions: rapier, breastplate, 30 wheatsheaves.

Marten's Thugs x4: Human Fighter 3; CR 5; Medium-Size (humanoid); HD 3d10+9; hp 31; Init +1; Spd 20 ft.; AC 16, touch 11, flat-footed 15 (+1 Dex, +5 Breastplate); Base Atk +3; Grp +6; Atk +7 melee (2d4+4/x2, spiked chain); Space/Reach 5 ft./10 ft.; AL Neutral Evil; SV Fort +6, Ref +2, Will +4; Str 16, Dex 12, Con 16, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +6, Intimidate +6, Jump +6; Cleave, Exotic Weapon Proficiency (Spiked Chain), Iron Will, Power Attack, Weapon Focus (Spiked Chain).

Possessions: spiked chain, breastplate, 10 wheatsheaves.

PLAYER HANDOUT 1

The job is done. Things went far better than expected. Profits look to be four times what we thought. We're waiting for you at the corner of Elm and Short Streets as promised. We'll split 50/50 like promised.