

NYR1-08

BOOK WYRM

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

Version 1.1

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The heroes are just trying to enjoy a fine meal in Nyronnd's capital city when events point to something strange going on at the Royal Annals of Rel Mord. An adventure for characters level 3-8.

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

PREPARATION

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core 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.

SCORING

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

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

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

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

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

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

DETERMINING AVERAGE PARTY LEVEL (APL)

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

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

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

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

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

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

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

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

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

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

IS IT A FULL MOON?

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

LIFESTYLE

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

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

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

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

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

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

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

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

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

ADVENTURE SUMMARY AND BACKGROUND

Rygard is a half-dragon wizard who is the spawn of a male human and Myandarus, a female blue dragon. Knights in the service of the King of Nyrond killed Myandarus in 539 CY. As part of her treasure hoard, Myandarus had collected a huge trove of scrolls, spellbooks, and arcane research materials from various places. After Myandarus was killed, those materials were given to the Royal Annals of Rel Mord.

The Royal Annals of Rel Mord is one of the finest collections of books and scrolls in the Flaeness. It is housed in a tremendously large building. The outside is ornate; one of Rel Mord's finest buildings. The inside is crowded with several wings; each wing contains shelves and shelves of books and many, many pigeon holes for scrolls. Various desks are placed randomly throughout

the shelves and almost every one of these desks is packed with books as well.

Rygard has recently learned that several of the tomes in his mother's hoard contained all the research of a gnome wizard named Drywar. Drywar was a gnome wizard and advisor to King Dunstan I of Nyrond in the time shortly after the rise of Ivid I to the Malachite Throne of the Great Kingdom (circa 445-450 CY). Rygard believes that Drywar researched a way to curse royal families and render them barren using the arcane arts. Because Rygard desires revenge for his mother's death, he has sent an agent (Yondarr) to the Royal Annals to attempt to retrieve the tomes.

Prince Sewardnt, the traitorous brother of King Lynwerd I, learned of Rygard and his efforts when one of Sewardnt's spies, Jeckun Wildoak, stumbled onto an inordinate amount of research being done about dragons' hoards in the Annals. Sewardnt is interested in trying to use the curse for his own purposes if it can be altered to be more discriminating. Otherwise, he wants the curse destroyed before it can affect him.

Sewardnt has given orders to his agents to either kill Rygard and recover the curse, kill Rygard and see that the curse is destroyed, or allow someone else, perhaps the Royal Guard, the City Watch, or even a group of adventurers to take care of Rygard and the curse, but don't allow them to know of the curse. A final option is to destroy anything related to the curse but make Rygard think that someone else is responsible.

Enter our intrepid heroes.

Harlya, a female halfling rogue who is one of Sewardnt's agents, has been tailing one of Rygard's agents, Pock, with the intention of intercepting something that Yondarr gave Pock. Pock spotted Harlya and climbed the latticework on the side of a building into the second story of an inn. Harlya followed Pock out onto a balcony overlooking the common area of the loud, noisy inn and, when Pock attacked her, she killed him. His body tumbled over the balcony railing and onto a table, a table at which our heroes happened to be sitting.

Pock's body has correspondence that can point the heroes to the Royal Annals of Rel Mord. Additionally, the heroes might chase Harlya, catch her, and learn more information.

The City Watch opens an investigation of the murder. After the heroes convince the Watch that they were not involved, the Watch reminds the heroes of the reward for information leading to the capture of Sewardnt and also that the adventurers license does not permit them to break any of Rel Mord's laws.

The heroes may investigate at the Royal Annals of Rel Mord. The adventurers are immediately shown to Head Caretaker Unwal Hytalp unless they take precautions to look like normal scholars. By pretending to be scholars, they can gain access by paying a standard researching entrance fee of 10 gp each. If the heroes do not pretend to be scholars, they are shown to Unwal Hytalp. Unwal is reluctant to give the characters access to the Annals, but reluctantly agrees if they agree to be

accompanied. He assigns Jeckun Wildoak to accompany them. Jeckun is an agent of Sewardnt.

Jeckun shows the heroes around the Royal Annals, and quickly points them toward a gnome wizard named Yondarr, hoping that the heroes might act against Yondarr directly. After an unsuccessful escape attempt, Yondarr can be pressured or bluffed into revealing what little information he knows about Rygard and his mission.

The heroes may also meet Carena Dawnstep. Carena wears clothes that are considerably nicer than others in the library, and is very obnoxious. If she is questioned or challenged in any way, she demands the honor of a non-lethal duel against one of the heroes.

The heroes learn from Yondarr that some of Drywar's books are located at Yondarr's home. When the heroes go to the home, they find that several other of Rygard's agents are there waiting for Yondarr. There is a battle.

The heroes learn that a messenger is to meet Yondarr at a bench outside the Annals. If they attempt to follow the messenger, she leads them to Rygard's home. Rygard battles the heroes.

The PCs get a reward from the palace security if they reported the threat to the City Watch or palace security earlier. Further, the PCs get a favor from the Royal Annals of Rel Mord as long as they didn't allow any real harm to come to the Annals. Unwal thanks the PCs personally and lets them know that they can use the Annals whenever it's convenient for them. Finally, the PCs get a "thank you" letter from Sewardnt and a reward. The letter tells the PCs that Sewardnt is pleased with their assistance.

INTRODUCTION

The Scarlet Tankard Inn and Tavern is located not far from the City Baths on a quiet street in Nyron'd's capital city of Rel Mord. It is a two-story building with a large common room on the ground floor. The second story only takes up half of the building's area. A U-shaped balcony with a surrounding wooden rail overlooks the common room and provides access into the Tankard's sleeping rooms. A staircase in the center of the room leads up to the balcony.

You decided to dine at the Scarlet Tankard for your noon meal today because you heard that the owner has just received a fresh supply of beef and grains from the faraway town of Newton. The inn is crowded today, and you have found yourself sharing the only open table with an interesting group of people.

Take this opportunity to have the players introduce their characters to each other.

Encounter 1: Obligatory Thud Attack

As you settle into your chair and place your order with the serving woman, the dwarves at the next table begin to chant a clan song about mining over the crowd noise. To your dismay, two half-orcs at another nearby table begin singing orcish ballads at the top of their lungs in an attempt to drown out the

dwarves. By the time that the wench returns with your dinner and drink, you cannot hear yourself think.

Then BAAMM!!!

The limp and motionless body of a male human falls from the balcony above right into the middle of your table. Food, tableware, goblets, and tankards fly everywhere. A hush falls over the tavern, and you look up to the balcony above and see a small humanoid run into an open door.

A map of the Interior of the Scarlet Tankard is provided as DM Aid 1.

The body belongs to Pock, who is an agent of Rygard. If the heroes examine the body, the judge will find details in the subsection entitled 'The Body' below.

Harlya, the female halfling who the heroes saw flee the scene, killed Pock. Harlya is an agent of Prince Sewardnt. Her mission was to intercept anything that Yondarr sends. Pock spotted Harlya and climbed the latticework on the side of the Scarlet Tankard Inn and Tavern to the building's second story. Harlya followed Pock out onto the balcony overlooking the common area and, when Pock attacked her, she killed him. His body tumbled over the balcony railing and onto the heroes' table.

If the heroes chase Harlya, use the subsection entitled 'The Chase' below.

THE CHASE

There is a staircase near the characters' table that leads to the balcony area above. The PCs pass a dropped dagger on the balcony, which they may notice with a successful Spot check (DC 10).

When the PCs get to the room where the halfling went, they see an open window. Outside the window, latticework on the building leads to the outside alley. They see that the halfling, Harlya, has reached the bottom. Alternatively, if the PCs take too much time chasing, Harlya has reached the bottom of the ladder and is running down the street.

If the PCs give chase to Harlya, they have a jaunty dash through the streets of Rel Mord via the route shown on DM Aid 2.

➤ **Harlya:** Female halfling Rog2; CR 2; Small humanoid; HD 2d6+4; hp 14; Init +3 (Dex); Spd 20 ft.; AC 14 (touch 14, flat-footed 11); Atks +2 melee (damage 1d3 subdual, unarmed attack); SA Sneak attack, +1 racial attack bonus with a thrown weapon; SQ Evasion, +2 morale bonus to saving throws against fear; AL LN; SV Fort +3, Ref +7, Will +1; Str 10, Dex 16, Con 14, Int 14, Wis 11, Cha 10.

Skills and Feats: Balance +5, Bluff +2, Climb +7, Disable Device +3, Escape Artist +5, Gather Information +2, Hide +12, Innuendo +5, Jump +4, Move Silently +10, Open Locks +5, Pick Pockets +5, Read Lips +7, Search +5, Tumble +8, Use Magic Device +2; Dodge.

Possessions: Harlya is unarmed.

Tactics: Harlya used her only dagger when killing Pock, so she is unarmed. She runs as fast as her little legs will

carry her. If the heroes give her the opportunity, she hides in any appropriate spot.

If the party is completely comprised of slow-moving characters, the Judge may wish to consider having Harlya injure herself falling down the latticework to give them a fair chance.

Rules for Evasion and Pursuit are found on page 70 of the *DUNGEON MASTER'S Guide*. Harlya can run at four times her normal movement rate, or 80 feet per round. After Harlya has run for 14 rounds (equal to her Constitution), she must start making Constitution checks starting at DC 10 and increasing by 1 point every round in accordance with the rules on page 127 of the *Player's Handbook*. When running, Harlya loses her Dexterity bonus to AC and cannot use her Dodge feat. If any heroes move faster than their normal movement rate to pursue her (i.e., double movement, hustle or run), they cannot make an attack in the same round. Attempts to grapple or trip can be made as attacks of opportunity.

Harlya has supremely screwed up and she knows it. First, she was seen by Rygard's agent, Pock, and chased him up the latticework to the second story of the inn. Second, she reacted instinctively and killed Pock when he drew a weapon on her. Third, she's been caught by the PCs. Nevertheless, she is smugly confident that she is valuable to Sewardnt and will be rescued.

Harlya initially tries to bluff her way out of the situation by claiming that she watched a snarling dwarf kill the man, and she panicked and ran. If the players express any sort of doubt at this, have each of them who are present make a Sense Motive roll against her Bluff check.

If any heroes make the Sense Motive check successfully, or they continue to suspect her, Harlya can be either intimidated or bluffed, with an opposed roll (penalties or pluses from Lifestyle Upkeep apply). If either check is successful, she reveals that she works for "the real King" (i.e., Prince Sewardnt, the traitorous brother of Nyrond's King Lynwerd I). After she reveals that information, she can be further intimidated or bluffed with a +2 circumstance bonus to the PCs appropriate opposed skill check, to reveal that someone named Rygard is researching something that will harm both Prince Sewardnt and Prince Lynwerd. Cooperation in this situation, as detailed on *Player's Handbook* page 62 might bring a low roll up to the appropriate DC.

Properly intimidated and upon being asked the correct questions, Harlya further reveals the following:

- Where is Prince Sewardnt?
"I don't know. I only met him once, and that was six months ago."
- How do you get your orders?
"I . . . I . . . I . . ." (She is geased so that she cannot tell.)
- Why did you kill the human?
"He attacked me. I was defending myself."
- Why did he attack you?
"Because . . . because I was following him."

- Why were you following him?
"I was trying to follow him back to his employer."
- Where did you following him from?
"I saw him coming from the Royal Annals of Rel Mord, but he spotted me and climbed up the lattice work into the open window at the inn."
- Who is his employer?
"Someone named Rygard."
- Who is Rygard?
"Rygard is a wizard. He's doing some research into some dragon curse that will harm all the royalty in Nyrond. The real King thinks that Rygard will use the curse to harm both the real King and the pretender."
- Who wrote this note to Rygard? (referring to the note at the bottom of Player Handout 1)
"I don't know. Probably someone in the Annals!"

If Harlya makes it away, she will not go to anyplace that might endanger Sewardnt or his operatives. Should the party decide to release Harlya and follow her, she leads them on a wild goose chase.

When the PCs are finishing up, the City Watch arrives, ready to investigate as well. Go to Encounter 2: Got Donuts?

THE BODY

The body is of a dark-haired male human formerly known as Pock. Pock was one of Rygard's agents who were delivering correspondence from Yondarr at the Royal Annals of Rel Mord when he spotted Harlya shadowing him.

The body has a dagger in its abdomen. It also has a scroll from Rygard (Player Handout 1).

In the scroll, Rygard directs that the efforts should lay low for a while in his efforts to find "the Drywar books" at "the Annals". Written across the bottom in another's handwriting and unsigned is a note that the signer has all of the Drywar books but one and that the signer believes he or she can still get the last book.

It is common knowledge who Prince Sewardnt is, and that "the Annals" probably refers to the Royal Annals of Rel Mord. No knowledge check is necessary for that information for heroes who are residents of Nyrond.

A character that makes a successful Knowledge (history), Knowledge (arcane), or Bardic Knowledge check (DC 20) knows who Drywar is (and earns Player Handout 2).

ENCOUNTER 2: GOT DONUTS?

When the heroes are winding down their investigation into the matter, read the following text. If the party splits up to chase Harlya and investigate Pock's body, they have time to reunite, compare notes and discuss the situation. If the party is not inclined to reunite within a reasonable amount of time, it should be read to the heroes who stayed with the body.

Three men wearing the heraldry of the Rel Mord City Watch approach you in the company of the innkeeper. They are eyeing you carefully, simultaneously sizing you up in case you decide to fight, and looking for any sign that you won't cause them any trouble. "I am Watch Sergeant Feldun. What do you know about this murder?"

The flash of "Licensed Adventurer" badges does not help because the heroes are not in anyone's employ. Feldun will remark, "Put it away, this ain't no dungeon."

Feldun is accusatory in tone until he satisfies himself that the heroes were not involved in the murder. A successful Diplomacy check (DC 15) or Bluff check (DC 20) (*Lifestyle penalties and bonuses apply to either check*), and the heroes convince Feldun that they weren't involved in the murder and, if they caught Harlya, merely caught Harlya, and did not assist her. Heroes with skill ranks in Diplomacy or Bluff can cooperate in the skill check. If the heroes fail all the relevant checks, eventually Stefan, the innkeeper, steps forward and vouch that the heroes were just enjoying a fine meal.

While Feldun is still suspicious of the heroes, have him ask questions like these:

- ***"What are your names?"***
- ***"What are you doing in Rel Mord?"***
- ***"How long have you been in Rel Mord?"***
- ***"Who else was at the table with you?"***

After Feldun is satisfied that the heroes were not involved but before (and if) he knows that Prince Sewardt is involved, have him ask questions like the following. You may need to adapt them depending on whether the heroes chased and/or caught Harlya.

- ***"Had you ever seen the human before?"***
- ***"Did any of you touch the knife?"***
- ***"Had you ever seen the halfling before?"***

After Feldun is satisfied that the heroes were not involved and after (and if) he knows that Prince Sewardt is involved, he says:

"Sewardt. Damn it! Doesn't anything in this town happen without that weasel being involved?"

"I need to turn this one over to Palace Security. I'll check and see if there's a reward for you for this. There probably is. Just

give me time to coordinate the reward with the Palace Guard. Check with my office at the City Watch House in a few days."

"Now if you want to make our job easier and find out how to track down Prince Sewardt, you go right ahead. I know there's a reward for that."

At this point, Feldun and his men leave. If the heroes turned over Harlya to Feldun, he shackles her and takes her with him.

If the heroes do not voluntarily turn Harlya over to Feldun, he will say:

"This is a matter for Palace Security and the City Watch. If you want to investigate it on your own, that's just fine, as long as you do not break any laws. But this halfling here is a witness, and I need her for the investigation. And I got too many things to do to be arresting adventurers for interfering with an investigation."

The two purposes of the encounter are to remind the PCs that there is a reward for information leading to the capture of Sewardt or his spies and that there actually is an active city watch in Rel Mord that metes out punishment for crimes.

Assuming that the heroes did not do anything out of the ordinary, Encounter 2 should be complete by early afternoon, leaving the heroes ample time to investigate the Royal Annals of Rel Mord, or any other avenue that they wish to pursue for that matter.

Encounter 3: Royal Annals of Rel Mord

At this point, the heroes do not have any real leads other than to find Rygard's servant at the Royal Annals. Should they try to find out anything else through Gather Information or similar skills, they are not able to discover anything new.

If the heroes do not investigate at the Royal Annals of Rel Mord, the adventure is over. Skip to the Conclusion and have the players vote.

Maps of the Grounds and Interior of the Annals are included as DM Aids 3 and 4.

If the heroes do investigate the Royal Annals, give them Player Handout 3 and read the following to them:

The building that houses the Royal Annals of Rel Mord is part of the campus of the Royal University of Rel Mord. The building is tremendously large. Although it is apparently only one story in height, there is a large central building and wings extending to the north, west, and south. The building is constructed from marble stone and ornate carvings in granite are at the top of the exterior walls. The main entrance is huge double oak doors and carved above the doors are the words, "Knowledge is the Gods' greatest gift."

Assuming they continue inside, read the following to them:

As you continue through the oak doors, you enter into a large lobby area. A desk is directly before you and, behind the desk to

each side are openings that allow you to see innumerable shelves of books. Seated at the desk is a young human male studying from a tome. As he looks up to greet you, you can see that he wears a silver holy symbol around his neck. "Can I help you?" he asks.

The receptionist's name is Yurld Ymex. The holy symbol is a holy symbol of Boccob. A successful Knowledge (religion) check (DC 5) is required to recognize the symbol.

Ten gold nobles each is the standard researching fee for scholars. If the adventurers have taken care to appear to be nothing more than scholars, which requires them to have no visible weapons or armor and which requires them to make a successful Disguise check (DC 12) they can gain admittance to the Annals by paying the fee. Payment of the fee grants them access to all unrestricted areas of the Annals. They may gain access to restricted areas by convincing the appropriate caretaker of their need to access the materials and by signing in on an appropriate log.

If the heroes have not taken any precautions to appear as normal scholars or if they have failed their Disguise check, Yurld asks them to wait while he summons Unwal Hytalp, the Annals Caretaker. Hytalp asks the heroes to accompany him to his office.

GENERAL NOTES ABOUT THE ROYAL ANNALS OF REL MORD

- The Royal Annals of Rel Mord are affiliated with the Royal University of Rel Mord because both were created by royal decree, but the Annals are not part of the University. Despite the lack of affiliation, the Annals are located on University grounds and many Rel Mord residents do not make a distinction between them.
- The Annals purpose is as a repository of knowledge. The University's purpose is the creation of new knowledge and the education of youths. A bureaucratic rivalry exists between the Annals and the University. The Annals believe that the University faculty and students are not carefully collecting the results of their studies for deposit at the Annals. The University believes that they should be allowed greater access to the materials in the Annals, and that the restrictions for studying materials in the Annals are burdensome.
- No one is allowed to wear armor or visible weaponry inside the Annals.

When the heroes are allowed admittance into the main hall of the Annals, read them the following:

You have entered into a tremendous hall filled with row upon row of oak shelves filled with books, tomes, scrolls, and other papers. The ceiling of the room is perhaps fifteen feet high, and the shelves go all the way to the top. Various ladders provide scholars with access to high shelves.

Small, portable study desks are placed haphazardly about the room, leaving you with the impression that those who use the Annals just carry the tables to wherever might suit them. There are approximately a dozen scholars studying here in the main hall, and all civilized races seem to be represented.

UNWAL HYTALP

Unwal Hytalp is a human male in his late fifties. His brown hair is heavily peppered with gray. He is dressed in scholar's robes that hang off of his gaunt frame. He constantly has a look on his face as if his attention is somewhere else.

If Unwal Hytalp accompanies the heroes to his office, read the following. Otherwise, skip to the section entitled 'Main Building'.

Unwal Hytalp escorts you through the opening into the Grand Hall of the Royal Annals. His office is just inside the door, and he politely motions for you to step inside. Once inside, he beckons for each of you to have a seat on a nearby couch. The desk space is very tidy, but the rest of the office is an explosion of books, scroll cases and notes. An owl rests on a nearby perch and watches all of you carefully.

The couch can only seat three medium-sized heroes or four small-sized heroes comfortably. If there are more heroes than couch space, Unwal remains oblivious to this and regularly invites the heroes to "have a seat" during their conversation.

"You certainly did give young Yurld his excitement for the day," the Caretaker begins. "It's not every day that we get a group of . . . people like yourself here at the Annals. Perhaps I could help you if you tell me what you are looking for."

Unwal Hytalp is an 7th level Wizard and 10th level Loremaster. He is distracted, but by no means stupid. He greatly desires to complete his conversation with the heroes so that he can return to his studies, but he is, nevertheless, thorough about interviewing the heroes regarding their intentions in accessing the Annals.

Hytalp's primary concern is the protection of the Annals. He instructs visibly armed or armored heroes to leave their weapons and armor here in his office where he vouches for them personally. He can provide them with scholar's robes if necessary. If the heroes decline, Hytalp politely asks them to leave the Annals.

The heroes are going to receive the best reaction if they tell Caretaker Hytalp the truth. If that is the case, Hytalp assigns a "young caretaker" Jeckun Wildoak to show the heroes around the facilities. Hytalp insists that the heroes remain accompanied and promise that Wildoak will not interfere with their search but will instead facilitate it.

If the heroes decide not to level with Hytalp, have him make a Sense Motive check at +3 total against the heroes' Bluff check (Lifestyle Upkeep penalties and bonuses apply to the heroes' Bluff check). If the heroes fail, he asks Igrin Nardorl (see stats below) to follow the heroes.

If the heroes mention the name “Drywar” to Hytalp, Hytalp knows that Drywar was a gnome wizard of great repute who devoted the last half of his life looking for a way to destroy Ivid I. (If the Players did not previously receive Player Handout 2, give it to them at this time.)

Hytalp also knows that some of Drywar’s books are in the Annals collection. He knows that at least two of the books are in restricted access areas, but he is not certain how many other of Drywar’s books are collected in the Annals. If pressed, he sends one of his subordinates to discover that there are five total books in the Annals that were written by Drywar.

If Hytalp learns that the Drywar books are missing from the Annals, he asks the heroes to return them if they find them.

If the heroes ask about Myandarus, Hytalp tells them that Myandarus was a blue dragon of advanced age that was killed by Nyronnd soldiers approximately 50 years ago. She had a great collection of books and scrolls that became the property of the Annals.

If the heroes have asked about both Myandarus and Drywar, Hytalp recalls that some of Drywar’s books came to the Annals as part of the Myandarus collection.

THE DRYWAR BOOKS

There are five of Drywar’s books in the Annals collection. Three of the books are normally kept in the general access area, and two are normally kept in a restricted access area located in the North Wing. The names of the books in unrestricted access are *Draconic Illusions*, *Ruminations on Lizardpeople*, and *The Wombat Familiar Experiment*. The names of the restricted books are *Magical Defense Against the Great Kingdom* and *Notes on Royalty* dated CY 450. The heroes can discover this information by consulting the catalog, which is a large loose-leafed book kept just inside the main entrance.

If any of the heroes should decide to keep the books rather than return them at the end of the scenario, they have a value of 5 gp each. Make sure that the heroes understand that possession of stolen property is illegal in Nyronnd. There is no cert for any of the books.

If the heroes look for the three books that are located in the general access area, they do not find any sign of them.

If the heroes look for the two books in the restricted access area, they have to go to the North Wing and speak to a male elf caretaker named Canyar Starview. Neither book is available, as Yondarr checked them both out; one of them was checked out today. If they ask for them, Canyar shows the heroes the check out sheets for the books. (Player Handouts 4 & 5.)

JECKUN WILDOAK

The heroes meet Jeckun Wildoak if Caretaker Hytalp assigns him to them. If the heroes are wandering the library unescorted, Jeckun may decide to investigate.

Jeckun Wildoak is a 40 year-old half-elf male with long brown hair and blue eyes. He dresses in scholar’s robes and looks as though he has spent the largest part of

his life indoors. He wears spectacles for reading, and they hang on a chain attached to his robe. He has great indigo stains on his fingers from ink.

In addition to being a caretaker, Jeckun Wildoak is a spy for Prince Sewarndt. He is a very low level spy, and his sole assignment is to watch for any strange happenings in the Royal Annals. Until recently, this assignment had been fairly boring observations on the research of the Grey Seer, who is King Lynwerd’s royal diviner.

However, Jeckun recently observed that a new colleague, Yondarr, was doing a large amount of research with books found in the dragon hoard of Myandarus that were written by Drywar. Jeckun surreptitiously did his own research about Drywar and discovered that Drywar had done a great deal of research into cursing royal families. Sewarndt has directed that, if it exists, the curse should be recovered if possible or destroyed if not. Jeckun believes that the heroes offer an excellent opportunity to get rid of Yondarr and possibly even Yondarr’s employer.

Jeckun has observed Yondarr long enough to know that he regularly communicates with someone. He managed to intercept one message and knows that Yondarr’s employer’s name is Rygard, but he doesn’t share that information with the heroes because it could reveal too much about his investigation.

Jeckun cooperates with the heroes and leads them to wherever they might ask to go. When the opportunity presents itself, he mentions Yondarr and his suspicious activities.

Among the things that he says are:

- *Yondarr is a gnome who has been researching in the Annals for approximately a month.*
- *Yondarr has been doing a lot of research in texts found in dragon hoards.*
- *Yondarr often stays until very late in the evening. Some of the caretakers have had to personally escort him out of the building more than once.*
- *Yondarr gets messages from couriers all the time. He always meets the courier at the bench next to the old oak tree on the Annals Grounds.*
- *Yondarr always meets the same messenger. A male human. He does not know his name.*

Note that Jeckun does not know that Pock was anything more than a simple messenger.

If the PCs are suspicious of what Jeckun tells them, allow them to make an opposed Bluff/Sense Motive check against him. Jeckun’s Bluff is +7.

If Jeckun needs to defray any attention about why he is focusing on Yondarr, he may bring up Carena Dawnstep. Jeckun not only dislikes Carena, but he also thinks that she is a threat to Prince Sewarndt. It would amuse Jeckun greatly if the heroes gave Carena a difficult time.

Note: Carena Dawnstep should be treated as an optional encounter. If pressed for time, Carena can be skipped.

If the heroes become suspicious of Jeckun for any reason such that they are threatening him in any manner, he leaves. He slips away if possible, or runs away if not.

◆ **Jeckun Wildoak:** Male half-elf Wiz3; CR 3; Medium-size humanoid (elf); HD 3d4; hp 10; Init +1 (Dex); Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atks +1 melee (1d3 subdual, unarmed); AL N; SV Fort +1, Ref +2, Will +3; Str 10, Dex 12, Con 10, Int 15, Wis 11, Cha 14.

Skills and Feats: Bluff +7, Knowledge (arcana) +8, Knowledge (nobility) +8, Spellcraft +8; Run, Skill Focus (bluff), Scribe Scroll.

Possessions: None on his person.

Spells Prepared (4/3/2; base DC = 12 + spell level): 0—*detect magic, light, read magic* (2); 1st—*change self, charm person, expeditious retreat*; 2nd—*blur, detect thoughts*.

IGRIN NARDORL

Igrin Nardorl is a male human wizard. He has red hair and a heavily freckled face. He wears a scholar's robe. His personality is inflexible and indignant.

Igrin knows nothing about anything the heroes might be looking for. His main area of research is strange items found during an expedition made by heroes to the mountain range of the Barrier Peaks approximately twenty years ago. There is no information in the Annals about the items, but he is exhaustively reading any materials that originated in that area for more information.

Igrin Nardorl is a member of the Sagacious Society. The Sagacious Society is a secret Nyrond organization dedicated to the preservation of knowledge.

The heroes are going to attract Igrin's attention if they do anything uncharacteristic of scholars. If Igrin's attention is drawn to the heroes, he tails them so that he can intervene if they try to damage the important collections at the Annals. He isn't particularly sneaky or stealthy, so his efforts to tail the heroes are noticed with an opposed Spot check (DC 10).

If the heroes notice that Igrin is tailing them, he is up-front that he does not trust them and ask them to leave. He also tells them that he is part of an organization "dedicated to the preservation of knowledge", but refuses to say any more about the organization.

Even if he is spotted, Igrin continues to watch the heroes to make sure that the heroes leave the Annals as they found them. If invited to accompany the heroes, he escorts them until they leave the Annals.

Any hero has a chance of recognizing that the secret organization that he belongs to is called the Sagacious Society. To know this requires a successful Knowledge (local-Nyrond) or Bardic Knowledge check (DC 15).

If any hero threatens or attacks Igrin, he defends himself. Unwal Hytalp also calls the City Watch and reports the offending hero or heroes. See the Judge's

Guidelines for Nyrond for more information on handling punishment of crimes in the Kingdom of Nyrond.

◆ **Igrin Nardorl:** Male human Wiz4; CR 4; Medium-size humanoid (human); HD 4d4; hp 13; Init +0; Spd 30 ft.; AC 10; Atks +1 melee (1d3-1 subdual, unarmed); AL LG; SV Fort +1, Ref +3, Will +5; Str 9, Dex 10, Con 10, Int 18, Wis 12, Cha 11.

Skills and Feats: Alchemy +11, Knowledge (arcana) +11, Knowledge (engineering) +13, Knowledge (nature) +11, Knowledge (religion) +11, Scry +8, Spellcraft +11; Alertness, Lightning Reflexes, Skill Focus (knowledge-engineering), Scribe Scroll.

Possessions: None on his person.

Spells Prepared (4/4/3; base DC = 14 + spell level): 0 lvl—*detect magic, light, read magic, read magic*; 1st lvl—*comprehend languages, comprehend languages, erase, unseen servant*; 2nd lvl—*daylight, detect thoughts, locate object*.

CARENA DAWNSTEP

Interaction with Carena Dawnstep and *Encounter 4: Duel* is optional. The encounters should take place only if there is sufficient time.

Carena can be found studying in the South Wing of the Annals. Carena is a female human. She has long, blonde hair and blue eyes. She is not beautiful, but is nevertheless compelling. She is wearing well-tailored and expensive britches and tunic. A large silver symbol of Heironeous is worn about her neck. (*Recognition of the holy symbol of Heironeous is considered common knowledge to Nyrond heroes.*)

Carena is obnoxious. She knows nothing about anything that the heroes might want to know, and clearly considers the heroes an unwelcome interruption of her studies.

If she is questioned too extensively or challenged in any way, Carena challenges one of the heroes to a "Duel by the Rules of Parrandicus". "Duel by the Rules of Parrandicus" merely means a clergy member from the Temple of Heironeous oversees the duel, which is one-on-one with melee weapons. Additionally, the duel is non-lethal, meaning that only subdual damage may be inflicted. A successful Knowledge (local-Nyrond), Knowledge (religion), or Bardic Knowledge check (DC 10) is necessary for a hero to recognize this. If none of the heroes recognize the reference, Carena smugly explains it to them.

Carena is flexible about the timing of the duel, but she wants it sooner rather than later. She can arrange for the duel to be held as early as three hours from the current time. The duel will be located on the grounds of the Royal Annals.

If the heroes accept the challenge to the duel, proceed to *Encounter 4: Duel at the scheduled time*.

Carena's statistics are set forth in *Encounter 4: Duel*.

YONDARR

Yondarr can be found studying in the West Wing. Yondarr is a balding gnome, with blonde hair and brown eyes. He wears a scholar's robe.

If Yondarr sees that more than two people are approaching his table, he attempts to flee. He can be easily caught, and is obviously nervous. His running and the heroes catching him undoubtedly causes Igrin Nardorl to intervene unless the heroes have shared their suspicions with him. It also might, at the Judge's discretion, attract the attention of Carena Dawnstep.

Yondarr politely answers all questions that the heroes pose. He initially tries to lie to the heroes and tell them that he is studying dragon longevity. He mentions that he is a natural night owl and does his best studying in the late hours after the other scholars have left the library. If asked about the courier, he explains that he is doing some of his research in conjunction with one of the professors at the University and that the courier is used to exchange notes. If asked about the missing Drywar books from the restricted access areas, he claims that he must have accidentally put the books back on the shelves in the unrestricted access area.

At this point the PCs can make opposed Bluff/Sense Motive checks against Yondarr to detect that he is bluffing. The heroes should receive a +5 circumstance bonus to the check if they have seen the check out lists of Player Handouts 4 and 5.

If the heroes let him go, Yondarr slips away and is not seen again. Unwal Hytalp knows where Yondarr lives, however.

In the more likely event that the heroes make their Sense Motive checks or express any type of disbelief, Yondarr tries to flee again. Once again, he can be easily caught and his attempt may draw attention.

Yondarr can be convinced to tell the truth if the heroes succeed in a Bluff/Sense Motive contest, or a successful Intimidate check (DC 14). Alternatively, he can be convinced to tell the truth with a successful Diplomacy check (DC 14) if the heroes honestly offer to let him go free or something equally appealing. (*Lifestyle Upkeep penalties and bonuses apply to all of these checks.*) Cooperation on these checks is possible.

As a reminder, Yondarr decided to disregard orders and get the fifth book of Drywar's because he was so close to it. Yondarr thinks that Rygard knows this, but Pock was inconveniently killed before he delivered the message to Rygard.

Upon being successfully Intimidated or Bluffed, Yondarr can tell the heroes the following:

- *I'm working for someone named Rygard.*
- *Rygard is a wizard.*
- *I've never met Rygard. He hired me through a messenger. He has promised to pay me 1,000 nobles. He paid me the first 100 nobles in advance.*

- *Rygard has been having me study the books recovered from dragon hoards to try to find the "Drywar's Lingering Bane" spell.*
- *I don't know what the spell does exactly, but I have determined that Drywar meant to cast it at Ivid I and the rest of the royal family in the Great Kingdom.*
- *I've taken four of Drywar's books to my house.*
- *Rygard is very interested in the books found in Myandarus' hoard.*
- *Myandarus was a blue dragon that was killed by Nyrond soldiers approximately 50 years ago.*
- *My home is located at 68 Elk Lane in the Commoner's Residences District*
- *I have the fifth of Drywar's books in my possession and I have been waiting for an opportunity to leave the building with it.*
- *I'm planning on dropping off all five books with a messenger tomorrow morning. I am supposed to meet the messenger tomorrow morning at 11 bells on the Annals grounds.*
- *He meets the messenger at the bench near the old oak tree.*
- *The messenger's name is Pock. He is a human male with dark hair.*

Yondarr does not know where Rygard lives. Yondarr currently has the book entitled *Magical Defense Against the Great Kingdom* in a sack on his person. It is wrapped in cloth and placed in the sack. He also has the key to his home.

☛ **Yondarr:** Male gnome Wiz4; CR 4; Small humanoid (gnome); HD 4d4+4; hp 17; Init +0; Spd 20 ft.; AC 11 (touch 11, flat-footed 11); Atks +3 melee (1d3 subdual, unarmed); SQ: Low-light vision, +2 racial bonus on saving throws against illusion, +4 dodge bonus against giants, may cast dancing lights, ghost sound, and prestidigitation, each once per day; AL LN; SV Fort +2, Ref +1, Will +5; Str 10, Dex 10, Con 12, Int 17, Wis 12, Cha 14.

Skills and Feats: Alchemy +12, Concentration +8, Knowledge (arcana) +12, Knowledge (history) +12, Spellcraft +10; Skill Focus (knowledge-arcana), Skill Focus (knowledge-history), Scribe Scroll.

Possessions: Book *Magical Defense Against the Great Kingdom* wrapped in cloth and placed in a sack kept on his person; key to his home.

Spells Prepared (4/4/3; base DC = 13 + spell level): 0—detect magic, light, read magic (2); 1st—change self, charm person, message, ventriloquism; 2nd—blindness/deafness, invisibility, minor image.

The heroes may want to turn over Yondarr to the appropriate authorities. If this is the case, go to *Encounter 6: Maybe We Should Tell Someone*.

The heroes also may want to retrieve the books from Yondarr's home. If they want to do this, and they found out the location of the home from either Yondarr or Unwal Hytalp, go to *Encounter 5: Sunderbolt and Lighttouch*.

Encounter 4: Duel (Optional)

This is an optional encounter and can be skipped for time purposes. This encounter cannot be run if Carena Dawnstep did not challenge one of the heroes to a duel nor can it be run if the challenge was not accepted.

When the time for the duel has come, read the following to the heroes:

A small crowd of perhaps a dozen people has gathered for the duel. You recognize several scholars from the Royal Annals but, from their attire, you guess that most of the spectators are friends of your challenger's.

You see Carena Dawnstep. She is wearing splint armor, carrying a shield and longsword. She glowers at you.

A human male steps forward. He is wearing clerical robes, carrying a battleaxe, and wearing a holy symbol of Heironeous. "Now is the time set forth for duel by the Rules of Parrandicus. Any person using spells shall be disqualified. Any person using anything but a melee weapon shall be disqualified. Any person striking to kill shall be disqualified and turned over to the proper authorities. If anyone joins the duel on behalf of either participant, that participant shall be disqualified. The duel lasts until someone is down or until someone surrenders. Are there any questions?"

The cleric is named Evon Gonstud. When the parties are ready, he will say:

"In the name of Heironeous and in accordance with the rules of Parrandicus, let the duel begin!"

Note that under no circumstances does Evon Gonstud allow the heroes to take equipment from an unconscious Carena Dawnstep.

Evon completely cures both participants after the duel is completed.

Tactics: Carena attacks straightforwardly using only her longsword. She does not use any of her spells. Do not forget that both Carena and her opponent are at -4 to attack and do subdual damage with a melee weapon that normally does "real" damage.

APL 4 (EL 4)

Carena Dawnstep: Female human Pal3/Wiz1; CR 4; Medium-size humanoid (human); HD 3d10+1d4+7; hp 32; Init +4; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atks +7 melee (1d8+2/19-20, longsword); SA Smite evil; SQ Detect evil, divine grace, lay on hands, divine health, aura of courage, remove disease, turn undead; AL LG; SV Fort +6, Ref +3, Will +6; Str 14, Dex 10, Con 13, Int 14, Wis 12, Cha 14.

Skills and Feats: Concentration +7, Craft (calligraphy) +8, Heal +7, Knowledge (religion) +8, Ride +6, Spellcraft

+7; Improved Initiative, Scribe Scroll, Toughness, Weapon Focus (longsword).

Possessions: masterwork longsword, splint mail, large steel shield.

Spells Prepared (3/2; base DC = 12 + spell level): o—detect magic, light, read magic; 1st—protection from evil, shield.

APL 6 (EL 6)

Carena Dawnstep: Female human Pal5/Wiz1; CR 6; Medium-size humanoid (human); HD 5d10+1d4+9; hp 46; Init +4; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atks +9 melee (1d8+2/19-20, longsword); SA Smite evil; SQ Detect evil, divine grace, lay on hands, divine health, aura of courage, remove disease, turn undead, special mount; AL LG; SV Fort +7, Ref +3, Will +6; Str 14, Dex 10, Con 13, Int 14, Wis 12, Cha 14.

Skills and Feats: Concentration +9, Craft (calligraphy) +10, Heal +9, Knowledge (religion) +10, Ride +8, Spellcraft +7; Expertise, Improved Initiative, Scribe Scroll, Toughness, Weapon Focus (longsword).

Possessions: masterwork longsword, splint mail, large steel shield.

Wizard Spells Prepared (3/2; base DC = 12 + spell level): o—detect magic, light, read magic; 1st—protection from evil, shield.

Paladin Spells Prepared (1; base DC = 11 + spell level): 1st—magic weapon.

APL 8 (EL 8)

Carena Dawnstep: Female human Pal6/Wiz2; CR 8; Medium-size humanoid (human); HD 6d10+2d4+19; hp 65; Init +4; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atks +11/+6 melee (1d8+2/19-20, longsword); SA Smite evil; SQ Detect evil, divine grace, lay on hands, divine health, aura of courage, remove disease, turn undead, special mount; AL LG; SV Fort +8, Ref +4, Will +8; Str 14, Dex 10, Con 14, Int 14, Wis 12, Cha 14.

Skills and Feats: Concentration +11, Craft (calligraphy) +11, Heal +10, Knowledge (religion) +11, Ride +9, Spellcraft +12; Expertise, Improved Initiative, Scribe Scroll, Toughness, Weapon Focus (longsword).

Possessions: masterwork longsword, splint mail, large steel shield.

Wizard Spells Prepared (4/3; base DC = 12 + spell level): o—detect magic, light, read magic (2); 1st—feather fall, protection from evil, shield.

Paladin Spells Prepared (2; base DC = 11 + spell level): 1st—bless weapon, magic weapon.

Encounter 5: Sunderbolt and Lighttouch

The heroes should have learned from Yondarr that he has taken four of Drywar's books to his home. The heroes can learn the location of Yondarr's home by either questioning Yondarr or from Unwal Hytalp. It's located at

68 Elk Lane in the Commoner's Residences District. A map of Yondarr's home is provided as DM Aid 5.

Unbeknownst to Yondarr, Rygard became concerned when Pock did not return from his messenger errand. He dispatched a group to go to Yondarr's home and make sure that Yondarr and the books make it to the messenger drop scheduled for 11 bells the next morning on the Annals grounds.

Tirrilan, Urg Bador, and the crew that accompanies them are the ones who were dispatched to Yondarr's home by Rygard. They have picked the lock on the door and let themselves inside. They are inside the home when the heroes arrive.

If the heroes watch the home for a few minutes, they are able to tell that the home is occupied because of shadows that can be seen through the closed shutters. If any heroes with the Track feat who are looking for tracks make a successful Wilderness Lore check (DC 15), they are able to tell that a group of people entered the home recently. Alternatively, if Yondarr is accompanying the heroes, he knows that he does not use magical lighting and that the light indicates that there is someone inside. He may choose not to share this information with the heroes, however, if they used either Bluff or Intimidate to squeeze him for information.

Tirrilan is a small wiry human male of average height with brown hair and a dark complexion. Urg is a tall half-orc with a pierced nose.

The crew is not expecting anyone other than Yondarr, but they are somewhat skittish. They have not set a watch. The heroes might take the group by surprise if they take measures to sneak up on the house. Otherwise, the heroes do not surprise them.

The crew attacks the heroes because they cannot afford to leave any witnesses alive. They believe that the group must know something about the crime that their boss is attempting to commit. Nevertheless, the crew does not necessarily fight to the death (see the *Tactics* section).

If Yondarr was brought along with the party, he attempts to escape.

All of the crew knows that they are supposed to escort Yondarr to the messenger drop on Annals grounds at 11 bells tomorrow morning. The reveal the information should the PCs speak with them and manage to win in an opposed Bluff/Sense Motive, or an Intimidate check (DC 10 + target's HD). Alternatively, they reveal it with a successful Diplomacy check (DC 12) if the characters make a promise of release.

After the battle is over, the heroes can find the missing books and a scroll addressed to Yondarr (Player's Handout 6).

Tactics: Tirrilan enjoys disarming his opponents with his light flail. He will try to disarm opponents using weapons that are Medium-size or smaller and that are being used in one hand. After he has disarmed his opponent, he moves in for the kill. If he is not facing an opponent with a medium-sized or smaller weapon or if he is facing an opponent who is using a two-handed weapon, he attacks normally.

Urg enjoys breaking his opponent's weapons with his greatsword. He usually uses Power Attack at half his base attack bonus (rounded up). He tries to target opponents with weapons that break easily. After he has broken his opponent's weapon, he kills the opponent and then moves on to his next victim.

Both Tirrilan and Urg attempt to flee if the other one or two goons fall in combat. Any remaining goons flee if both Tirrilan and Urg are down. Anyone who flees leaves Rel Mord, not daring to face Rygard after failing.

Note: Disarming rules are found on page 137 of the *Player's Handbook* and are resolved using opposed Attack rolls. Tirrilan does not incur an attack of opportunity because he has the Improved Disarm feat. Flails receive a +2 in disarming attempts.

Rules for striking a weapon are found on page 136 of the *Player's Handbook* and are resolved using opposed attack rolls with damage being dealt to the weapon in accordance with its hardness and hit points. Urg does not incur an attack of opportunity because he has the Sunder feat.

APL 4 (EL 6)

➤ **Tirrilan:** Male human Ftr3; CR 3; Medium-size humanoid (human); HD 3d10+6; hp 29; Init +6; Spd 20 ft.; AC 17 (touch 12, flat-footed 16); Atks +7 melee (1d8+2, light flail); AL LE; SV Fort +5, Ref +3, Will +0; Str 15, Dex 14, Con 14, Int 13, Wis 9, Cha 10.

Skills and Feats: Climb +8, Handle Animal +6, Jump +8, Ride +8; Combat Reflexes, Expertise, Improved Disarm, Improved Initiative, Weapon Focus (light flail).

Possessions: masterwork light flail, breastplate armor, 13 gp.

➤ **Urg Bador:** Male half-orc Ftr3; CR 3; Medium-size humanoid (orc); HD 3d10+9; hp 35; Init +0; Spd 20 ft.; AC 16 (touch 10, flat-footed 16); Atks +9 melee (2d6+4/19-20, greatsword); AL NE; SV Fort +6, Ref +1, Will +1; Str 18, Dex 10, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +6, Intimidate +2, Jump +6, Ride +4; Cleave, Power Attack, Sunder, Weapon Focus (greatsword).

Possessions: masterwork greatsword, splintmail armor, 21 gp.

➤ **Goons (2):** Male human Rog1/Ftr1; CR 2; Medium-size humanoid (human); HD 1d6+1d10+5; hp 17; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 16); Atks +4 melee (1d6/19-20, short sword) and +4 ranged (1d8/19-20, light crossbow); SA Sneak attack +1d6; AL LE; SV Fort +3, Ref +5, Will +0; Str 11, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +5, Disable Device +5, Escape Artist +6, Handle Animal +4, Hide +6, Listen +4, Move Silently +6, Open Locks +7, Pick Pocket +6, Search +5, Spot +4, Use Magic Device +4; Improved Initiative, Toughness, Weapon Finesse (short sword).

Possessions: short sword, light crossbow, 10 bolts, studded leather armor, 2 gp.

APL 6 (EL 8)

☛**Tirrilan:** Male human Ftr5; CR 5; Medium-size humanoid (human); HD 5d10+10; hp 44; Init +6; Spd 20 ft.; AC 17 (touch 12, flat-footed 16); Atks +10 melee (1d8+3, light flail); AL LE; SV Fort +5, Ref +3, Will +0; Str 16, Dex 14, Con 14, Int 13, Wis 9, Cha 10.

Skills and Feats: Climb +11, Handle Animal +8, Jump +11, Ride +10; Combat Reflexes, Dodge, Expertise, Improved Disarm, Improved Initiative, Weapon Focus (light flail).

Possessions: masterwork light flail, breastplate armor, 13 gp.

☛**Urg Bander:** Male half-orc Ftr5; CR 5; Medium-size humanoid (orc); HD 5d10+15; hp 51; Init +0; Spd 20 ft.; AC 16 (touch 10, flat-footed 16); Atks +11 melee (2d6+6/19-20, greatsword); AL NE; SV Fort +6, Ref +1, Will +1; Str 19, Dex 10, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +7, Intimidate +3, Jump +7, Ride +4; Cleave, Great Cleave, Power Attack, Sunder, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: masterwork greatsword, splintmail armor, 21 gp.

☛**Goons (3):** Male human Rog1/Ftr2; CR 3; Medium-size humanoid (human); HD 1d6+2d10+6; hp 24; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 16); Atks +6 melee (1d6/19-20, short sword) and +5 ranged (1d8/19-20, light crossbow); SA Sneak attack; AL LE; SV Fort +4, Ref +5, Will +0; Str 11, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +6, Disable Device +5, Escape Artist +6, Handle Animal +5, Hide +7, Listen +4, Move Silently +6, Open Locks +7, Pick Pocket +6, Search +5, Spot +4, Use Magic Device +4; Improved Initiative, Toughness, Weapon Finesse (short sword), Weapon Focus (short sword).

Possessions: short sword, light crossbow, 10 bolts, studded leather armor, 2 gp.

APL 8 (EL 10)

☛**Tirrilan:** Male human Ftr7; CR 7; Medium-size humanoid (human); HD 7d10+14; hp 60; Init +6; Spd 20 ft.; AC 17 (touch 12, flat-footed 16); Atks +12/+7 melee (1d8+3, light flail); AL LE; SV Fort +6, Ref +4, Will +1; Str 16, Dex 14, Con 14, Int 13, Wis 9, Cha 10.

Skills and Feats: Climb +13, Handle Animal +10, Jump +13, Ride +12; Combat Reflexes, Dodge, Expertise, Improved Disarm, Improved Initiative, Mobility, Spring Attack, Weapon Focus (light flail).

Possessions: masterwork light flail, breastplate armor, 13 gp.

☛**Urg Bander:** Male half-orc Ftr7; CR 7; Medium-size humanoid (orc); HD 7d10+21; hp 70; Init +0; Spd 20 ft.; AC 16 (touch 10, flat-footed 16); Atks +13/+9 melee

(2d6+6/19-20, greatsword); AL NE; SV Fort +7, Ref +4, Will +4; Str 19, Dex 10, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +8, Intimidate +3, Jump +8, Ride +6; Cleave, Great Cleave, Iron Will, Lightning Reflexes, Power Attack, Sunder, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: masterwork greatsword, splintmail armor, 21 gp.

☛**Goons (3):** Male human Rog1/Ftr4; CR 5; Medium-size humanoid (human); HD 1d6+4d10+8; hp 38; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 16); Atks +9 melee (1d6+1/19-20, short sword) and +7 ranged (1d8/19-20, light crossbow); SA Sneak attack; AL LE; SV Fort +4, Ref +5, Will +0; Str 12, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +8, Disable Device +5, Escape Artist +6, Handle Animal +7, Hide +7, Listen +4, Move Silently +7, Open Locks +8, Pick Pocket +6, Search +5, Spot +4, Use Magic Device +4; Combat Reflexes, Dodge, Improved Initiative, Toughness, Weapon Finesse (short sword), Weapon Focus (short sword).

Possessions: short sword, light crossbow, 10 bolts, studded leather armor, 2 gp.

Encounter 6: The Proper Authorities

It is general knowledge to a Nyrond-based hero that it is necessary to turn Yondarr over to the proper authorities in order to claim the greatest possible reward. Information about Yondarr might be worth a reward, but the reward will not be as much.

Further, the heroes might decide that it's a good idea to warn somebody in charge about the potential threat to Lynwerd's life.

If the heroes go to the City Watch without Yondarr, Desk Sergeant Webb will treat them courteously, and then take their report and file it away with all the other Sewarndt sightings. No matter how insistent the heroes become, Desk Sergeant Webb does nothing more than promise that the report will be taken seriously and that he will turn it over to Watch Sergeant Feldun and to Palace Security.

If the heroes go to the City Watch with Yondarr, they are treated more seriously. Desk Sergeant Webb takes their report and takes Yondarr into custody. He asks questions until he has determined that Yondarr is linked to Harlya, at which point he tells the heroes that Watch Sergeant Feldun is in charge of this investigation. Feldun is off duty (or out in the field if the time is before dusk), but is expected in tomorrow. The interrogation of Yondarr has to wait until Feldun returns to the station.

After the heroes have turned Yondarr over to the authorities, they may not feel the need to remain involved. If they do not want to investigate Rygard further, you can end the scenario here. If you end the scenario, skip to the Conclusion and have the players vote.

If the heroes go to the Palace, they are referred to the Deputy Assistant Chief in charge of Palace Security whose name is Ogmar. The Deputy Assistant Chief is unwilling to rock the boat. He promises that he will beef up security around the palace, and ask the heroes to remain discrete about the threat.

The heroes won't get to see the King, of course.

If the heroes go to a temple, they are treated seriously. They are treated especially seriously if they go to the Temple of Heironeous. They are asked to take their information to Palace Security and a temple representative may accompany them.

Encounter 7: The Messenger Awaits

The heroes have several different ways of discovering that Yondarr was supposed to meet a messenger on the grounds of the Royal Annals at 11 bells. Rogna Bierstock, a female half-elf, will arrive at the bench near the old oak tree shortly before 11 bells. Rygard hired her using a messenger service after he discovered Pock's death. He hopes that using a private messenger service rather than one of his goons attracts less attention.

Rogna only knows that she is supposed to meet a male gnome here, collect something, and take it to Rygard's home. She does not know Yondarr or what he looks like.

If the heroes confront the messenger, they will find out that she is a simple messenger who used to work for the Royal Mail Service. If told the truth, she probably believes the Heroes if they make a successful Diplomacy check (DC 10). She can be Bluffed or Intimidated with a successful check (DC 15). Intimidation may have repercussions with the authorities. She also responds to a bribe of no less than 10 gp. If any of these tactics are successfully used, Rogna provides the heroes with Rygard's address. Rygard's address is 6 Dove Avenue in the Merchant's and Artisan's District.

If the heroes don't confront the messenger, then she stays for about 20 minutes and then gives up and leaves. She intends to go to Rygard's home to tell him that no one arrived with a package. The heroes may tail the messenger. If the messenger notices that she is being tailed, then she runs from the heroes under the impression that they are thugs. She is a simple messenger, and does not know that she is working for the bad guy. If she doesn't notice that the heroes are following, then she leads them straight to the house where Rygard is staying in the Merchant's and Artisan's section of town.

Rogna Bierstock: Female half-elf Com1; Medium-size humanoid (elf); HD 1d4; hp 4; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atks +1 melee (1d3 subdual, unarmed); SV Fort +0, Ref +1, Will +0; Str 12, Dex 13, Con 11, Int 12, Wis 11, Cha 10.

Skills and Feats: Profession (courier) +5, Ride +5, Use Rope +5; Run

Possessions: dagger, 2 sp.

Encounter 8: The Shocking Conclusion

A map of Rygard's home is included as DM Aid 6.

Rygard is extremely paranoid. He knows that if he is caught then his plan to kill the King will fail and that he will be executed as a traitor. He has been very anxious since he moved his research operation into Rel Mord.

As part of his paranoia, Rygard cast Mage Armor on himself in preparation for the messenger's anticipated visit to his home. The spell lasts one hour per caster level, so whether the spell's duration has expired depends on what time the heroes come to his home.

Rygard has stationed his hawk familiar outside of his home. The hawk receives a +6 on Spot checks to notice the heroes, and can receive a circumstance bonus of up to +10 (DMs discretion) if the heroes are in a group, obviously armed, or otherwise not attempting to be discrete. If the hawk spots the heroes, it mentally communicates with Rygard and Rygard starts preparing for the heroes.

If the heroes leave the area after Rygard becomes aware that they are watching his house, Rygard may send one or more goons to follow them and kill them if the opportunity presents itself.

The door to Rygard's home is always bolted from inside. The shutters on the windows are nailed shut. The inside of the house is very sparsely furnished.

Strong Door (locked): Thickness 2 in.; Hardness 5, hp 20; Break (DC 25).

Shutters (nailed shut): Thickness 1 in.; Hardness 5, hp 10; Break (DC 15).

If the messenger gets to Rygard's house for any reason without Drywar's books, Rygard suspects the worst and makes preparations to defend himself.

If the heroes knock, Rygard goes upstairs to the loft and has one of his goons answer the door.

Otherwise, the heroes have a small chance of surprising Rygard and his goons downstairs.

Rygard is a humanoid of average height with blonde hair. His skin is scarred and has a blue tint. His nose is eerily serpent-like and he has imposing claws and teeth. He does not have wings.

The goon's names are Alphonze, Brommir, Ctalada, and (at APLs 6 and 8) Dipder.

The staircase that leads to the loft upstairs is open.

A search of Rygard's home uncovers a locked chest with 540 sp and 1,440 cp inside. In Rygard's desk upstairs, the characters can find evidence in the form of research notes that demonstrate that Rygard intended to use the "Drywar's Lingering Bane" spell to curse King Lynwerd and Prince Sewarndt.

🔒 **Locked Untrapped Chest:** Hardness 5, hp 15; Break DC 23; Open Locks (DC 25).

Tactics: Rygard spends any warning time casting defensive spells that have a duration that is longer than 1 round per level. Then he turns invisible and climbs the stairs to the loft because climbing the stairs sets up the heroes nicely for his breath weapon. He has all of his goons in the loft with him, attempting to hide.

Rygard leads with his breath attack down the stairwell at any heroes if he became invisible. After using the breath weapon, he casts *haste* on himself at APLs 6 and 8 or he *scare* at APL 4.

Rygard's goons attempt to move into flanking positions so that they can take advantage of Sneak Attack damage.

Rygard believes that this is his last chance to effectuate his revenge for his mother's death. Therefore, he only attempts to flee once the odds are clearly against him. The goons do not flee unless Rygard is down, at which time they all attempt to run if possible.

APL 4 (EL 7)

🔥 **Rygard:** Male half-dragon (blue)/human Wiz4; Medium-size dragon (earth); CR 6; HD 4d6+12; hp 30; Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atks +5 melee (1d6+3, quarterstaff) or +5 melee (1d6+3, bite) and +0 melee (1d4+3, 2 claws); SA Breath weapon (line of lightning); SQ Immune to sleep, paralysis, and electricity, darkvision 60 ft., low-light vision; AL LE; SV Fort +4, Ref +3, Will +4; Str 16, Dex 14, Con 16, Int 20, Wis 11, Cha 14.

Skills and Feats: Alchemy +10, Concentration +10, Disguise +5, Knowledge (arcana) +12, Knowledge (history) +10, Knowledge (nobility) +12, Knowledge (religion) +6, Scry +9, Spellcraft +12; Combat Casting, Extend Spell, Improved Initiative, Scribe Scroll.

Breath Weapon (Su): Line of lightning (5 ft. high by 5 ft. wide by 60 ft. long) for 6d8 damage, Reflex save (DC 18) for half damage.

Possessions: quarterstaff, 2 scrolls of *change self*, scroll of *invisibility*, 17 gp.

Spells Prepared (4/5/3; base DC = 15 + spell level): 0—*detect magic* (2), *prestidigitation*, *read magic*; 1st—*burning hands*, *change self*, ~~mage armor~~, *magic missile*, *protection from good*; 2nd—*invisibility*, *mirror image*, *scare*.

👤 **Goons (3):** Male human Rog1/Ftr1; CR 2; Medium-size humanoid (human); HD 1d6+1d10+5; hp 17; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 16); Atks +4 melee (1d6/19-20, short sword) and +4 ranged (1d8/19-20, light crossbow); SA Sneak attack; AL LE; SV Fort +3, Ref +5, Will +0; Str 11, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +5, Disable Device +5, Escape Artist +6, Handle Animal +4, Hide +6, Listen +4, Move Silently +6, Open Locks +7, Pick Pocket +6, Search +5, Spot +4, Use Magic Device +4; Improved Initiative, Toughness, Weapon Finesse (short sword).

Possessions: short sword, light crossbow, 10 bolts, studded leather armor, 2 gp.

APL 6 (EL 9)

🔥 **Rygard:** Male half-dragon (blue)/human Wiz6; Medium-size dragon (earth); CR 8; HD 6d6+18; hp 44; Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atks +6 melee (1d6+3, quarterstaff) or +6 melee (1d6+3, bite) and +1 melee (1d4+3, 2 claws); SA Breath weapon (line of lightning); SQ Immune to sleep, paralysis, and electricity, darkvision 60 ft., low-light vision; AL LE; SV Fort +5, Ref +6, Will +5; Str 16, Dex 14, Con 16, Int 20, Wis 11, Cha 14.

Skills and Feats: Alchemy +10, Concentration +12, Disguise +6, Knowledge (arcana) +14, Knowledge (history) +12, Knowledge (nobility) +14, Knowledge (religion) +8, Scry +9, Spellcraft +14; Combat Casting, Extend Spell, Improved Initiative, Lightning Reflexes, Scribe Scroll, Silent Spell.

Breath Weapon (Su): Line of lightning (5 ft. high by 5 ft. wide by 60 ft. long) for 6d8 damage, Reflex save (DC 18) for half damage.

Possessions: quarterstaff, 2 scrolls of *change self*, scroll of *invisibility*, 17 gp.

Spells Prepared (4/5/4/3; base DC = 15 + spell level): 0—*detect magic* (2), *prestidigitation*, *read magic*; 1st—*burning hands*, *change self*, ~~mage armor~~, *magic missile*, *protection from good*; 2nd—*invisibility*, *mirror image*, *scare*, *web*; 3rd—*displacement*, *haste*, *lightning bolt*.

👤 **Goons (3):** Male human Rog1/Ftr2; CR 3; Medium-size humanoid (human); HD 1d6+2d10+6; hp 24; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 16); Atks +6 melee (1d6/19-20, short sword) and +5 ranged (1d8/19-20, light crossbow); SA Sneak attack; AL LE; SV Fort +4, Ref +5, Will +0; Str 11, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +6, Disable Device +5, Escape Artist +6, Handle Animal +5, Hide +7, Listen +4, Move Silently +6, Open Locks +7, Pick Pocket +6, Search +5, Spot +4, Use Magic Device +4; Improved Initiative, Toughness, Weapon Finesse (short sword), Weapon Focus (short sword).

Possessions: short sword, light crossbow, 10 bolts, studded leather armor, 2 gp.

APL 8 (EL 11)

🔥 **Rygard:** Male half-dragon (blue)/human Wiz8; Medium-size dragon (earth); CR 10; HD 8d6+24; hp 58; Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atks +7 melee (1d6+3, quarterstaff) or +7 melee (1d6+3, bite) and +2 melee (1d4+3, 2 claws); SA Breath weapon (line of lightning); SQ Immune to sleep, paralysis, and electricity, darkvision 60 ft., low-light vision; AL LE; SV Fort +5, Ref +6, Will +7; Str 16, Dex 14, Con 16, Int 20, Wis 12, Cha 14.

Skills and Feats: Alchemy +11, Concentration +14, Disguise +7, Knowledge (arcana) +16, Knowledge (history) +14, Knowledge (nobility) +14, Knowledge (religion) +10, Scry +10, Spellcraft +16; Combat Casting, Extend Spell, Improved Initiative, Lightning Reflexes, Scribe Scroll, Silent Spell.

Breath Weapon (Su): Line of lightning (5 ft. high by 5 ft. wide by 60 ft. long) for 6d8 damage, Reflex save (DC 18) for half damage.

Possessions: quarterstaff, 2 scrolls of *change self*, scroll of *invisibility*, 17 gp.

Spells Prepared (4/6/4/4/3; base DC = 15 + spell level):
 0—*detect magic* (2), *prestidigitation*, *read magic*; 1st—*burning hands*, *change self*, ~~mage armor~~, *magic missile* (2), *protection from good*; 2nd—*invisibility*, *mirror image*, *scare*, *silent magic missile*, *web*; 3rd—*displacement*, *haste*, *lightning bolt*, *silent invisibility*; 4th—*dimension door*, *phantasmal killer*, *stoneskin*.

☛ **Goons (3):** Male human Rog1/Ftr4; CR 5; Medium-size humanoid (human); HD 1d6+4d10+8; hp 38; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 13, flat-footed 16); Atks +9 melee (1d6+1/19-20, short sword) and +7 ranged (1d8/19-20, light crossbow); SA Sneak attack; AL LE; SV Fort +4, Ref +5, Will +0; Str 12, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +8, Disable Device +5, Escape Artist +6, Handle Animal +7, Hide +7, Listen +4, Move Silently +7, Open Locks +8, Pick Pocket +6, Search +5, Spot +4, Use Magic Device +4; Combat Reflexes, Dodge, Improved Initiative, Toughness, Weapon Finesse (short sword), Weapon Focus (short sword).

Possessions: short sword, light crossbow, 10 bolts, studded leather armor, 2 gp.

CONCLUSION

If the heroes turn all evidence over to either the City Watch or Palace Security (including Rygard if he is captured or killed), read the following:

You turn over the information regarding Rygard and his research into the spells of Drywar. Palace Security immediately offers you a reward for your service to the Kingdom of Nyrond in averting the threat to the King's life. You are given a 300 noble total reward to split among the members of your party.

This amount is 25 nobles if the characters do nothing more than turn Harlya over to the authorities.

If the heroes cooperated with Annals officials when they were in the library and if they either return Drywar's books to the Annals or turn the books over to the City Watch or Palace Security, read the following:

Caretaker Unwal Hytalp thanks you for your service to the Annals. He promises you that any of you may use the Annals at any time without paying the standard researching fee. And he promises that you may call on him personally for any especially difficult research that needs to be done.

Regardless of whether either of the first two blurbs were read, read the following:

Caretaker Hytalp tells you that he has looked into Rygard somewhat and that it turns out that Rygard was the son of the dragon Myandarus. He can only assume that Rygard took Myandarus' death very personally.

Regardless of whether either of the first two blurbs were read, read the following:

Several days later, a scroll and a bag are delivered to each of you. After carefully checking the bag, you open it to find 10 nobles inside. The scroll is sealed in wax with a stylized "S" pressed into the seal.

The scroll is a thank you letter from Prince Sewarndt. Give the players Player Handout 7

The End.

EXPERIENCE POINT SUMMARY

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

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

Encounter One

Catching and Questioning Harlya	50 xp
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Encounter Three

Discovering and Questioning Yondarr	50 xp
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Encounter Five

Defeating Tirrilan, Urg, and the Goons	200 xp
Recovering Drywar's Books undamaged	50 xp

Encounter Eight

Defeating Rygard	200 xp
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Total experience for objectives	550 xp
Discretionary roleplaying award	0-50 xp

Total possible experience	600 xp
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TREASURE SUMMARY

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

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

summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.

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

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

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

Encounter Five

- Masterwork greatsword (350 gp, 15 lbs., common): The hilt of this greatsword is wrapped in leather, and three stars are carved onto each side of the grey-colored blade.
- Masterwork light flail (308 gp, 5 lbs., common): The image of a serpent with a darting tongue is engraved onto this flail's grip. The ball that hangs from its chain has small spikes.
- 41 gp

Encounter Eight

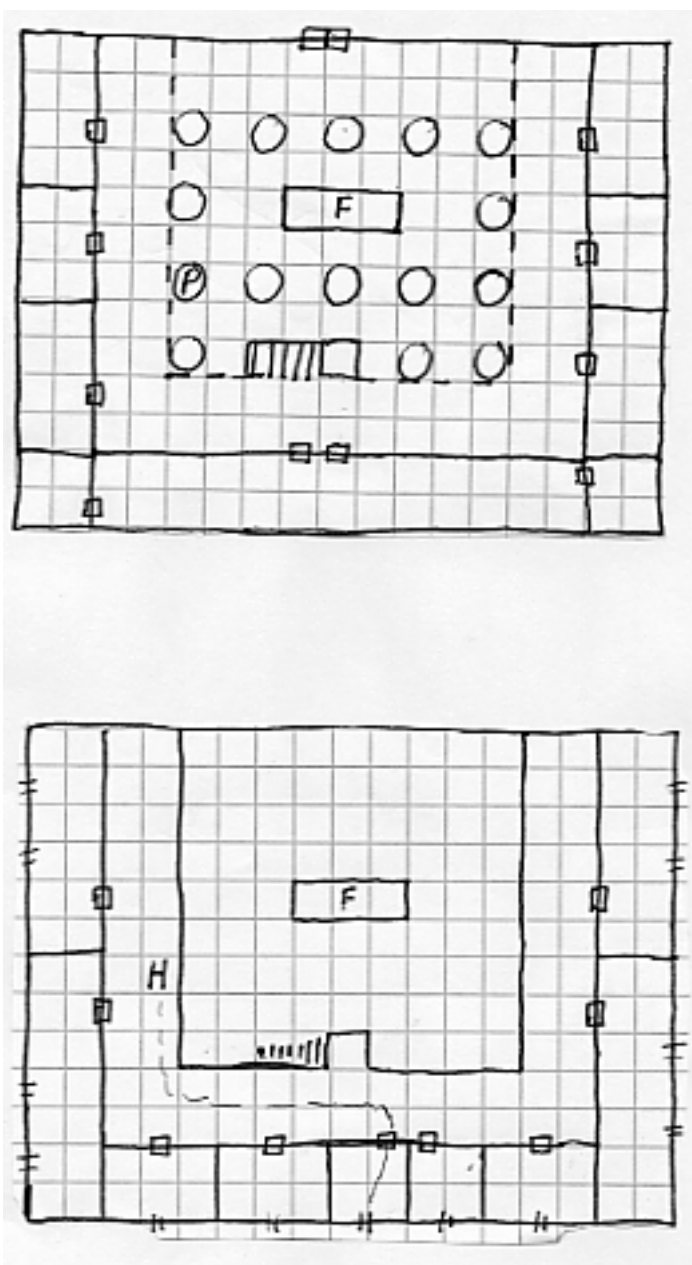
- Arcane scroll of *invisibility* (150 gp, 0.5 lbs, common): This arcane scroll is written on high-quality parchment, and is held in an ivory-colored scroll case. The caster level is 3rd level.
- 2 arcane scrolls of *change self* (25 gp, 0.5 lbs, common): This arcane scroll is written on high-quality parchment, and is held in a gold-colored scroll case. The caster level is 1st level.
- 23 gp
- Treasure chest with 1,440 cp and 540 sp.

Conclusion

- 300 gp
- 10 gp per hero
- Favor of the Royal Annals of Rel Mord (n/a, n/a, n/a): Any hero in Rel Mord who has the favor of the Royal Annals of Rel Mord can use the Royal Annals without paying the standard research fee. The favor confers three additional benefits on the hero. First, at any time while visiting the Royal Annals and after

spending at least an hour researching the topic, the hero may make a Knowledge check in an area of knowledge for which the hero does not have any skill ranks. No circumstance bonus to the check is allowed other than being able to make a check in the field of knowledge as if the hero were skilled. Second, at any time while visiting the Royal Annals and after spending at least an hour researching the topic, the Hero may make a Knowledge check in an area of knowledge for which the Hero does have at least one skill rank at a +5 circumstance bonus. Third, one time only, the Hero may call on Unwal Hytalp, the Caretaker of the Royal Annals, to assist them with research. With Unwal Hytalp's assistance, the Hero will receive a +20 circumstance bonus on a Knowledge check if the Hero has any skill ranks in that area of knowledge, or a +15 circumstance bonus on a Knowledge check if the Hero does not have any skill ranks in that area of knowledge. An illiterate character will find little use for this favor, with the exception of the one-time assistance granted the character by Unwal Hytalp, as their ability to do research is limited by their inability to read.

DM AID 1: MAP OF THE INTERIOR OF THE SCARLET TANKARD INN



Key

P = PC's Table
F = Fireplace
H = Harlya

Each Square equals 5 square feet

Top Map is Lower Level

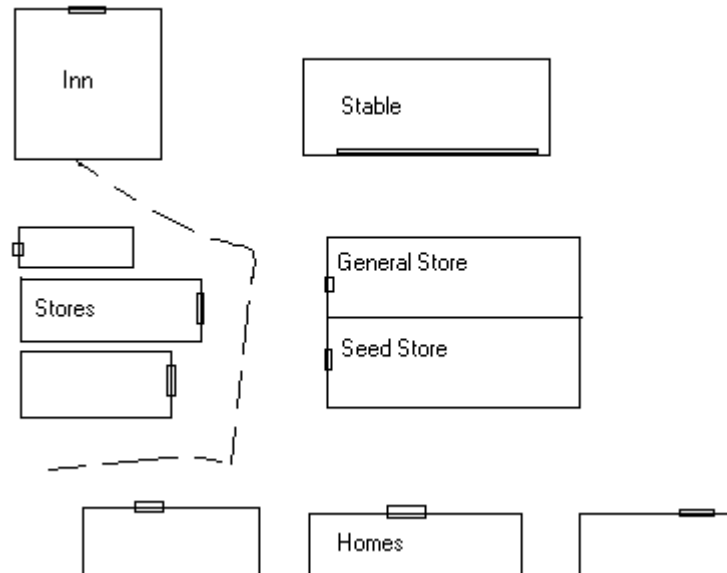
Bottom Map is Upper Level

The inn's kitchen is the large room on the lower level. Other rooms are sleeping rooms, offices, or storage.

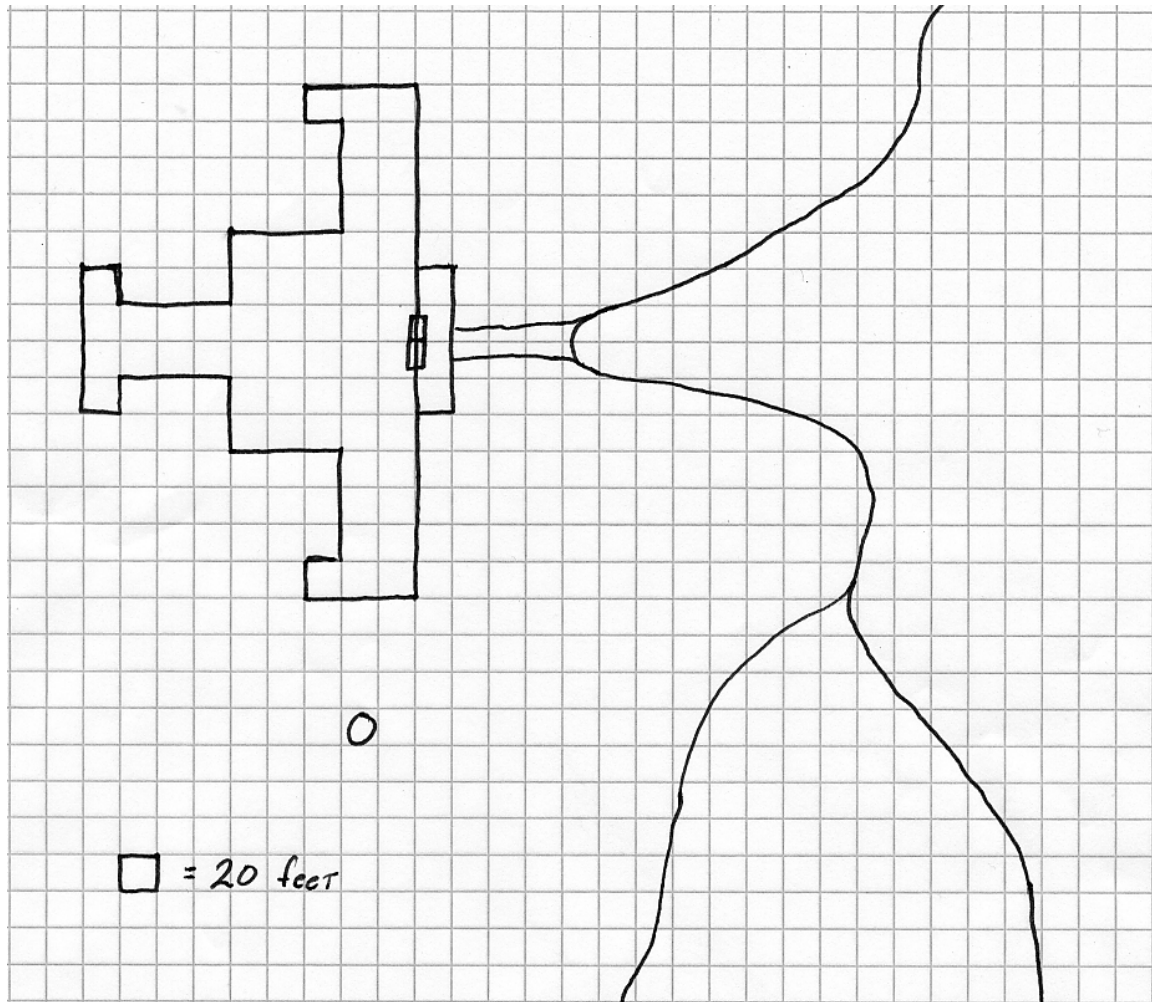
Dotted Line on Lower Level Map is balcony overhead

Dotted Line on Upper Level Map is Harlya's path.

DM AID 2: EXTERIOR OF THE SCARLET TANKARD INN



DM Aid 3
Grounds of the Royal Annals of Rel Mord

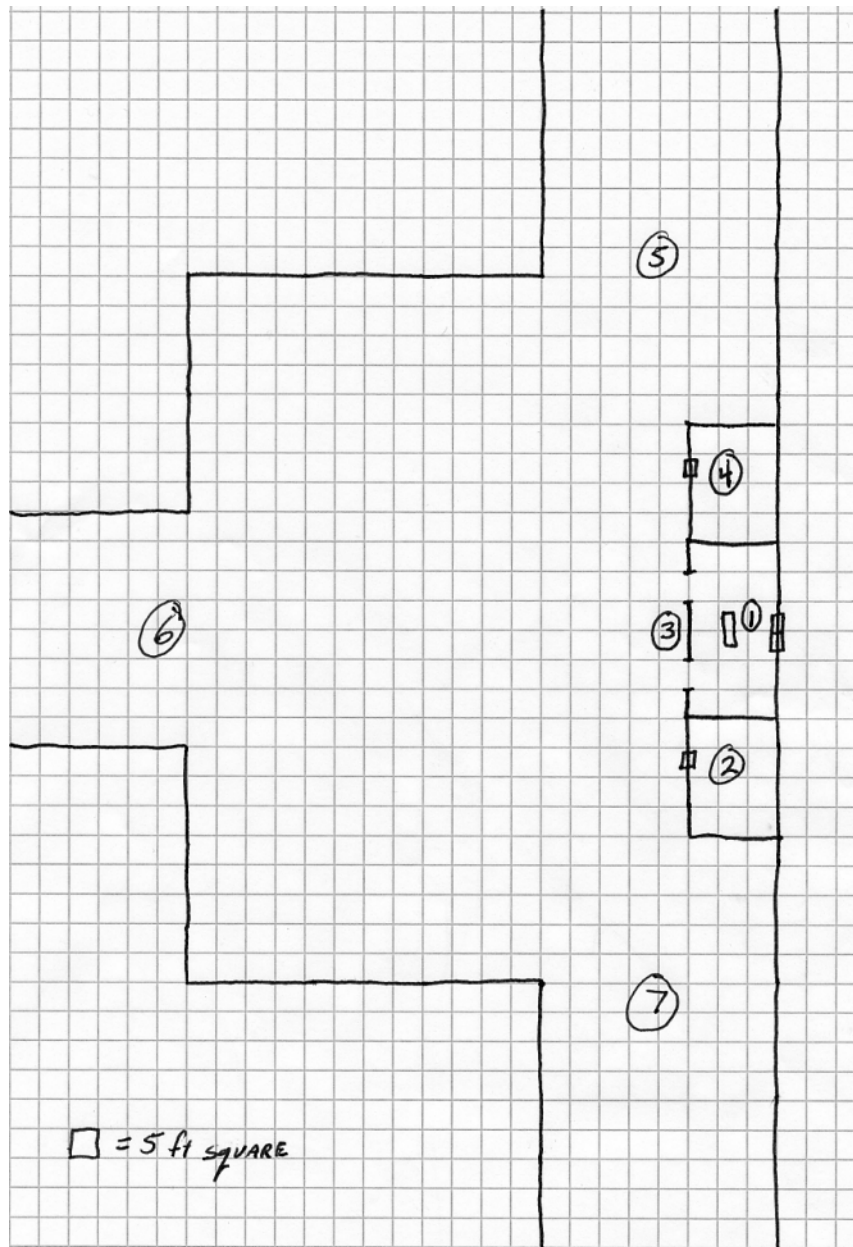


Key

O = Oak tree with bench underneath

The lines denote walking paths

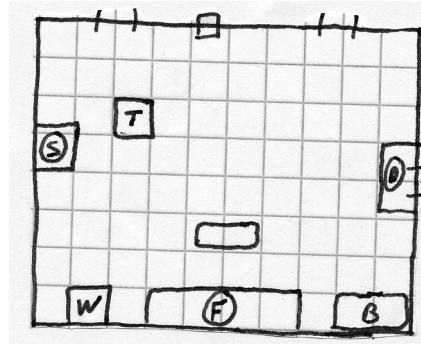
DM AID 4: MAP OF THE INTERIOR OF THE ROYAL ANNALS OF REL MORD



Key

1. Reception Area
2. Caretaker Unwal Hytalp's Office
3. Looseleaf Catalog of Annals
4. Office
5. Entrance to North Wing (Restricted Access Areas located here)
6. Entrance to West Wing (Yondarr)
7. Entrance to South Wing (Carena Dawnstep)

DM AID 5: MAP OF YONDARR'S HOUSE



Key

T = Table

F = Fireplace

B = Bed

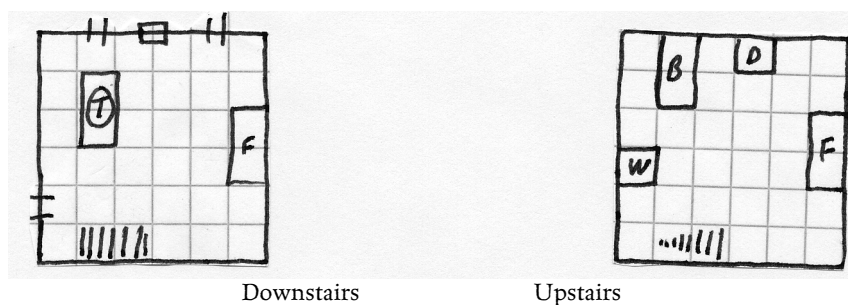
W = Wardrobe

D = Desk

S = Stove

Each Square = 5 ft

DM AID 6: MAP OF RYGARD'S HOUSE



Downstairs

Upstairs

Key

T = Table

F = Fireplace

B = Bed

W = Wardrobe

D = Desk

Each Square = 5 ft

PLAYER HANDOUT 1: SCROLL FOUND ON BODY

My humble servant,

Please discontinue your efforts at the Annals for the time being. I am concerned that our research into Drywar's dragon books is being observed. I will send the messenger for the books that you have already obtained at the usual time tomorrow.

R.

I do not think that I am being watched. I can get the last of the books today and deliver all of them. Send the messenger again tomorrow.

PLAYER HANDOUT 2

A Brief History of Drywar

Drywar was a gnome wizard who became an advisor to King Dunstan I of Nyrond in the time shortly after the rise of Ivid I to the Malachite Throne of the Great Kingdom (circa CY 445 -450). He was born in the Flinty Hills region of Nyrond and considered that his home. He became very concerned about the rise of the Ivid I to the throne of the Great Kingdom and devoted himself to researching methods to aid Dunstan's armies and navy.

It is believed that Drywar spent much of his time researching a method by which he could magically assassinate Ivid I and his royal line from afar so that he might plunge the Great Kingdom into chaos. It was thus that he obtained his nickname "Ividbane".

Not much is known of Drywar before he became an advisor to King Dunstan I. He served Dunstan I faithfully until he disappeared from public view in CY 452. Although there are many rumors concerning what happened to Drywar in CY 452, the Palace remained silent about his disappearance. Popular rumor at the time was that Drywar sacrificed himself when Ivid's assassins invaded the royal palace in an attempt to kill King Dunstan I. However, there are also those who say that the target of the assassination attempt was Drywar himself and that Ivid succeeded in having him killed.

PLAYER HANDOUT 3

The Royal Annals of Rel Mord

The Royal Annals of Rel Mord is one of the finest collections of books and scrolls in the Flaeness. The Annals are housed in a tremendously large building on the campus of the Royal University of Rel Mord.

Scholars come from all over the Flaeness to do research at the Royal Annals. A large percentage of the travelers to Rel Mord come with the explicit purpose of furthering their study at the Annals. No small number of these scholars has taken up permanent residence in Rel Mord so that they might avail themselves of the Annals at their convenience.

The outside of the Annals building is ornate; one of Rel Mord's finest buildings. It has three wings that extend to the North, South, and West.

The Royal Annals of Rel Mord are affiliated with the Royal University of Rel Mord because both were created by royal decree, but the Annals are not part of the University. Despite the lack of affiliation, the Annals are located on University grounds and many Rel Mord residents do not make a distinction between them.

The Annals exist primarily as a repository of knowledge. It is not uncommon for adventurers to sell any rare books or scrolls to the Annals. The caretakers of the Annals pay a fair rate for such treasures.

The Annals are the unofficial Rel Mord home to the worship of Boccob, who is the God of Magic and Knowledge. It is more likely that the clergy to Boccob can be found at the Annals than at their Temple.

The Annals are open to any member of the general public who can pay the research fee of 10 nobles.

PLAYER HANDOUT 4

Sign Out Sheet for Notes on Royalty dated CY 450

The following people have signed the book out of restricted access in the past two years:

Torvak Orlot
Apondress Natorra
Jindall
Hyron Ordneff
Yondarr

PLAYER HANDOUT 5

Sign Out Sheet for Magical Defense Against the Great Kingdom

The following people have signed the book out of restricted access in the past two years:

Hyron Ordneff
Kaleb Bitespinner Throcknee
Carena Dawnstep
Yondarr

PLAYER HANDOUT 6

Scroll Found in Yondarr's Home

Yondarr,

I am very pleased that you have accepted the offered employment. I do not know what you will find in Drywar's books, but I will trust you to recover all of the books that were found in the home of the dragon Myandarus. It is her death that I seek to avenge, and I believe Drywar's books that Myandarus owned may hold the secret to obtaining that revenge.

Outside the Annals there is a towering oak tree with a bench underneath. I will send a courier to that spot every third day at 11 bells. I recommend that you exercise the utmost caution in removing Drywar's books from the Annals.

I trust that I need not impress upon you the secrecy of your mission. Should Lynwerd's lackeys discover you, you will likely be executed. Keep a watchful eye always.

Rygard

PLAYER HANDOUT 7

Scroll Received by Hero

My Friend,

I wish to give you my most heartfelt thanks for removing the threat posed to me by the half-dragon. Mere words cannot express how much I appreciate your efforts. You have very likely averted an attempt on my life.

You have proven useful to me and I am, therefore, pleased to offer this small monetary sum. I recognize that it does not adequately compensate you for the great service that you have provided me, but I fear that my means are meager until I can successfully claim the palace and treasury of Nyrond. When the treasury is claimed, I will match this amount several dozen times over. And then the people of Nyrond shall praise your name.

King Sewarndt

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.