

NYR 4-02

In the Streets of Oldred

**A ONE-Round D&D LIVING GREYHAWK[®]
Nyronde Regional Adventure**

Version 5.0

by Robert Moon

Claireen could see her own reflection in the tarnished mirror, but her vision was quickly blurring with the tears that filled her eyes. Tears tinted blue-black from the excessive eye make-up upon her pained visage. Weakened and immobilized against the wall, she could only turn her head to the side with gritted teeth as the end came.

“In the Streets of Oldred” is a dangerous, roleplaying-intensive, city-based adventure for APLs 6–12.

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

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Introduction

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

Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's*

Guide when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

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 bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the

current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

Living Greyhawk Levels of Play

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

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

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

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

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

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

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.

5. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
6. Advise characters to buy riding dogs to help protect them, and fight for them.

All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

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

Adventure Background

The following is a summary of the political forces at work in the city of Oldred, the setting for this scenario. This section is a compilation of common knowledge taken from the Nyrond website and the *Living Greyhawk Gazetteer* and plays a notable role in the adventure.

Duchy of Korenflask

Governed by Duke Regurd Korenflask, the Duchy of Korenflask is geographically split into two regions: the Coast and the Northern Hills. The Coastal region composes the remainder of the original Duchy of Korenflask. The soil is chalky, brittle and stony, and is not easily farmed, being used mostly for grazing and animal husbandry. The Northern Hills region was added by the King during the Provincial reorganization, giving

Korenfluss both the Anodan Hills and arable farmland beyond the hills.

The Coastal region is notorious for its criminal element, with the capital Oldred being a haven of organized criminal elements delicately balanced through the manipulations of the Duke. The size of the illegal economy in the Duchy of Korenfluss is largely guesswork, but smuggling is a way of life and definitely large. Reports of piracy and slavery are common too, and definitely happen, though the actual number of incidents varies widely depending on whom you talk to. Those honest able bodied men who neither shepherd nor fish are generally either members of Nyrond's navy, work in the Oldred shipyards, or are in some way involved with supporting the various naval stations.

Along the coast, the locals are moderately friendly, at least by the standards of the hard-pressed. Most are also smugglers, have been smugglers in the past, or have friends or kin who are smugglers. Because of this, questions are often answered indirectly. Deception and dishonesty are ways of life. The criminal element of course prefers to prey on outsiders. In the coastal regions the storm god Procan is widely worshiped, to the point where those worshipping others are sometimes put under some pressure.

Duke Regurd Korenfluss is kept under careful watch by King Lynwerd. During the reign of Lynwerd's Father, King Archbold, the Duke was openly critical of the crown's failings, and frustrated by the problems these caused him. In one of the more notable instances, the Duke was forced to pay the Royal Navy stationed in Oldred, and subsequently refused to pay taxes to the Crown because of the costs he incurred. This was the start of a number of minor disputes between the Duke and Archbold, and in the end the Duke paid very little to no taxes. The King was furious and threatened military action to collect taxes, while the Duke insinuated similar threats in kind.

On top of all this, the Duke was also a friend and supporter of the younger Prince Sewardt, who later attempted and failed to seize the throne from his father.

With the two leaders posturing and distracted, there was an increase in criminal activities. All sorts of smugglers and criminal elements have gained a foothold throughout the Coastal Region, mostly centered in Oldred where they play a careful game of cat and mouse to avoid the Duke and to increase their own power. The Duke does his best to balance the various power groups, but sometimes fears he has lost complete control of Oldred. Unfounded rumors off the street claim this has caused him to seek other sources to bolster his power.

The Duke is quite politically adept, and upon learning the full situation of Sewardt's coup he immediately set forth to Rel Mord where he presented the new King Lynwerd with a respectable down-payment on back taxes, and his sworn word of fealty. While the

new King was critical of the Duke, this act was sufficient to allow him to retain the central portion of his lands. In the end he lost most of the coastline which was placed into the Eventide County and the northern portions of his land beyond the point of Mithat bay, but was given additional arable land to the north and northwest of his original province.

Since then, the Duke has been striving to regain control where he can. Soon after Lynwerd took the crown, he married the Princess Lehiidi Coriner from the Duchy of Urnst. Unfortunately, in the years since the marriage no heirs have been forthcoming, although there have been a few miscarriages. Much to the dismay of his wife, the Duke has also not stopped his carousing ways. When one of his children by other women is found, the Duke usually has it sent outside his lands for fostering.

Oldred

Few cities in the civilized Flanaess are as corrupt as Oldred. It is without a doubt a den of iniquity of the highest order. Dominating the political landscape of this port city are three crime families: the Vardushis, Caerizars, and Bayfields. Together, they run nearly all the major "businesses" of the city. Each family is described in more detail below.

Vardushi Family

The Vardushi Family is one of the most respected families in Oldred, bearing a lesser noble title and a knighthood for its head, Sir Elmain. The family fortune officially comes from shipping and receiving, and they will ship almost anything. Their interests now include ownership of several gaming establishments, an extensive bookmaking operation, management of several 'recreational' houses, and of course, 'street operations.' The Vardushis are the largest of "the Three Families" and by far the most benign; for the last two generations the family has been moving towards total legitimacy, and toward that end, have cut back street operations, shutdown or sold many of their more extreme gambling and pleasure houses, and have become far more selective of their cargo. Sir Elmain spent time in the Military early in the war and later was tapped for service in the Royal Intelligence Services, and his son, Margus, has followed suit. Both father and son are absolutely loyal to King Lynwerd. This loyalty has not endeared the family to Duke Korenfluss, but has helped immensely in their move toward legitimacy.

The family is still involved in smuggling and will ship cargos to just about any location with very few questions. However the primary 'illegal' cargos being shipped by the family recently are weapons to the rebels in Onnwal. King Lynwerd is aware of, and even involved in these efforts to arm the rebels, and due to their aid with Onnwal, he and his tax collectors look the other way in relation to their other shipments.

The heir apparent of the Vardushi family is carousing first-born son, Margus. The twenty-six year-old is starting to receive pressure from both his parents and his uncles to end his dalliances with employees and to find a wife. Thus he is now looking for a respectable woman who would be an appropriate mistress of a great house.

Caerizar Family

Led by Kolir Caerizar, the Caerizar family is the most malicious of “the Three”. Almost completely Suloise, they claim to be descended from an ancient noble house, but there is little evidence of the truth of such a claim. The Caerizars have avoided political entanglements in an effort to avoid making enemies. The Caerizar family controls several land-based shipping companies that have regular commerce with the Duchy and County of Urnst. They prefer to deal with Suel families, but are willing to sell and trade with anyone. Despite the profitable nature of their shipping business, most of their money comes from their activities in and around Oldred. The Caerizar family makes most of its money from the protection rackets run by Ardrin Uhase, a young man who walked away from the Scarlet Brotherhood.

The Caerizars own several small and discrete ‘houses’ that specialize in unconventional carnal requests. One of the women of the family manages these houses and personally takes care of several of the more important customers.

The Caerizar family is most likely to deal with opposition by means of quiet assassination rather than by direct confrontation. Opponents of the family have been known to either have a night-time meeting with A'mic Tael, the family's head of security, or to be invited to a dinner meeting that has been carefully catered by Lady Athary. Don Kolir Caerizar has fallen into public disfavor, and has started to allow his son, Ivor, to assume much control of the family's affairs and public relations. Iana, who is Ivor's twin sister, became disenchanted with the family and left Oldred at an early age to train at a temple to Lydia in the Duchy. She has recently returned to Oldred as the manager of a small theater and a member of the staff at the Temple to Lydia. The youngest child, a daughter, Salia, has taken to the family business and is being trained by their mother, Lady Athary.

The Manilae Shipping Company is a partially owned subsidiary of the Caerizar family, and Obo Toradan, a cousin to the late Lady Amalthea Manilae, the current manager of Manilae Shipping has recently taken over the management of all of the Caerizar's shipping business.

Bayfield Family

Led by Natania Bayfield and her husband, Arton—he took the Bayfield name when he married into the family—the Bayfields oversee almost all of the street crime in Oldred and manage most of the general purpose

brothels. They also exclusively market some special gnomish liquors, which have a very loyal customer base.

For several generations, the Bayfields have held control in several legitimate trades traditionally overseen by guilds. This guild mentality has also extended to how the family is perceived and structured. Natania and Arton took over from her parents several years ago.

Despite the large membership and diverse operations of the family, the Bayfields are by far the most vulnerable of the families. Most of their ‘family members’ are not much more than children or entry-level thieves. They have relatively few political ties and no real muscle to defend their turf. The Vardushi family has in the past protected them, but that support has been drying up. Because of the quality of their entertainment establishments, the Royal Navy has also protected them from time-to-time. The Bayfields maintain clean brothels and girls, a fact that is appreciated by senior navy officers.

Additionally, the family has numerous important and influential contacts that frequently can be relied upon to provide notice of impending danger. This network of contacts and informants has helped them to avoid direct confrontation with any of the major power factions and has allowed them to survive and even flourish.

The Bayfields have a better knowledge of the City of Oldred than anyone else around. They continue to be on the move, with only the Bayfield Manor as a permanent base of operations (which they keep absolutely free of incriminating evidence.) Their offices and safe houses move frequently. When official raids occur, the materials are moved hours—even minutes—before authorities arrive, with no evidence of how or to where they moved.

Torbaas Family

Unbeknownst to the big three crime families, there is a new kid in town, and the power structure in Oldred is about to change. The Scarlet Brotherhood has arrived, and they have brought with them a new family to take over the entire city. This is the Torbaas family, and as malicious as the Caerizars are, they pale in comparison to this house of brutality. The plan at this stage is to quietly get settled in Oldred and begin pitting the families against each other. Once they are all weakened taking each other down, the Torbaases will make their decisive strike to outright seize all power and eliminate the Bayfields, Caerizars, and Vardushis once and for all.

To this end they have begun several insidious plots. First, they have begun spreading rumors throughout the city that the Vardushis have decided to oust the weaker Bayfields in order to take over their businesses and gain enough power to then take out the Caerizars. Second, to give credence to these rumors, they have poisoned batches of the gnomish liquors the Bayfields sell in order to make it appear the Vardushis are trying to destroy consumer confidence in Bayfield products. Third, and

most disturbing, the Torbaases have brought in an assassin of the Scarlet Brotherhood—a doppelganger known as Nar who is posing as Vaccor, a former mercenary of the Vardushis.

This creature has been killing prostitutes and some of their johns, using Vaccor's signature weapon: a punch dagger. Again, this is done with the intent of driving customers away from the Bayfields, as well as striking terror into the hearts of the residents. All of this should, if the plan is successful, pit the Bayfields and Caerizars against the Vardushis, destroy two of the Bayfield's main businesses, and divert attention away from the fact a new family is in town, quietly insinuating itself into the city.

Scarlet Brotherhood

The Scarlet Brotherhood was—until recently—a secret, apparently isolated power in the Flanaess. It came into its own during the Greyhawk Wars, toppling governments in a campaign of espionage, blackmail, and assassination. Prior to revealing itself, the Brotherhood had planted agents in the courts of rulers throughout the Flanaess. The revelation of the order has caused much paranoia and (often undeserved) exiles and assassinations within circles of rulership.

It is believed the Scarlet Brotherhood controls the whole of the vast Tilvanot Peninsula, from the confluence of the Vast Swamp and Spine Ridge to the immense tropical island of Lof Bosok, off the northeast coast of the mainland.

The nation's capital, Hesuel Ilshar, is said to be a marvelous, walled city seldom seen by foreign eyes. It is hidden somewhere on the massive Okalasna Plateau and ruled by one known only as His Peerless Serenity, the Father of Obedience.

Prior to the last decade, few paid much attention to the inhabitants of the Tilvanot Peninsula, save the folk of Sunndi. In 573 CY, however, red-robed ambassadors from the south appeared in the courts of the Iron League. Speaking in whispers, they offered their services to the merchant lords, announcing themselves as peaceful envoys of the Scarlet Brotherhood, representatives of the kingdom of Shar, an Ancient Suloise word meaning "purity." At the time, few connected the appearance of these sagely, monastic advisers to the disappearance of Prince Thrommel of Furyondy, or to any number of political developments throughout the Flanaess.

As the Greyhawk Wars erupted in the north, the agents of the Scarlet Brotherhood sent aid, advisers, and weapons to the states of the Iron League, disguised as succor from friendly nations. After buttressing Irongate and Sunndi from the attacks of South Province, the Brotherhood struck in the Lordship of the Isles, replacing the reigning sovereign with his cousin, the corrupted Frolmar Ingerskatti, who declared for the Brotherhood, ceding the nation and its powerful navy to the Scarlet Sign. After assassinating twenty-seven of the

thirty Sea Princes in a single night, the Brotherhood ensured its hold on the southern seaways.

Having gained enormous wealth, destroyed and destabilized many of its enemies, and conquered Scant, the capital of Onwal, the Brotherhood as a political entity is now much, much more powerful than at any time during its long history.

It is currently an enemy of Nyrond, as well as nearly every other country in the Flanaess.

Followers of a philosophy established before the Twin Cataclysms, the goal of the Brotherhood is clear: espouse the cause of the Suloise race as rightful rulers of the Flanaess. Other races will serve as little more than slaves on whose broken backs will be built an empire to rival that of the ancient Suel.

The organization of the Brotherhood is divided into three tiers, with monks at the pinnacle of the order, followed in rank by assassins and thieves. The leader of the thieves is called "Elder Cousin," that of the assassins is known as "Foster Uncle." Lesser members of each order are, respectively, cousins and nephews. Conquered lands are administered by a singular "shepherd," usually a monk, who enjoys nearly unassailable sovereignty but is ultimately subservient to the Father of Obedience.

Adventure Summary

This scenario pertains to the rise of the Torbaas merchant house in Oldred—the first step of the Scarlet Brotherhood in their plans to take over the local government. Backed by the Scarlet Sign, House Torbaas seeks to oust the Three Families, starting in this adventure with the Bayfields. Killing prostitutes and their customers and poisoning the gnomish liquors, the Torbaases initiate a two-pronged attack in order to usurp control over these trades from the Bayfield family. By the end of the scenario, the Bayfields lose an enormous amount of business influence in Oldred while the Vardushis are painted as the power-playing villains.

Encounter Zero: Pick a Hook, Any Hook—PCs, depending upon their background, receive notice of the adventure. Each will have different starting information and goals based upon their guild affiliations.

Encounter One: The Orange Sky—PCs witness an explosion in the Merchant District and try to put out a fire.

Encounter Two: Sifting Through the Rubble—PCs examine the blast site and gather clues as to who or what caused this explosion.

Encounter Three: Obligation—PCs draw the attention of the escorts who were to ensure the bomb was delivered to Drucilia's and attack.

Encounter Four: Dead Ends—Not really an encounter but a catch-all for stuff the PCs may want to do but are dead ends.

Encounter Five: Drucilia's During the Day—PCs may wish to warn Drucilia that the bomb was intended for her. If so, here's the encounter.

Encounter Six: Red-light Districts—Gathering information in these sections of town yields some useful information.

Encounter Seven: Bayfield Manor—Like warning Drucilia, the PCs may wish to talk with the rest of the Bayfields.

Encounter Eight: Vardushi Manor—With all the framing going on against the Vardushis, the PCs may also pay a visit to the local knight.

Encounter Nine: Drucilia's—the Dance—Tonight, Drucilia hosts a big party and dance competition.

Encounter Ten: The Inevitable—A big bash is happening, therefore some evil force must come and attack everyone there. This time, it's bugbears.

Encounter Eleven: Sewer Crawl—If the PCs track the main bad guy through the secret door in the kitchen of Drucilia's, they can find him in his secret lair with his monk associates for the final fight.

DM Notes

Preparing for the Game

You will want to prepare for the game by reading this scenario at least twice. It is a complicated, non-linear adventure that can get bogged down if you don't know what is going on. Also, you will want to make sure you have three copies of Player Handout #1: Preliminary Information for each table you plan on running, as well as multiple copies of the dance handouts.

Special Thanks

The author would like to give special thanks to Nyronnd resident Shannon Greene, whose tireless efforts in keeping the Hero Forge Excel spreadsheet current and Nyronnd-compliant has made creating NPCs for all APLs a breeze! Thank you, Shannon!!!

Encounter Zero: Pick a Hook, Any Hook

There are multiple beginnings to this scenario based on meta-org affiliations individual PCs may have, and they include His Majesty's Secret Service, the Thieves' Guild, the Nyronnd Navy, and residents of Oldred. There is a handout for each.

The first thing you need to do is determine which starting handout, if any, each player receives. Due to the sensitive roleplaying nature of the Thieves' Guild and HMSS, some players may wish to keep their affiliations in these groups private—even in an out-of-character context. To facilitate gathering this information in a manner that allows players to enjoy this privacy, follow these steps:

Step 1: Pass out Player Handout #1: Preliminary Information, which allows the PCs to privately indicate the various meta-orgs to which they belong.

Step 2: After the players have filled out their respective forms, collect them. If the PCs indicate an affiliation with any meta-org, verify the information in a manner that doesn't reveal anyone's answers. For example, don't just blurt out, "Show me the AR where you qualified to become a Guild Thief." Use your best judgment based on your personal knowledge of the players, whether or not you should pull each aide privately to review their documentation. As special benefits will be granted to PCs of certain meta-orgs at the completion of this scenario, it is important to verify all PCs are, indeed, actual members of these organizations. Don't let players cheat, either knowing or unknowingly. It should be noted there has been confusion in the past with players improperly claiming their PCs belonged to HMSS when they, in fact, did not. PCs belonging to HMSS must have been authorized to join by the Triad after a recommendation from an existing member—PCs merely cannot 'pay' the required noble favors to instantly belong to the meta-org.

Step 3: Pass out Player Handouts 2–5 as necessary. Handout No. 2 is for members of HMSS; No. 3 is for members of the Thieves' Guild; No. 4 is for the Nyronnd Navy; and No. 5 is for anyone who considers Oldred their character's hometown. If a PC qualifies for more than one meta-org (e.g., she is a member of the Oldred Thieves' Guild, HMSS, and a resident of Oldred), issue that player all starting information sheets that apply.

Step 4: Allow the PCs time to read their starting information before proceeding to Encounter One. Some players may want to immediately find out additional information on Oldred via bardic lore or Knowledge (Local-Nyronnd & Environs). If so, go ahead and adjudicate those rolls at this time. Characters with the bardic lore ability or the Knowledge (Local-Nyronnd & Environs) skill may make respective checks against a DC of 15 (if they have both skills, they may make two rolls). If either roll is successful, give the PC Player Handout #5 – Starting Information for Residents of Oldred. Do not allow characters to start the game already having cast *divination* or similar spells, since all such things must be done during the game, consuming spell slots of the current day's allotment.

Encounter One: The Orange Sky

If you are running this scenario blind and jumped straight to Encounter One to begin, go back to Encounter Zero immediately preceding this entry and distribute the Player Handouts as indicated.

Before proceeding with Encounter One, inform the players that this adventure starts in the city of Oldred about an hour after sunrise and have those players who prepare spells select the spells they will have had memorized at that particular time of day. Also inform casters they may begin the game with long-term spells, such as *mage armor* and *detect scrying*, active, as if they had just cast them a few minutes ago (presumably after getting up and praying or studying their spellbooks for an hour). The only spells that may be so pre-cast are those that have a duration of 1 hour per level or longer. No other spells or non-permanent effects may be active when Encounter One begins.

Traveling together: Have the players indicate which of their PCs are specifically traveling together at the start of the game.

Animals: The streets of this busy port city are narrow and winding, and therefore animals larger than Medium size are not allowed to wander about. PCs with animal companions and other pets of that size must have them stabled at either the docks or near the city gates, the cost of which is considered to have been paid with upkeep. If PCs are insistent on keeping their animal with them, they must have it caged. Wheeled cages for Large animals can be rented for 1 gp a day, and it takes a move action to open the latched door. No cages for Huge or larger animals are available, and such creatures *must* be stabled. Only titled nobles and naval officers of rank Lieutenant/Master Chief or higher may legally defy these city laws.

When everyone is ready to officially start, read or paraphrase the following:

The City of Oldred attracts people from far and wide. On the one hand, it is a bustling port that is home to one of Nyrond's three naval fleets. On the other hand, it is a dark and almost sinister place, its narrow, winding streets perpetually cloaked in shadows. They say a lot goes on in Oldred—a lot that occurs out of the sight of most. The reasons people come here vary.

Indeed, you have found your way to Oldred for one reason or another. Maybe you arrived here last night, intent on looking for work. Maybe you are just passing through to Rel Mord or Mithat. Maybe you just live here and are simply living out your life amongst the salty, fog-laden air and cries of seagulls.

Whatever the reasons, this morning you are in the city in the merchant quarter. An hour has

passed since sunrise, and half the town has already been hard at work for more than triple that time.

There is an excitement in the air, as the locals buzz about tonight's social event of the season. Apparently, there is going to be a dance at one of the finer brothels, Drucilia's Darlings, and all townsfolk are invited. Word has it that Drucilia enjoys an eclectic mix of guests for such events to keep them interesting. The notices posted about the town are accompanied by criers, announcing the dance to the illiterate.

[Pass out Player Handout #6: Posted Notice]

At about this moment, the deafening boom of a massive explosion rips through the air, and a billowing mass of orange fire mushrooms upward from a few blocks away. Shingles and thatching are blasted off the rooftops of nearby buildings, as a shockwave emanates outward in a circular pattern. After a mere second of silence, a chorus of screams issues forth from everywhere. Chaos is beginning its reign.

A bomb of sorts commissioned by the Torbaas family has just detonated in the Merchant's District. It was hidden in a cart and on its way to Drucilia's Darlings to be ignited during tonight's event, intended to kill most of the Bayfield family and their guests. The unstable alchemical concoction, however, prematurely exploded when the cart was jostled while passing over a pothole. The blast itself has just utterly destroyed the four buildings on either side of the street and killed 52 people.

A fire now rages in the area, imperiling 25 more people trapped in surrounding burning buildings who all perish over the course of the next 5 minutes unless saved.

Getting to the blast site: The PCs will most likely all be clamoring to get to the blast site in order to help put out the fire. Getting there by foot will be difficult, as the streets are filled with panicked townsfolk. If the PCs are in separate groups at the start of the game, presume each group can get to the site in 4 rounds from their respective locations. To keep the math simple, spells that enhance movement, such as *expeditious retreat* and *haste* cut these times in half.

Refer to Appendix #C – Map of Explosion Site

If no PC bothers to show up after 5 minutes, the town's fire brigade arrives and puts out the fire. No experience points are awarded for this encounter, and good-aligned PCs should have a notation made on their AR if their refusal to go to the blast site was willful.

The dying townsfolk: Every round after the initial blast occurs, one of the 25 townsfolk trapped in a burning building dies. This likely means a notable number of these townsfolk will sadly perish, and this is not a reflection on the PCs' ability to react quickly. Rather, these townsfolk should be considered essentially goners

from the get-go, and parties who manage to save them are actually quite exceptional.

Entering a burning building: If the PCs suspect there are trapped survivors in the burning buildings, they may wish to run in to save them. Each round a PC is in a burning building, roll 1d10 and consult the table below to determine what happens. Adjudicate specifics as you see fit. For example, a flying character would not suffer the effects of his foot breaking through the floor. In such circumstances, nothing specific happens that round.

Where it indicates in the table a survivor is 'encountered,' it is considered to be at the PC's feet. Survivors weigh 100 +4d20 pounds and are of an age and gender you determine. They all must be carried or dragged out to be saved. None are able to walk on their own. A PC must travel a cumulative total of 30 feet up and down stairs, through hallways, and around debris to exit a burning building. His movement rate determines how many rounds it takes to get outside, and he must still roll on the below table each round until then. It is possible to be carrying one survivor and encounter others on the way out.

If a PC communicates to his party members the location of a survivor he has encountered, the other party members, on their respective turns, may add 4 to their roll on the below table to save that specific survivor.

Unless he is holding his breath, each round a PC begins his turn in a burning building, he suffers a die of fire damage from the intense heat equal to the APL (1d6, 1d8, 1d10, or 1d12 points of fire damage, respectively). Also, he must make a Fortitude save (DC 15 +1 per previous check) or spend that round choking and coughing. Crawling on the floor grants a +4 circumstance bonus to the save. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage.

1d10 Result of Searching in Buildings

- 1 PC's foot breaks through the weakened floor, causing 1d2 point of damage and ensnaring him unless he makes a Reflex save DC 12. Each round thereafter, trapped PC may spend his turn to attempt an Escape Artist or Strength check DC 10 to free himself.
- 2 Falling timbers crash down on PC. Reflex save DC 14 or suffer 1d6 fire and 1d6 bludgeoning damage.
- 3 Path ahead is a narrow strip of floor with fire raging on either side. PC must make a Balance check DC 15 to continue unscathed, otherwise she suffers 2d6 fire damage. Refusal to walk down path ends PC's turn.
- 4—6 Nothing specific happens.
- 7 If PC fails a DC 11 Listen check, nothing specific happens. Otherwise, he hears

muffled coughing and can begin moving toward survivor. On his next turn, he automatically encounters a survivor as if he had rolled a 10.

- 8 If PC fails a DC 14 Spot check, nothing specific happens. Otherwise, she encounters a survivor.
- 9 PC spots a coughing survivor a short distance away and can begin moving closer. On his next turn, PC automatically encounters a survivor as if he had rolled a 10.
- 10 PC encounters a survivor.

Putting out the fire: For every cold- or water-based spell the PCs cast with the intent to put out the fire, such as *create water*, *sleet storm*, *cone of cold*, etc., they extinguish part of the fire. Each spell has a 'fire index' equal to the spell's level +1. When enough spells have been cast whose aggregate fire index totals 20, the fire is considered extinguished, and no more people perish in the buildings. A water elemental's Drench ability has a fire index of 3. A *quench* spell or similar magic specifically intended to extinguish fire cast in the center of the burning area puts out all fires instantly and saves all the remaining trapped townsfolk. After 5 minutes, if the PCs have not yet put out the fire, the town's fire brigade arrives and does the job.

Moving on: Once the fire is out, proceed to Encounter Two: Sifting through the Rubble.

Encounter Two: Sifting Through the Rubble

The fire now extinguished, the air is filled with an unbearable stench of burned flesh. Smoldering remains are everywhere, and various townsfolk tend to the quietly sobbing survivors. A shallow crater taking up the entire width of the street seems to indicate the epicenter of the explosion. The surrounding eight buildings have all been gutted—most likely from the initial blast as opposed to the subsequent fire.

Should the PCs decide to search the area for clues, consult the following, referencing the DM map of the area as needed:

Corvos, the driver: The driver of the cart was Corvos Pennery, an innocent man who was hired to deliver the bomb, which was contained in a 3' x 3' wooden box. Corvos' hideously burned corpse is indicated on the DM map of this area. It is lying face down against a building. All his hair and the back of his shirt have been burned away. If the body is turned over, the PCs notice the front of it is less charred, having not taken the full brunt of the blast. If the PCs search the

corpse, they find a coin pouch containing 12 sp and 20 cp, as well as a parchment on which is written, "Drucilia's Darlings, back entrance. FRAGILE!!!"

If *Speak with Dead* is cast upon Corvos' corpse, it gets a Will save (Will +3) if the caster is not True Neutral in alignment. The corpse states he was a self-employed delivery man and was hired by Valtont Vardushi to deliver the crate to Drucilia's Darlings, carefully placing the crate at the rear entrance to the building and covering it with a large piece of dirty canvas.

Valtont, however, was not Corvos' employer in actuality, but it is what the corpse believes to be true. (Valtont is the brother of Sir Elmain, the leader of the Vardushi family.) What really happened was Nar, the doppelganger agent of House Torbaas, assumed the form of Valtont and approached Corvos to deliver the package, but no one but Nar knows this.

If the PCs want to ask Corvos' corpse about where he lived, etc., and go on a side quest to comfort or compensate his widow, adjudicate as time permits.

The Cart and Bomb: The cart has been completely destroyed, and its splintered remains consumed in the fire. The same goes for the crate containing the explosive. The stench of burned flesh is so overwhelming in the air that other smells are obscured. PCs with ranks in Craft (Alchemy), however, have a heightened awareness of certain things. Secretly make Craft (Alchemy) checks for each applicable PC searching the area against a DC of 10+APL (16, 18, 20, and 22, respectively). Those who succeed recognize the unique odor of an accelerant, similar to alchemist's fire, which is derived from certain trees that grow only in the southern reaches of the Flanaess. (This is an obscure clue as to the involvement of the Scarlet Brotherhood.)

Witnesses: If the PCs question the survivors being tended to by other townsfolk, they find two independent witnesses. One is Tourina Bavel, a middle-aged Oeridian human seamstress who was emptying a chamber pot from a second-storey window several buildings down. The other witness is a now-deafened urchin boy by the name of Adan who was walking down the street towards the cart at the time of the incident.

Both state they saw the cart hit a pot hole, and how the crate was tossed into the air slightly, detonating as it came down. The boy has been deafened by the blast, however, and blood and soot cover his face. Until his hearing can be restored with a *remove blindness/deafness* spell, he is unable to provide any evidence.

The gutted buildings: The PCs may draw the conclusion one of the eight gutted buildings was the intended target of the bomb. This is, of course, not the case. Nevertheless, if the PCs inquire as to what sort of businesses were here, the locals inform them this is the garment area of the Merchant District, and the destroyed buildings housed business catering thereto.

Moving on: After the PCs finish searching this area, proceed to Encounter Three: Obligation.

Encounter Three: Obligation

This encounter occurs after the PCs have decided they're finished investigating the site of the explosion and are preparing to leave. If they never bothered to search around for clues, then skip this encounter, as the thugs do not consider the PCs threats to their master's plans.

As would be expected, your investigation at the site of the explosion has drawn the attention of dozens of townsfolk who have been curiously looking on. People both young and old look out from upper storey windows, from doorways, and from around corners.

If ever there was a place in the Flanaess for an obligatory thug attack, the City of Oldred is it. In this particular instance, however, the thugs that have gathered at the site of the explosion are not random encounters; they were following the cart at a distance to make sure the bomb was delivered to its destination, Drucilia's Darlings. The thugs were instructed to kill anyone interfering in the delivery of the bomb and by extension decide to kill the PCs for merely nosying around. As street killings are a way of life here, few eyebrows are raised.

When you decide combat should begin, have each PC make a Sense Motive check. This is an opposed roll against the thug leader's Bluff check, which you make at this time, as he prepares to issue the surreptitious order to attack. The thug leader's Bluff score is APL 6: +6, APL 8: +10, APL 10: +11, and APL 12: +12. This roll is to determine which PCs, if any, may act in the surprise round.

This encounter is designed with the understanding each thug will have his own initiative number. Having all the bad guys arbitrarily go on the same initiative number makes the encounter more dangerous than it was intended to be, as their devastating sneak attacks can easily send conscious PCs to below -10 hps before others can intercede with healing.

If any PC beats all the bad guys in initiative, he may avert the combat altogether by making a rushed Diplomacy check (a full-round action with a -10 penalty on the check) with a DC of 35, shifting the thugs to 'friendly' in attitude. Anything less is insufficient to prevent them from following their orders and denying their vile nature. Averting combat in this way is considered to have beaten the encounter, and full XP should be awarded. Thugs beaten in this way do not volunteer the information in "Development," below, however.

APL 6 (EL 9)

✚ **Snatcher:** Male Human Rog-1/Ftr-4; hp 35. See Appendix Two

✚ **Thugs (3):** Male Human Rog-5; hp 27 ea. See Appendix Two

APL 8 (EL 11)

✚ **Snatcher:** Male Human Rog-3/Ftr-4; hp 45. See Appendix Two

✚ **Thugs (3):** Male Human Rog-7; hp 37 ea. See Appendix Two

APL 10 (EL 13)

✚ **Snatcher:** Male Human Rog-3/Ftr-6; hp 59. See Appendix Two

✚ **Thugs (3):** Male Human Rog-9; hp 47 ea. See Appendix Two

APL 12 (EL 15)

✚ **Snatcher:** Male Human Rog-3/Ftr-8; hp 73. See Appendix Two

✚ **Thugs (3):** Male Human Rog-11; hp 57 ea. See Appendix Two

All APLs have the three thugs Tal, Zamar, and Beggar, plus the leader, Snatcher. Their respective stats are listed in Appendix A—Stat Blocks.

Tactics: All 4 villains have an arrow poisoned with large scorpion venom (1d6 Strength damage, primary and secondary). In the first round of combat, the thugs shoot these arrows, sneak attacking if within 30 feet, at the two PCs whom they consider to have the highest Strength.

Their intent here is to cripple the tanks and deny them the ability to Power Attack should the poison reduce their strength below 13. (This also wipes out all other feats with Power Attack as a prerequisite.) The strength drain may also lead to sudden encumbrance, thereby denying the ability to run and Tumble. At APL 12 tables, the thugs also cause 2 points of Strength damage with each sneak attack.

In the second and subsequent rounds of combat, the three thugs—all of whom have worked as a team for years—draw their short swords and rush up to take down unarmored PCs, thinking them to be mages. They are all intelligent and use superior tactics in flanking and feinting. Indeed, as they can feint as a move action, they do so every round if they lack a flank. These thugs are experienced and smart enough to avoid wasting flanks on PCs who are obviously immune, such as barbarians and other rogues.

The leader, Snatcher, on the other hand, does not wade into melee specifically to sneak attack. Rather, he enters the fray in order to provide a flank for the thugs and keep the tanks disarmed and/or tripped with his trusty flail. He gained his appellation “Snatcher” from his ability to snatch disarmed weapons from the air and whack their original owners with them. In subsequent rounds, he usually shoves snatched weapons into his belt (a move action), so he can disarm and snatch another.

Snatcher and any thug flee to an unspecified safe house if they are down to single-digit hit points (1–9) or are themselves the last man standing. Use the Evasion and Pursuit rules in the DMG p. 20 to adjudicate their escape. If Snatcher has managed to snatch and retain any PC weapons, he sells them on the black market later that night unless he’s tracked down and defeated. PCs with *locate person*, *locate object*, exceptional tracking ability, etc. are capable of finding where the bad guys flee to. If the PCs press the issue—as most missing an 18,000 gp weapon will—run an additional encounter that occurs in a nondescript building 15’ x 15’ in size somewhere in the slums. Adjudicate as necessary, but only include the surviving bad guys from the initial encounter; do not add more opponents.

Development: The thugs and Snatcher are low-lives-for-hire who have preyed upon people all over the coastal region for years. They think they were hired by an intermediary of the Vardushi family to follow Corvos’ cart and make sure the bomb was delivered to Drucilia’s Darlings. In actuality, they were hired by Nar, the doppelganger spymaster in one of his countless disguises.

If the thugs are caught and interrogated, they refuse to provide any information unless the interrogator succeeds in an Intimidate check against them. (PCs make an Intimidate check opposed by a thug’s level check.) If the thugs are interrogated together, PCs may make only one check against the group, as the thugs feel more confident together. Since the thugs are all the same level, it doesn’t matter which one makes the level check for their group. If the thugs are interrogated separately, however, an intimidate check may be made against each of them.

Even if the Intimidate check is successful, the thugs are going to unknowingly provide false information (an intermediary in the employ of the Vardushis hired them to ensure the delivery of the cart to Drucilia’s Darlings), but they believe it to be true. This further paints the Vardushis as the bad guys. The thugs can visualize the nameless intermediary and even help the PCs draw a picture, but this is a waste of time, since Nar was using the visage of some forgotten beggar he met in Rel Astra decades ago.

Moving on: After the fight with the thugs, the scenario drops out of linear mode. The PCs may decide to go to any number of locations based on their own starting information. As this scenario takes place in a city, and there is a lot to explore and consider, all the

irrelevant yet prominent places are handled in Encounter Four: Dead Ends. All other locations with notable information to add are Drucilia's during the day (Encounter Five), the red-light districts (Encounter Six), and the manors of the Bayfields and Vardushis (Seven and Eight, respectively). Proceed to those respective encounters as necessary. At 9:00 pm, the dance at Drucilia's begins (Encounter Nine).

If the PCs have not discussed amongst themselves the plan to specifically visit any of the red light districts, run Encounter Six anyway at some point before the dance, as they will invariably have to pass through at least one such location to get to anywhere in Oldred.

PCs may also want to go to various establishments and Gather Information. If so, adjudicate as necessary, without giving away information no one but the Torbaases and/or Nar have.

Encounter Four: Dead Ends

A non-linear scenario based in a city that is crawling with suspicious people and places can easily get way off-track. This encounter deals with the major yet irrelevant locations PCs might want to investigate.

Duke Regurd Korenfluss: The Duke of Korenfluss lives in this impressive manor with his wife, Princess Lehiidi Coriner from the Duchy of Urnst. Both are out of town, however, and their loyal staff refuses PCs entry into their estate.

The City Watch: PCs may wish to run to the City Watch with evidence that the bomb was intended to be delivered to Drucilia's Darlings. The lawkeepers, nearly all of whom are themselves crooked, appear appreciative of the information and indicate they will investigate the matter further after they have finished with the dozens of other murders, robberies, and similar crimes piled on their desks.

Caerizar Estate: If the PCs try to question the members of the Caerizar estate, they are rebuffed. The family is extremely guarded about their tenuous standing in Oldred and do not want to give advantage to any other family during this crisis.

Encounter Five: Drucilia's, During the Day

The building before you is clearly the largest and nicest on the block. It rises three stories and sports full length picture windows on the ground floor. Each window looks into a cozy room with a single red velvet-upholstered chair, as if it were a display case of sorts. Entrance into these rooms is from doors on the far, interior walls. They are otherwise empty. Other windows on the building are visible

on the upper stories, but they are glazed in opaque, colored glass.

A large merchant's shingle hangs near the ornate front door. It bears the carved image of a woman coyly biting her lower lip. Surrounding her are smaller images of attractive woman, each in various poses of merriment. A notice posted on the front door reads, 'Closed until dance tonight, nine o'clock.'

The PCs may come to Drucilia's during the day—especially if they recovered evidence that the bomb was intended to be detonated there. If so, they find the establishment closed. Knocking on the door yields no response, as the workers inside purposefully ignore it.

If the PCs try to break in, the lock on the door is 'amazing' with an Open Lock DC of 40. The same goes for the lock on the back entrance. The doors are considered 'strong wooden' and have hardness of 5, 20 hps, and break DC of 23. If the PCs start bashing in the door or windows, various workers rush to intercede. Same holds true if the lock is picked and PCs enter the establishment.

The workers encountered are prostitutes of Drucilia's. They are busy decorating the place for the dance tonight. If the PCs succeed at either a DC 20 Diplomacy check or an Intimidate check versus an NPC level of 4 with no Wisdom modifier, they convince the staff to summon Drucilia Nailo, who is upstairs taking a nap.

If the party informs Drucilia of the attempted attack, she angrily explains how the Vardushi family used to sometimes protect her own family, the Bayfields, but now word on the street is that the Vardushis are trying to wipe out her family and take over their businesses.

Unless somehow magically compelled otherwise, she insists on continuing with her dance tonight. It is very important for her family to maintain business as usual, so the Bayfield name can be upheld. As soon as the seedier side of the city smells fear, all respect will be lost, and the Bayfields will be done for without any further interference by the Vardushis.

Drucilia invites the PCs to attend the dance if they want to keep an eye out for and help defend against any further assassination attempts. She also informs them a prize will be awarded to the couple who wins the dance competition. If the PCs inquire as to what the competition will entail, she politely declines to answer, explaining it would be unfair to the other participants not so informed.

PCs can discover the prize to be a case of exquisite Gnomish liquors if they magically compel Drucilia to reveal it or trick her via *detect thoughts* or other similar means. No Diplomacy check can convince her to reveal the prize, though a successful Intimidate check (her opposed roll would be 1d20+7), convinces the madam to

spill the beans. Intimidating Drucilia, however, is an aggressive action, and her behavior towards the party reflects that later (see *Intimidate*, PHB). Roleplay that change as is appropriate.

🔮 **Drucilia's Darlings (23):** Female Expert-4; hp 18 each; Wil +4. 19 Oeridian humans, 1 Flan human, 1 half-high elf/half-Oeridian human, 1 gnome

🔮 **Drucilia:** Female half-elf Brd-6; hp 32.

Encounter Six: Red-light Districts

[If the PCs have not discussed amongst themselves the plan to specifically visit any of the red light districts, run Encounter Six anyway at some point before the dance, as they will invariably have to pass through at least one such location to get to anywhere in Oldred.]

The street lamps in this section of town burn with continual flames tinted red. The crimson hues dancing off the surrounding buildings create an ambiance that is unmistakably carnal in nature. Painted ladies with tightly corseted waists walk about with no apparent destination in mind. Some of them call out invitingly to male passers-by.

There is no single red-light district in Oldred. Rather, there are many such places within each area of town. The city has no laws against this activity, and, in fact, encourages it as a source of tax revenue.

The ladies walking about today, however, are rather nervous, although they try to hide it. PCs may make Sense Motive checks opposed by the street workers' Bluff checks (presume a Bluff score of +0) to recognize this unease.

If interrogated, the prostitutes relate how a good 15 or so fellow harlots have been murdered in the past few weeks—some at various Bayfield establishments, others on the streets themselves. Strangled and stabbed they say. If pressed for further information, they relate how it is rumored a stocky man with a tattoo on his cheek of a scimitar piercing a heart is the one who has been killing the women. (This is a description of Vaccor, the former employee of the Vardushi family. In reality, the evil doppelganger Nar has been taking this identity and murdering the women in it, though no one but he and the leaders of House Torbaas know this.)

If pressed for information about the Bayfields, the prostitutes indicate how the family is known to employ the cleanest girls, which the navy appreciates—at least until late. Word on the street is that the navy has ordered all seamen to no longer patronize the harlots after some of their men were murdered along with the women.

The Bayfield prostitution operations include everything from street-walkers to lavish whorehouses. These particular street-walkers are not employed by the

Bayfields, though they'd like to be. Drucilia's Darlings is the crown jewel of Bayfield brothels and is personally run by Drucilia Nailo, a half-elf member of the family. Tonight is a dance that is supposed to be the event of the season. With all the killings of late, however, tensions are high.

Encounter Seven: Bayfield Manor

The graceful lines of a large manor's rooftop soar above the sturdy wall surrounding it. A good 20 or so well-armed men can be seen or heard patrolling the grounds. A massive gate leading into the compound is currently closed and secured."

The Bayfield manor is currently locked down, due to the perceived threat from the Vardushi family. They have secured the services of some tough mercenaries to defend their compound for the time being. Should PCs try to break in or infiltrate the compound, warn them that the area looks to be heavily surveyed and patrolled, and any attempt to sneak in would likely result in failure.

If they insist on sneaking in, 2d8 guards are in a position to make Spot checks at any given time. The Spot scores for the guards are +11. If the PCs are spotted, the guards raise an alarm and attack. See Appendix A – Stat Blocks for the particulars of the guards. No XP are awarded as a result of this combat.

If the PCs approach the gate they notice a chain that can be pulled to ring an attached bell. Doing so brings an attendant over named Phennus Lavery ("Master Phennus") who asks the PCs business. If the PCs wish to discuss the matter, Phennus politely turns them away. (The Bayfields do not want to appear frightened or in need of much help, as their street operation require a certain level of toughness.) Should the PCs press about helping, the attendant advises them to attend Drucilia's dance, which will undoubtedly be a target of the killers.

🔮 **Phennus Lavery:** Male human Expert-3; hp 14; Wil +4.

Encounter Eight: Vardushi Manor

"An impressive bronze shield bearing the enameled heraldry of a Nyronese noble is mounted on the gate leading into this beautiful compound. Uniform trees line a path that winds from the closed gate to the manor proper. An attendant can be seen on the other side of the gate, as well as several others patrolling the grounds."

As the Vardushis are being framed for the murders of the Bayfield prostitutes and the explosion in the Merchant District, they are on alert for reprisal attacks. By the same

token, they want to make it emphatically clear they have had nothing to do with such things.

Should the PCs come to their compound and begin inquiring as to the situation, Sir Elmain himself sees them in his chambers, willing to plead his innocence. He explains he doesn't know who is behind the attacks and insists his family is being famed. He has no proof to back up his innocence, but he asks the PCs to go to Drucilia's dance and try to find out more information. He explains that a wide cross-section of the town will be there, from dock workers to aristocrats. Certainly someone will know what is going on. Also, there may be an attack at the party to further ruin the Bayfields. The PCs presence may help protect the innocents.

Sir Elmain is a knight of the realm and therefore enjoys status as a noble. Only PCs with campaign documentation establishing a higher rank of nobility can order Sir Elmain to surrender to authorities. Otherwise, he does not comply to such demands, as he is innocent, and he fears turning himself in would jeopardize the rest of his family.

Should the PCs wish to attack him personally, have them make a Diplomacy and/or Knowledge (Nobility) check DC 15. If either check succeeds, they know doing so would be outside their authority unless they have campaign documentation that allows them to attack nobles with authority. Any PC without such authority who attacks Sir Elmain will be later tried for a Grievous Crime. Their character will be executed and permanently removed from play. This result is appealable only by the Nyronid Triad directly.

Encounter Nine: Drucilia's – The Dance

The building before you is clearly the largest and nicest on the block. It rises three stories and sports full length picture windows on the ground floor. Each window looks into a cozy room with a single red velvet-upholstered chair, as if it were a display case of sorts. Entrance into these rooms is from doors on the far, interior walls. They are otherwise empty. Other windows on the building are visible on the upper stories, but they are glazed in opaque, colored glass.

A large merchant's shingle hangs near the ornate front door. It bears the carved image of a woman coyly biting her lower lip. Surrounding her are smaller images of attractive woman, each in various poses of merriment. The words 'Drucilia's Darlings' are carved in graceful letters across the top.

Many people of varying economic backgrounds mill about here, waiting to get in. Nobody seems to be wearing armor heavier than leather, and no one seems to have weapons larger than daggers at their

side. An occasional guest has a rapier. The sounds of lively music can be heard from inside, accompanied by laughter and talking.

There are about 100 people outside waiting to get in. They range in age from teens to octogenarians and come from every apparent economic background. The wealthier attendees seem to have no problems associating with the scummier guests, freely conversing with all.

Roughly one third of the attendees detect as evil, all of whom have an aura strength of 'faint.' Ten attendees radiate good, also all faint. None of the gathered is a bad guy or has any knowledge of the impending attack. They're all here for the social event of the season and can't wait to find out what the grand prize is for the dance competition. (All the bad guys are hiding in the sewers far below.)

The Doors Open

At exactly 9:00 pm, the doors open, and the guests are led into the great hall, where they are allowed to mingle for a few minutes before the dance starts. Velvet ropes block the hallways and stair cases to other areas of the brothel. A female attendant stands at each such rope, directing guests to the great hall. No business elsewhere in the brothel is being conducted until after the dance.

Drucilia is up and about, greeting guests like a proper hostess. She will be the one and only judge for the competition.

➤ **Drucilia Nailo:** Female half-elf Brd-6; hp 32.

If the party informs Drucilia of the attempted bombing (if they haven't already done so earlier today, see Encounter Five), she angrily explains how the Vardushi family used to sometimes protect her own family, the Bayfields, but now word on the street is that the Vardushis are trying to wipe out her family and take over their businesses.

Unless somehow magically compelled otherwise, she insists on continuing with her dance tonight. It is very important for her family to maintain business as usual, so the Bayfield name can be upheld. As soon as the seedier side of the city smells fear, all respect for the Bayfields will be lost, and the family will be done for.

There are no bad guys at the dance when the PCs arrive. Only during the middle of the dance, while the PCs are presumably busy, does Nar the doppelganger arrive from the sewers below, disguised as a Drucilia's cook, Jirrus. Nar had killed Jirrus earlier in the day and assumed his identity so he can infiltrate the whorehouse via the secret sewer access in the kitchen, carrying with him a case of poisoned gnomish liquors.

Nar learned about the secret sewer entrance via his ever-present mind-reading ability. In preparation for the surprise attack after the dance, he has 6 bugbears waiting in the sewers just beneath the kitchen.

PC's Who Want to Prevent the Inevitable:

Having experienced countless attacks during events just like this one, the PCs will invariably be extremely cautious. They may want to search and secure every room of the brothel or otherwise 'break the adventure.' If they do, let them, but don't make it easy. Nar, the doppelganger villain now posing as Chef Jirrus, has a massive Disguise check (see his stat block in the appendix), and he can play the annoyed chef well, shooing the PCs out the kitchen so he can prepare. As doppelgangers can always *detect thoughts* at will, Nar knows when someone is hiding or invisible in the kitchen.

Drucilia can also pester overly cautious PCs the calm down, since they're making guests nervous. And frankly, if she spent every day fretfully searching her house before every event in this villainous city, she'd drive herself nuts. Should the PCs pierce Jirrus' disguise prematurely, such as via *true seeing* (don't forget that 250 gp component), adjudicate as necessary.

The Night's Timeline

8:00 pm: Nar leaves his hidden sewer lair and comes up through the secret trapdoor in the kitchen with the poisoned bottles of gnomish liquor.

9:00 pm: Drucilia opens the doors to her brothel, officially beginning the night's festivities.

9:15 pm: The dance competition begins with Round 1.

9:18 pm: Round 2 of the dance begins.

9:21 pm: Round 3 of the dance begins.

9:22 pm: Klavik the sorceress leads her fellow bugbears from Nar's hidden sewer lair to just below the kitchen's secret trap door.

9:24 pm: Round 4 of the dance begins.

9:25 pm: Nar-disguised-as-Jirrus and the serving girls begin setting the cocktail trays and pouring the gnomish liquor into the complimentary cups to be served at the end of the competition to all the guests. Unbeknownst to the girls, the liquor has already been poisoned at the bottling facility.

9:27 pm: Round 5 of the dance begins.

9:30 pm: Round 6 of the dance begins.

9:33 pm: Round 7 of the dance begins.

9:34 pm: All 150 cups have been poured, and the serving girls each have a full tray ready to take out and serve.

9:36 pm: Drucilia announces the winner and heads towards the kitchen where she retrieves the prize case of gnomish liquor from Nar-disguised-as-Jirrus.

9:37 pm: Drucilia bestows the prize on the winners and then announces she has complimentary drinks for everyone. The serving girls then swarm out into the great hall, passing out the drinks.

9:38 pm: With the kitchen empty, Nar-disguised-as-Jirrus opens the secret trap door and lets in the 6 bugbears, who quickly take up hiding positions against the wall in preparation for the ambush. Nar escapes through the trapdoor and goes to his lair in the sewers.

Note: If there are any PCs here preventing him from opening the secret trapdoor, he waits until the guests in the great hall begin to scream from the poison before he stomps on the trapdoor thrice. That is the back-up signal for the bugbears to come storming in through the trapdoor which they do, attacking people in the kitchen. If anyone engages Nar-disguised-as-Jirrus, he whips out a punch dagger, hoping to create enough distraction to escape through the trapdoor.

9:39 pm: When everyone has their cup, Drucilia makes her toast, and everyone drinks. A few moments later, the poison takes effect and the bugbears spell-out and attack.

Mechanics of the Dance-off

The dance is a way to put the players into a false sense of security. The handouts are somewhat humorous and the roleplaying experience should be fun for most hard-core roleplayers. What follows immediately thereafter, though, is the poisoning of everyone at the event. It is, therefore, important not to skip over this part of the scenario unless time has run out, lest the players be a little too cautious for their own good.

Here is how the dance-off works.

Step 0: Pass out the Handouts

Pass out Player Handout #7A—Mechanics of the Dance Competition and #7B—Available Wall Flowers to the players. These handouts contain the following instructions with DM-only information edited out.

Step 1: Pick a partner

Each PC participating in the dance-off must pair-up with a partner. PCs who are unable or unwilling to pair up with fellow party members may approach a Wall Flower and request his or her partnership. Acceptance is not guaranteed, however. In order to secure the Wall Flower as a dance partner, the PC must tie or beat the Wall Flower in opposed Diplomacy checks. The Diplomacy scores for each Wall Flower are indicated below in their individual stat blocks. PCs are permitted to take 10 on this check but may not take 20. Wall Flowers always roll a d20 + their Diplomacy score.

If a PC is successful in beating or tying the Wall Flower's opposed Diplomacy check, the Wall Flower accepts the invitation and joins the PC on the dance.

floor. Once a PC successfully acquires a Wall Flower, that Wall Flower is no longer available to other PCs. If more than one PC rushes up to the same Wall Flower, vying for his or her partnership, the PCs make their Diplomacy checks at the same time. The PC who has the highest Diplomacy result and ties or beats the Diplomacy check of the Wall Flower wins. If the PCs tie, the one with the highest Charisma score wins. If their Charisma scores are the same, those PCs reroll their Diplomacy checks and may not take 10.

PCs who fail in their opposed Diplomacy checks with a Wall Flower may not retry with that particular Wall Flower; only magic will convince a Wall Flower to change his or her mind. PCs are always free to try other Wall Flowers, albeit at a penalty (see below). Therefore, it's risky going for the more attractive Wall Flowers if a PC does not have a strong Diplomacy score.

The following cumulative modifiers apply to the PCs' Diplomacy checks when vying for a Wall Flower:

- PC took Rich upkeep this scenario: +2
- PC took Luxury upkeep this scenario: +4
- PC is wearing a courtier's outfit: +2
- PC is wearing a noble's outfit: +3 (with a signet ring and at least 100 gp in non-magical jewelry: +1 more)
- PC is wearing a royal outfit or apparel created by a *rod of splendor*: -10 (this is considered too rich and even suspicious)
- PC is wearing visible armor and/or shield: -6 (-20 more if spiked—who wants to dance with that?!)
- PC is carrying visible weapons other than a single dagger and a longsword or rapier: -1 per additional weapon
- PC and Wall Flower are of different race: -2 (i.e., human vs elf; differing subraces do not suffer this penalty, i.e., lightfoot vs tallfellow)
- PC and Wall Flower are of different size: -4
- PC and Wall Flower are of the same gender: -10 (not necessarily taboo but certainly out of the ordinary)
- PC has already asked another Wall Flower to dance and failed: -4 for each previous failure

Following are the Wall Flowers who are available for PCs to partner with. The commoners all have 7 hps and Fort, Ref, and Will saves of +0. Their Dance Modifier is explained in Step Two.

Females:

Corissa: Female Oeridian human Com-2; Cha 12, age 43; Diplomacy +1, Dance Modifier +0; Fort -1; serving wench at a dockside tavern, wearing a simple yellow dress; SPECIAL: PCs with facial hair gain a +4 bonus to their Diplomacy check vs Corissa. (She likes 'em hairy.)

Delagru: Female dwarf Exp-4; hps 22; Cha 13, age 120 (young adult); Diplomacy +1, Dance Modifier +10; Fort +2 (+4 vs poison), Will +4; journeyman dressmaker wearing a pretty reddish orange dress that compliments the curves of her dwarvish figure; SPECIAL: Any PCs—including fellow dwarves—who make spectacles of themselves in pointing out she's a female dwarf and how rare that is, how relatively pretty she is etc., receive a -10 circumstance penalty to their Diplomacy check vs her, since she is so sick and tired of hearing that.

Gamma Gadderly: Female Oeridian human Com-2/Exp-1; hps 1 (she has a Constitution score of 4); Cha 14 (11 +3 for being venerable, so it's more 'force of personality' than good looks), age 81; Diplomacy N/A (accepts anyone who asks), Dance Modifier -24; Fort -3, Will +4; venerable widow and owner of a glassblowing shop, wearing a frumpy olive green dress with a wilted flower in her hair; SPECIAL: This lonely widow gladly and automatically accepts the first PC who asks her to dance. Gamma suffers from osteoporosis and has difficulty moving, which is why her Dance Modifier is so awful. Should a PC cast *cure disease* on her, the osteoporosis is cured, and her Dance Modifier rises from -24 to just -4. Also, advanced dance moves can kill her. Every attempt at a dance move with a DC of 20 or higher, forces Gamma Gadderly to make a DC 15 Fort save or suffer a massive heart attack, dying within 2 rounds unless healed by a *heal* spell beforehand.

Olanne: Female Oeridian human Com-2; Cha 9, age 17; Diplomacy +0, Dance Modifier -1; fisherman's daughter, wearing a casual lilac colored dress; SPECIAL: PCs may add their Profession (Boater, Fisher, and/or Sailor) score, if any, to their Diplomacy check vs Olanne. (She subconsciously seeks suitors similar to her father.)

Rinna: Female Suel human Ari-4; hps 20; Cha 16, age 26; Diplomacy +10 (but note her auto-rejection, below), Dance Modifier +4; Fort +1, Will +4; landed knight's widow, wearing a fashionable ruby colored courtier's outfit with accompanying jewelry (50 gp); SPECIAL: Rinna automatically rejects non-human PCs. Human PCs who are not Suloise have a -20 penalty to their Diplomacy check vs her. (She is a racist.)

Urgla: Female half-orc (half-Oeridian) Com-2; Cha 6, age 22; Diplomacy -2 (but note her auto-rejection, below), Dance Modifier -4; dock worker who smells like fish, wearing a grungy brown dress; SPECIAL: Urgla automatically rejects invitations from female PCs, as well as any male PCs with less than a 10 Charisma. (No prize herself, she nevertheless likes to aim high.)

Zory: Female half-elf (half-high elf/half-Rhennee); a professional dance mistress who has been stood up by her dance partner, wearing a fancy light blue dress appropriate for dancing. A notable NPC, her stats are broken down by APL as follows:

Zory (APL 6): Female half-elf Exp-9; hps 47; Cha 12, age 33; Diplomacy +21, Dance Modifier +20; Fort +3, Will +9; SPECIAL: (listed after all the APL stat blocks)

Zory (APL 8): Female half-elf Exp-11; hps 57; Cha 12, age 33; Diplomacy +23, Dance Modifier +22; Fort +3, Will +10; SPECIAL: (listed after all the APL stat blocks)

Zory (APL 10): Female half-elf Exp-13; hps 67; Cha 12, age 33; Diplomacy +25, Dance Modifier +25; Fort +4, Will +11; SPECIAL: (listed after all the APL stat blocks)

Zory (APL 12): Female half-elf Exp-15; hps 77; Cha 12, age 33; Diplomacy +27, Dance Modifier +27; Fort +5, Will +12; SPECIAL: (listed after all the APL stat blocks)

ZORY SPECIAL: (Applicable to all APLs) Being a professional dance mistress, Zory has a keen eye for such talent. PCs who have actual ranks in Perform (Dance) may add those ranks to their Diplomacy check when inviting her to dance. She is by far the best Wall Flower to get, but her high Diplomacy score prevents all but the most skilled of characters from securing her as a partner. Don't fudge on this roll; she is here as a reward for those PCs who have put decent ranks into skills not optimized for combat.

Males:

Donnelor: Male Oeridian human Com-2; Cha 9, age 16; Diplomacy +0 (but note his auto-rejection, below), Dance Modifier -1; wearing nondescript brown breeches and tunic; SPECIAL: Donnelor automatically rejects any PC with a Charisma of 12 or higher. (He is an awkward teen with low self-esteem, incapable of bringing himself to dance with someone attractive.)

Happy Bognipper: Male gnome Exp-3; hps 14; Cha 14, age 77 (young adult); Diplomacy +2, Dance Modifier -3; Fort +1, Will +3), street repairer, wearing a gaudy orange outfit of gnomish design stained with and reeking of booze; SPECIAL: Drunk off his bum, none of the penalties listed above to the PCs' Diplomacy checks apply versus Happy Bognipper. (He could care less if a PC is dressed inappropriately or happens to be male, for example.) If a PC casts *neutralize poison* on him, however, he instinctively tries to resist the spell (Will +3). If he fails, the alcohol in his bloodstream is neutralized, and he snaps out of his drunken state, though he is quite pissed about it. Thereafter, all penalties listed above to the PCs' Diplomacy checks are doubled, and [un]Happy Bognipper automatically rejects the invitation of the PC who "cured" him.

Irristal: Male Oeridian human Com-2; Cha 12, age 38; Diplomacy +6, Dance Modifier +1; delivery man for a

scrivener, wearing a frayed, teal courtier's outfit of outdated style; SPECIAL: PCs wearing a courtier's or noble's outfit gain double the bonus listed for such modifiers to their Diplomacy check vs Irristal; those wearing an entertainer's outfit gain a +2 bonus. (He is a socialite wanna-be who wears his hand-me-down courtier's outfit wherever he goes.)

Mevis: Male Oeridian human Com-2; Cha 13, age 22; Diplomacy +1 (but note his auto-acceptance, below), Dance Modifier +2; storeroom stockman, wearing clean off-white breeches and a grey tunic; SPECIAL: Mevis automatically accepts dance invitations from PC females with negative Charisma modifiers. (He is just the nicest guy in Oldred and wants to make sure even the ugly girls get to dance.)

Odifin: Male Oeridian human Com-2/Ari-6; hps 53; Cha 7, age 30 (young adult); Diplomacy +11, Dance Modifier +12; Fort +2, Will +5; former apprentice baker of Rel Mord who inherited 33,000 gp from his adventuring father, wearing a midnight blue courtier's outfit with accompanying jewelry; SPECIAL: PCs add (or subtract) quadruple their Constitution and Strength modifiers to their Diplomacy check vs Odifin. (He is a professional lay-about, content with living in a modest house and never working another day in his life. As such, he is always looking for strong, stout folk to do all the work.)

Tholessil: Male high elf Exp-5; hps 24; Cha 10, age 151 (young adult); Diplomacy +0, Dance Modifier +2; Fort +1, Will +4; high-end cobbler, wearing a nice burgundy outfit and expensive dancing shoes; SPECIAL: PCs wearing magical footwear add +4 to their Diplomacy check vs Tholessil. (He has an eye and appreciation of such things.)

Yodler: Male lightfoot halfling Com-2; Cha 11, age 59 (middle age); Diplomacy +0, Dance Modifier +1; unemployed caller at a gambling house, wearing blue breeches and a red doublet; SPECIAL: PCs with black hair gain a +4 bonus to their Diplomacy check vs Yodler. (He has a thing for black.)

Step 2: Calculate Team's Dance Modifier

Both members of each dance team add their individual Dance Modifiers together to determine the team's Dance Modifier. To calculate a PC's individual Dance Modifier, do the following:

- take the PC's Perform (Dance) score, which is just his Charisma modifier if he has no ranks in that skill;
- apply the PC's Dexterity modifier (if the PC is considered Middle Age pursuant to table 6-5: Aging Effects on p. 109 of the PHB, his effective Dexterity score for the purposes of calculating his Dance Modifier is 1 less than it actually is; if

the PC is considered Old, his effective Dexterity is 3 less; and if he is Venerable, his effective Dexterity is considered 6 less);

- apply the PC's armor check penalty;
- apply the following encumbrance penalties: -4 for light load, -8 for medium load, or -12 for heavy load;
- add +1 for each prestige class level the PC has that lists 1 or more ranks in Perform (Dance) as a requirement (i.e., Shadow Dancer);
- and add a +2 bonus for each of the following skills in which the PC has 5 or more ranks: Balance, Escape Artist, Jump, and Tumble.

NPCs have their Dance Modifiers pre-calculated in their stat blocks.

Step 3: Dance!

When each team has determined its own team's Dance Modifier by adding its individual members' Dance Modifiers together, pass out Player Handout 7B, which lists the various dance moves available to them. You should also reference the same document for the NPCs, who will be competing against the PCs.

The following unspecified NPCs are competing in the competition:

Team A: Team Dance Modifier +3. Always repeats the Disrespect Tree.

Team B: Team Dance Modifier +8. Always repeats the Step Tree.

Team C: Team Dance Modifier +15. Always repeats the Twirl Tree.

Team D: Team Dance Modifier +17. Always repeats the Kick & Leap Tree.

Team E: Team Dance Modifier +25. Always repeats the Show-off Tree even though they lack the Dance Modifier to hit the super combo.

Run 7 rounds. A round represents 3 minutes of game time and consists of each team rolling 1d20 and adding their dance modifier. Each team who succeeds in their attempted dance move scores the indicated number of points. One minute passes between each dance round. The team with the most points after the 7th round wins the competition. The entire competition lasts approximately 30 minutes. You roll for all five NPC Teams (A through E) and keep track of their positions on their respective progression trees. You may want to write directly on your own copy of the Executing Dance Moves handout to keep track of the teams' progress.

Step 4: The Winner

Drucilia is the sole judge in this competition, and she judges on merit and skill, as represented by the game mechanics of the dance-off. Only through magical compulsion can she be forced to cheat or otherwise give the dance to an unworthy couple.

After 7 rounds of the dance, whichever team has scored the most points wins the award, which is a case of Bayfield's Own Exquisite Gnomish Liquors. Read or paraphrase the following:

Exiting an adjoining room is the proprietor of the establishment, Drucilia. She is carrying a moderately large, beautifully lacquered box. The word "Bayfield" is engraved prominently on all sides. Drucilia approaches the winning team, exclaiming, 'It is with great pride that I bestow upon this winning team a case of Bayfield's very own exquisite Gnomish liquors! Twelve bottles of the finest brews for your indulgence and pleasure. And what kind of hostess would I be if I did not have enough to share with everyone else for a toast!?' With that, a small army of Drucilia's workers stream out from the same adjoining room, carrying cocktail trays filled with small ceramic cups. The crowd bursts into cheers and applause as they accept the complimentary drinks. Musicians begin a lively tune, augmenting the joviality.

Moving on: At this time Encounter Ten occurs. It is possible, however, PCs have snuck into the kitchen during the dance and have somehow discovered the plot of Nar. While this is difficult with his constant *detect thoughts* active, high level parties might pull this off. If so, PCs may wish to warn the party guests about the poisoned drinks. If so, adjudicate as appropriate. Keep in mind if the crowd has begun to cheer at the sight of the liquor on trays, few if any revelers hear or care about any warnings.

If the PCs somehow stop the poisoned liquor from being served, Nar decides to cancel the attack, and he slips through the trapdoor to the sewer entrance, leading the bugbears back to his lair. There, they gather their belongings and incriminating evidence within 20 minutes and flee the city for a week or two.

Otherwise, proceed to Encounter Ten.

Encounter Ten: The Inevitable

Once the majority of the room has cup in hand, Drucilia holds up her glass in toast to the winning team, congratulating them on their prize. The crowd cheers even more merrily as they partake of their drink.

At this point, ask the players if they, too, are going to partake of the gnomish liquor. If PCs want to detect for

poison before drinking, inform them that the action, unless it is quickened, will cause them to miss the toast—not exactly the end of the world, but some PCs may decide to forego the precaution. For those who do drink, describe how the smooth liquid glides tastily down their throat, the perfect balance of aged oak and tangy spices. Then read or paraphrase the following:

The joyous din of the room suddenly diminishes, as people begin to stagger around, clutching their throats. Revelers drop their ceramic cups to the floor, gasping for air, while about 20 of them collapse outright to the floor in limp, lifeless heaps. A raspy voice of someone exclaims, 'POISON!' Screams of despair and panic then echo deafeningly through the great hall."

Each PC who drank the gnomish liquor must make a Fortitude save or suffer the effects of dark reaver powder poison (2d6 Con primary / 1d6 Con + 1d6 Str secondary damage). The DC for the save is as follows: APL 6: 15, APL 8: 16, APL 10: 18, and APL 12: also 18.

There are by this time 125 NPCs in the great hall who have consumed the complimentary cordials. Unless the PCs were somehow able to influence the NPCs' saving throws versus poison, 17 die outright from losing 10 or more points of Constitution, and 43 more are staggered, having been brought to 0 hps from Con loss. For each Wall Flower that partnered with a PC in the dance competition, roll his or her saving throw at this time to determine their fate.

The Attack

When the cries of "poison" erupt, the 6 bugbear slaves spring into action. Unless somehow prevented, the following occurs in the kitchen while the guests are wailing in the great hall:

APL 6 & 8: Klavik casts *shield* on herself on the 1st round after the chaos erupts, and the bugbears attack the following round.

APL 10: Klavik casts *shield* on the 1st round followed by *mirror image* on the 2nd round. The bugbears attack on the 3rd.

APL 12: Klavik casts *shield* on the 1st round, followed by *mirror image* on the 2nd, and then *haste* on the 3rd, hastening all the other bugbears, as well. They all attack on the 4th round.

The echoing screams and cries of the crowd in the great hall mask Klavik's spellcasting, but any PC who makes a successful Listen check in any round in which she casts versus a DC of 17 + APL (23, 25, 27, and 29, respectively), modified by distance, recognizes the sounds of incantation coming from the kitchen. Those who succeed can then make Spellcraft checks against a DC of 27 + spell level to recognize that round's spell being cast.

When the 6 bugbears are ready to attack, they exit the kitchen and immediately engage the closest people in melee—be they PCs or NPCs.

See appendix for full stat blocks. Note, these bugbears only speak Suloise; they do not speak Common or Goblinoid.

APL 6 (EL 8)

➤ **Klavik, Bugbear Sorceress (1):** Female Half-Black Dragon/Half-Bugbear Sor-1; hp 41. See Appendix Three

➤ **Bugbears (5):** hp 16 ea; see *Monster Manual* page 29.

APL 8 (EL 10)

➤ **Klavik, Bugbear Sorceress (1):** Female Half-Black Dragon/Half-Bugbear Sor-3; hp 55. See Appendix Three

➤ **Bugbears Rogues (5):** Male Rog-2; hp 36 ea. See Appendix Three

APL 10 (EL 12)

➤ **Klavik, Bugbear Sorceress (1):** Female Half-Black Dragon/Half-Bugbear Sor-5; hp 69. See Appendix Three

➤ **Bugbears Rogues (5):** Male Rog-4; hp 48 ea. See Appendix Three

APL 12 (EL 14)

➤ **Klavik, Bugbear Sorceress (1):** Female Half-Black Dragon/Half-Bugbear Sor-7; hp 83. See Appendix Three

➤ **Bugbears Rogues (5):** Male Rog-6; hp 69 ea. See Appendix Three

Tactics: The bugbears are instructed to fight to the death and kill everyone at the party, starting with the ones nearest the kitchen. They do not perform coups de grace until all potential targets are down. None of the surviving NPCs fight back; rather, they flee if possible. As soon as the PCs start attacking the bugbears or begin casting any spells, the bugbears immediately rush to engage.

Klavik is a half-black dragon/half-bugbear sorceress. Like all bugbears, she utilizes tactics that are sound if not brilliant. Play these villains as effectively as possible.

Development: If any of the bugbears are captured, interrogation may be difficult, as they only speak Suloise. Even if language is not a barrier, it takes a successful Intimidate check to get them to reveal any information

unless the interrogator is of Suloise heritage and speaks the language, in which case the bugbears freely speak with their apparent superior.

The only information that can be gotten from the bugbears is how they grew up in slave pens where the air is always wet. A successful DC 15 Knowledge (Nature) or Knowledge (Geography) check indicates this to mean a humid area, such as the jungles to the south. They are, indeed, referring to the Tilvanot Peninsula where the Scarlet Brotherhood is based, although they have never learned the name of their oppressors' nation.

They were all raised from birth to unwaveringly obey the orders of their masters, whom the bugbears call the 'yellow ones,' based on the blond hair of the Suel. Klavik was part of a special breeding group called the Izali, which means 'lesser filth' in Suloise, though she does not know its origins or purpose. The sorceress does recognize that she is stronger than the other bugbears, however, and deems herself their superior.

The Izali are a group of half-dragons of many races, sired by a black dragon named Xavnaklach through an arrangement with the Scarlet Brotherhood in Hesuel Ilshar. This information is extremely obscure, though a bard might know it with a DC 30 bardic lore check.

These six bugbears were shipped here with about 200 other goblinoid slaves in a large boat. They do not know where the others ended up at; they don't even know where they are. Even if told, "Nyronnd" has no meaning to them. Klavik and her gang were assigned to guard and follow the orders of Nar, whom they know as "Toponis"—one of Nar's cover identities. Toponis is a poisoncrafter as far as the bugbears know. They were tasked with killing all the guests at the party, where after they would retreat back to Nar's secret lair in the sewers.

They know there are two 'yellow ones' back in their lair, which is accessed through a tunnel via the kitchen. They don't think to volunteer this information, but they also are aware of how to open the secret door in the cistern into the inner lair.

Moving on: After the battle with the bugbears, the party will have to find the secret trapdoor in the kitchen in order to track Nar back to his lair for the final fight. That, or they'll have to successfully scry him and teleport directly to his lair. If they don't think to search the kitchen, or if they are simply too depleted after the preceding three encounters to pursue the villain, the scenario may very well end here. Adjudicate as necessary.

The Secret Trapdoor

If the PCs search the kitchen, they can find the secret door on the floor with Search DC of 10. Because flour has spilled on the floor, it makes the trapdoor easier to see. Opening the trapdoor reveals a 20' iron rung ladder descending to a tunnel below. While slightly oxidized,

the ladder is sturdy. If the party decides to investigate the sewers, proceed to Encounter Eleven.

Encounter Eleven: Sewer Crawl

The air of this relatively clean sewer tunnel is heavy and dank. Clumps of grey-green moss cling to the rounded ceiling, complimented by darker green algae which courses down the center of the passageway in a thin line. The tunnel goes in two directions: north.

Characters with the stonecunning class ability immediately notice the passage way descends at a slight angle. Through his Scarlet Brotherhood connections, Nar has had all other side passages sealed off with either magic or real masonry. Therefore, this tunnel only leads to his lair, which lies 400' to the north.

There is no source of light down here.

PCs with the Track feat who search for tracks spot the ones made by the 6 bugbears walking towards Drucilia's with a DC 18 Track check. (The bugbears specifically avoided the algae.) If the PCs' Track check also succeeds against a DC of 20, they notice Nar's tracks heading back to his lair.

The Cistern

As the PCs near the lair, read or paraphrase the following, presuming they can see:

The passageway here spills into a large, square cistern, maybe twenty feet deep, with iron rungs leading down from where you stand. The cistern is currently empty, though dozens water deposit rings mar the walls from top to bottom, indicating this reservoir has previously held varying depths of water. It is obvious the three other passageways leading to this juncture have been sealed off with recent stonework. Most notable, however, is the circle of arcane runes five feet in diameter that has been chalked onto the center of the cistern's floor.

The way into Nar's lair is down the ladder, into the bottom of the pit, and through a secret door in the west wall. It takes a second Tracking check with the previously indicated DCs to note the respective parties used the ladder when coming or going, and a third Track check to follow the tracks to the secret door.

The secret door is hidden well, and it takes a successful Search check to locate it. The Search DC is 15+APL (21, 23, 25, and 27, respectively). The door pushes inward, hinged on the right side. Parties who fail to find the door with a Search check can still stumble upon it by pushing blindly on the wall in the square in which it is located.

If a PC searches the door for traps, a successful Search check using the same DC reveals some kind of alarm mechanism. (A thin cable leading into Nar's chamber softly rings some chimes, so that they cannot be heard from the cistern.) A successful Disable Device check using the same DC disables the alarm.

PCs who view the arcane circle and who have the skill may make a DC 15 Knowledge (Arcana) check. Those who succeed recognize the runes as pertaining to teleportation, though whether or not they could empower such ability is unknown. The same information can be gleaned by casting *read magic* and perusing the runes. Nothing in the room detects as magic.

This circle is here to throw off pursuers, making them think it was used as a way of escape (instead of the secret door), thereby explaining the sudden dead end with no one in sight.

The Inner Lair

The secret door leads into the inner lair of Nar. This is where the final fight takes place and the majority of the Scarlet Brotherhood evidence uncovered. When the PCs enter, read or paraphrase the following:

The secret door opens to reveal a narrow passage fifteen feet long before it turns to the right. Nothing else is evident from this perspective.

What happens next depends on whether or not Nar and the monks are aware of the party's presence. If the party pushed open the secret door without disabling the alarm, or if they cast spells or spoke without whispering while in the echoey cistern, Nar and his associates are not surprised. Other loud noises, such as hammering a spike or playing an instrument, also reveal the party's presence.

If the bad guys are surprised, they are found in the room marked "Hideout" on the map. The monks are meditating, though they snap out of it at the first sign of trouble, and Nar is eating a ration of food.

If the bad guys are NOT surprised, then the monks flank the entrance, hiding on either side of it with readied actions to stun the first person who enters. Nar is also out of line of sight, waiting 10 feet to the right of the entrance with punch dagger in hand. He has a readied action to partially charge the first person entering in a vicious sneak attack.

In either case, Nar has morphed from impersonating Jirrus to one of his spymaster cover identities—that of Toponis the poisoncrafter. While in this state, Nar gains the bonuses listed in his stat block to Disguise, Bluff, and Gather Information.

APL 6 (EL 9)

🔪 **Nar-Disguised-as-Toponis:** Asexual Doppelganger (appears as an Oeridian Human male

wearing studded leather armor and a stained apron) Rog-2/Spymaster-2; hp 65. See Appendix Four

🔪 **Osolan & Ynar (2):** Male Suel Human Mnk-5; hp 33 ea; wearing red monk's robes. See Appendix Four

APL 8 (EL 11)

🔪 **Nar-Disguised-as-Toponis:** Asexual Doppelganger (appears as an Oeridian Human male wearing studded leather armor and a stained apron) Rog-2/Spymaster-4; hp 81. See Appendix Four

🔪 **Osolan & Ynar (2):** Male Suel Human Mnk-7; hp 45 ea; wearing red monk's robes. See Appendix Four

APL 10 (EL 13)

🔪 **Nar-Disguised-as-Toponis:** Asexual Doppelganger (appears as an Oeridian Human male wearing studded leather armor and a stained apron) Rog-4/Spymaster-4; hp 95. See Appendix Four

🔪 **Osolan & Ynar (2):** Male Suel Human Mnk-9; hp 57 ea; wearing red monk's robes. See Appendix Four

APL 12 (EL 15)

🔪 **Nar-Disguised-as-Toponis:** Asexual Doppelganger (appears as an Oeridian Human male wearing studded leather armor and a stained apron) Rog-6/Spymaster-4; hp 109. See Appendix Four

🔪 **Osolan & Ynar (2):** Male Suel Human Mnk-11; hp 69 ea; wearing red monk's robes. See Appendix Four

Tactics: The monks, with their low hit points, tend to fight defensively and with Combat Expertise when engaging powerful fighter-types. While so doing, they buy time for Nar to flank and sneak attack other party members. If they have the opportunity, the monks attempt to take down mages, hoping their stunning attacks or physical grappling can make short work of them.

Nar has 5 punch daggers on him, and tries to stab as many PCs as he can. sneak attacking anyone 'grappled' by a monk.

The monks fight to the death; Nar, on the other hand, attempts to flee if he is down to single-digit hit points.

Development: Nar, Osolan, and Ynar work for the Scarlet Brotherhood. They are here in Nyronnd to oversee the plan to ruin the Bayfield family. If they are captured, they utterly refuse to reveal any information, including their own names—even if successfully intimidated. They are also specially trained to blank their minds during interrogation, so as to avoid unknowingly giving information to someone using *detect thoughts* or other

forms of mind reading. Only if they are magically compelled will they reveal any information.

Such secret information includes the fact they work for the Scarlet Brotherhood, although the monks' red robes may have already given that away. (A PC who makes a successful DC 20 bardic lore check knows this.) They might also be compelled to confess they are secretly working to have the Torbaas family usurp control from the big three currently in power, and that Nar is a doppelganger who has been impersonating an old employee of the Vardushis. The plan of the Brotherhood is to pit the families against each other, while at the same time devaluing the Bayfield establishments. The monks also are aware of how Nar poisoned an entire stock of gnomish liquors to spread fear and distrust of Bayfield brands.

While being interrogated, the monks may try to use their impressive Escape Artist abilities to break free of any bonds in order to reinitiate combat, still trying to kill or be killed.

Hideout

The hideout here in the inner lair has two mats the monks sleep on and a simple bed for Nar. A writing desk against the wall is covered by pots of various inks, several kinds of quills and styluses, parchments, sealing wax, and a bronze seal of the Vardushi family. Parchments of note include the following:

- A parchment upon which the signatures of "Sir Elmain Vardushi" and "Valtont Vardushi" have been repeatedly written, as if in practice.
- A listing of members of the Bayfield family.
- A comment written in Suloise, "Gnomish liquors—most popular; distributed far and wide."
- An advertising poster of Drucilia's party.
- A notation written in Suloise referencing a person named Corvos Pennery, followed by the words "independent delivery man" and today's date.
- A rough map of Oldred with an apparent route drawn through the streets leading to Drucilia's. Near the bottom, the word "incendiary" is written in Suloise.
- A leather case containing many empty bottles labeled in Suloise "dark reaver."

Conclusion

The objective of this scenario is to begin the Oldred storyline, introducing the elements that will play out over the course of Year 4. It is specifically intended to

raise more questions than answer them. As such, there is more of a "to be continued" feel than a clear-cut conclusion.

At the beginning of the adventure, certain PCs may have been given starting information that set for them specific goals. Members of HMSS were to remain undercover at all times and acquire as much information as possible, filing a report with the Crown thereafter. Members of the Thieves' Guild of Oldred were to find out why the prostitutes were being killed and to maintain the status quo of the power balance between the three families, lest the guild suffer financially. Members of the Nyrond Navy were to investigate the murders of the sailors and identify and bring the killer to naval headquarters.

As the adventure winds down, allow the PCs with these goals to roleplay their resolutions as time permits. The Navy will be more than happy to claim jurisdiction over Nar, since he murdered naval officers, should anyone wish to turn him over to authorities. Taking Nar to Rel Mord rather than the somewhat corrupt local magistrates is also a viable choice.

When everyone is finished, read or paraphrase the following:

In the days since the explosion in Oldred, incidences of poisoning throughout the region have sprung up, and all signs point to the Bayfield's exquisite gnomish liquors. Their entire stock had apparently been poisoned before being shipped out to taverns, temples, and connoisseurs across Nyrond and beyond. A number of people have died as a result.

If that weren't enough, the naval fleet announced it was withdrawing its fleet from Oldred effective immediately. No word on where or how the fleet will relocate, but the city is in upheaval at the sudden loss of the income.

Indeed, while a temporary problem may have recently been abated, the City of Oldred is seemingly on the verge of unraveling. Chaos has begun its reign, and there doesn't appear to be a near end in sight.

"To be continued..."

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished for each player. Individual results for PCs in the same party may vary.

NOTE: The total possible XP available in this scenario exceed those permitted by the writing guidelines. As such, you must add up the XP for combat and roleplaying separately, applying the maximum cap for each as follows:

APL	Combat XP Cap	Roleplay XP Cap	Total Possible
6	720	180	900
8	960	240	1200
10	1200	300	1500
12	1440	360	1800

Encounter One

Did either of the following: (1) Entered a burning burning to save survivors; or (2) helped put out the fire:

[Combat XP] APL6 210 xp; APL8 270 xp; APL10 330 xp; APL12 390 xp.

Encounter Two

Did any of the following: (1) Gained information from Corvos' corpse via *speak with dead*; (2) Made the Craft (Alchemy) check to recognize the accelerant residue; or (3) Questioned either witness Tourina Bavel or the urchin Adan.

[Roleplaying XP] APL6 60 xp; APL8 80 xp; APL10 100 xp; APL12 120 xp.

Encounter Three

Defeated Snatcher and his thugs:

[Combat XP] APL6 270 xp; APL8 330 xp; APL10 390 xp; APL12 450 xp.

Encounters Five, Six, Seven, Eight

Did any of the following: (1) Attempted to warn any member of the Bayfield family of an impending attack by visiting either Drucilia's during the day (Encounter Five) or the Bayfield manor (Encounter Seven)—even if unsuccessful; (2) Gained information from the prostitutes in any Red-light district (Encounter Six); or (3) Spoke to Sir Elmain Vardushi at his manor (Encounter Eight):

[Roleplaying XP] APL6 60 xp; APL8 80 xp; APL10 100 xp; APL12 120 xp.

Encounter Nine (part 1)

Participated as a contestant in the dance competition (assign individually; PCs who did not dance gain no XP):

[Roleplaying XP] APL6 60 xp; APL8 80 xp; APL10 100 xp; APL12 120 xp.

Encounter Nine (part 2)

A PC was on the team who won the dance competition (assign these bonus points to all PCs regardless of who danced):

[Roleplaying XP] APL6 60 xp; APL8 80 xp; APL10 100 xp; APL12 120 xp.

Encounter Ten

Defeated the bugbears:

[Combat XP] APL6 240 xp; APL8 300 xp; APL10 360 xp; APL12 420 xp.

Encounter Eleven (part 1)

Defeated Nar and the monks:

[Combat XP] APL6 270 xp; APL8 330 xp; APL10 390 xp; APL12 450 xp.

Encounter Eleven (part 2)

Discovered the incriminating evidence on the desk in the sleeping room of Nar's lair:

[Roleplaying XP] APL6 60 xp; APL8 80 xp; APL10 100 xp; APL12 120 xp.

Treasure Summary

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

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

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

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

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

L: Looted gear from enemy (50% sell value)

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (75% sell value)

Encounter Three:

APL6: L: 1,648.5 gp; C: 151.04 gp; M: 0 gp

APL8: L: 1,648.5 gp; C: 151.04 gp; M: 0 gp

APL10: L: 1,973.5 gp; C: 151.04 gp; M: 937.5 gp

APL12: L: 1,973.5 gp; C: 151.04 gp; M: 937.5 gp

Encounter Ten:

APL6: L: 458.5 gp; C: 0 gp; M: 37.5 gp

APL8: L: 458.5 gp; C: 0 gp; M: 1,162.5 gp

APL10: L: 458.5 gp; C: 0 gp; M: 2,662.5 gp

APL12: L: 458.5 gp; C: 0 gp; M: 2,662.5 gp

Encounter Eleven:

APL6: L: 477.5 gp; C: 872.31 gp; M: 1,800 gp

APL8: L: 390 gp; C: 1,472.31 gp; M: 2,681.25 gp

APL10: L: 390 gp; C: 1,372.31 gp; M: 6,581.25 gp

APL12: L: 390 gp; C: 1,872.31 gp; M: 11,081.25 gp

Total Possible Treasure

APL6: L: 2,584.5 gp; C: 1,023.35 gp; M: 1,837.5 gp - Total: 5,445.35 (÷ 6 = 907.56 gp per character, subject to cap of 800 gp)

APL8: L: 2,497 gp; C: 1,623.35 gp; M: 3,843.75 gp - Total: 7,964.1 gp (÷ 6 = 1,327.35 gp per character, subject to cap of 1,200 gp)

APL10: L: 2,822 gp; C: 1,523.35 gp; M: 10,181.25 gp - Total: 14,526.6 gp (÷ 6 = 2,421.1 gp per character, subject to cap of 2,100 gp)

APL12: L: 2,822 gp; C: 2,023.35 gp; M: 14,681.25 gp - Total: 19,526.6 gp (÷ 6 = 3,254.43 gp per character, subject to cap of 3,000 gp)

Items for the Adventure Record

Item Access

APL 6:

APL 8:

All of APL 6 plus the following:

Brooch of Shielding (Adventure, DMG)

APL 10:

All of APL 6 and 8 plus the following:

Vest of Escape (Adventure, DMG)

APL 12:

All of APL 6, 8, and 10 plus the following:

Appendix A: Stat Blocks

Encounter Three:

APL 6 (EL 9)

Snatcher, the thug leader: Male Human Rog-1/Ftr-4; CR 5; Medium-sized Humanoid; HD 4d10+1d6+5; hp 35; Init +6; Spd 30 ft.; AC 16 (touch 12; flatfooted 14; +2 Dex, +4 armor); Bas Atk/Grapple +4/+7; Atks +8 melee (1d8+3, mw flail) or +6 ranged (1d8+3 [crit x3], mty comp longbow); SA sneak attack 1d6, disarm, poison; AL NE; SV Fort +5, Ref +5, Wil +0.

Str 16, Dex 14, Con 12, Int 13, Wis 8, Cha 10.

Skills: Bluff +6, Intimidate +10, Knowledge (Local: Nyronde Environs) +5, Listen +3, Search +5, Sense Motive +3, Sleight of Hand +7, Spot +3, Swim +9, Tumble +7; **Feats:** Combat Expertise, Combat Reflexes, Improved Disarm, Improved Initiative, Improved Trip, Snatch Weapon (see Appendix B).

SA: Disarm—Whenever Snatcher attempts to disarm an opponent with his flail, he does not provoke an attack of opportunity and has a +14 modifier to his opposed roll (+8 attack, +4 Improved Disarm, +2 flail). If he succeeds, he can also snatch the weapon from the air and immediately make an off-hand attack with it at either a –10 or –8 off-hand penalty depending on the snatched weapon's size. **Poison**—Large scorpion venom; injury delivery; dmg 1d6 Str/1d6 Str; Fort resists (DC 18).

Equipment: Snatcher has the following items, the listed gp amounts of which are their resale value: masterwork chain shirt (125 gp), masterwork flail (154 gp), back-up flail (4 gp), short sword (5 gp), 4 daggers (1 gp ea), mighty composite long bow (+3 Str bonus) (200 gp), quiver of 19 arrows (.5 gp), 1 arrow poisoned with large scorpion venom (100 gp), pouch with 73 gp, 4 sp, 13 cp.

Thugs (Tal, Zamar, and Beggar) (3): Male Human Rog-5; CR 5; Medium-sized Humanoid (human); HD 5d6+5; hp 27, 27, 27; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (touch 13, flatfooted 17; +3 Dex, +4 armor); Bas Atk/Grapple +3/+5; Atks +5 melee (1d6+2, short sword) or +6 ranged (1d6+2 [crit x3], mty comp short bow); SA sneak attack 3d6, poison; SQ Uncanny dodge, evasion; AL NE; SV Fort +2, Ref +7, Wil +1.

Str 14, Dex 16, Con 12, Int 13, Wis 10, Cha 8.

Skills: Balance +6, Bluff +7, Climb +2, Decipher Script +2, Disable Device +6, Escape Artist +10, Forgery +3, Gather Information +0, Hide +10, Intimidate +9,

Jump +4, Knowledge (Local: Nyronde Environs) +4, Listen +3, Move Silently +10, Open Lock +4, Search +3, Sense Motive +8, Spot +2, Tumble +10; **Feats:** Combat Expertise, Improved Feint, Improved Initiative.

SA: Poison—Large scorpion venom; injury delivery; dmg 1d6 Str/1d6 Str; Fort resists (DC 18). **Uncanny Dodge (Ex)**—Retains Dex bonus to AC even if flatfooted or unable to see opponent. **Evasion (Ex)**—On a successful Reflex save against an attack that deals half damage on a successful save, thug takes no damage.

Equipment: Each thug has the following items, the listed gp amounts of which are their resale value: masterwork chain shirt (125 gp), 2 short swords (5 gp ea), 4 daggers (1 gp ea), mighty composite short bow (+2 Str bonus) (112.5 gp), quiver of 19 arrows (.5 gp), 1 arrow poisoned with large scorpion venom (100 gp), pouch with 25 gp, 14 sp, 3 cp.

APL 8 (EL 11)

Snatcher, the thug leader: Male Human Rog-3/Ftr-4; CR 7; Medium-sized Humanoid; HD 4d10+3d6+7; hp 45; Init +6; Spd 30 ft.; AC 16 (touch 12; flatfooted 14; +2 Dex, +4 armor); Bas Atk/Grapple +6/+9; Atks +10/+5 melee (1d8+3, mw flail) or +8/+3 ranged (1d8+3 [crit x3], mty comp longbow); SA sneak attack 2d6, disarm, poison; AL NE; SV Fort +6, Ref +6, Wil +3.

Str 16, Dex 14, Con 12, Int 13, Wis 8, Cha 10.

Skills: Bluff +10, Intimidate +12, Knowledge (Local: Nyronde Environs) +6, Listen +4, Search +6, Sense Motive +5, Sleight of Hand +9, Spot +4, Swim +11, Tumble +11; **Feats:** Combat Expertise, Combat Reflexes, Improved Disarm, Improved Initiative, Improved Trip, Iron Will, Snatch Weapon (see Appendix B).

SA: Disarm—Whenever Snatcher attempts to disarm an opponent with his flail, he does not provoke an attack of opportunity and has a +16 modifier to his opposed roll (+10 attack, +4 Improved Disarm, +2 flail) or +11 for the iterative attack. If he succeeds, he can also snatch the weapon from the air and immediately make an off-hand attack with it at either a –4 or –2 off-hand penalty depending on the snatched weapon's size. **Poison**—Large scorpion venom; injury delivery; dmg 1d6 Str/1d6 Str; Fort resists (DC 18).

Equipment: Snatcher has the following items, the listed gp amounts of which are their resale value: masterwork chain shirt (125 gp), masterwork flail (154 gp), back-up flail (4 gp), short sword (5 gp), 4 daggers (1 gp ea), mighty composite long bow (+3 Str bonus) (200 gp), quiver of 19 arrows (.5 gp), 1 arrow poisoned with

large scorpion venom (100 gp), pouch with 73 gp, 4 sp, 13 cp.

Thugs (Tal, Zamar, and Beggar) (3): Male Human Rog-7; CR 7; Medium-sized Humanoid (human); HD 7d6+7; hp 37, 37, 37; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (touch 13, flatfooted 17; +3 Dex, +4 armor); Bas Atk/Grapple +5/+7; Atks +7 melee (1d6+2, short sword) or +8 ranged (1d6+2 [crit x3], mty comp short bow); SA sneak attack 4d6, poison; SQ Uncanny dodge, evasion; AL NE; SV Fort +3, Ref +8, Wil +2.

Str 14, Dex 16, Con 12, Int 13, Wis 10, Cha 8.

Skills: Balance +6, Bluff +9, Climb +2, Decipher Script +2, Disable Device +8, Escape Artist +12, Forgery +3, Gather Information +2, Hide +12, Intimidate +11, Jump +4, Knowledge (Local: Nyronde Environs) +6, Listen +4, Move Silently +12, Open Lock +4, Search +3, Sense Motive +10, Spot +3, Tumble +12; **Feats:** Combat Expertise, Combat Reflexes, Improved Feint, Improved Initiative.

SA: *Poison*—Large scorpion venom; injury delivery; dmg 1d6 Str/1d6 Str; Fort resists (DC 18). *Uncanny Dodge (Ex)*—Retains Dex bonus to AC even if flatfooted or unable to see opponent. *Evasion (Ex)*—On a successful Reflex save against an attack that deals half damage on a successful save, thug takes no damage.

Equipment: Each thug has the following items, the listed gp amounts of which are their resale value: masterwork chain shirt (125 gp), 2 short swords (5 gp ea), 4 daggers (1 gp ea), mighty composite short bow (+2 Str bonus) (112.5 gp), quiver of 19 arrows (.5 gp), 1 arrow poisoned with large scorpion venom (100 gp), pouch with 25 gp, 14 sp, 3 cp.

APL 10 (EL 13)

Snatcher, the thug leader: Male Human Rog-3/Ftr-6; CR 9; Medium-sized Humanoid; HD 6d10+3d6+9; hp 59; Init +6; Spd 30 ft.; AC 17 (touch 12; flatfooted 15; +2 Dex, +5 armor); Bas Atk/Grapple +8/+11; Atks +13/+8 melee (1d8+3, single-wielded mw flail) or dual-wielded mw flail plus snatched weapon (−4 or −2 to all attacks based on size off snatched weapon) or +10/+5 ranged (1d8+3 [crit x3], mty comp longbow); SA Sneak attack 2d6, disarm, poison; SQ Evasion; AL NE; SV Fort +7, Ref +7, Wil +4.

Str 16, Dex 15, Con 12, Int 13, Wis 8, Cha 10.

Skills: Bluff +11, Intimidate +14, Knowledge (Local: Nyronde Environs) +6, Listen +4, Search +6, Sense Motive +5, Sleight of Hand +9, Spot +4, Swim +13, Tumble +12; **Feats:** Combat Expertise, Combat Reflexes, Improved Disarm, Improved Initiative, Improved Trip, Iron Will, Snatch Weapon (see

Appendix B), Two Weapon Fighting, Weapon Focus (Flail).

SA: *Disarm*—Whenever Snatcher attempts to disarm an opponent with his flail, he does not provoke an attack of opportunity and has a +19 modifier to his opposed roll (+13 attack, +4 Improved Disarm, +2 flail) or +14 for the iterative attack. If he succeeds, he can also snatch the weapon from the air and immediately make an off-hand attack with it at either a −4 or −2 off-hand penalty depending on the snatched weapon's size. *Poison*—Large scorpion venom; injury delivery; dmg 1d6 Str/1d6 Str; Fort resists (DC 18). *Evasion (Ex)*—On a successful Reflex save against an attack that deals half damage on a successful save, takes no damage.

Equipment: Snatcher has the following items, the listed gp amounts of which are their resale value: +1 chain shirt (937.5 gp), masterwork flail (154 gp), back-up flail (4 gp), short sword (5 gp), 4 daggers (1 gp ea), mighty composite long bow (+3 Str bonus) (200 gp), quiver of 19 arrows (.5 gp), 1 arrow poisoned with large scorpion venom (100 gp), pouch with 73 gp, 4 sp, 13 cp.

Thugs (Tal, Zamar, and Beggar) (3): Male Human Rog-9; CR 9; Medium-sized Humanoid (human); HD 9d6+9; hp 47, 47, 47; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (touch 13, flatfooted 17; +3 Dex, +4 armor); Bas Atk/Grapple +6/+8; Atks +9/+4 melee (1d6+2, mw short sword) or +9/+4 ranged (1d6+2 [crit x3], mty comp short bow); SA sneak attack 5d6, poison; SQ Improved uncanny dodge, evasion; AL NE; SV Fort +4, Ref +9, Wil +5.

Str 14, Dex 17, Con 12, Int 13, Wis 10, Cha 8.

Skills: Balance +6, Bluff +11, Climb +2, Decipher Script +2, Disable Device +10, Escape Artist +14, Forgery +3, Gather Information +2, Hide +14, Intimidate +13, Jump +4, Knowledge (Local: Nyronde Environs) +6, Listen +5, Move Silently +12, Open Lock +4, Search +3, Sense Motive +12, Spot +8, Tumble +14; **Feats:** Combat Expertise, Combat Reflexes, Improved Feint, Improved Initiative, Iron Will.

SA: *Poison*—Large scorpion venom; injury delivery; dmg 1d6 Str/1d6 Str; Fort resists (DC 18). *Improved Uncanny Dodge (Ex)*—Retains Dex bonus to AC even if flatfooted or unable to see opponent; cannot be flanked except by characters with 13 rogue levels. *Evasion (Ex)*—On a successful Reflex save against an attack that deals half damage on a successful save, thug takes no damage.

Equipment: Each thug has the following items, the listed gp amounts of which are their resale value: masterwork chain shirt (125 gp), masterwork short sword (155 gp), back-up short sword (5 gp), 4 daggers (1 gp ea), mighty composite short bow (+2 Str bonus) (112.5 gp), quiver of 19 arrows (.5 gp), 1 arrow poisoned

with large scorpion venom (100 gp), pouch with 25 gp, 14 sp, 3 cp.

APL 12 (EL 15)

Snatcher, the thug leader: Male Human Rog-3/Ftr-8; CR 11; Medium-sized Humanoid; HD 8d10+3d6+11; hp 73; Init +6; Spd 30 ft.; AC 17 (touch 12; flatfooted 15; +2 Dex, +5 armor); Bas Atk/Grapple +10/+13; Atks +16/+11 melee (1d8+3, single-wielded mw flail) or dual-wielded mw flail plus snatched weapon (−4 or −2 to all attacks based on size off snatched weapon) or +12/+7 ranged (1d8+3 [crit x3], mty comp longbow); SA Sneak attack 2d6, disarm, poison; SQ Evasion; AL NE; SV Fort +7, Ref +7, Wil +4.

Str 16, Dex 15, Con 12, Int 13, Wis 8, Cha 10.

Skills: Bluff +12, Intimidate +16, Knowledge (Local: Nyronde Environs) +6, Listen +4, Search +6, Sense Motive +5, Sleight of Hand +9, Spot +4, Swim +15, Tumble +13; **Feats:** Combat Expertise, Combat Reflexes, Greater Weapon Focus (Flail), Improved Disarm, Improved Initiative, Improved Trip, Iron Will, Snatch Weapon (see Appendix B), Two Weapon Fighting, Weapon Focus (Flail).

SA: Disarm—Whenever Snatcher attempts to disarm an opponent with his flail, he does not provoke an attack of opportunity and has a +22 modifier to his opposed roll (+16 attack, +4 Improved Disarm, +2 flail) or +17 for the iterative attack. If he succeeds, he can also snatch the weapon from the air and immediately make an off-hand attack with it at either a −4 or −2 off-hand penalty depending on the snatched weapon's size. **Poison**—Large scorpion venom; injury delivery; dmg 1d6 Str/1d6 Str; Fort resists (DC 18). **Evasion (Ex)**—On a successful Reflex save against an attack that deals half damage on a successful save, takes no damage.

Equipment: Snatcher has the following items, the listed gp amounts of which are their resale value: +1 chain shirt (937.5 gp), masterwork flail (154 gp), back-up flail (4 gp), short sword (5 gp), 4 daggers (1 gp ea), mighty composite long bow (+3 Str bonus) (200 gp), quiver of 19 arrows (.5 gp), 1 arrow poisoned with large scorpion venom (100 gp), pouch with 73 gp, 4 sp, 13 cp.

Thugs (Tal, Zamar, and Beggar) (3): Male Human Rog-11; CR 11; Medium-sized Humanoid (human); HD 11d6+11; hp 57, 57, 57; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (touch 13, flatfooted 17; +3 Dex, +4 armor); Bas Atk/Grapple +8/+10; Atks +11/+6 melee (1d6+2, mw short sword) or +11/+6 ranged (1d6+2 [crit x3], mty comp short bow); SA sneak attack 6d6 + Str drain, crippling strike, poison; SQ Improved uncanny dodge, evasion; AL NE; SV Fort +4, Ref +9, Wil +5.

Str 14, Dex 17, Con 12, Int 13, Wis 10, Cha 8.

Skills: Balance +6, Bluff +13, Climb +2, Decipher Script +2, Disable Device +10, Escape Artist +16, Forgery +3, Gather Information +2, Hide +16, Intimidate +15, Jump +4, Knowledge (Local: Nyronde Environs) +7, Listen +7, Move Silently +12, Open Lock +4, Search +6, Sense Motive +14, Spot +10, Tumble +16; **Feats:** Combat Expertise, Combat Reflexes, Improved Feint, Improved Initiative, Iron Will.

SA: Poison—Large scorpion venom; injury delivery; dmg 1d6 Str/1d6 Str; Fort resists (DC 18). **Crippling Strike**—An opponent damaged by a rogue's sneak attack also takes 2 points of Strength damage. Ability points lost to damage return at the rate of 1 per day for each damaged ability. **Improved Uncanny Dodge (Ex)**—Retains Dex bonus to AC even if flatfooted or unable to see opponent; cannot be flanked except by characters with 15 rogue levels. **Evasion (Ex)**—On a successful Reflex save against an attack that deals half damage on a successful save, thug takes no damage.

Equipment: Each thug has the following items, the listed gp amounts of which are their resale value: masterwork chain shirt (125 gp), masterwork short sword (155 gp), back-up short sword (5 gp), 4 daggers (1 gp ea), mighty composite short bow (+2 Str bonus) (112.5 gp), quiver of 19 arrows (.5 gp), 1 arrow poisoned with large scorpion venom (100 gp), pouch with 25 gp, 14 sp, 3 cp.

Encounter Seven:

APL 6–12 (EL Varies)

Bayfield Guards (1-20): Male human Rog-3/Ftr-3; CR 6; Medium-sized Humanoid; HD 3d6+3d10+6; hp 38 each; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (touch 12, flatfooted 15; +2 Dex, +4 armor, +1 shield); Bas Atk/Grapple +5/+8; Atks +8 melee (1d8+3 [crit 19-20], longsword) or +7 ranged (1d8+3 [crit x3], mty comp longbow); SA Sneak attack 2d6; SQ Evasion; AL N; SV Fort +5, Ref +6, Wil +2.

Str 16, Dex 14, Con 13, Int 12, Wis 10, Cha 8.

Skills: Balance +6, Climb +8, Escape Artist +4, Handle Animal +2, Intimidate +8, Jump +5, Listen +11, Search +6, Sense Motive +6, Spot +11, Tumble +4, Use Rope +7; **Feats:** Alertness, Combat Reflexes, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot.

Equipment: Chain shirt, longsword, mighty composite longbow (+3 Str bonus).

Encounter Ten:

APL 6 (EL 8)

Klavik, Bugbear Sorceress: Female Half-Black Dragon/Half-Bugbear Sor-1; CR 5; Medium-sized Dragon; HD 3d10+1d4+12; hp 41; Init +2; Spd 30 ft.; AC 27 (touch 12; flatfooted 25; +7 natural, +2 Dex, +4 *mage armor*, +4 *shield*); Bas Atk/Grapple +2/+9; Atks +9 melee (1d8+10, morningstar 2-handedly) and +4 melee (1d6+3, bite) or +9/+9 melee (1d4+7, 2 claws) and +4 melee (1d6+3, bite) or +4 ranged (1d6+7, javelin); SA breath weapon, spells, scrolls, SQ Darkvision 60', lowlight vision, scent, immune to acid, *sleep*, and paralysis effects; Languages Suloise only; AL CE; SV Fort +5, Ref +5, Wil +2.

Str 24, Dex 15, Con 18, Int 12, Wis 8, Cha 16.

Skills: Concentration +10, Hide +8, Listen +5, Move Silently +12, Search +7, Spellcraft +4, Spot +5; **Feats:** Combat Casting, Eschew Materials.

SA: *Breath Weapon* (Su)—A half-black dragon can breathe a 60-foot line of acid once a day, causing 6d8 points of acid damage (DC 15 Reflex save for half).

Sorceress spells known: 0th (5 per day) *acid splash*, *detect magic*, *message*, *read magic*. 1st (4 per day, 2 remaining) *mage armor*, *shield*.

Equipment: Klavik has the following items, the listed gp amounts of which are their resale value: morningstar (4 gp), back-up morningstar (4 gp), long quiver of 3 javelins (.5 ea javelin), arcane scroll reduce person (18.75 gp), arcane scroll grease (18.75 gp).

Bugbears (5): hp 16 ea; see *Monster Manual* page 29.

Equipment: The unclassed bugbears each have the following items, the listed gp amounts of which are their resale value: leather armor (5 gp), masterwork light wooden shield (76.5 gp), morningstar (4 gp), back-up morningstar (4 gp), long quiver of 3 javelins (.5 ea javelin).

APL 8 (EL 10)

Klavik, Bugbear Sorceress: Female Half-Black Dragon/Half-Bugbear Sor-3; CR 7; Medium-sized Dragon; HD 3d10+3d4+20; hp 55; Init +2; Spd 30 ft.; AC 27 or 19 if prevented from spelling up (touch 12; flatfooted 25; +7 natural, +2 Dex, +4 *mage armor*, +4 *shield*); Bas Atk/Grapple +3/+10; Atks +10 melee (1d8+10, morningstar 2-handedly) and +5 melee (1d6+3, bite) or +10/+10 melee (1d4+7, 2 claws) and +5 melee (1d6+3, bite) or +5 ranged (1d6+7, javelin); SA breath weapon, spells, scrolls, SQ Darkvision 60', lowlight vision, scent, immune to acid, *sleep*, and paralysis effects, *magic missile* absorption; Languages Suloise only; AL CE; SV Fort +6, Ref +6, Wil +3.

Str 24, Dex 15, Con 18, Int 12, Wis 8, Cha 16.

Skills: Concentration +14, Hide +8, Listen +5, Move Silently +12, Search +7, Spellcraft +6, Spot +5; **Feats:** Combat Casting, Eschew Materials, Point Blank Shot.

SA: *Breath Weapon* (Su)—A half-black dragon can breathe a 60-foot line of acid once a day, causing 6d8 points of acid damage (DC 15 Reflex save for half).

Sorceress spells known: 0th (6 per day) *acid splash*, *detect magic*, *message*, *read magic*, *touch of fatigue* (DC 13). 1st (6 per day, 4 remaining) *mage armor*, *ray of enfeeblement*, *shield*.

Equipment: Klavik has the following items, the listed gp amounts of which are their resale value: morningstar (4 gp), back-up morningstar (4 gp), long quiver of 3 javelins (.5 ea javelin), arcane scroll reduce person (18.75 gp), arcane scroll grease (18.75 gp), *brooch of shielding* (1,125 gp).

Bugbear Rogues (5): Male Bugbear Rog-2; CR 4; Medium-sized Humanoid (Goblinoid); HD 3d8+2d6+10; hp 36 ea; Init +3; Spd 30 ft.; AC 19 (touch 13; flatfooted 19; +3 natural, +3 Dex, +2 armor, +1 *shield*); Bas Atk/Grapple +3/+8; Atks +9 melee (1d8+5, morningstar) or +6 ranged (1d6+5, javelin); SA sneak attack 1d6; SQ Darkvision 60', scent, evasion; Languages Suloise only; AL CE; SV Fort +5, Ref +10, Wil +2.

Str 20, Dex 16, Con 15, Int 12, Wis 10, Cha 6.

Skills: Climb +10, Escape Artist +5, Hide +6, Intimidate +0, Jump +7, Listen +7, Move Silently +12, Search +4, Sense Motive +2, Spot +7, Tumble +5; **Feats:** Alertness, Scent, Weapon Focus (morningstar).

SA: *Evasion* (Ex)—On a successful Reflex save against an attack that deals half damage on a successful save, these rogues take no damage.

Equipment: The bugbear rogues each have the following items, the listed gp amounts of which are their resale value: leather armor (5 gp), masterwork light wooden shield (76.5 gp), morningstar (4 gp), back-up morningstar (4 gp), short sword (5 gp), long quiver of 3 javelins (.5 ea javelin).

APL 10 (EL 12)

Klavik, Bugbear Sorceress: Female Half-Black Dragon/Half-Bugbear Sor-5; CR 9; Medium-sized Dragon; HD 3d10+5d4+34; hp 69; Init +2; Spd 30 ft.; AC 28 or 20 if prevented from spelling up (touch 12; flatfooted 26; +7 natural, +2 Dex, +4 *mage armor*, +4 *shield*, +1 *ring of protection*); Bas Atk/Grapple +4/+11; Atks +11 melee (1d8+10, morningstar 2-handedly) and +6 melee (1d6+3, bite) or +11/+11 melee (1d4+7, 2 claws) and +6 melee (1d6+3, bite) or +6 ranged (1d6+7,

javelin); SA breath weapon, spells, scrolls, SQ Darkvision 60', lowlight vision, scent, immune to acid, sleep, and paralysis effects, magic missile absorption, 1d4+1 mirror images active when combat begins; Languages Suloise only; AL CE; SV Fort +6, Ref +6, Wil +4.

Str 24, Dex 15, Con 18, Int 12, Wis 8, Cha 17.

Skills: Concentration +16, Hide +8, Knowledge (Arcana) +3, Listen +5, Move Silently +12, Search +7, Spellcraft +8, Spot +5; **Feats:** Combat Casting, Eschew Materials, Point Blank Shot.

SA: Breath Weapon (Su)—A half-black dragon can breathe a 60-foot line of acid once a day, causing 6d8 points of acid damage (DC 15 Reflex save for half).

Sorceress spells known: 0th (6 per day) *acid splash*, *detect magic*, *message*, *open/close*, *read magic*, *touch of fatigue* (DC 13). 1st (7 per day, 5 remaining) *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*. 2nd (5 per day, 4 remaining) *mirror image*, *touch of idiocy*.

Equipment: Klavik has the following items, the listed gp amounts of which are their resale value: morningstar (4 gp), back-up morningstar (4 gp), long quiver of 3 javelins (.5 ea javelin), arcane scroll reduce person (18.75 gp), arcane scroll grease (18.75 gp), brooch of shielding (1,125 gp), +1 ring of protection (1,500 gp).

Bugbear Rogues (5): Male Bugbear Rog-4; CR 6; Medium-sized Humanoid (Goblinoid); HD 3d8+4d6+14; hp 48 ea; Init +3; Spd 30 ft.; AC 19 (touch 13; flatfooted 19; +3 natural, +3 Dex, +2 armor, +1 shield); Bas Atk/Grapple +5/+10; Atks +11 melee (1d8+5, morningstar) or +8 ranged (1d6+5, javelin); SA sneak attack 2d6; SQ Darkvision 60', scent, evasion, uncanny dodge; Languages Suloise only; AL CE; SV Fort +4, Ref +10, Wil +2.

Str 20, Dex 16, Con 15, Int 12, Wis 10, Cha 6.

Skills: Climb +12, Diplomacy +0, Escape Artist +7, Hide +6, Intimidate +2, Jump +11, Listen +9, Move Silently +14, Search +4, Sense Motive +4, Spot +9, Tumble +7; **Feats:** Alertness, Blind-Fight, Scent, Weapon Focus (morningstar).

SA: Evasion (Ex)—On a successful Reflex save against an attack that deals half damage on a successful save, these rogues take no damage. **Uncanny Dodge**—Retains Dex bonus to AC even if flatfooted or unable to see opponent.

Equipment: The bugbear rogues each have the following items, the listed gp amounts of which are their resale value: leather armor (5 gp), masterwork light wooden shield (76.5 gp), morningstar (4 gp), back-up morningstar (4 gp), short sword (5 gp), long quiver of 3 javelins (.5 ea javelin).

APL 12 (EL 14)

Klavik, Bugbear Sorceress, hasted: Female Half-Black Dragon/Half-Bugbear Sor-7; CR 11; Medium-sized Dragon; HD 3d10+7d4+48; hp 83; Init +2; Spd 60 ft.; AC 29 or 21 if prevented from spelling up (touch 12; flatfooted 26; +7 natural, +2 Dex, +4 mage armor, +4 shield, +1 ring of protection, +1 haste); Bas Atk/Grapple +5/+12; Atks +13/+13 melee (1d8+10, morningstar 2-handedly) and +8 melee (1d6+3, bite) or +13/+13/+13 melee (1d4+7, 2 claws plus haste action) and +8 melee (1d6+3, bite) or +8 ranged (1d6+7, javelin); SA breath weapon, spells, scrolls, SQ Darkvision 60', lowlight vision, scent, immune to acid, sleep, and paralysis effects, magic missile absorption, 1d4+2 mirror images active when combat begins, hasted for 7 rounds; Languages Suloise only; AL CE; SV Fort +7, Ref +7 (+8 from haste), Wil +5.

Str 24, Dex 15, Con 18, Int 12, Wis 8, Cha 17.

Skills: Concentration +18, Hide +8, Knowledge (Arcana) +5, Listen +5, Move Silently +12, Search +7, Spellcraft +10, Spot +5; **Feats:** Combat Casting, Eschew Materials, Point Blank Shot, Precise Shot.

SA: Breath Weapon (Su)—A half-black dragon can breathe a 60-foot line of acid once a day, causing 6d8 points of acid damage (DC 15 Reflex save for half).

Sorceress spells known: 0th (6 per day) *acid splash*, *detect magic*, *ghost sound*, *message*, *open/close*, *read magic*, *touch of fatigue* (DC 13). 1st (7 per day, 4 remaining) *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*, *true strike*. 2nd (7 per day, 6 remaining) *mirror image*, *scorching ray*, *touch of idiocy*. 3rd (5 per day, 4 remaining) *dispel magic*, *haste*.

Equipment: Klavik has the following items, the listed gp amounts of which are their resale value: morningstar (4 gp), back-up morningstar (4 gp), long quiver of 3 javelins (.5 ea javelin), arcane scroll reduce person (18.75 gp), arcane scroll grease (18.75 gp), brooch of shielding (1,125 gp), +1 ring of protection (1,500 gp).

Bugbear Rogues, hasted (5): Male Bugbear Rog-6; CR 8; Medium-sized Humanoid (Goblinoid); HD 3d8+6d6+27; hp 69 ea; Init +3; Spd 60 ft.; AC 20 (touch 13; flatfooted 20; +3 natural, +3 Dex, +2 armor, +1 shield, +1 haste); Bas Atk/Grapple +6/+11; Atks +13/+13/+8 melee (1d8+5, morningstar) or +10 ranged (1d6+5, javelin); SA sneak attack 3d6; SQ Darkvision 60', scent, evasion, uncanny dodge, hasted for 7 rounds; Languages Suloise only; AL CE; SV Fort +6, Ref +11 (+12 from haste), Wil +3.

Str 21, Dex 16, Con 16, Int 12, Wis 10, Cha 6.

Skills: Balance +5, Climb +14, Diplomacy +0, Escape Artist +9, Hide +6, Intimidate +4, Jump +13, Listen +11, Move Silently +16, Search +4, Sense Motive +6, Spot +11, Tumble +11; **Feats:** Alertness, Blind-Fight,

Cleave, Power Attack, Scent, Weapon Focus (morningstar).

SA: *Evasion* (Ex)—On a successful Reflex save against an attack that deals half damage on a successful save, these rogues take no damage. *Uncanny Dodge*—Retains Dex bonus to AC even if flatfooted or unable to see opponent.

Equipment: The bugbear rogues each have the following items, the listed gp amounts of which are their resale value: leather armor (5 gp), masterwork light wooden shield (76.5 gp), morningstar (4 gp), back-up morningstar (4 gp), short sword (5 gp), long quiver of 3 javelins (.5 ea javelin).

Encounter Eleven:

APL 6 (EL 9)

Nar: Asexual Doppelganger Rog-2/Spymaster-2; CR 7; Medium-sized Monstrous Humanoid (Shapechanger); HD 6d8+2d6+24; hp 65; Init +4 (+4 Dex); Spd 30 ft.; AC 21 (touch 14, flatfooted 17; +4 Dex, +4 natural, +3 armor); Bas Atk/Grapple +6/+9; Atks +10/+5 Punch dagger (1d4+5, +1 *punch dagger*) or +9/+4 melee (1d4+4, standard punch dagger) or +9/+4 melee (1d6+3, short sword) or +10/+5 ranged (1d6+3, mty comp shortbow); SA sneak attack, 2d6; SQ Darkvision 60 ft., immunity to *sleep* and *charm* effects, detect thoughts, change shape, evasion, undetectable alignment; AL NE; SV Fort +4, Ref +14, Wil +9.

Str 16, Dex 18, Con 16, Int 14, Wis 14, Cha 10.

Skills: Balance +6, Bluff +16 (+4 more if it can read opponent's mind, +2 more when using cover identity), Craft (Poisonmaking) +10, Decipher Script +3, Diplomacy +4, Disable Device +3, Disguise +23* (+2 more when 'acting', +4 more if it can read opponent's mind, +4 more when using cover identity), Forgery +7, Gather Information +5 (+2 more when using cover identity), Intimidate +2, Jump +5, Knowledge (Local: Nyrond Environs) +3, Listen +6, Open Lock +5, Sense Motive +9, Sleight of Hand +7, Spot +7, Tumble +13; Feats: Exotic Weapon Proficiency (Punch dagger), Improved Unarmed Strike, Skill Focus (Bluff).

* Disguise score includes the +10 circumstance bonus doppelgangers receive when in an alternate form.

SA: *Detect Thoughts* (Su)—A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based. *Change Shape* (Su)—A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its

humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form. *Evasion* (Ex)—On a successful Reflex save against an attack that deals half damage on a successful save, Nar takes no damage. *Cover Identity*—When Nar is using the cover identity of Toponis the Poisoncrafter, it gains bonuses to skills as specified above. *Undetectable Alignment* (Ex)—This spymaster ability functions exactly like an *undetectable alignment* spell, except that it is always active. Only divinations are confounded; spells that function only against certain alignments, such as *protection from evil* and *holy smite*, affect the spymaster normally.

Equipment: masterwork studded leather armor (87.5 gp), +1 *punch dagger* (1,800 gp), 4 back-up punch daggers (50 gp ea), mighty composite shortbow (+3 Str bonus) (150 gp), pouch of 90 gp, 34 sp, 11 cp.

Osolan & Ynar, Suel Monks (2): Male Suel Human Mnk-5; CR 5; Medium-sized Humanoid; HD 5d8+5; hp 33; Init +2 (+2 Dex); Spd 40 ft.; AC 16 (touch 16, flatfooted 14; +2 Dex, +3 Wis, +1 mnk bonus); Bas Atk/Grapple +3/+7; Atks +5 melee (1d8, unarmed strike) or +4/+4 melee (1d8, unarmed flurry of blows) or +5 ranged (1d8, light crossbow); SA Stunning fist; SQ Evasion, +2 save vs Enchantment spells and effects, fists are magic weapons, slow fall (negate 20'), immunity to diseases except supernatural and magical; AL LE; SV Fort +5, Ref +6, Wil +7.

Str 10, Dex 14, Con 12, Int 13, Wis 16, Cha 8.

Skills: Balance +4, Escape Artist +10, Hide +10, Jump +6, Listen +8, Move Silently +10, Sense Motive +7, Spot +10, Tumble +10; Feats: Combat Expertise, Combat Reflexes, Improved Grapple, Stunning Fist, Weapon Finesse.

SA: *Stunning Fist*—Five per day, DC 15. *Evasion* (Ex)—On a successful Reflex save against an attack that deals half damage on a successful save, monks takes no damage.

Equipment: Each monk has the following items, the listed gp amounts of which are their resale value: red monk's robe (2 gp), light crossbow (17.5 gp), quiver of 10 bolts (.5 gp), pouch of 389 gp, 4 sp.

APL 8 (EL 11)

Nar: Asexual Doppelganger Rog-2/Spymaster-4; CR 9; Medium-sized Monstrous Humanoid (Shapechanger); HD 8d8+2d6+30; hp 81; Init +4 (+4 Dex); Spd 30 ft.; AC 22 (touch 14, flatfooted 18; +4 Dex, +4 natural, +4 armor); Bas Atk/Grapple +8/+15; Atks +12/+7 punch dagger (1d4+5 & grapple, +1 *punch dagger*) or +11/+6 punch dagger (1d4+4 & grapple, standard punch dagger) or +11/+6 melee (1d6+3, short sword) or

+12/+7 ranged (1d6+3, mty comp shortbow); SA sneak attack, 3d6; SQ Darkvision 60 ft., immunity to *sleep* and *charm* effects, detect thoughts, change shape, evasion, undetectable alignment, quick change; AL NE; SV Fort +5, Ref +15, Wil +10.

Str 16, Dex 18, Con 16, Int 14, Wis 14, Cha 10.

Skills: Balance +6, Bluff +20 (+4 more if it can read opponent's mind, +2 more when using cover identity), Craft (Poisonmaking) +10, Decipher Script +3, Diplomacy +4, Disable Device +3, Disguise +27* (+2 more when 'acting', +4 more if it can read opponent's mind, +4 more when using cover identity), Forgery +7, Gather Information +5 (+2 more when using cover identity), Intimidate +2, Jump +5, Knowledge (Local: Nyrond Environs) +3, Listen +8, Open Lock +5, Profession (Bookkeeper) +4, Sense Motive +13. Sleight of Hand +7, Spot +9, Tumble +13; **Feats:** Exotic Weapon Proficiency (Punch dagger), Improved Grapple, Improved Unarmed Strike, Skill Focus (Bluff).

* Disguise score includes the +10 circumstance bonus doppelgangers receive when in an alternate form.

SA: Detect Thoughts (Su)—A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based. **Change Shape (Su)**—A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form. **Evasion (Ex)**—On a successful Reflex save against an attack that deals half damage on a successful save, Nar takes no damage. **Cover Identity**—When Nar is using the cover identity of Toponis the Poisoncrafter, it gains bonuses to skills as specified above. **Undetectable Alignment (Ex)**—This spymaster ability functions exactly like an *undetectable alignment* spell, except that it is always active. Only divinations are confounded; spells that function only against certain alignments, such as *protection from evil* and *holy smite*, affect the spymaster normally. **Quick Change**—Can don disguises in one tenth the time (1d3 rounds) and put on or take off armor in one-half the normal time.

Equipment: +1 studded leather armor (881.25 gp), +1 punch dagger (1,800 gp), 4 back-up punch daggers (50 gp ea), mighty composite shortbow (+3 Str bonus) (150 gp), pouch of 60 pp, 90 gp, 34 sp, 11 cp.

Osolan & Ynar, Suel Monks (2): Male Suel Human Mnk-7; CR 7; Medium-sized Humanoid; HD 7d8+7; hp 45; Init +2 (+2 Dex); Spd 50 ft.; AC 16 or 17 if Dodging (touch 16, flatfooted 14; +2 Dex, +3 Wis, +1 mnk

bonus); Bas Atk/Grapple +5/+9; Atks +7 melee (1d8, unarmed strike) or +6/+6 melee (1d8, unarmed flurry of blows) or +7 ranged (1d8, light crossbow); SA Stunning fist; SQ Evasion, +2 save vs Enchantment spells and effects, fists are magic weapons, slow fall (negate 30'), immunity to diseases except supernatural and magical, can self-heal up to 14 hps per day; AL LE; SV Fort +6, Ref +7, Wil +8.

Str 10, Dex 14, Con 12, Int 13, Wis 16, Cha 8.

Skills: Balance +4, Escape Artist +12, Hide +12, Jump +10, Listen +10, Move Silently +12, Sense Motive +7, Spot +12, Tumble +12; **Feats:** Combat Expertise, Combat Reflexes, Dodge, Improved Grapple, Improved Trip, Stunning Fist, Weapon Finesse.

SA: Stunning Fist—Seven per day, DC 16. **Evasion (Ex)**—On a successful Reflex save against an attack that deals half damage on a successful save, monks takes no damage.

Equipment: Each monk has the following items, the listed gp amounts of which are their resale value: red monk's robe (2 gp), light crossbow (17.5 gp), quiver of 10 bolts (.5 gp), pouch of 389 gp, 4 sp.

APL 10 (EL 13)

Nar: Asexual Doppelganger Rog-4/Spymaster-4; CR 11; Medium-sized Monstrous Humanoid (Shapechanger); HD 8d8+4d6+36; hp 95; Init +4 (+4 Dex); Spd 30 ft.; AC 22 (touch 14, flatfooted 18; +4 Dex, +4 natural, +4 armor); Bas Atk/Grapple +10/+17; Atks +15/+10 punch dagger (1d4+5 & grapple, +1 punch dagger) or +14/+9 punch dagger (1d4+4, standard punch dagger) or +14/+9 melee (1d6+3, short sword) or +14/+9 ranged (1d6+3, mty comp shortbow); SA sneak attack, 4d6; SQ Darkvision 60 ft., immunity to *sleep* and *charm* effects, detect thoughts, change shape, evasion, undetectable alignment, quick change, uncanny dodge; AL NE; SV Fort +6, Ref +16, Wil +11.

Str 16, Dex 19, Con 16, Int 14, Wis 14, Cha 10.

Skills: Balance +6, Bluff +22 (+4 more if it can read opponent's mind, +2 more when using cover identity), Craft (Poisonmaking) +11, Decipher Script +3, Diplomacy +4, Disable Device +3, Disguise +29* (+2 more when 'acting', +4 more if it can read opponent's mind, +4 more when using cover identity), Escape Artist +9, Forgery +7, Gather Information +5 (+2 more when using cover identity), Intimidate +2, Jump +5, Knowledge (Local: Nyrond Environs) +3, Listen +13, Open Lock +9, Profession (Bookkeeper) +4, Sense Motive +17. Sleight of Hand +7, Spot +13, Tumble +14; **Feats:** Exotic Weapon Proficiency (Punch dagger), Improved Grapple, Improved Unarmed Strike, Skill Focus (Bluff), Weapon Finesse.

* Disguise score includes the +10 circumstance bonus doppelgangers receive when in an alternate form.

SA: *Detect Thoughts* (Su)—A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based. *Change Shape* (Su)—A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form. *Evasion* (Ex)—On a successful Reflex save against an attack that deals half damage on a successful save, Nar takes no damage. *Cover Identity*—When Nar is using the cover identity of Toponis the Poisoncrafter, it gains bonuses to skills as specified above. *Undetectable Alignment* (Ex)—This spymaster ability functions exactly like an *undetectable alignment* spell, except that it is always active. Only divinations are confounded; spells that function only against certain alignments, such as *protection from evil* and *holy smite*, affect the spymaster normally. *Quick Change*—Can don disguises in one tenth the time (1d3 rounds) and put on or take off armor in one-half the normal time. *Uncanny Dodge*—Retains Dex bonus to AC even if flatfooted or unable to see opponent.

Equipment: +1 studded leather armor (881.25 gp), +1 punch dagger (1,800 gp), 4 back-up punch daggers (50 gp ea), mighty composite shortbow (+3 Str bonus) (150 gp), vest of escape (3,900 gp), pouch of 590 gp, 34 sp, 11 cp.

Osolan & Ynar, Suel Monks (2): Male Suel Human Mnk-9; CR 9; Medium-sized Humanoid; HD 9d8+9; hp 57; Init +2 (+2 Dex); Spd 60 ft.; AC 16 or 17 if Dodging (touch 16, flatfooted 14; +2 Dex, +3 Wis, +1 mnk bonus); Bas Atk/Grapple +6/+10; Atks +8/+8/+3 melee (1d8, unarmed strike) or +7 ranged (1d8, light crossbow); SA Stunning fist; SQ Improved evasion, +2 save vs Enchantment spells and effects, fists are magic weapons, slow fall (negate 40'), immunity to diseases except supernatural and magical, can self-heal up to 18 hps per day; AL LE; SV Fort +7, Ref +8, Wil +9.

Str 10, Dex 14, Con 12, Int 13, Wis 17, Cha 8.

Skills: Balance +4, Escape Artist +14, Hide +14, Jump +14, Listen +12, Move Silently +14, Sense Motive +7, Spot +14, Tumble +14; **Feats:** Combat Expertise, Combat Reflexes, Dodge, Improved Grapple, Improved Trip, Mobility, Stunning Fist, Weapon Finesse.

SA: *Stunning Fist*—Nine per day, DC 17. *Improved Evasion* (Ex)—On a successful Reflex save against an attack that deals half damage on a successful save, monks takes no damage. Even on a failed save, only half damage is taken

Equipment: Each monk has the following items, the listed gp amounts of which are their resale value: red monk's robe (2 gp), light crossbow (17.5 gp), quiver of 10 bolts (.5 gp), pouch of 389 gp, 4 sp.

APL 12 (EL 15)

Nar: Asexual Doppelganger Rog-6/Spymaster-4; CR 13; Medium-sized Monstrous Humanoid (Shapechanger); HD 8d8+6d6+42; hp 109; Init +4 (+4 Dex); Spd 30 ft.; AC 22 (touch 14, flatfooted 18; +4 Dex, +4 natural, +4 armor); Bas Atk/Grapple +11/+18; Atks +16/+11/+6 punch dagger attack (1d4+5 +2d6 vs humans, +1 human bane punch dagger) or +15/+10/+5 punch dagger (1d4+4, standard punch dagger) or +15/+10/+5 melee (1d6+3, short sword) or +15/+10/+5 ranged (1d6+3, mty comp shortbow); SA sneak attack, 5d6; SQ Darkvision 60 ft., immunity to *sleep* and *charm* effects, detect thoughts, change shape, evasion, undetectable alignment, quick change, improved uncanny dodge; AL NE; SV Fort +7, Ref +17, Wil +12.

Str 16, Dex 19, Con 16, Int 14, Wis 14, Cha 10.

Skills: Balance +6, Bluff +24 (+4 more if it can read opponent's mind, +2 more when using cover identity), Craft (Poisonmaking) +12, Decipher Script +3, Diplomacy +4, Disable Device +3, Disguise +31* (+2 more when 'acting', +4 more if it can read opponent's mind, +4 more when using cover identity), Escape Artist +9, Forgery +7, Gather Information +5 (+2 more when using cover identity), Intimidate +2, Jump +5, Knowledge (Local: Nyron Enviroins) +3, Listen +17, Open Lock +9, Profession (Bookkeeper) +4, Sense Motive +19, Sleight of Hand +7, Spot +17, Tumble +14; **Feats:** Exotic Weapon Proficiency (Punch dagger), Improved Grapple, Improved Unarmed Strike, Skill Focus (Bluff), Weapon Finesse.

* Disguise score includes the +10 circumstance bonus doppelgangers receive when in an alternate form.

SA: *Detect Thoughts* (Su)—A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based. *Change Shape* (Su)—A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form. *Evasion* (Ex)—On a successful Reflex save against an attack that deals half damage on a successful save, Nar takes no damage. *Cover Identity*—When Nar is using the cover identity of Toponis the Poisoncrafter, it gains bonuses to skills as specified above. *Undetectable Alignment* (Ex)—This spymaster ability functions

exactly like an *undetected alignment* spell, except that it is always active. Only divinations are confounded; spells that function only against certain alignments, such as *protection from evil* and *holy smite*, affect the spymaster normally. *Quick Change*—Can don disguises in one tenth the time (1d3 rounds) and put on or take off armor in one-half the normal time. *Improved Uncanny Dodge (Ex)*—Retains Dex bonus to AC even if flatfooted or unable to see opponent; cannot be flanked except by characters with 14 rogue levels.

Equipment: +1 studded leather armor (881.25 gp), +1 human bane punch dagger (6,300 gp), 4 back-up punch daggers (50 gp ea), mighty composite shortbow (+3 Str bonus) (150 gp), vest of escape (3,900 gp), pouch of 1,090 gp, 34 sp, 11 cp.

Osolan & Ynar, Suel Monks (2): Male Suel Human Mnk-11; CR 11; Medium-sized Humanoid; HD 11d8+11; hp 69; Init +2 (+2 Dex); Spd 60 ft.; AC 17 or 18 if Dodging (touch 16, flatfooted 14; +2 Dex, +3 Wis, +2 mnk bonus); Bas Atk/Grapple +8/+12; Atks +10/+10/+10/+5 melee (1d8, unarmed strike) or +10 ranged (1d8, light crossbow); SA Stunning fist; SQ Improved evasion, +2 save vs Enchantment spells and effects, fists are lawful and magic weapons, slow fall (negate 50'), immunity to diseases except supernatural and magical, can self-heal up to 22 hps per day; AL LE; SV Fort +8, Ref +9, Wil +10.

Str 10, Dex 14, Con 12, Int 13, Wis 17, Cha 8.

Skills: Balance +4, Escape Artist +16, Hide +16, Jump +14, Listen +14, Move Silently +16, Sense Motive +9, Spot +16, Tumble +14; *Feats:* Combat Expertise, Combat Reflexes, Dodge, Improved Grapple, Improved Trip, Mobility, Stunning Fist, Weapon Finesse.

SA: *Stunning Fist*—Eleven per day, DC 18. *Improved Evasion (Ex)*—On a successful Reflex save against an attack that deals half damage on a successful save, monks takes no damage. Even on a failed save, only half damage is taken

Equipment: Each monk has the following items, the listed gp amounts of which are their resale value: red monk's robe (2 gp), light crossbow (17.5 gp), quiver of 10 bolts (.5 gp), pouch of 389 gp, 4 sp.

Appendix B: New Rules and Items

New Feats

Snatch Weapon:

You can disarm an opponent, then pluck the weapon from midair.

Prerequisites: Improved Disarm

Benefit: If you succeed in disarming an opponent and you have a free hand, you can grab the weapon yourself instead of letting it fall. If you can wield that weapon in one hand, you can immediately make a single attack with it, though you suffer the usual penalties for a second attack with an off-hand weapon.

Normal: After a successful disarm attempt, the weapon winds up at the defender's feet, unless you attempted the disarm attack while unarmed.

Source: *Song & Silence*

New Prestige Classes

Spymaster:

Hit die: d8

Class Features: (To conserve space, only relevant features are listed)

Weapon and Armor Proficiency: A spymaster is proficient with light and medium armor and with all simple and martial weapons.

Cover Identity: A typical spymaster wishes to keep her true profession secret, so she pretends to be a simple rogue, ranger, or the like. In addition to allaying her companions' suspicions, maintaining a cover identity also leads opponents to underestimate the spymaster until it is too late. At 1st level, a spymaster establishes one specific cover identity (such as Murek the tailor from Sumberton). While operating in that identity, she gains a +4 circumstance bonus on Disguise checks and a +2 circumstance bonus on Bluff and Gather Information checks. At 4th level and again at 7th level, the spymaster can maintain one additional cover identity that provides the same circumstance bonuses as the first.

Should a spymaster wish to "retire" a cover identity and develop a new one, she must spend one week rigorously practicing subtle vocal intonations and body language before she earns the bonuses. Cover identities do not in themselves provide the spymaster with additional skills, proficiencies, or class features that others might expect of the professions pretended, though required ranks (see below) can bolster skills in the chosen areas. However, the

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+2	+2	Cover identity, required ranks, sneak attack +1d6
2 nd	+1	+0	+3	+3	Required ranks, undetectable alignment
3 rd	+2	+1	+3	+3	Quick change, required ranks, uncanny dodge (Dex bonus to AC)
4 th	+3	+1	+4	+4	Cover identity, required ranks, sneak attack +2d6

spymaster must be careful to choose identities that can withstand regular scrutiny.

Required Ranks: A spymaster makes it a point to know what she's doing while she's pretending to be someone else. At every spymaster level, she must spend at least two skill points on a Craft, Profession, or Knowledge skill relating to one of her chosen cover identities. The usual maximum rank limit still applies to these skills.

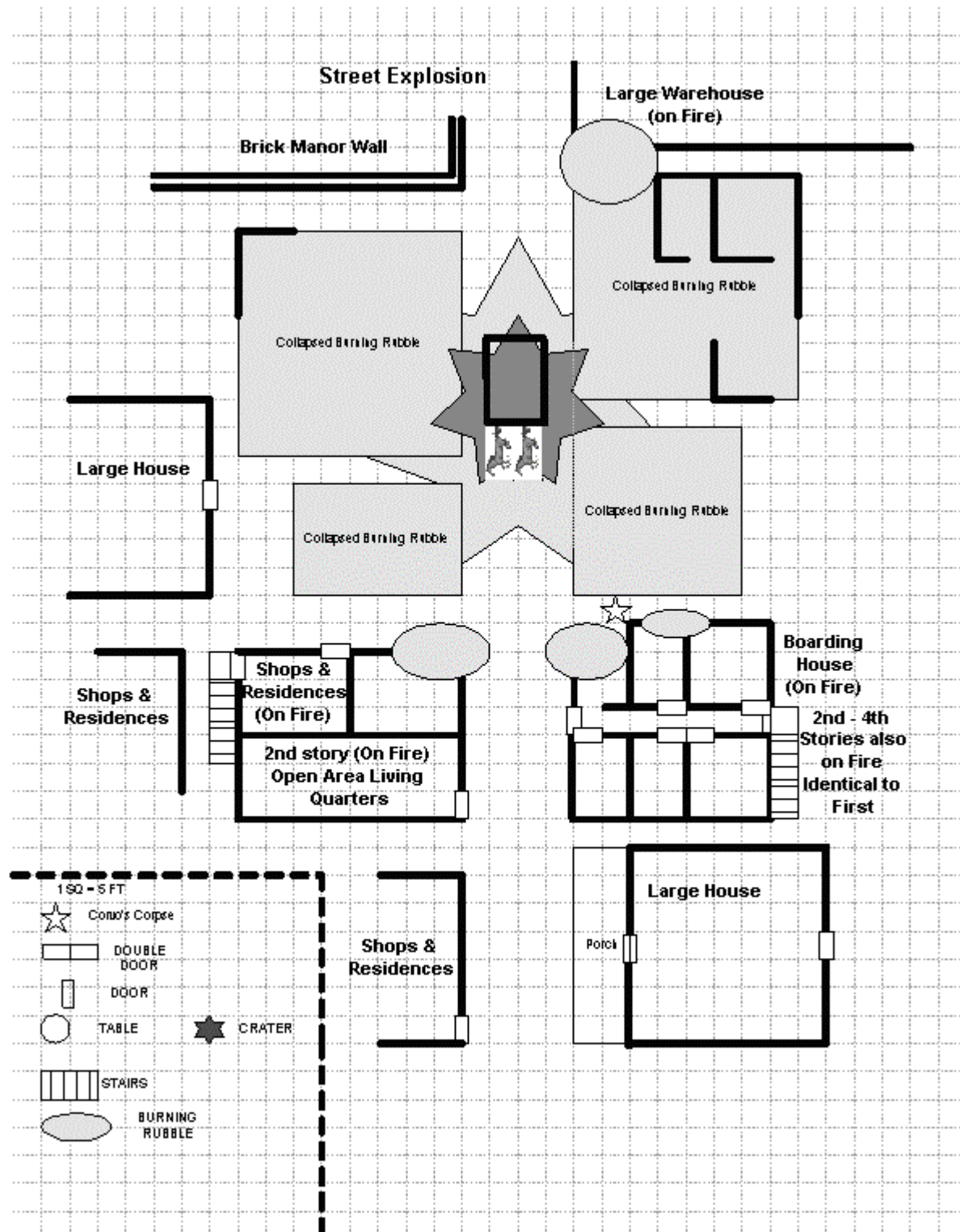
Sneak Attack: The spymaster gains the sneak attack ability (see the Rogue section in Chapter 3 of the PHB) at 1st level if she does not already have it. She gains +1d6 damage with this attack initially, but this rises to +2d6 at 4th level and to +3d6 at 7th level. If she already has the sneak attack ability from a previous class, the damage bonuses stack.

Undetectable Alignment (Ex): The web of different identities and agendas inside the spymaster's mind makes it impossible to detect her alignment via any form of divination once she reaches 2nd level. The ability functions exactly like an *undetectable alignment* spell, except that it is always active. Only divinations are confounded; spells that function only against certain alignments, such as *protection from evil* and *holy smite*, affect the spymaster normally.

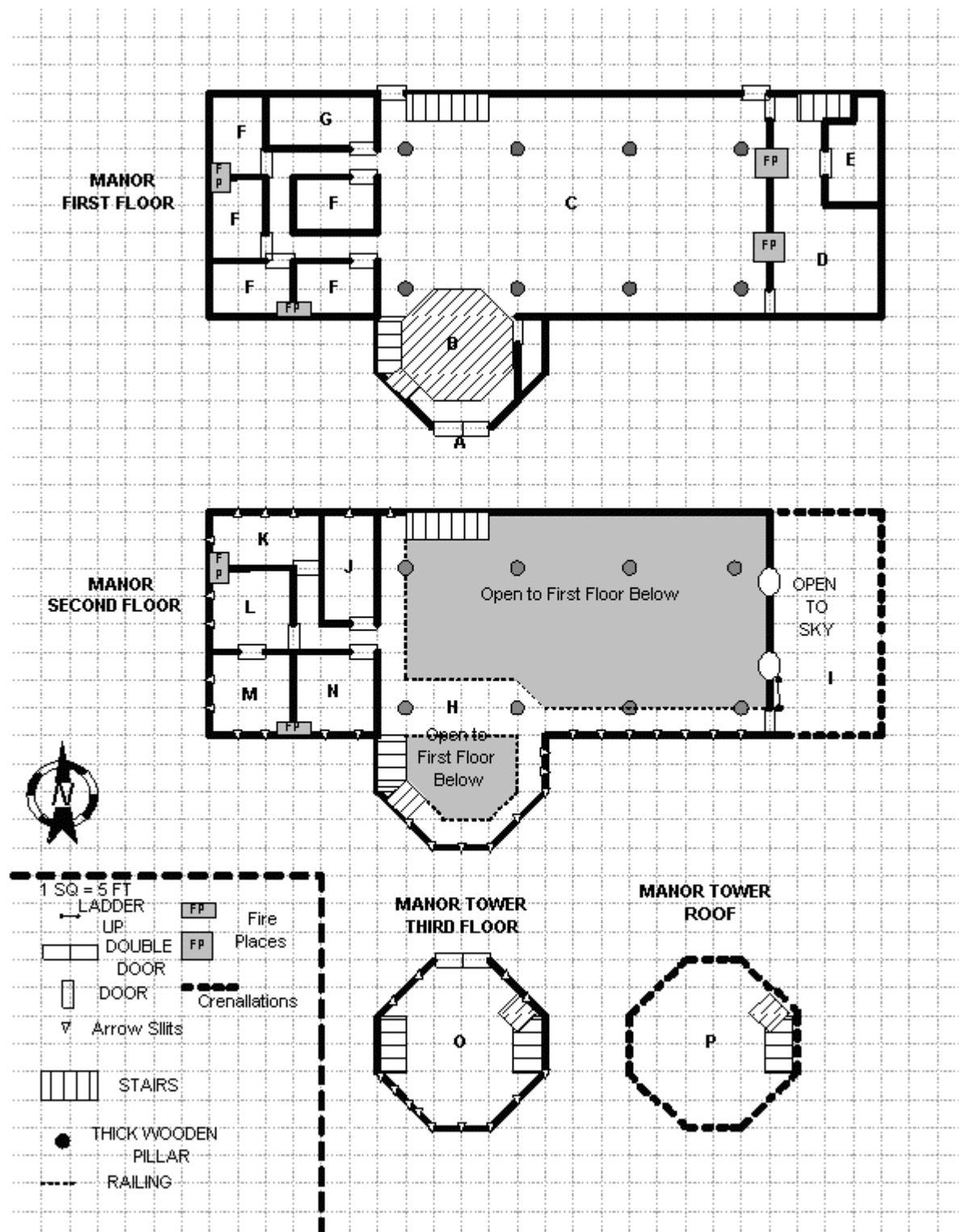
Quick Change (Ex): By 3rd level, the spymaster has become adept at quickly switching from one identity to another. She now can don a disguise in one-tenth the normal time (1d3 minutes) and put on or take off armor in one-half the normal time.

Uncanny Dodge (Ex): Also at 3rd level, the spymaster gains the uncanny dodge ability (see the Rogue section in Chapter 3 of the PHB) if she did not already have it. If she already had uncanny dodge from previous classes, levels of those classes stack with spymaster levels for the purpose of determining the benefits.

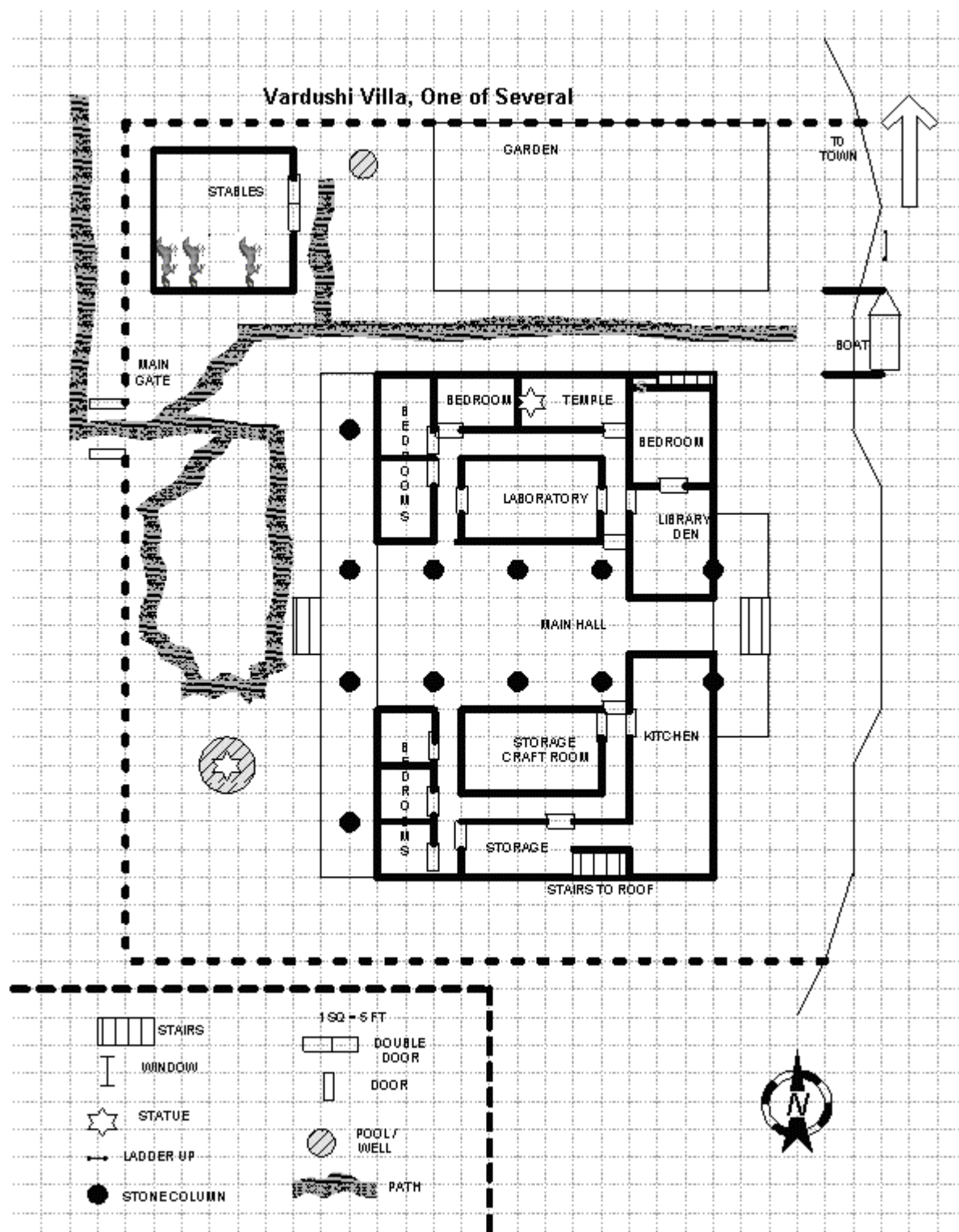
Appendix C – Map of Explosion



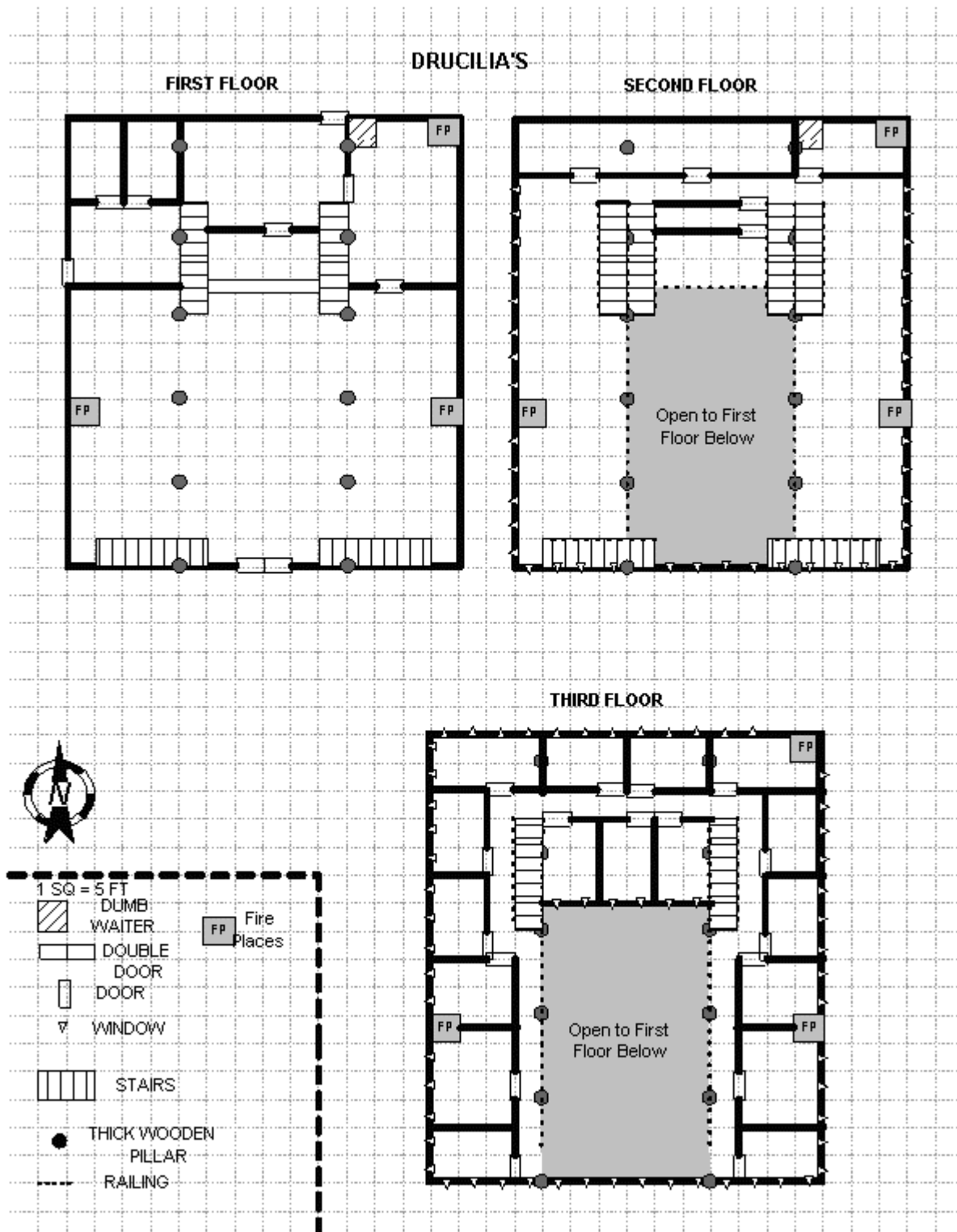
DM Aid 1: Bayfield Manor



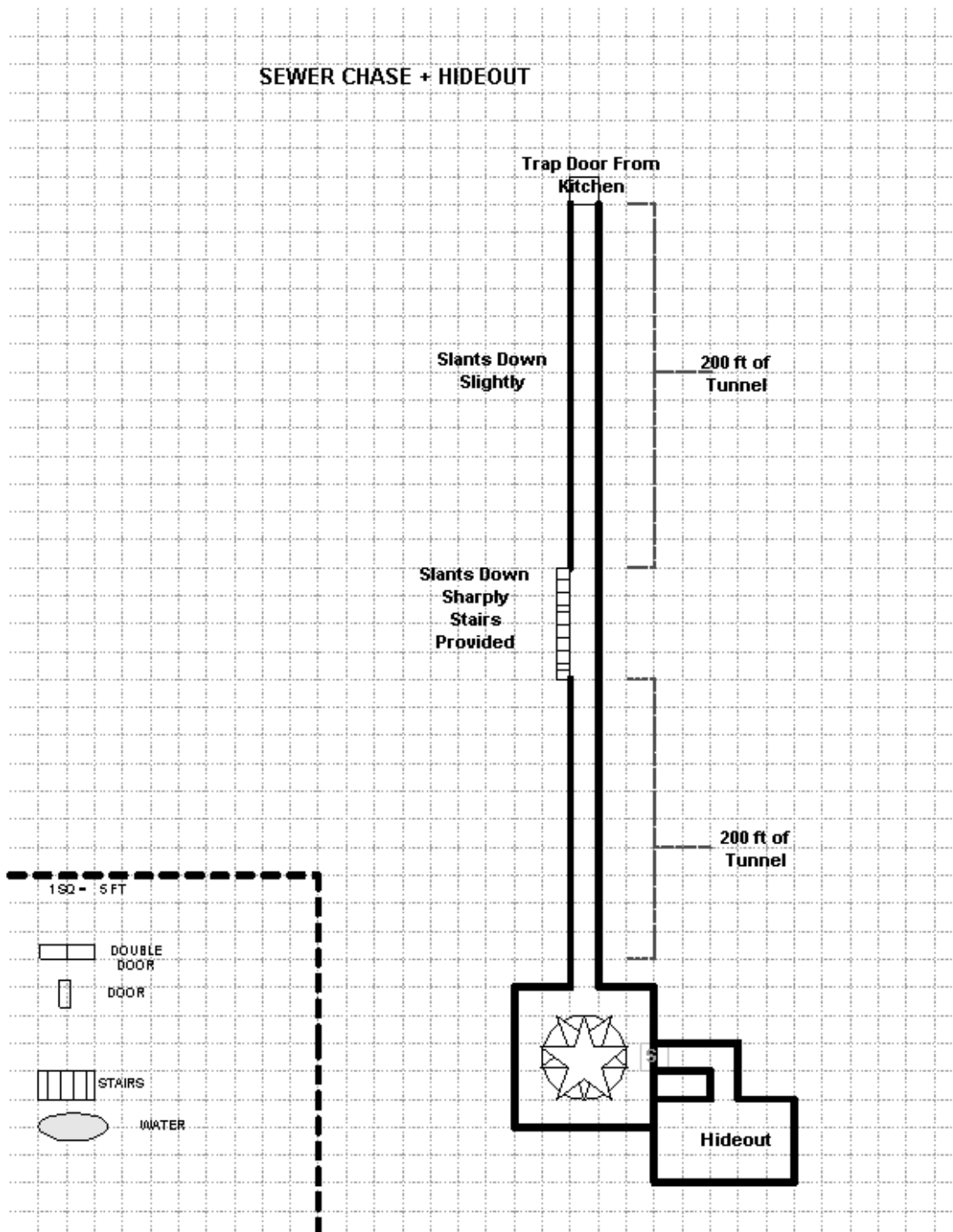
DM Aid 2: Vardushi Villa



DM Aid 3: Drucilia's



DM Aid 4: Sewer Chase Map



Player Handout #1 – Preliminary Information

Welcome to the Nyronde regional scenario NYR4-02 In the Streets of Oldred! In order to determine your starting information, among other things, place a check mark next any statement that is true for your character playing this scenario. The DM will review your campaign documentation to verify your answers. Due to the sensitive roleplaying nature of the Thieves' Guild and HMSS, some players may wish to keep their character's affiliations in these groups private—even in an out-of-character context. Therefore, please do not share your answers with other players, as it will draw undue attention to those who wish to keep their answers private.

Character Name: _____

- _____ I am currently a member in good standing of His Majesty's Secret Service.
- _____ I am currently a member in good standing of the Thieves' Guild of Oldred. (Oldred is my "home city.")
- _____ I am currently a member in good standing of the Nyronde Navy. (Of any of the three Fleets)
- _____ I have a printed-out character history I wrote that establishes my character has at some time lived in Oldred. Or I am a member of the Oldred Thieves Guild (which I also checked above), the Navy Fleet based in Oldred, or Legion IV of the Nyronde Army.
- _____ None of the above.
- _____

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- _____ I am currently a member in good standing of the Nyronde Navy. (Of any Fleet)
- _____ I have a printed-out character history I wrote that establishes my character has at some time lived in Oldred. Or I am a member of the Oldred Thieves Guild (which I also checked above), the Navy Fleet based in Oldred, or Legion IV of the Nyronde Army.
- _____ None of the above.
- _____

Player Handout #2 – Starting Information for Members of HMSS

As a member of His Majesty's Secret service, you received a missive, instructing you to travel to Oldred to investigate that port city. Your mission is to go under cover and gather as much information as possible, filing a report with the Crown upon your completion. Specifically, you need to discover why there has been a sharp spike in murders in the streets of Oldred. Divinations and other investigatory measures have revealed some kind of shift in power occurring, and you must find out specifically what that is. There may be other groups also looking into this matter. You may want to team up with them to learn any information they may possess.

You are authorized to defend yourself with deadly force if necessary; however, you must take care to not expose your identity, remaining under cover at all times. It is especially important you do not reveal your affiliation with HMSS to Duke Regurd Korenfluss or any other governmental official in Oldred during this mission, as the strained relationship between the Duke and the King may deteriorate should the Duke discover an agent of the Crown nosing around his affairs. While the King has every right to send agents anywhere within his own kingdom, it is nevertheless important His Majesty maintain good relations with his greater nobles. The unstable region can not afford unnecessary confrontation.

Following is some background information on the Duchy of Korenfluss known to HMSS. This coastal region is notorious for its criminal element, with the capital Oldred being a haven of organized criminal elements delicately balanced through the manipulations of the Duke. The size of the illegal economy in the Duchy of Korenfluss is largely guesswork, but smuggling is a way of life and definitely large. Reports of piracy and slavery are common too, and definitely happen, though the actual number of incidents varies widely depending on whom you talk to.

Duke Regurd Korenfluss is kept under careful watch by King Lynwerd. During the reign of Lynwerd's Father, King Archbold, the Duke was openly critical of the crown's failings, and frustrated by the problems these caused him. In one of the more notable instances, the Duke was forced to pay the Royal Navy stationed in Oldred, and subsequently refused to pay taxes to the Crown because of the costs he incurred. This was the start of a number of minor disputes between the Duke and Archbold, and in the end the Duke paid very little to no taxes. The King was furious and threatened military action to collect taxes, while the Duke insinuated similar threats in kind.

On top of all this, the Duke was also a friend and supporter of the younger Prince Sewardt, who later

attempted and failed to seize the throne from his father.

With the two leaders posturing and distracted, there was an increase in criminal activities. All sorts of smugglers and criminal elements have gained a foothold throughout the Coastal Region, mostly centered in Oldred where they play a careful game of cat and mouse to avoid the Duke and to increase their own power. The Duke does his best to balance the various power groups, but sometimes fears he has lost complete control of Oldred. Unfounded rumors off the street claim this has caused him to seek other sources to bolster his power.

The Duke is quite politically adept, and upon learning the full situation of Sewardt's coup he immediately set forth to Rel Mord where he presented the new King Lynwerd with a respectable down-payment on back taxes, and his sworn word of fealty. While the new King was critical of the Duke, this act was sufficient to allow him to retain the central portion of his lands. In the end he lost most of the coastline which was placed into the Eventide County and the northern portions of his land beyond the point of Mithat bay, but was given additional arable land to the north and northwest of his original province.

Since then, the Duke has been striving to regain control where he can. Soon after Lynwerd took the crown, he married the Princess Lehiidi Coriner from the Duchy of Urnst. Unfortunately, in the years since the marriage no heirs have been forthcoming, although there have been a few miscarriages. Much to the dismay of his wife, the Duke has also not stopped his carousing ways. When one of his children by other women is found, the Duke usually has it sent outside his lands for fostering.

Player Handout #3 – Starting Information for Members the Oldred Thieves' Guild

As a member of the Thieves' Guild in Oldred, you have been ordered by your guild superiors to investigate the recent rash of murders occurring in this port city. Someone has been killing the prostitutes who work for the Bayfield family, as well as some of their customers. The dead bodies exhibit dagger-like puncture wounds to vital organs. These are the hallmarks of a thug by the name of Vaccor, who was employed by the Vardushi family until seven years ago. Word on the street is that Vaccor, a human male of middle age, now resides in Greyhawk, although none in Oldred have heard from him in years.

Rumors have also begun to sprout up here and there that divinations have revealed the Vardushi family is moving to take down the Bayfields. If that were to occur, and the Vardushis took over all the Bayfield operations, the Vardushis would then be powerful enough to take out the third crime family in Oldred: the Caerizar. Obviously, such maneuvering has the entire criminal underworld on edge, and all three factions are moving to be the ones to strike first. As the Thieves' Guild is affiliated with all three families, it is imperative you prevent this destabilization in the city, or else business for the Guild will be irreparably harmed. You must obtain irrefutable proof of the identity of the killer and find out to what extent the Vardushis are involved. While you should defend yourself by any means necessary, you must not go out of your way to eliminate any particular faction in the city. Leave that up to the Guild.

Others outside the Guild will undoubtedly be looking into this issue as well. If you happen across them, consider joining up, as you may learn more information from their sources. Plus, you can blend in with them and not appear an agent of the guild. Do not, however, share your inside information with these outsiders unless it is necessary for the completion of your task.

Following is some background information on Oldred that you would know. The Vardushi family fortune officially comes from shipping and receiving, and they will ship almost anything. Their interests currently include ownership of several gaming establishments, an extensive bookmaking operation, management of several recreational houses, and street operations. The Vardushis are the largest of the three crime families but are by far the most benign, being led by minor noble, Sir Elmain. For the last two generations, they have cut back street operations, shutdown or sold many of their more extreme gambling and pleasure houses, and have restricted their illegal cargo to arms for rebels in Onnwal.

The Caerizar family is the most malicious of the three. Almost completely Suloise, they are descended from an ancient noble house. The Caerizars, led by Kolir Caerizar, control several land-based shipping companies that have regular commerce with the Duchy and County of Urnst. They prefer to deal with Suel families, but are willing to sell and trade with anyone. Despite the profitable nature of their shipping business, most of their money comes from their activities in and around Oldred: specifically, protection rackets. The Caerizars own several small and discrete whorehouses that specialize in unconventional carnal requests. They are most likely to deal with opposition by means of quiet assassination rather than by direct confrontation.

The Bayfields are led by Natania Bayfield and her husband, Arton—he took the Bayfield name when he married into the family. They oversee almost all of the street crime in Oldred and manage most of the general purpose brothels. They also exclusively market some special gnomish liquors, which have a very loyal customer base. Most of their 'family members' are not much more than children or entry-level thieves. They have relatively few political ties and no real muscle to defend their turf. The Vardushi family has in the past protected them, but that support has been drying up. Because of the quality of their entertainment establishments, the Royal Navy has also protected them from time to time. The Bayfields maintain clean brothels and girls, a fact that is appreciated by senior Navy officers.

Player Handout #4 – Starting Information for Members of the Navy

As a member of the Navy, you received a missive, instructing you to investigate the murders of several fellow seamen in Oldred. Divinations, always cryptic, have at least revealed the killer is in the employ of a crime family in Oldred. You must investigate and discover the identity of the murderer, and if possible, capture him alive. He should be brought to naval headquarters in Oldred if you are successful.

The following is known: five seamen, all Oeridian human males, have been slain while on shore leave in Oldred. It is believed they were killed while in the company of harlots and their bodies dumped into the bay. The harlots themselves were also killed at the same time and in the same manner as the seamen. Since days passed from the time the men were reported missing until their bluing, nibbled bodies were discovered floating in the bay, post-mortem examinations have been hampered. Obvious, however, were puncture wounds to vital organs on the victims, indicating specialized knowledge of roguish tactics, which is to be expected in Oldred. All the bodies have been shipped to the sailors' hometowns for burial.

It is believed all the harlots were employed by the Bayfields—a family with many businesses in Oldred. The Navy has long encouraged its sailors to patronize the ladies of the Bayfield brothels due to the cleanliness of the workers and facilities. As such, the Bayfields are on good terms with the Navy. Rumors are that a competing family, the Vardushis, are behind the killings, and this is part of a larger scheme for the Vardushis to gain greater political power in Oldred.

Victim # 1 was Horgas Bekken. Victim #2 was Reddy Vole. Victim #3 was Wexal Lissan. Victim #4 was Lorkos Dyal. Victim #5 was Jarrus Quist. Along with these five seamen, 9 other men in Oldred and 16 harlots are believed to have been killed. Naval command does not believe the seamen were targeted because of their affiliation with the Navy. Below is a timeline of events, although the specific dates probably have no bearing on the matter.

Timeline:

- 17 days ago – Horgas and Reddy believed killed.
- 15 days ago – Horgas reported missing; Wexal believed killed.
- 14 days ago – Reddy and Wexal reported missing.
- 13 days ago – Lorkos and Dyal believed killed.
- 12 days ago – Horgas' body found floating in the bay.
- 11 days ago – Reddy's and Wexal's bodies found floating in the bay; Lorkos and Dyal reported missing.
- 10 days ago – Navy suspends all shore leave.
- 8 days ago – Lorkos' and Dyal's bodies found floating in the bay.

Player Handout #5 – Starting Information for Residents of Oldred

As either a resident of Oldred, a member of an organization based specifically in Oldred, or someone knowledgeable on such matters, you know the following about this port city.

The coastal region of this area of Nyronnd is notorious for its criminal element, with Oldred being a haven for organized crime. It is the big secret everyone knows. For whatever reason, the Duke is unable or unwilling to clean up this den of iniquity. The size of the illegal economy in the Duchy of Korenflask, of which Oldred is the capital, is largely guesswork, but smuggling is a way of life and definitely large. Reports of piracy and slavery are common too, and definitely happen, though the actual number of incidents varies widely depending on whom you talk to. Those honest, able bodied men who neither shepherd nor fish are generally either members of Nyronnd's navy, work in the Oldred shipyards, or are in some way involved with supporting the various naval stations.

Along the coast, the locals are moderately friendly, at least by the standards of the hard-pressed. Most are also smugglers, have been smugglers in the past, or have friends or kin who are smugglers. Because of this, questions are often answered indirectly. Deception and dishonesty are ways of life. The criminal element of course prefers to prey on outsiders. In these coastal regions, the storm god Procan is widely worshiped, to the point where those worshipping others are sometimes put under some pressure.

There are three major crime families who run nearly all the major businesses in Oldred: the Vardushis, Caerizars, and Bayfields. The Vardushi family is considered the most upright as crime families go, with its leader a minor noble, Sir Elmain. On the other end of the spectrum, the Caerizar family is the most malicious of the three. Almost completely Suloise, most of their money comes from their protection rackets. The Bayfields are somewhere in the middle, overseeing almost all of the street crime in Oldred. Most of their 'family members,' though, are not much more than children or entry-level thieves.

Much has been happening in Oldred of late. Taking a dramatic turn, the Vardushi family is rumored to have begun a power play. Word on the street is that they have decided to destroy the Bayfield family and take control of their businesses. Once they accomplish that, they will be able to easily oust the Caerizars from Oldred, gaining complete control of the criminal underground of the city. Within the past three weeks or so, harlots employed by the Bayfields, along with many of their customers, have been murdered. This has turned Oldred on its ear, and the conditions in the city are deteriorating rapidly with the three families moving swiftly to defeat the others.

Player Handout #6 – Posted Notice

Prominently posted about the town is the following notice:



Player Handout #7A – Mechanics of the Dance Competition

There is going to be a dance competition, and a mystery prize is going to be awarded to the couple who dances the best. Here are the game mechanics of how this will work:

Step 1: Pick a partner

Each PC participating in the dance-off must pair-up with a partner. If you are unable or unwilling to pair up with a fellow party member, may approach a Wall Flower and request his or her partnership. See Player Handout #7B for details on the available Wall Flowers. Acceptance of your request to dance is not guaranteed, however. In order to secure the Wall Flower as a dance partner, you will have to tie or beat the Wall Flower in opposed Diplomacy checks. The Diplomacy score for each Wall Flower is known only to the DM. You are permitted to take 10 on this check, but you may not take 20. Wall Flowers always roll a d20 + their Diplomacy score and never take 10 or 20.

If you are successful in beating or tying the Wall Flower's opposed Diplomacy check, the Wall Flower accepts your invitation and joins you on the dance floor. Once a PC successfully acquires a Wall Flower, that Wall Flower is no longer available to other PCs. If more than one PC rushes up to the same Wall Flower, vying for his or her partnership, the PCs make their Diplomacy checks at the same time. The PC who has the highest Diplomacy result and ties or beats the Diplomacy check of the Wall Flower wins. If the PCs tie, the one with the highest Charisma score wins. If their Charisma scores are the same, those PCs reroll their Diplomacy checks and may not take 10.

If you fail in your opposed Diplomacy checks with a Wall Flower, you may not ask that particular Wall Flower again. (They will automatically refuse.) You are free to approach other Wall Flowers, however.

There are modifiers to your Diplomacy check based upon certain criteria, known only to the DM. He or she will apply these modifiers secretly.

Step 2: Determine Your Dance Modifier

How well you and your partner dance in this competition is based upon a formula that determines what is known as your Dance Modifier. Your Dance Modifier is calculated as follows:

- take your Perform (Dance) score, which is just your Charisma modifier if you have no ranks in that skill;
- apply your Dexterity modifier (if you are considered Middle Age pursuant to table 6–5: Aging Effects on p. 109 of the PHB, your effective Dexterity score for the purposes of calculating your Dance Modifier is 1 less than it actually is; if you are considered Old, your

effective Dexterity is 3 less; and if you are Venerable, your effective Dexterity is considered 6 less);

- apply your armor check penalty;
- apply the following encumbrance penalties: –4 for light load, –8 for medium load, or –12 for heavy load;
- add +1 for each prestige class level you have that lists 1 or more ranks in Perform (Dance) as a requirement;
- and add a +2 bonus for each of the following skills in which you have 5 or more ranks: Balance, Escape Artist, Jump, and Tumble.

Step 3: Add Your Dance Modifiers Together

Add your own Dance Modifier with your partner's. The DM knows each Wall Flower's own Dance Modifier. He or she will now inform you what it is if you have such a partner. Once you know this information, you may not change dance partners, as this is out-of-character knowledge given to you merely to resolve the game mechanics of the competition.

Your combined score is your Team Dance Modifier.

Step 4: Dance!

See Player Handout 7C for how to execute those snazzy moves you need to win!

Player Handout #7B – Available Wall Flowers

An assortment of men and women, young and old, are assembled in the area of the hall designated for prospective dancers without partners. You may approach these folks and ask them to dance if you desire.

Females:

Corissa: Female Oeridian human; Cha 12; age 43; wearing a simple yellow dress.

Delagru: Female dwarf; Cha 13; age 120 (young adult); wearing a pretty reddish orange dress that compliments the curves of her dwarvish figure.

Gamma Gadderly: Female Oeridian human; Cha 14; age 81; wearing a frumpy olive green dress with a wilted flower in her hair.

Olanne: Female Oeridian human; Cha 9; age 17; wearing a casual lilac colored dress.

Rinna: Female Suel human Cha 16; age 26; wearing a fashionable ruby colored courtier's outfit with accompanying jewelry (50 gp worth).

Urgla: Female half-orc (half-Oeridian); Cha 6; age 22; wearing a grungy brown dress and smelling strongly of fish.

Zory: Female half-elf (half-high elf/half-Rhennee); Cha 12; age 33; wearing a fancy light blue dress appropriate for dancing.

Males:

Donnelor: Male Oeridian human; Cha 9; age 16; wearing nondescript brown breeches and tunic.

Happy Bognipper: Male gnome; Cha 14; age 77 (young adult); wearing a gaudy orange outfit of gnomish design stained with and reeking of booze.

Irristal: Male Oeridian human Cha 12; age 38; wearing a frayed, teal courtier's outfit of outdated style.

Mevis: Male Oeridian human Cha 13; age 22; wearing clean off-white breeches and a grey tunic.

Odifin: Male Oeridian human Cha 7; age 30; wearing a midnight blue courtier's outfit with accompanying jewelry (50 gp worth).

Tholessil: Male high elf; Cha 10; age 151 (young adult); wearing a nice burgundy outfit and expensive dancing shoes.

Yodler: Male lightfoot halfling; Cha 11; age 59 (middle age); wearing blue breeches and a red doublet.

Player Handout #7C – Executing Dance Moves

To win the dance competition, your team must score the most points after 7 rounds. To score points, you need to attempt and succeed at dance moves. Below are the various moves available, broken down by progression trees. You decide which progression tree you want to attempt. Your first move is the one at the top of the tree with the [start] descriptor. On your turn, you or your partner rolls 1d20 and adds the Team Dance Modifier. If the result is equal to or greater than the DC of the dance move, you team scores the number of points indicated, and you proceed to the next move down the tree on the following round. If the check fails, your team scores no points for this round, and you lose your spot in the progression tree; you must begin anew at the starting position of any tree of your choice (even the same tree) the following round. You must always progress down a tree with each succeeding round. If you make it to the bottom of any tree, you score a super combo, and the audience applauds! You then start anew at the starting position of any tree of your choice (even the same tree) the following round.

Easy Moves

Disrespect Tree:

When you lack real talent, sometimes it's easier to mock others to make yourself look good.

Disrespectful Look (Start)

DC: 5

Points Awarded: 1

Disrespectful Head-bob

DC: 6

Points Awarded: 2

Disrespectful Snap

DC: 7

Points Awarded: 4

Step Tree:

Even if you have two left feet, they should at least work well enough to pull off the most basic of footwork: steps

Step-Step (Start)

DC: 7

Points Awarded: 2

Step-Hop

DC: 9

Points Awarded: 3

Step-Skip-Hop

DC: 11

Points Awarded: 4

Step-Turn About-Step-Hop

DC: 13

Points Awarded: 8

Moderate Moves

Twirl Tree:

A lady exposing her ankles in a quick twirl is always a crowd pleaser. If you want to be really scandalous, show 'em some knee!

Twirl (Start)

DC: 11

Points Awarded: 3

Twirl-Freeze-Dramatic Pose

DC: 14

Points Awarded: 5

Twirl-Reverse Twirl

DC: 17

Points Awarded: 7

Twirl Around your Partner

DC: 20

Points Awarded: 9

Twirl Across the Room

DC: 23

Points Awarded: 18

Kick & Leap Tree:

When it's time for some real peek-a-boo action, nothing beats high kicks.

Hitch Kick (Start)

DC: 17

Points Awarded: 6

Split Kick

DC: 21

Points Awarded: 8

Barrel Jump

DC: 25

Points Awarded: 10

Double Turning Jump

DC: 29

Points Awarded: 12

Running Grand Leap

DC: 33

Points Awarded: 14

Cancan Kicks, Exposing Drawers

DC: 37

Points Awarded: 28

Difficult Moves**Show-off Tree:**

Lifting your partner into the air and tossing him or her about is the epitome of showing-off and a sure-fire way to win a dance competition.

Lift Partner (Start)

DC: 25

Points Awarded: 8

Lift-Toss- Catch Partner

DC: 30

Points Awarded: 11

Lift-Toss-Twirl Partner in Air

DC: 35

Points Awarded: 14

Lift-Rotate Partner Overhead

DC: 40

Points Awarded: 17

Lift-Toss-Triple Backflip-Catch

DC: 45

Points Awarded: 20

Lift-Contort Partner all Around Self

DC: 50

Points Awarded: 23

Lift-Toss Partner into Air-Go Get Something to Drink-Come Back-Catch Partner

DC: 55

Points Awarded: 46