

BDKA6–02

Two Sides to Every Story

A One–Round Dungeons & Dragons® Living
Greyhawk™

Bandit Kingdoms Adventure

Version 1.2

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A lieutenant of the Rookroost guard requests you to hunt down a renegade cult of Iuzian heretics. It seems the perfect task; fight followers of the Lord of Pain while contributing to in-fighting. But is the task really that simple? Your story could be one to tell fellow adventurers around a camp fire, or it may be one only fit to speak of at inns with ones you can trust. Which tale will you be telling? A Bandit Kingdoms Introductory adventure set in Rookroost for 1st level heroes only.

Resources for this adventure [and the authors of those works] include *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor].

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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Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

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This adventure retires from RPGA-sanctioned play on December 31, 2007.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

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

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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 step 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.

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

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Introductory adventure, set in the Bandit Kingdoms. Characters

native to the Bandit Kingdoms pay 1 Time Unit per round; all other characters pay 2 Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

A cell of the Rookroost Thieves' Guild has recently stolen a collection of papers from a lieutenant of the Rookroost guard. These papers give the names of people who are not loyal to the Northern Alliance. Despite the fact that these papers were supplied by an unknown source, the lieutenant has reason to believe they are authentic; however, he was unable to decipher them as they are written in code. The papers are hot, and the Guild is trying to get them out of town for decoding. There are elements of the Guild who are unhappy with the status quo and wish to make nice with the enemy of their enemy.

There is also a new sheriff in town. Sheriff Flaknor was promoted from within the Rookroost guard to replace Org'la, the hill giant who served in the post before being slain. Flaknor is a brutally efficient man and has put a lot of pressure on the city guards to find out who is responsible for the theft. The ruler of Rookroost, High Lord

Tadurinal, is also putting pressure on Flaknor to root out noncompliant cells of the Guild, as Tadurinal suspects that certain Guild members are directly responsible for the Ritual of Raven Binding which has galvanized many people against him and the Empire of Iuz (see *BDKI6-04 Master of the Rooks*).

The Guild cell in possession of the papers was based in an old run-down tavern and inn called the Wayfarer Tavern. However, not knowing if their cover is blown, they have moved their base of operations to the sewers. In the rush to vacate the Wayfarer Tavern, they accidentally left a map and a list naming some of the bribed guards, information that could lead back to the cell.

ADVENTURE SUMMARY

The PCs are walking a busy street in Rookroost when they witness two rather large half-orc guards point out a random individual. The guards then start beating the unfortunate victim, telling him to confess to his theft, while a crowd of people stand around watching. At this point, the PCs can do one of two things: they can be heroic and attack/bribe the guards to help the man (*Encounter 3*) or they may simply sit back and watch (*Encounter 2*). Their decision determines how the story unfolds.

Path 1: Help the Northern Alliance

PCs that do not get involved see that a lieutenant shows up and slaps the guards around, belittling them in front of everyone. Afterwards, he gets the attention of PCs who are obviously mercenaries and asks if he may speak with them. The lieutenant offers to buy the PCs lunch and discusses the need for a strong arm to work “under the table” without connection to Sheriff Flaknor. If the PCs seem amenable, he flashes a holy symbol of Trithereon.

If the PCs accept his offer, the lieutenant tells them of an Iuzian cult that is pretending to worship Olidammara in order to enlist the help of any neutral citizens who care to become involved. This allows the forces of Iuz to identify potential enemies and get them to work against each other. Also, the members of this false cult are causing havoc with numerous acts of larceny about town, driving the guards crazy; events like the PCs just witnessed are becoming more frequent as the guards’ frustration overcomes their judgment. The

lieutenant offers to put in a good word for the PCs with the new sheriff and mentions that the Northern Alliance will look fondly on them if they eliminate the cult.

If the PCs offer to help, they can check out a previous base of the “cult” at the Wayfarer Tavern (*Encounter 4*). If the PCs follow a map found there or follow rumors about a group operating out of the sewer, they can get to the “cult” and destroy it, capture the members, or let them go, assuming they reach it in time (*Encounter 5*).

After the PCs have defeated the “cult,” they can meet with the lieutenant at the guard house (*Encounter 7*).

Path 2: Help the Guild

PCs that step in and stop the guards are called away from the crowded streets by a rather nasty looking half-orc named Snarlen. Since the PCs have already shown their anti-Northern Alliance leanings by defying the guards, he explains that those guards are actually looking for some of his friends. He asks PCs to distract the city guard so his friends can get out of town with some sensitive information. In exchange, his friends could help the PCs get out of town as well (*Encounter 5*).

If the PCs offer to help, they have several options, one of which must include destroying evidence left behind at the previous base of Snarlen’s “friends” (*Encounter 4*). Either before or after that, they may choose to spread rumors to slow down the guard or gather useful tips on the street (*Encounter 6*). If the PCs are diplomatic, they may try to reason with the new sheriff (*Encounter 7*). Or they could choose to distract the guards by attacking them (*Encounter 8*).

After the PCs have bought the cell some time, they can meet up with Snarlen’s friends in the sewer and get out of town (*Encounter 5*).

If they PCs wish to escape immediately after they attacked the guards in *Encounter 3*, they should proceed to *Encounter 8* and then climb the wall.

PREPARATION FOR PLAY

It is necessary to find out a few things from the PCs before you get started.

- Is anyone in the party a member of the Northern Alliance and living in Rookroost? If so, give them *Player Handout 1*. The PC must be a certified member of the Northern

Alliance. The documentation can be downloaded at www.bandit-kingdoms.net, but the PC must be a member before the adventure takes place for this to apply.

- Have everyone roll a Spot check and keep track of the result. It will be used if the PCs talk to the lieutenant later or when they encounter Snarlen.

REGIONAL WARNING

If your players are unfamiliar with the Bandit Kingdoms region, read the following aloud before running this event:

It is important to realize at all times that the Bandit Kingdoms are under the control of Iuz, the Old One, a chaotic, evil deity who revels in torture, depravity and trickery. Government officials tend to imitate many of the attributes of their dread lord. Things that you might take for granted in other lands, such as freedom of worship and the rule of law, are not valued by the rulers of the Combination of Free Lords. You may be able to strike at Iuz, but seldom can you strike at him overtly without paying the final price. Be warned, life is short for those who openly defy Old Wicked.

INTRODUCTION

Waking up and having a mediocre breakfast in the Drunken Dragon Tavern and Inn, you think it is time to take a look around Rookroost and see what is happening in the southern capital of the Northern Alliance. Going out into the busy city streets, you are caught a little off guard. The citizens seem downtrodden and look on you very suspiciously. No doubt they suspect you are mercenary enforcers hired to keep down the resistance that is alleged to be plaguing the city's current ruler, High Lord Tadorinal. While tromping about the town, you meet a few others that look like they might be up for a little adventure like yourself.

The PCs may introduce themselves now as they mix with the crowd on the streets. Go to *Encounter 1* once they have done so.

ENCOUNTER 1: OUT OF THE CROWD

A crowd has quickly gathered around four large half-orcs who are pushing around a rather pathetic looking halfling.

"You! Little man, you a thief! Lieutenant looking for you!" shouts the biggest of the half-orcs, who is wearing some type of uniform. The halfling covers up against the wall and tries to plead his case to no avail as the half-orc guard back-hands him. An audible "ewww" is heard among the crowd after the blow. Then the half-orc says, "No lie to me, you one of those 'Gone Again'-folk that live on Cheap Street."

Allow the PCs to make the Sense Motive or Knowledge (local: Iuz's Border States) checks if they wish, using the following as a guideline.

- A DC 20 Sense Motive check indicates that the halfling is being honest and has no idea what the half-orcs are talking about. It is also apparent that the guards seem more interested in evoking a reaction (not necessarily from the halfling) than they are in finding a culprit for the alleged crime.
- A DC 25 Sense Motive indicates that this is some kind of set up; the half-orcs seem to be looking about as if expecting someone to intervene.
- A DC 10 Knowledge (local: Iuz's Border States) check or a DC 15 Knowledge (nobility & royalty) check indicates that the uniform is that of the guards of Rookroost and that the biggest half-orc is a sergeant.
- A DC 15 Knowledge (local: Iuz's Border States) check indicates that the half-orc is making reference to the Gonagin clan that lives not too far from here. This clan of halflings is known for having no love for humans or Iuz, yet somehow manages to live unmolested in Rookroost. The halfling is probably not one of them.

At this point, find out if the PCs are going to step up and help the halfling or let the guards have their way with him. If they don't want to get involved, go to *Encounter 2*. If they jump in with swords drawn, read the following and run the combat.

Deciding to intervene on behalf of the halfling, you step forward. The half-orcs laugh at your bravado and make for their weapons.

APL 1 (EL 3)

Half-Orc Sergeant: half-orc Ftr2; hp 19; see *Appendix 1*.

Half-Orc Guards (3): half-orc Ftr1; hp 12; see *Appendix 1*.

Tactics: The half-orcs are not too bright. They use straightforward tactics, attacking the nearest or most threatening PCs first before dealing with others. They are fairly cowardly and flee if half of their number falls.

If the PCs decide to try negotiation, read the following:

Leaving your weapons sheathed, you make your way through the onlookers and call out to the half-orc toughs.

The guards are Unfriendly but can be persuaded to back off if the PCs succeed on a DC 15 Diplomacy check and offer a small monetary bribe (about 5 gp per PC will be sufficient). A DC 25+ Diplomacy check obviates the need for a bribe and the half-orcs back down. PCs who approach with coin ready to offer may receive a bonus on their check as you see fit.

Creatures: Each half-orc wears leather armor covered by a black tabard with a blood-red "N" on it. They are armed with daggers and light maces. Their reddish eyes seem to have more focus than normal and they all look tough, each being easily over 6 feet tall and weighing at least 210 pounds.

The half-orcs are determined to make someone fess up to stealing whatever it is that was stolen from the sheriff and are willing to beat someone into "confessing" they did it. However, they are also Rookroost guards, which means that a little gold may convince them to go and do something else or look the other way rather than doing their jobs.

Treasure: If the PCs attack and defeat the guards, they have only one round worth of time to loot them before more guards arrive. Grabbing the

guards' weapons and coin purses is probably allowable, but it is unlikely PCs will have time to take armor or shields.

APL 1: Loot (guard) 2 gp x 3; Loot (sergeant) 2 gp; Total 8 gp.

Development: Depending on how belligerent the PCs are towards the guards, they might deserve an "asking for trouble" WCI point. Use your discretion.

If the PCs interfere with the interrogation, go to *Encounter 3*, the path where they will be able to help the Guild. If the PCs allow the guards to berate the halfling without interference, go to *Encounter 2*, the path where they will be able to help the Northern Alliance.

ENCOUNTER 2: FREE LUNCH, NICE COMPANY

Skip this encounter and go to *Encounter 3* if the PCs helped the halfling out.

As the half-orc goes to kick the halfling in the ribs again, a tall human in a fine cloak steps up and kicks the half-orc's leg out from under him.

"What do you think you're doing, you imbecile? This halfling is a citizen of the Northern Alliance and as such should be treated better than this."

He stands with his fists on his hips, his cloak opening to reveal that he is wearing a nicer uniform than the biggest half-orc. The half-orcs give way as the human bends over and helps the poor halfling to his feet. The tall, almost regal-looking human then reaches into his coin purse, hands the halfling a silver coin, and says, "I am sorry for your treatment. Have lunch on me."

At this point, it seems he glances directly at you, gives the slightest of nods, and winks.

The man is using innuendo to suggest he would like the PCs to follow him. Inform the PCs of this.

The uniformed human pushes the half-orcs out of the way and tells them, "Go find the real thief and leave the innocent people of this town alone, or you'll get a real beating by me and the sheriff!"

"Yes, Lieutenant!" the guards shout, looking very scared. They run off like whipped puppies. The lieutenant glances at your group once again

as he mounts his horse, lifting his chin as he turns to ride away.

If the PCs follow the man, continue. Otherwise, the adventure is over.

Following the man through the streets, you notice he makes his way towards the Peak, stopping briefly to speak with guards as he passes through two of the city's inner walls along the way. He dismounts at the Palace Guard Inn, a fine-looking establishment, and heads inside.

The guards at the inner walls will wave PCs through without a word, since the lieutenant told them to do so. A DC 15 Knowledge (local: Iuz's Border States) check indicates that the Palace Guard Inn is reserved only for those who serve in the High Lord's palace guard. As such, the PCs would not normally be welcome inside. However, the man they are following glances back and gives them a nod if they seem to be having reservations.

As you enter after him, you see that it is pretty empty inside. This place is clearly an exclusive club for officials of the city, as the few patrons here are all in uniform. The man nods to the bouncer and whispers something, while smiling in your direction.

A DC 25 Listen check allows the PCs to hear the man say, "They are with me."

The man sits down at a back table. He seems to be glad you have followed him. All pretenses are then dropped as he waves you over to his table. As you head over, he stands and introduces himself. "Hello good folk, my name is Volin Mishandor, and I am a lieutenant of the guard here in Rookroost."

At this point, consult the Spot checks that the PCs rolled at the beginning of the adventure. Any PCs who succeed at DC 15 notice that the man is wearing a medallion with the rune of pursuit underneath his garments. PCs who are worshippers of Trithereon automatically recognize this as his holy symbol. Other PCs may realize this with a DC 15 Knowledge (religion) check.

"Forgive my manners and all the secrecy. Please have a seat. I know you have all probably eaten, but feel free to order whatever you want - I will pick up the tab. The drinks and food here are the best in the city."

Volin waits until you are all settled before he returns to his chair. "I am sorry you had to witness such an act of cruelty today. It seems that a rival cult of the Old One has gone around stirring up trouble, and the people of the city are the ones that are getting the brunt of it."

You see, the Northern Alliance may be run by the forces of Old Wicked but - if you can believe it - they are more civilized and make life better for the people than the old rulers. They might be ruling with an iron fist, but they are letting the people lead almost normal lives. They have even started allowing magical practice again." He takes a sip of wine before he continues.

"I bring this up because I need help, and the members of the normal guard seem incapable of doing the task at hand. Your group seems to be a little more capable than the rest of the crowd back there. You see, it's the rival cult I mentioned earlier. They are pretending to worship Olidammara and tricking people in the city into helping them. By doing this, they are collecting the names of good people in the city and also causing problems for the sheriff."

He leans in a little closer before continuing, "They recently stole something from the sheriff and he sent the half-orcs out to find the thief at all costs. If you can find this cult of the Old One and return to me what they stole, I could see what's so important and put in a good word with the sheriff on your behalf. I can also keep the half-orcs from berating more innocent people."

With that, he takes another sip of his wine and says, "I know it is unwise to blindly trust folks in this land. I will go to the bar and let you talk things over. Wave me over when you're ready."

If the PCs are suspicious of this man at any point in the conversation, they may roll a DC 31 Sense Motive check to see through his duplicity. The DC assumes he takes 10 on his Bluff check and uses his *divine insight* spell. This is intentionally high, as the PCs must use their wits to determine the veracity of the man's words without depending on high skill bonuses.

In truth, Volin is only feigning an interest in protecting the innocent and the holy symbol of

Trithereon is designed to aid him in this ruse. He wants credit for recruiting the group that smashes the cult because it would aid him in his prospects for promotion, and he knows the guard is too inept to handle such a task. A small tactical group such as the PCs is better suited to the job.

The PCs may choose to trust him and ask him some questions, they may choose to reject his pitch and leave, or they may (foolishly) choose to attack him.

Below are the answers to questions the PCs might ask.

- Where should we start looking for the cult? *"My informants have told me that the group may have used an inn called the Wayfarer Tavern as a hideout."*
- Why not have your own men do it? *"I'm not sure who's been bribed or who can still be trusted, and if what was stolen is so important, I'd like to get a look at it myself, and maybe get the item to 'better' hands."*
- What was stolen? *"To be honest, I'm not quite sure. I believe it is a tome or some type of ledger."*
- Why should we help? *"Well, I cannot offer you much in the way of coin, but I can scrape something together. More importantly, I have the ear of the new sheriff of Rookroost and some others here in the Northern Alliance that will be glad you helped."*
- Are you sure the cult of Olidamarra really worships of the Old One? *"Well, I will be honest. When it comes to trickery, the followers of both gods are masters of deception. However, with the trouble and death that have been happening in the city lately, and from what I have been able to find out from connections with the seedier elements of the city [he means the Guild], they are most likely worshippers of the Old One."*
- Who do you really work for? *Lieutenant Volin does not answer verbally, but merely flashes a symbol from underneath his cloak. A rune of pursuit.* Followers of Trithereon automatically recognize the rune of pursuit as his holy symbol. A DC 15 Knowledge (religion) check gives the same information.
- Should we be in a hurry? *"Yes, the sooner this cult is eliminated, the better things will be for the innocent folks here in Rookroost. And with the guards questioning everyone and*

anyone, they might be trying to sneak out of town." [The PCs have 48 hours to accomplish this task.]

- What else can you tell us? *"If you aren't satisfied with what I can tell you, the streets are always full of information."*

Creatures: Volin will go out of his way to be polite and kind to the PCs. He will also go on and on about how the Northern Alliance is the best thing for the people of the Bandit Lands at the current time (which may betray his true loyalties if the PCs have seen his fake holy symbol). He is basically looking to get his hands on the missing papers to find out what's so important and is not comfortable with combat.

APL 1 (EL 3)

Lieutenant Volin Mishandor: Male human Clr3; hp 17; see *Appendix 1*.

Tactics: If the PCs are looking for a fight, they get one. The tavern includes a number of guards and several sergeants who immediately rush to defend Volin (use the statistics of the half-orc guards and sergeant in *Appendix 1*). Use enough of them to give the PCs a fight and convince them to flee, but not enough to overwhelm them without a chance to escape. In cowardice, Volin will make his way to the door and call for help, casting spells to shore up his retreat if necessary.

Development: The PCs can go to the Wayfarer Tavern and check it out (*Encounter 4-A*), or go around the streets and gather some information (*Encounter 6-A*). If the PCs attacked Volin and ran, they need to make a run for the walls and try and get out of the city (*Encounter 8*). If the PCs walk away without helping, give them their ARs (*Conclusion B*).

If the PCs openly attack Volin out on the city streets, they receive a +1 WCI (Dissenter) point.

ENCOUNTER 3: WHY ARE WE FOLLOWING HIM?

Skip this encounter if the PCs did not help the halfling from *Encounter 1*.

Read the following once the guards leave the halfling. Alter the text if the PCs are fleeing after

having killed members of the Rookroost city guards.

Having protected the poor citizen from the obviously out-of-line guards, you all turn to go about your day in Rookroost. As you push through the crowd that gathered to watch the altercation, you spot a rather dirty-looking male half-orc in the shadows of an alley, waving you over.

The PCs may talk to the half-orc (whose name is Snarlen), or they may go about their business. If the PCs attacked the guards and are now fleeing, not stopping to talk to the half-orc, go to *Encounter 8*. If the PCs bribed the guards and do not go to talk to the half-orc go to *Conclusion A* and give them their ARs. If the PCs go to see what the half-orc wants, continue below.

As you start to walk over, the half-orc backs further into the shadows, leading you away from the busy city streets. Once out of direct sight of the street, this rough-looking wretch steps out from the shadows and says, "It appears that you are not afraid of standing up to the rulers of this town or their flunkies. If you are willing to help the person that the guards are really looking for, follow me." With that, he steps around the corner into another alley. He looks back to see if you follow him.

The PCs can attempt to capture Snarlen and turn him into the guards. If they attack him, consult *Tactics*, below. If they follow Snarlen further back into the alleys, continue with the text below.

After he leads you through the alleys to a dead end, the half-orc looks around and stops, saying, "It will be safe to talk here for a few minutes. Some of my friends have stolen something of value from the Rookroost sheriff's office. They need to get this item out of the city as soon as possible, and due to its nature, they need to get it to an expert to study it. Such is not to be found around here these days. Would you be willing to help my friends out? I could arrange for you to get out of the city safely afterwards."

Pause as if he is waiting to see what the PCs are thinking. The PCs can say yes or no at this point, but Snarlen will not answer any questions.

If the PCs answer "no," read the following.

He looks a little upset and rudely says, "Well, I'm sorry you feel that way. I must be going now!" He grabs a rope that was hidden behind a drain pipe and starts to quickly climb the wall. Glancing upward, you see another person on the roof set down his bow and start pulling the half-orc up.

The PCs can attempt to capture this half-orc and turn him into the guards. If they attack him, consult *Tactics*, below.

If the PCs answer "yes," then read the following:

"Well, I'm glad I decided to trust the lot of you. All my friends need is a couple of distractions to keep the city guards busy while they sneak out of town. Once you have bought them some time, meet back here. You can move this stone I am standing on," the filthy half-orc points out a particular flagstone. "This stone hides an entrance to the city sewers, and one of my associates will be there to lead you safely to the other side of the walls of this city.

"Now I need to know what skills you all have in order to decide the best way you can keep the guards hopping."

Snarlen needs the PCs to accomplish at least two tasks, one of which is burning down the Wayfarer Tavern. The other will be dependent on the abilities the PCs possess. Read each section of Read Aloud Text to the PCs, starting with *Burn Down the Wayfarer Tavern*, and add a task appropriate to their abilities. If the party doesn't like the second task, Snarlen will give them another, but the party must burn down the Wayfarer Tavern. These tasks must be accomplished within 48 hours.

Burn Down the Wayfarer Tavern

Snarlen wants all parties to do this task.

"The Iuzians have lots of magical ways to find out who's been working against them in Rookroost. All the priests need is a hint to know the right questions to ask Old Wicked. Burning down our old haunt, the Wayfarer Tavern, will get rid of any evidence that might lead to us. Here are two oil flasks that'll help make sure the fire spreads fast enough."

Talk to the Sheriff

Snarlen asks parties with good diplomatic skills to talk to the new sheriff and report the misbehavior of the guards.

"It seems that a few of you are more social and skilled than I am. If you are brave enough to go up to the new sheriff's office and talk to him yourself, you might stir up a hornet's nest by telling him how his guards are bringing in innocent people and letting the real criminals get away. Of course, we'd prefer it if you didn't actually tell him about us. Send him on a wild goose chase if you can."

Attack the Guards

Snarlen will ask combat-orientated parties to attack some of the guards, distracting the rest from the search.

"Well, it seems like you people are brutes after my own heart. If you have the gumption to take the fight to the people that run this city, I know a spot where you can jump some guards, although word might get around about it if you aren't careful."

Spread Rumors or Gather Information

Snarlen will ask parties that are neither combat-orientated nor heavily diplomatic to spread rumors or gather useful bits of intelligence.

"The guards get their information the same way we do - rumors. Spreading some false rumors around town might keep the sheriff's men following false leads long enough for us to disappear. Or you might be able to learn of some interesting things going on around town that could help us too."

Creature: Snarlen is not social or trusting in any way. He will not answer questions nor give any information beyond what he has already told the party.

APL 1 (EL 4)

Snarlen: Male half-orc fighter 1/rogue 2; hp 18; see *Appendix 1*.

Elf Snipers (2): male elf warrior 1; hp 4 each; see *Monster Manual* page 108.

Tactics: The alleyway is 10 feet wide and 40 feet long. There are various barrels, crates, and rubbish around that make most of the area difficult terrain. If it comes to blows for some reason, Snarlen is covered by a pair of elf snipers 20 feet above the alley. The PCs might notice them if they make a DC 11 Spot check (remember distance penalties, however). In a fight, the elves will give cover fire as Snarlen tries to make it up the rope. If forced, the elves will come down to give Snarlen a flanking bonus.

Treasure: If the PCs defeat Snarlen and the elf snipers, they may loot them unmolested.

APL 1: Loot (Snarlen) 80 gp; Loot (elves) 9 gp x 2; Magic (Snarlen) *potion of cat's grace* (3 @ 25 gp each), *potion of cure moderate wounds* (2 @ 25 gp each); Total 223 gp.

Development: If the PCs go to the Wayfarer Tavern from here, go to *Encounter 4*. If they go to spread rumors, go to *Encounter 6*. If they go to speak with the sheriff, go to *Encounter 7*. If they go to fight some guards, go to *Encounter 8*.

ENCOUNTER 4: THE WAYFARER TAVERN

As you arrive at the destination indicated by your directions to the Wayfarer Tavern, all you can see is a two-story building that is falling apart and completely covered by monstrous crows and some carrion they are feeding on. The windows are all boarded up, making it impossible to see what is inside.

The PCs may be paranoid; encourage this by asking them for a marching order. If they decide to go through the door, read below.

Pushing open the door, you expect it to fall in. Instead, you're caught off-guard by the sight of the remains of a posh, if empty, tavern. All items of value seem to have been taken long ago, but there still might be hidden items or those whose value is not measured by their worth to a merchant.

If the PCs go upstairs, continue below.

Having searched the ground floor of the abandoned inn, you head up the stairs. There, you

see that the doors of two rooms are closed. The air of the upper floor is pervaded by the scent of death.

Empty Bedroom

This room looks like that of many inns in which you have stayed. It has a bunk bed and a chest. Quickly tossing the room, you find nothing.

Study

This small room has a bookshelf in one corner and a desk in another. Giving the shelf a once over, it appears to have nothing much of value. The desk may be another story...

Wooden Desk: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

Trap: The door to the desk drawer is trapped. If the desk drawer is forced open, a vial of acid will break and destroy the papers inside and the offender will be struck by a poison needle. The papers have a map showing a sewer entrance. PCs working for the lieutenant cannot find the "cult" without these papers.

Poisoned Needle Trap: CR 3; mechanical; touch trigger; Repair reset; lock bypass (Open lock DC 30); Atk +17 melee (1 plus poison); poison (medium spider venom, DC 14 Fortitude save resists, 1d4 Str/1d4 Str); Search DC 22; Disable Device DC 17.

Room with a Body

The smell of death comes from a third room with its door left slightly ajar. Easing the door open, you find another sleeping room with a dead body in the middle of the floor.

The corpse is that of a human male killed by a trap on the chest. If the PCs are working for the lieutenant, this man is a Guild member; if they are working for Snarlen, he is a member of the guard. The trap has been set off, but the chest still has treasure inside (a magic ring).

Burn It

Read the following once the PCs torch the joint.

Knowing that this will cover the tracks of Snarlen and his men and keep the guards busy, you light the building on fire from the back alley and sneak off, hoping you have not been noticed.

Treasure: The loot comes from the acid flask in the desk. The PCs can only recover this if they pick the lock or devise some other method of entry other than forcing the drawer open. The ring is in the chest near the corpse. The papers are worthless, but will lead PCs working for the lieutenant to the "cult".

APL 1: Loot (acid flask) 1 gp; Magic (chest) ring of protection +1 (166 gp); Total 167 gp.

Development: Once the PCs burn the place down, they become wanted for arson, as there are plenty of onlookers to witness the fact. The PCs will have to deal with the consequences of this. Every hour they are in the city or Outwall, there is a 5% chance they stumble into a guard patrol that recognizes them and tries to have them arrested. Go to *Encounter 8* for details of the patrol. The PCs automatically encounter a patrol that recognizes them if they try to pass through one of the main gates.

ENCOUNTER 5: INTRODUCTION TO THE MUCK

Using the directions you have, you wind your way through the back alleys of Rookroost. Occasionally a shadow plays upon your fears that you are being watched, but you can find nothing to show for it.

You finally reach the dead end where you should be able to find some type of entrance that leads below ground.

If the PCs are working for the Snarlen, they do not have to search for the sewer entrance as he told them exactly where it was. He hid a small key to the locked and hidden grate under a nearby stone.

It takes a DC 25 Search check to find the hidden grate if they have not been told its location by Snarlen. If the PCs have the map, give them a +2 circumstance bonus. Remember, if the PCs break their way through the grate or the lock, the "cult" will hear them and set up an ambush. The "cultists" suspect an attack, even if the PCs are helping the Guild, since PCs helping the Guild should have used the key. If the PCs use acid to eat away the lock, this does not count as breaking

it. One acid vial poured slowly on one spot will eat through the lock.

Iron Grate: 1 in. thick; hardness 10; hp 30; AC 5; Break DC 28; Open Lock DC 25.

Lock: hardness 15; hp 30; AC 8.

Having opened the grate, you head down a ladder that is surprisingly clean. Once at the bottom, you see that the tunnel to your left ends not ten feet away, while the one on the right continues into darkness. After going a little way in the filth-covered tunnel, you make it to an intersection.

If the PCs broke the grate open, have them make a DC 14 Spot Check to see the halflings waiting to ambush them. If they beat a DC 16, they also see the human thieves.

This encounter plays out differently depending on whether the PCs are here working for Volin (to eliminate the cult) or trying to leave the city after helping Snarlen.

If the PCs Are Working For Volin

Moving across the planks requires a DC 10 Balance check to move at normal speed, DC 5 to move at half speed, and DC 15 to run or charge. Failure causes the PC to fall prone in muck below. Treat the muck as difficult terrain.

Creatures: One of the rogues, a man named Greggor, is the leader and all of them are very secretive and will not talk to the PCs easily. They are Hostile towards the PCs if it seems like the PCs are breaking in. Otherwise, they are considered Unfriendly. They refuse to tell the PCs anything unless their attitude is improved to Friendly or better.

APL 1 (EL 3)

Halflings (2): hp 5 each; see *Monster Manual* page 149.

Thieves (2): hp 7 each; see *Appendix 1*.

Tactics: The locations of the halflings and the thieves (Greggor and Elan) are indicated on the map. The thieves and halflings begin by using ranged weapons and move out to flank the PCs when the PCs move into melee.

Treasure: The PCs can loot the “cultists” if they defeat them in combat.

APL 1: Loot (halflings) – 5 gp x 2; Loot (thieves) – 70 gp x 2; Magic – 8 gp; *potion of cure light wounds* (2 @ 4 gp each); Total 158 gp.

After taking out the cult, you start to go through their belongings to see what you have gained for your trouble. You find a few nice pieces of arms and equipment you are sure will fetch a nice bit of coin. As you were told to expect, you also find symbols of Iuz and Olidammara on the cultists, as well as a scattering of other assorted symbols.

Now it is time to get back to Volin and report what you found and did.

Once the PCs have gathered up everything, go to *Encounter 7*.

Development: In the event the PCs approach the “cultists” diplomatically and succeed (which is unlikely, especially if they are breaking in) or take prisoners and interrogate them, the thieves will inform the PCs that they have been duped. This is a cell for the Guild, and if the PCs do not wish to find themselves in disfavor with the Guild, they should make themselves scarce. They explain the symbols of Iuz as loot captured from raids on the forces of Iuz as several branches of the Guild are involved in the Resistance.

If the PCs Are Working for Snarlen

If the PCs broke in, they will need to make a fast Diplomacy check (-10 penalty) to convince the thieves that they are not enemies. This will require improving their Hostile attitude to Indifferent or better. Pointing out evidence that demonstrates their cooperation (such as knowing things about Snarlen) may grant a bonus to this check as you see fit. Otherwise, the thieves attack.

If the PCs use the key and are expected, read the following.

You see out of the corner of your eye a man who waves you over. Behind him are another man and two halflings, well-concealed by shadows. “We’re not sure what you did,” he says, “but it distracted the guards long enough to get the item out of town. Follow me.” With that, he leads you through the maze formed by the sewers of Rookroost.

Development: Killing the thieves in a fight carries consequences. The PCs are not able to find their

way out of the sewer and lose 1 TU wandering around. They are also affected by filth fever and begin their next adventure infected with it if they fail a DC 11 Fortitude save. As if that were not enough, each PC sustains 1d6 points of damage from traps encountered in the sewer. Clerics may heal this damage normally. If the PCs instead go back to the surface, they are quickly taken into custody by an overwhelming force of guards and imprisoned for 12 TUs for dissidence before being released.

ENCOUNTER 6: WORD AROUND TOWN

The streets of Rookroost are rather busy. You need to find a good place to spread disinformation or Gather Information, and time is of the essence.

The PCs can either spread lies or Gather Information in one of three areas of town: the Peak (where the nobility live), Cheap Street (where most business is done), or Outwall (where the dregs dwell). Consult the appropriate location below. Each attempt to spread lies or Gather Information takes 1d4+1 hours. Traveling from one district to another takes 1 hour of time.

If the PCs are attempting to Gather Information, they will need to gather at least six different rumors overall in order to succeed at this task. If the PCs are attempting to spread lies, they will need to earn at least 10 rumor points. Rumor points may be earned with successful Bluff checks made in various parts of the city. The higher the Bluff check, the more rumor points are earned. However, spreading false rumors could get the PCs noticed by the guard, and they might find themselves in trouble. Any time the PCs get a result of "Caught!" a team of guards are dispatched to arrest the PCs for dissidence (see *Encounter 8* for details).

The Peak

Once in the nicer part of town known as the Peak, you notice the number of guards seems to grow the closer you get to the High Lord's palace. The kinds of folk you see in the streets are not those you think have loose lips, nor does it appear that buying their attention will be cheap.

Gather Information

Each 10 gp spent gives the PCs a +1 to circumstance bonus per check, to a maximum bonus of +5. The PCs gain one random rumor from the list below for each successful DC 20 check. However, rumors gathered in the Peak are twice as valuable (worth two rumors each) for the purposes of fulfilling six rumors.

- The watch schedule has recently been changed to a system of twelve-hour shifts instead of the usual eight-hour shifts. The guards are going to be overworked, but more guards can now patrol on each shift.
- The Rookroost guard seems to be concentrating its efforts on the Marketplace in the eastern Outwall district. A large group of rebels was recently tracked there and the guard is still trying to root them out.
- The new Sheriff is a man named Flaknor. He is utterly ruthless and devoid of compassion of any kind. Word has it he is a personal friend of High Lord Tadurinal. However, his job pressure is high as Tadurinal wants the Resistance eliminated quickly.
- The outlaw known as Gaiyle Markhalla was recently seen on the Serpentine. She is suspected to be one of the leaders of the Resistance, and if she is not captured by the end of the week, the bounty on her head will go up again... for the fourth time this month. [This rumor is helpful because Gaiyle actually is a leader of the Resistance and knowing that she was seen on the Serpentine lets the Guild give her fair warning.]

Spreading Lies

Those living in the Peak are a resilient bunch. It takes a very glib speaker to get them to believe anything. Consequently, sowing the seeds of deception here is more difficult and the consequences more dire. However, a successful rumor planted earns three rumor points, more than any other district.

- DC 15 or lower: Caught!
- DC 16 to 19: no result.
- DC 20 or higher: Success! (3 rumor points)

Outwall

Getting into the Outwall district was a lot easier then getting into the main city. Once in Outwall, you are beset by mobs of beggars, scoundrels, and ruffians. These people do not seem to know much,

nor does it seem like misinformation spread here would have much of an effect on the city, but it might not hurt to try.

Note that getting back into the main city of Rookroost requires official documentation. If the PCs want to purchase said documentation, they must pay 20 gp each. If the PCs have the papers from *BDKA5-01 Voice in the Dark*, this cost is reduced to 5 gp. Alternately, the PCs can attempt to use Forgery to forge papers. The guards at the gate have a -1 to their Forgery check when looking at such papers (this includes a +2 bonus for familiarity and a -2 penalty because they do not look very closely). Without proper papers, the PCs cannot get back inside the main city. Of course, if the PCs are already wanted for arson, the guards are watching for them at the gates, so having documentation is a moot point unless they have good disguises and forged papers.

Gather Information

Rumors gathered in Outwall are surprisingly useful; however, only two of the available rumors are actually true (and, therefore, count towards the total of six rumors necessary). Each 1 gp spent gives the PCs a +1 to circumstance bonus per check, up to a maximum bonus of +5. The PCs gain one random rumor from the list below for each successful DC 15 check.

- The guards are requiring special documentation to get into the city now. It's getting harder and harder for an honest thief to make a dishonest day's pay! (False)
- One of the best hiding places in the city is in the old temple to Gruumsh in the orcish part of Outwall. The temple was damaged by a large fire a couple of years ago and has not been tended to since. Most people give it a wide berth. (True)
- More undead seem to be heading north through the slums. Who knows where they're going? (False)
- Someone been spreading some money around in the slums to find out about the guards' movement on the wall. (True)

Spreading Lies

The people of Outwall are pliable and dumb for the most part. But a few of them have enough connections that false rumors will lead important

people astray. However, such rumors are of little value.

- DC 5 or lower: Caught!
- DC 6 to 9: no result.
- DC 10 or higher: Success! (1 rumor point)

Cheap Street

Heading to the business side of town, prospects look good.

The taverns and stores are plenty in this part of town and everyone is always talking, so gathering information might be a good start.

It seems like everyone in this part of town has their ear to the ground. So, acting like you have loose lips might be a good way to make sure some lies and false leads get back to the guards.

Gather Information

Each 5 gp spent gives the PCs a +1 circumstance bonus per check, to a maximum bonus of +5. The PCs gain one random rumor from the list below for each successful DC 15 check.

- Word has it that the new Sheriff is going to start cracking down on magic-users using magic in public, as they are to be considered suspected rebels.
- Burglary and theft have seen a steady drop recently. It is allowing the guard to spend more time hunting down rebels.
- A number of independent merchants have sprung up in the wake of the formation of the Northern Alliance. Business is booming for those who deal in weapons and specialty equipment under the table, particularly to those willing to supply rebels.
- Some underground group not associated with the Guild has been breaking into warehouses, and some believe they are hiding somewhere on Dead Man's Passage (a street).

Spreading Lies

The people of Cheap Street are cunning merchants and artisans for the most part. They are not simpletons, but they like a good piece of gossip.

- DC 10 or lower: Caught!
- DC 11 to 14: no result.
- DC 15 or higher: Success! (2 rumor points)

ENCOUNTER 7: WHAT ARE WE DOING HERE?

Advancing to the city guard house, you see that numerous skulls have been used to decorate the building. Once inside, you are asked to wait. It seems the Rookroost guard is being surprisingly civil.

If the PCs are here to see Lt. Volin, they are taken to him. If they wish to see the sheriff, they are made to wait for two hours before being granted an appointment.

Volin will listen to what the PCs have to say and reward them for their help according to their success. He begins the encounter Indifferent. If the PCs improve his attitude to Friendly or better, he adds 25 gold per character for each attitude shift.

The sheriff is not in a good mood (starting attitude Unfriendly) when the PCs come in to see him. Additionally, he is not a compassionate man and Diplomacy checks based on pleas that appeal to the common plight of the people suffer a -4 circumstance penalty. However, if the PCs can come up with some angle that appeals to his sense of cruelty and general misanthropy, give them a +2 circumstance bonus. If they can improve his attitude to Friendly or better, he agrees to listen to their complaint/concern and take it seriously. If they do this and point him and his guards down a rabbit trail, they succeed in this task for Snarlen. However, the sheriff will eventually realize their duplicity, and this earns the PCs a +1 WCI (Malcontent) point.

Treasure: The lieutenant will pay a reward of 150 gp for the death of the “cultists” or the capture of Snarlen (alive). He will not reward the PCs for both. He adds 25 gp for each attitude shift.

APL 1: Coin 200 gp.

Development: If the PCs are disrespectful or incredibly lacking in social etiquette, the situation turns rough. The lieutenant or sheriff will have them arrested and sent to prison for 12 TUs.

APL 1 (EL varies)

Sheriff Flaknor: Male human fighter 10; AL NE; Sense Motive +2.

Lieutenant Volin: Male human Clr3; hp 17; see *Appendix 1*.

ENCOUNTER 8: BACKS TO THE WALL

This encounter is to be used if the PCs run into trouble with the guard at any point in the adventure. It is also used if the PCs are told by Snarlen to attack the guard in *Encounter 3* or if they have screwed up and are trying to skip town.

While traveling the city, you come across a few guards and a dog. They do not appear very friendly.

If the PCs have run into trouble with the law, these guards carry a net and sap in addition to their other equipment and try to take the PCs alive. Otherwise, use them as normal. If the PCs try to flee, use the rules for evasion and pursuit in the *Dungeon Master's Guide* (page 20).

APL 1 (EL 3)

Half-Orc Guards (3): half-orc Ftr1; hp 12; net -2 (entangle) or sap +3 (1d6+2 nonlethal); see *Appendix 1*.

Riding Dog: hp 13; see *Monster Manual* page 272.

Treasure: If the PCs defeat the guards in combat, they have one minute to loot them before more guards are summoned to the scene by onlookers.

APL 1: Loot 2 gp x 3; Total 6 gp.

Development: If the PCs are here to get out of town, they can just jump the wall after defeating the guards. If they do, read *Conclusion F*. If the PCs are attacking the guards for Snarlen, after the fight they can follow the map Snarlen gave them and meet their contact in the sewer.

CONCLUSION

Conclusion A: Halfling Helped, Good Day

Well, the day started off on a rather interesting note. However, you feel a lot better knowing you kept a halfling from being beaten or maybe worse. Of course you know nothing about why the guards were so intent on beating the halfling or what that shifty half-orc in the alley wanted. Well, it is safer sometimes to stay out of alleys. You did a good deed and had a good day, even if

you have little to show for it. Perhaps next time you will be bolder and have a proper adventure.

Conclusion B: Pit in Your Stomach

Something did not seem right with Volin's offer, so you thanked him for the food and drink and left to go about your day. What is so important, and why is the city trying to recruit adventurers? Even with a full belly, you have an ache from the day's events.

Conclusion C: Lost in the Muck

Having inadvertently dispatched your would-be guides out of the city, you now have no friends above or below Rookroost. With no other choices, you decide to make your way through the muck and find your own way out. After the first day, it is obvious you are very lost and not happy at all. You and your companions have plenty of time to talk and get to know each other as you avoid one danger after another. After what seems like forever, you pop up above ground again in what must be the Outwall district just surrounding Rookroost. So covered in muck that even the beggars look down on you, you move away from the city, not sure if you ever want to go back.

Conclusion D: Snarlen "Pretty" Face

Being led through twists and turns you are sure you will not be able to remember, you come to what appears to be a dead end. However, the thief walks straight through it and (with a little coaxing) you do, too. On the other side is a ladder that takes you up into a little shack. Sitting in the shack is a smiling half-orc, Snarlen. You hear some muttering coming from the tunnel you just exited and the ground seems to close up, blocking the hatch.

"You did well for some lowly, wet behind the ear pups!" Snarlen proclaims. It seems high praise considering the source. "My organization will remember your help," and he flips you each a small bag. "Now, get going and don't head back here for a while if you know what's good for you," Snarlen says as he motions you to exit to the shack.

When you exit, you see you're in the Outwall district surrounding Rookroost. Heading on your way, you hope you did the right thing. As you open the coin purse, you see some gold and a wooden coin with a dagger carved in it.

Conclusion E: Cult Rooted Out

You have done what you were asked and the city is safer. At least as safe as it can be in the Bandit Lands. You just hope your new-found friend in the city guard does not get caught and that he is able to repay his debt.

Conclusion F: Whew!

You just barely made it out of the city alive. But you still have your head and that is what is important. Perhaps one day you will return to the political machinations of the city of ravens. For now, it is off to other adventures.

EXPERIENCE POINT SUMMARY

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

Encounter 1: Out of the Crowd

Defeat the guards in combat

APL1 90 xp

Help the halfling

APL1 60 xp

Encounter 2: Free Lunch, Nice Company

See through Volin's lies

APL1 45 xp

Encounter 3: Why are We Following Him?

Defeat Snarlen in combat

APL1 90 xp

Encounter 4: The Wayfarer Tavern

Burn down the tavern

APL1 30 xp

Survive or disable the trap

APL1 90 xp

Encounter 5: Introduction to the Muck

Defeat the "cultists" in combat

APL1 90 xp

Encounter 6: Word Around Town

Collected six rumors or earned 10 spread rumor points

APL1 90 xp

Encounter 7: What are we doing here!

Distract Sheriff Flaknor's hunt for rebels

APL1 90 xp

Encounter 8: Backs to the Wall

Defeat the guards in combat

APL1 90 xp

Story Award

Defeat the "cult" or give the Guild enough time to get the papers out of town

APL1 90 xp

Discretionary roleplaying award

APL1 45 xp

Total possible experience:

APL1 450 xp

TREASURE SUMMARY

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time

Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter 1: Out of the Crowd

APL 1: Loot (guard) 2 gp x 3; Loot (sergeant) 2 gp; Total 8 gp.

Encounter 3: Why are We, Following Him?

APL 1: Loot (Snarlen) 80 gp; Loot (elves) 9 gp x 2; Magic (Snarlen) *potion of cat's grace* (3 @ 25 gp each), *potion of cure moderate wounds* (2 @ 25 gp each); Total 223 gp.

Encounter 4: The Wayfarer Tavern

APL 1: Loot (acid flask) 1 gp; Magic (chest) *ring of protection +1* (166 gp); Total 167 gp.

Encounter 5: Introduction to the Muck

APL 1: Loot (halflings) - 5 gp x 2; Loot (thieves) - 70 gp x 2; Magic - 8 gp; *potion of cure light wounds* (2 @ 4 gp each); Total 158 gp.

Encounter 7: What Are We Doing Here?

APL 1: Coin 200 gp.

Encounter 8: Backs to the Wall

APL 1: Loot 2 gp x 3; Total 6 gp.

Total Possible Treasure

APL 1: Loot 263; Coin 200 gp; Magic 299 gp; Total 762 gp (450 gp cap).

ADVENTURE RECORD ITEMS

+1 WCI Dissenter

+1 WCI Malcontent

That's Might Short of Ya! Word has gotten out that you helped an innocent halfling of Rookroost. Because of your kindness towards Hin, members of the Gonagin clan will regard you one step friendlier than normal.

Wooden Dagger Token: For your efforts in aiding the Rookroost Thieves' Guild with a pressing problem, you have received this small token to affirm your influence to other members of the

guild. This serves as one Influence Point (IP) with the Rookroost Thieves' Guild.

Friend on the Force: For your aid in dispatching a troublesome cult and returning lost papers, you now have a friend on the inside of the Rookroost guard. This serves as an Influence Point (IP) with the Northern Alliance. This IP may only be used in Rookroost and its immediate surroundings, not in Groucester.

APPENDIX 1: NPCS

1: OUT OF THE CROWD

HALF-ORC GUARD

CR 1

Male half-orc fighter 1

CN Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +3

Languages Common, Orc

AC 14, touch 11, flat-footed 13

(+1 Dex, +2 armor, +1 shield)

hp 12 (1 HD)

Fort +4, **Ref** +1, **Will** +1

Speed 30 ft. (6 squares)

Melee light mace +5 (1d6+3) or dagger +4 (1d4+3/19-20)

Ranged dagger +2 (1d4+3/19-20)

Base Atk +1; **Grp** +4

Abilities Str 17, Dex 13, Con 14, Int 8, Wis 12, Cha 6

Feats Alertness, Weapon Focus (light mace)

Skills Handle Animal +2, Listen +3, Spot +3

Possessions leather armor, light wooden shield, dagger, light mace, 20 sp

HALF-ORC SERGEANT

CR 2

Male half-orc fighter 2

CN Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +3

Languages Common, Orc

AC 14, touch 11, flat-footed 13; Dodge

(+1 Dex, +2 armor, +1 shield)

hp 19 (2 HD)

Fort +5, **Ref** +1, **Will** +1

Speed 30 ft. (6 squares)

Melee light mace +6 (1d6+3) or dagger +5 (1d4+3/19-20)

Ranged dagger +3 (1d4+3/19-20)

Base Atk +2; **Grp** +5

Abilities Str 17, Dex 13, Con 14, Int 8, Wis 12, Cha 6

Feats Alertness, Dodge, Weapon Focus (light mace)

Skills Handle Animal +3, Listen +3, Spot +3

Possessions leather armor, light wooden shield, dagger, light mace, 60 sp

2: FREE LUNCH, NICE COMPANY

LIEUTENANT VOLIN MISHANDOR

CR 3

Male human cleric of Iuz 3

CE Medium humanoid (human)

Init +1; **Senses** Listen +4, Spot +4

Languages Common, Elven

AC 21, touch 11, flat-footed 20

(+1 Dex, +8 armor, +2 shield)

hp 17 (3 HD)

Fort +3, **Ref** +2, **Will** +5

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee mwk morningstar +2 (1d8-1)

Ranged sling +3 (1d4-1)

Base Atk +2; **Grp** +1

Special Actions rebuke undead 5/day

Combat Gear 2 scrolls of bull's strength, 2 scrolls of sound burst

Cleric Spells Prepared (CL 3rd):

2nd—divine insight ^D, invisibility ^D, undetectable alignment [†]

1st—cure light wounds, disguise self ^D, divine favor, obscuring mist

0—cure minor wounds, detect magic, read magic, resistance

D: Domain spell. Deity: Iuz. Domains: Evil, Trickery

[†] Already cast

Abilities Str 8, Dex 12, Con 10, Int 13, Wis 14, Cha 15

SQ spontaneous casting (inflict)

Feats Alertness, Persuasive, Skill Focus (Bluff)

Skills Bluff +13, Concentration +6, Disguise +8 (+10 acting in character), Listen +4, Spellcraft +7, Spot +4

Possessions combat gear plus full plate, heavy steel shield, masterwork morningstar, sling, 10 bullets, holy symbol of Iuz

3: WHY ARE WE FOLLOWING HIM?

SNARLEN THE GRUFF

CR 3

Male half-orc fighter 1/rogue 2

CN Medium humanoid (orc)

Init +6; **Senses** darkvision 60 ft.; Listen +5, Spot +5

Languages Common, Goblin, Orc

AC 16, touch 12, flat-footed 14

(+2 Dex, +3 armor, +1 shield)

hp 18 (3 HD)

Resist evasion

Fort +3, **Ref** +5, **Will** +0

Speed 30 ft.

Melee mwk rapier +6 (1d6+2/18-20)

Ranged sling +4 (1d4+2)

Base Atk +2; **Grp** +4

Atk Options sneak attack +1d6

Combat Gear 3 potions of cat's grace, 2 potions of cure moderate wounds

Abilities Str 15, Dex 14, Con 12, Int 13, Wis 10, Cha 6

SQ trapfinding

Feats Acrobatic, Improved Initiative, Weapon Focus (rapier)

Skills Balance +9, Climb +8, Hide +7, Jump +11, Knowledge (local: Iuz's Border States) +7, Listen +5, Move Silently +7, Spot +5, Tumble +11

Possessions combat gear plus masterwork studded leather armor, masterwork buckler, masterwork rapier, masterwork sling, 10 bullets

5: INTRODUCTION TO THE MUCK

THIEF

CR 1

Male human rogue 1

CN Medium humanoid (human)

Init +6; **Senses** Listen +5, Spot +5

Languages Common, Halfling, Orc

AC 15, touch 12, flat-footed 13

(+2 Dex, +3 armor)

hp 7 (1 HD)

Resist evasion

Fort +1, **Ref** +4, **Will** +1

Speed 30 ft.

Melee mwk short sword +2 (1d6+1/19-20)

Ranged mwk shortbow +3 (1d6/x3)

Base Atk +0; **Grp** +1

Atk Options sneak attack +1d6

Combat Gear *potion of cure light wounds*

Abilities Str 12, Dex 15, Con 13, Int 14, Wis 12, Cha 8

SQ trapfinding

Feats Acrobatic, Improved Initiative

Skills Balance +8, Climb +5, Disable Device +6, Hide +6, Jump +5, Listen +5, Move Silently +6, Open Lock +6, Search +6, Spot +5, Tumble +8

Possessions combat gear plus masterwork studded leather armor, masterwork short sword, masterwork shortbow, 20 arrows, thieves' tools

APPENDIX 2: NEW RULES ITEMS

SPELLS

Divine Insight

Divination

Level: Cleric 2, Paladin 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/ level or until discharged (D)

Clutching the focus of your spells to your chest, you let your eyes flutter shut. As you complete the short prayer you feel your deity's presence fill you with confidence.

Once during the spell's duration, you can choose to use its effect. This spell grants you an insight bonus equal to 5 + your caster level (maximum bonus of +15) on any single skill check. Activating the effect requires an immediate action. You must choose to use the insight bonus before you make the check you want to modify. Once used, the spell ends.

You can't have more than one *divine insight* effect active on you at the same time.

Source: *Spell Compendium* 70

PLAYER HANDOUT 1

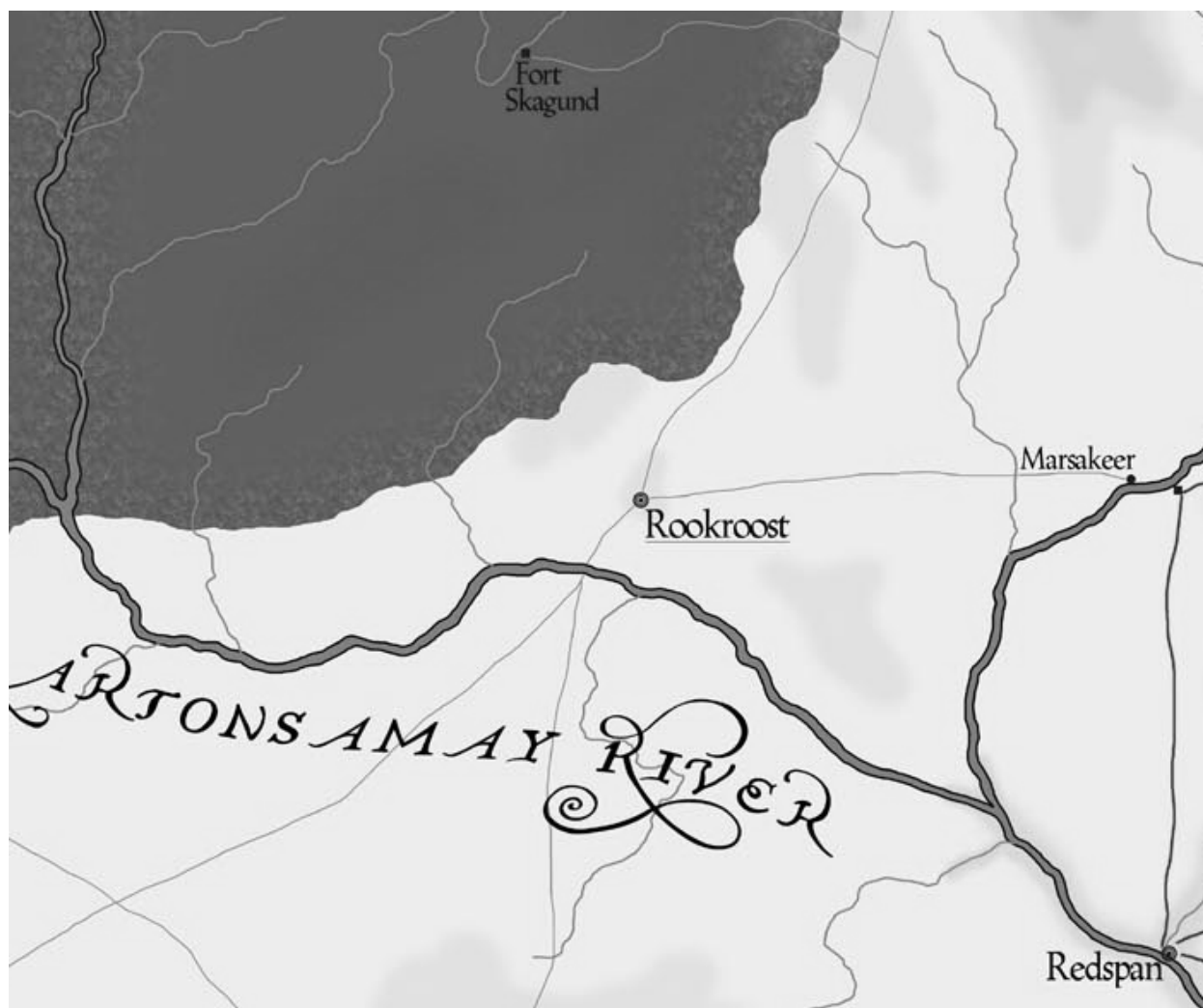
Recent news slipped under your door

Dear Citizen,

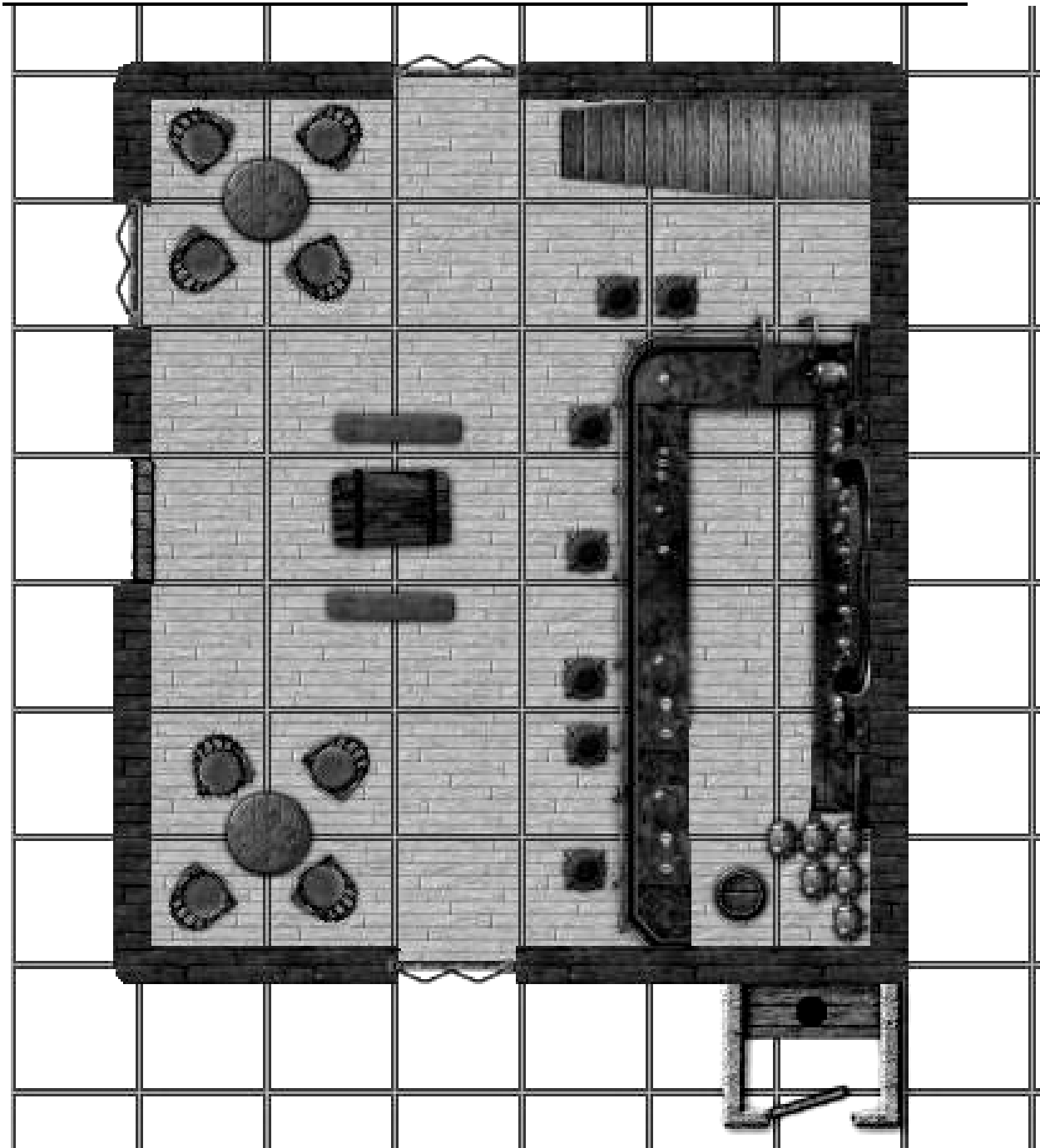
Be on the look out for a group pretending to worship Olidammara. They are causing trouble and recently stole something of value. Only known member is a gruff and rude half-orc, known as Snarlen. Information leading to his capture carries a reward of 25 gp. Capture of him alive will bring a reward of 150 gp.

Lieutenant Volin of the Rookroost Guard

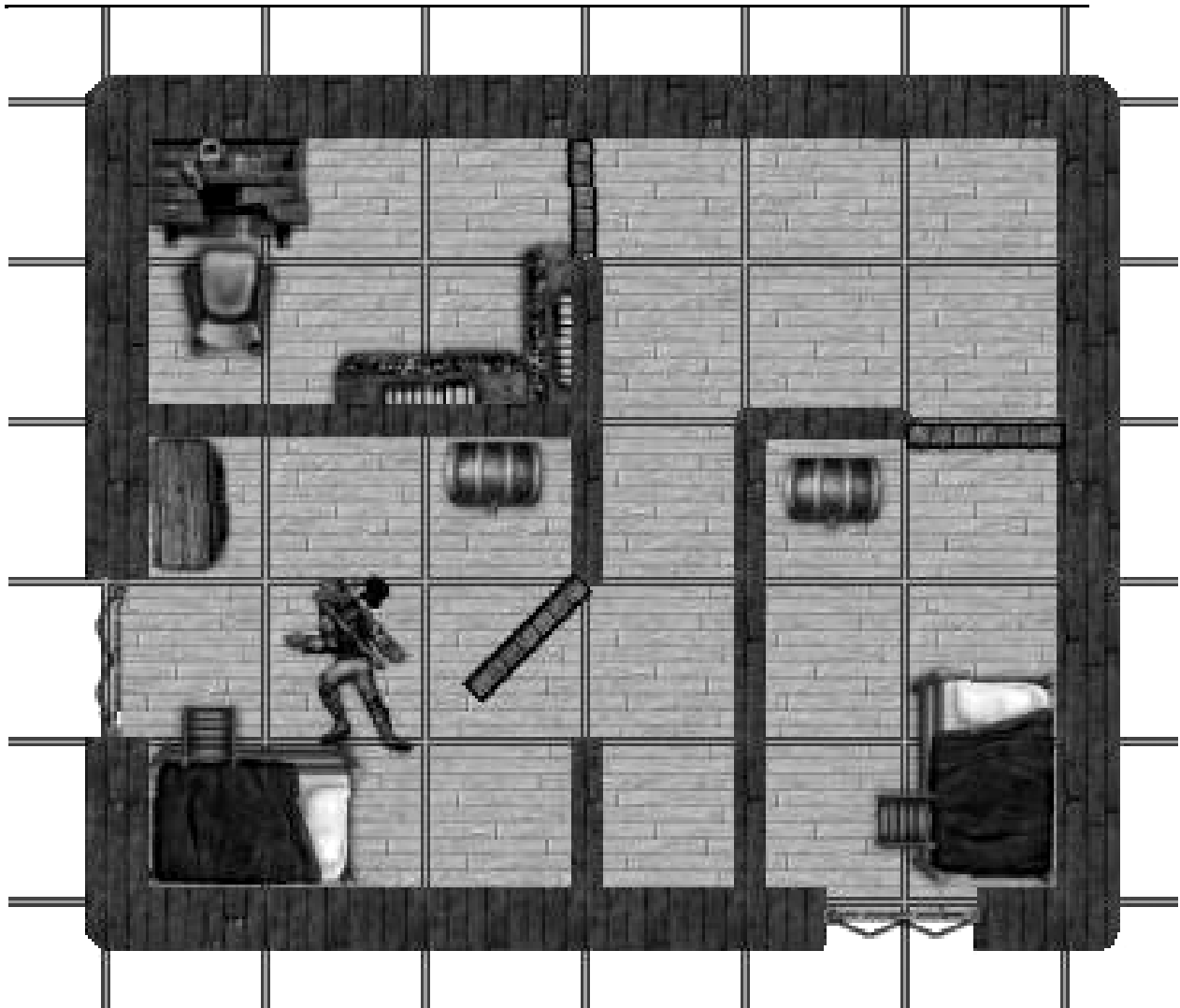
MAP 1 –GENERAL AREA OF BANDIT KINGDOM



MAP 2 – THE WAYFARER TAVERN AND THE REGAL ROOST



MAP 3 – THE WAYFARER TAVERN (SECOND FLOOR)



MAP 4 – SEWER INTERSECTION

