

RTK7-S01

# Sceptre of Power

## A One Round Dungeons & Dragons<sup>®</sup> Living Greyhawk<sup>™</sup>

### Introductory Adventure set in Ratik

Version 1.4

**by Chris Hirst**

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The passing of the seasons is of great significance to the people of Ratik. Any celebration involving Wenta is particularly popular. Why then does that priestess of Wenta approaching your table look so worried?  
An introductory Regional adventure set in Fadric for first level characters only.

Resources for this adventure [and the authors of those works] include Whispering Tide [Matt Lau]

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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. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix 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).

## 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. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

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. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in 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.

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.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the *LGCS* and follow any updated rules presented within.

## TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Ratik. Characters from Ratik pay one (1) Time Unit per round, while all other characters pay two (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 new faction within the Scarlet Brotherhood, known as the Puppeteers, are experimenting with various means of mind control to disrupt enemies or potential targets for conquest. The Puppeteers have sent two agents, a brother and sister team of Marin and Kara Gurent, to test their methods on the mage, Tren Glimmer of Fadic in Ratik. Kara and Marin have been manipulating Tren with a combination of magic and drugs for over a month, to the point where they have almost completely broken his will. The mage, who is a habitual drunkard, has proven susceptible to Marin's bardic *suggestion* and has become an unwitting puppet on a string.

Note: This adventure is set in Brewfest CY 596.

## ADVENTURE SUMMARY

The adventure begins with the adventurers spending a night on the town enjoying the Festival of Seasons in the Ratik town of Fadic. In the course of the evening, they break up a mugging. The next morning Marie, a young acolyte of Wenta, asks the PCs for help with a problem. She takes them to see the head priestess of Wenta, Lauren, who informs the PCs of the theft of the Sceptre of Power and requests their aid in recovering it. The PCs follow various clues which lead them to the drunken mage, Tren Glimmer. Through Tren, they become aware of the Scarlet Brotherhood agents, Marin and Kara. They confront the Puppeteers and recover the Sceptre (or are killed/knocked unconscious and the Sceptre is recovered by agents of the Church of Wenta).

## INTRODUCTION

***Everyone loves a party and adventurers are no exception. Celebrations involving free beer are especially popular, and the population of Fadic has turned out in force to celebrate the Festival of Seasons, which ends tomorrow at midnight with the passing of the Sceptre of Power from the Church of***

*Wenta to Church of Telchur. This celebration is of extra importance to Ratikans as it signals the imminent return of children and loved ones from duty at the border forts for the safe months of winter.*

## ENCOUNTER 1: A NIGHT OF REVELRY

Give the PCs a chance to go to at least two different activities, and then move on to Encounter 2. Be aware of time in this section, it should last no more than 30 minutes (real time).

The PCs can go wherever they like, and can attend the events in any order they like.

*A wide variety of entertainers have descended upon Fadric for the duration of the festival. You find yourself banding together with the men (and women) who shared your table for dinner at the Slippery Deck, the inn where you are staying.*

*Options for entertainment include craft exhibitions, boxing matches, A gladiatorial display (with practice swords), A Strong Person competition (boulder tossing, cart pull, and arm wrestle), two circuses (one involving acrobats and one involving animals), food halls, drink halls, yacht races, plays, sports competitions such as darts and archery, and concerts. Where do you want to go?*

### CRAFT EXHIBITIONS

*This large tent contains many examples of craftwork: from knitting to armour and weapon making. For each different craft, one piece of work has a ribbon attached: "Best in Show". The quality of some of the craftsmanship is stunning.*

*Where to next?*

### BOXING MATCHES

*There are three boxing circles set up in this area. The one on the left contains two huge half-orc women, swinging at each other viciously with no regard for technique or defence. In the right hand ring, two lithe human monks spin and swirl, attempting to*

*connect with both fist and foot. The ring in the middle is currently unoccupied. A human male nods at you as you approach. "Good Evening I'm Derek Stonefist. I'm the organiser here - spectator or combatant?"*

If the PCs wish to fight:

*"What's yer name and what style, brawl or finesse"*

*"We have a challenge issued by [PCs name] in the style of [brawl or finesse]."*

The brawl challenge will be answered by a skinny girl named "Sara".

**Sara Morrisey:** Female human monk 1 (Atk: Unarmed +2 (1d6+2 subdual); AC 13; 10hp).

*"The challenge has been answered by Sara Morrisey of Ratikhill"*

The finesse challenge is answered by a halfling named "Laris Sockwot".

**Laris Sockwot:** Male Halfling rogue 2 (Atk: Unarmed +2 (1d6+1 subdual); AC 16; 11hp)

*"The challenge has been answered by Laris Sokwat of Fadric"*

If the PC is wearing armour, Derek will require them to remove it before the fight as no weapons are allowed. The fight will begin when the PC has removed his/her armour and weapons. The fight ends when one of the combatants is knocked unconscious.

The PC receives generous applause whether they win or lose as long as they put up a good fight! A priest of Kord heals their wounds free of charge.

*Where to next?*

### THE GLADIATORIAL MATCH

*You see two men fighting with wooden practice swords inside a roped-off area twenty feet across. As you watch, the perceptive amongst you realise that both men are masters and that this fight will go on for a very long time. You see a small painted sign "This demonstration is sponsored by the church of Kelanin: Have sword, Will travel."*

**Where to next?**

## **THE STRONG PERSON COMPETITIONS**

***As you approach this well-lit field outside of town you hear the crowd gasp and a voice cry out "Cleric!" As you reach the field, you see a large, human man lying on the ground holding his arm, which is pointing in an unnatural direction. Standing nearby is the biggest half-orc woman you have ever seen. You hear her mutter "I didn't think he'd break so easy..." The crowd, including the injured man breaks into laughter. A man in the crowd turns to you and grins. "That's what ya get when ya arm wrestle Martula." A half-elf male steps into the middle of the field. "The next event will be the cart pull." Looking across the field you notice seven carts, filled with rocks: five with large men or women in front of them. The half-orc, Martula, walks over and stands in front of a sixth cart, leaving one cart without contestants. The half elf looks around: "Is anyone willing to stand in Morris Hartson's stead?"***

If a PC volunteers, the announcer, Aelfric (A local bard) will call out the PC's name. All competitors are male humans except for Martula and Harley Goldstine, a male dwarf.

Before the race begins a mage will cast a *detect magic* spell. If the PC is wearing any magic or under the influence of any strength enhancing spells, Aelfric will delay the start until the magic effect ends.

***Aelfric approaches you and pulls you to one side. "Sorry lad/lass; no magic allowed!"***

***When you are in position, the half elf calls out: "The first to move the cart 20ft wins. Begin!"***

Get the PC to make 4 Strength checks. For each check that exceeds DC15, the cart is moved 1ft for every point over 15. (eg. A result of 18 moves the cart 3ft).

Each round the GM should roll for the NPC contestants:

- Martula: Strength 22 (+6)
- Karl Kliten: Strength 18 (+4)
- Harley Goldstine: Strength 17 (+3)

- Marick Callins: Strength 15 (+2)
- Charbod Lok: Strength 14 (+2)

Aelfric announces the results of the competition. All contestants receive free beer as their prize, and gain bragging rights. This grants a +1 bonus to all Charisma-based checks for the remainder of the scenario.

**Where to next?**

## **THE ACROBAT CIRCUS**

***This foreign circus is quite spectacular. It's called something unpronounceable ... the something "of a Thousand Masks"? Face-painted clowns juggle fiery torches whilst other performers walk across tightropes, leap through burning hoops and display other acts of impressive dexterity. Each act is announced by a gorgeous Flan woman with skin the colour of finest alabaster.***

The woman is Anita Sorensen, the leader of this "circus". She is not a vampire; she is, however, a thief. If the PCs approach her, she will jokingly ask if they want to "run away with the circus" (of course she speaks with a Transylvanian accent). The players might return here after they are hired to investigate the theft.

**Where to next?**

## **THE ANIMAL CIRCUS**

At the entrance to this area there is a brightly coloured sign, "Manaki's Wondrous Beasts". As the PCs approach they will see three druids talking to the ring announcer.

***As you approach the brightly coloured tents of the animal circus, you notice three men in dark green robes talking to a man in brightly coloured clothes who you guess to be the ring announcer.***

If the PCs choose to listen in:

***The shortest of the three men talks, his voice an animalistic snarl. "How would like it if I put you in a cage". "Sounds like a good idea" says one of the others. They close on the man. What do you do?***

If attacked, the druids don't fight the PCs but *wildshape* into birds and fly away.

If approached peacefully the druids angrily tell the PCs that animals should not be locked up and storm off. They will not engage in conversation beyond this assertion.

Either way the druids return in the middle of night and set the animals free. No trace of the druids or the animals can later be found, and the man they were talking to, the ring announcer, is found locked in a cage, but otherwise unharmed.

Once this encounter is over and PCs decide to enter the circus, read, or paraphrase, the following:

***This circus consists of a lot of animals in cages. There are no rare animals or magical beasts here. The animals look underfed and unhappy, which might be why those druid types were so angry.***

If the PCs confront the ringmaster about the condition of the animals:

***"I do the best I can," claims the gaudily dressed man. "Would you like to make a donation to help feed the animals?"***

A DC 14 Sense Motive check indicates that the man has no intention of spending any donations on the animals' wellbeing!

If the PCs attempt to free the animals:

***"As you look around you can see that there are numerous guards present. It would be almost impossible to free the animals at this time without being noticed. However, the day is getting late..."***

If the PCs feed the animals no one pays them any attention, or so they think!

One of the druids is watching the PCs, having wild-shaped into a sparrow. Any PC who confronts the ring announcer, feeds the animals or tests the locks on the cages will find a note on their pillow when they go to bed. Give the PC Player Handout 2.

***Where to next?***

## **FOOD & DRINK HALLS**

***There are food and drink halls from throughout the Flanaess, including***

***traditional foods from the Fruztii, Schnai, Baklunish and Flan. There is even a stall selling what they claim is a cloud giant recipe for braised lamb. The drink is cheap and the beer is free, courtesy of the Church of Wenta. There are also some foreign and rare beers here that are not free.***

***Where to next?***

## **THE YACHT RACES**

***As you look out to sea you can see that the course is marked out by barrels with light spells cast on them. It seems a race has just started; there are ten yachts making their way towards the first marker. Off to the side, you see an old dwarf with an eye patch taking bets. "Who be betting two minutes thirty?" Several hands fly up and the dwarf points to the man who was quickest. "The time goes to Alfie." That's seems rather a quick time to finish the race!***

If the PCs ask a local about the betting.

***The grizzly old sailor next to you laughs. "It's not how long they take to finish, it's how long before the first boat sinks once they pass the first marker!" The betting is up to three and a half minutes, and the competition is fierce. Do you wish to place a bet?"***

If a Ratikan PC asks why bets are being placed on boats sinking:

***The sailor grins at you. "No foreign boat has ever finished this race!"***

If a foreign PC asks why bets are being placed on boats sinking:

***The sailor laughs at you in a cheery manner. "None of you foreign or your dodgy boats have ever finished the race. And none ever will!"***

If the PCs wish to place a bet (minimum 5sp) they need to make a DC16 Dexterity check to be the first to raise their hand. Add 10 seconds to the time for each attempt.

The betting is rigged. Alfie (a druid wearing a hat of disguise), the dwarven bookmaker, Rokhart, and a Rogue named Yimmy, have worked a scam for over 10 years. Alfie places a prearranged bet, and Yimmy drinks a potion of water breathing and then uses a wand of warp

wood to cause the ship to sink at exactly the right time.

While the PCs might twig to the scam, there is no real way for them to prove it. If the PCs try to press the matter, the bookie and the betters make cries of 'sore loser'. If the PCs still insist on pressing the matter, they will be told to leave. If the PCs actually come up with a way to reveal the scam (GMs discretion), then the mob will turn on them.

*As you watch the boats tack around the first marker, you notice one of the boats is beginning to flounder. At exactly two minutes and thirty seconds, the foreign boat sinks. The crowd roars with approval. Alfie collects a sizeable chunk of gold to the good-natured grumblings of the other punters. As the boats sail towards the second marker, you hear a curse from someone in the crowd, "The damn Nyrondese are moving up to take the lead". Looking out to sea you see the slick Nyrondese ship move between two local ships. Just as it looks like the Nyrondese will take the lead, the two Ratikan ships suddenly tack and simultaneously ram the foreign ship. The crowd on the shore roars its approval as the Nyrondese ship begins to sink whilst the local yachts sluggishly regain their speed. A minute later, the last foreign ship is rammed into the reef and sunk, and the race settles down to a sprint to the finish. The old sailor beside you looks up and grins "They never learn: no foreigner has ever finished the race." The grin disappears and most of the crowd yell, "and none ever will!"*

*Its looks like it will take them at least half an hour to clear the flotsam before the next race can begin.*

*Where to next?*

## **THE PLAY**

*You arrive at the open-air amphitheatre fifteen minutes before the start of the performance. You notice that the crowd here is better-dressed and much more subdued than most of the other people celebrating in town.*

*This play is about General Ratik's defeat of the humanoid hordes and the founding of Ratik. It is well-acted, except for the young lad who plays Ratik's son who is appallingly melodramatic. It is an extremely enjoyable 3 hours.*

*Where to next?*

## **THE MUSIC RECITALS**

*There are three musical recitals concerts this evening: The Slippery Deck is hosting a group of traditional Flan musicians, The Peg-Legged Parrot (one of the other inns) is hosting a popular young bard. There is also an open air recital of new local music. Which show do you go to?*

### **THE FLAN MUSICIANS**

*The performance by the Flan musicians at the Slippery Deck is very pleasant, though rather short, lasting only 45 minutes.*

### **THE YOUNG BARD**

*You've heard that Farid Lahetly (pronounced Fard Lately) is a great singer. Unfortunately it is very difficult to find somewhere to sit him as the place is packed when you get there. What you can hear of the music from the door is excellent, but you realize that you will need to arrive earlier in the future if you wish to see Farid while he sings.*

### **THE OPEN AIR SHOW.**

*The music here is a mixture of all styles, mostly new music from budding talents. The recital lasts a little over an hour. The announcer, a bard named Hendrick, asks for more performances. Do you wish to enter?*

Have any PC that wishes to partake make a Perform check. Results of 10-14 get polite applause. Results of 15-19 receive heartfelt cheers. Results of 20+ receive a standing ovation and a request for an encore.

Any PC getting a result of 20 or more for their performance check receives a +1 bonus on all Charisma-based checks for the rest of the scenario.

**Where to next?**

## **THE SPORTS EVENTS**

***There are two sports competitions taking place, both on a field just outside town. The sports are Archery and Darts. The rules of the three sports seem to be the same: to hit a circular target divided in to four colours with a smaller circle inside the first (outer, inner). The four colours, in the order you need to hit them are red, blue, green, and yellow. After you have hit the outer circle, you need to hit the inner circle, in the same order. It seems that, if you miss once, you are out. You can compete in any or all of the sports.***

If the PCs inquire about the significance of the four colours.

***“Each colour represents one of the seasons. red for autumn, blue for winter, green for spring and yellow for summer.”***

### **ARCHERY**

***As you approach the archery area you are greeted by a half elven woman. “Hello, I am a Tara Windsong. Would you like to compete?”***

If the PCs say yes Tara will hand each a bow and a handful of arrows, out of a large barrel. If a PC wants to use his own equipment, Tara will stop them.

***“I’m sorry but everyone uses the same equipment to keep the competition fair.”***

If a PC insists on using their equipment, Tara will simply refuse that PC entry into the competition.

There are 20 other entrants in the competition. To hit the outer ring in sequence at 100 feet, the PCs need to hit AC 12 four times (one miss and they are out). 14 of the entrants will get past the first stage.

The AC to hit the inner ring in order is AC 15. Only 5 of the entrants are successful.

The target is now moved back 50 feet. The target is now AC 18. Two of the remaining five miss the first shot. One misses the second shot. The remaining 2 hit all their targets.

The AC to hit the inner ring is AC 21. One of the remaining competitors misses his second

shot. The last remaining competitor misses his fourth shot.

Any PC that gets past the first stage is cheered. If a PC hits every target, they win a Silver Cup (Value 5sp) and get +1 on Charisma checks for the remainder of the adventure.

### **DARTS**

***As you approach the darts area a gnome male steps forward to greet you. “Hello there, I’m Jonas Huntly, the organiser of this event”***

***“The rules are simple: hit each colour in turn (red, blue, green and yellow), first the outer circle, then the inner. Now the most important rule is [At this point you realise that Jonas is drunk, in fact all the competitors look drunk!] the most important rule is you’ve got to skull a pint between shots. Got It? So...who’s game?”***

The AC to hit each outer ring segment in order is 12, 12, 13 and 14. The higher target numbers reflect the effect of the rather strong ale the PCs are drinking. For the Inner Circle the ACs are 18, 20, 22 and 24. Unlike the Archery tournament, Jonas allows one miss. If a PC can get the AC 24 target, they win. Anything over 18 and they come second. Whatever the result.

***“Well done, here’s your prize!” Jonas hands you another beer. SCULL... SCULL... SCULL! The crowd cheers you on.***

**Where to next?**

DM Note: Any PC who had more than 4 drinks needs to make a DC 13 Fortitude save or counts as fatigued (see Players Handbook pg 308). This save needs to be made after every drink beyond the fourth, with the DC increasing by 2 each time.

## **ENCOUNTER 2: A CHANCE TO BE HEROES**

The PCs stumble upon a mugging. They may choose to ignore what is happening: that’s fine but they miss out on the XP and treasure.

The alleyway is 10ft across and 50ft long, the muggers and woman are 30ft away from the



PCs. There is no rubble or rubbish in the alley to impede movement.

***As you walk down the street you hear a scream and a young female voice calling for help coming from the dark alleyway to your left. What do you do?***

If the PCs ignore the sounds and keep going:

***The rest of the night passes without incident as you continue to enjoy the various entertainments on offer. However, next morning you hear about a young woman that was robbed, raped and beaten near to death.***

If the PCs look down the alley:

***You see three men facing a young woman of around 18 years of age. The woman is holding a dagger in front of her, she looks in your direction and screams again: "Help!" What do you do?***

If the PCs enter the alley:

***The three men turn to face you, all with weapons drawn. The tallest of the three speaks in a harsh whispery voice: "Leave now or it will be the worse for you." He waves his long sword at you in a decidedly unfriendly manner. What do you do?***

If the PCs wish, they can try and use Diplomacy or Intimidate to get the thieves to leave. Refer to the rules on pages 71-72 and 76 of the Players Handbook. The thieves begin with an attitude of unfriendly, and will need some incentive to leave if Diplomacy is used (minimum of 5gp each).

**Creatures:** The PCs opponents are three foreign thieves: Markus and Phillipe Marslin (rogues) and Jacq Marslin (warrior and the tallest of the three).

#### **APL 2 (EL 4)**

**Markus Marslin:** male human rogue 1; hp 5; Appendix 1.

**Phillipe Marslin:** male human rogue 1; hp 5; Appendix 1.

**Jacq Marslin:** male human fighter 2; hp 18; Appendix 1.

**Tactics:** Markus and Phillipe position themselves to take advantage of their sneak attack abilities.

**Treasure:** The PCs can loot the Marslin brothers for their equipment.

**APL 2:** Loot 92 gp; Total 92 gp.

**Development:** When her attackers are defeated, the young woman, Anna Longtin, thanks the PCs for their aid and apologises for her inability to repay them for their kindness. (She has only 6sp which she needs to buy food for herself and her children.) She is married to a young blacksmith by the name of Soren Longtin who will be returning from his border post soon. Note: She is steadfastly loyal to her husband and is greatly offended if any PC suggests 'other' forms of payment.

***Now that the fight is over, you realise that the woman you have saved is stunning. You also notice she is wearing a wedding band.***

***"Thank you for saving me, I'm afraid I don't have any money to offer you as reward. Perhaps my husband will be able to do something for you when he returns from the front."***

What does your husband do?

***"Soren is a journeyman blacksmith, who is stationed at one of the border forts. He should be home soon"***

Anna does not know why she was attacked (she walked past the wrong alley at the wrong time, and she is very pretty).

***"I don't know why I was attacked; I only have a few silver."***

The rest of the night will pass uneventfully.

***The rest of the night passes without incident as you continue to enjoy the various entertainments on offer.***

## **ENCOUNTER 3: A REQUEST FOR AID**

The next morning the PCs are approached by Marie, a local acolyte of Wenta. Marie has been sent by the local high priestess, Lauren Lossenfar to find some adventurers to help with a problem. Marie does not know the exact nature of the problem but is concerned it will interfere with the upcoming ceremony.

**Marie:** female human cleric (Wenta) 3 (Sense Motive + 9).

*As you sit down for breakfast at the Slippery Deck, you find that fate has reunited you with your friends from the previous night. The breakfast of grilled kippers, fried bacon, sausages and eggs, washed down by spiced apple cider is both delicious and filling. Those of you that drank too much the night before feel your headache and stomach pains lessen.*

*Looking up from your empty plate you notice a priestess of Wenta, wearing a traditional barmaid's outfit, approaching your table. A frown mars her otherwise pleasant appearance.*

*"Hello, my name is Marie. I was wondering if I could talk to you in private."*

If the PCs seem disinterested or start to ask questions.

*"I can't talk here. You will be compensated for your time, I promise. Please come with me"*

If the PCs refuse to follow or insist on answers.

*Marie reaches into her purse and holds out 10 coins in her hand. The coins are made of platinum. "These are yours, the same for each of you, if you will hear my mistress out."*

If the PCs refuse the adventure is over, total XP and treasure earned up to this point and hand out ARs.

*Marie leads you through the streets to a large wooden building. This is the temple of Wenta, which also serves as the local brewery! There are two doors, leading to the left and right. Marie opens the left door: "Please, com inside."*

**Treasure:** For accepting Marie's offer, the PCs earn the following:

**APL 2:** Coin 100 gp; Total 100 gp.

## ENCOUNTER 4: A MEETING WITH THE HEAD PRIEST

*Entering the room, you see what looks, at first glance, to be an inn. As you look around, the more observant amongst you notice that each table and the bar itself, is decorated with Wenta's holy symbol: a large mug of beer. Behind the bar stands a middle aged woman, cleaning tankards. She looks in your direction and smiles at you: "Please, close the door and have a seat." She gestures towards the table closest to the bar.*

The woman behind the bar is Lauren Lossenfar, chief cleric of Fadic's temple of Wenta.

**Lauren Lossenfar:** female human cleric (Wenta) 7 (Sense Motive + 12).

*The woman pours (No. of PCs + 1) perfect beers and joins you at the table. "Good morning and thank you for coming. My name is Lauren Lossenfar and I am the chief priestess of Wenta in Fadic."*

Give the PCs a chance to introduce themselves.

If a PC refuses the offer of a drink (because he/she doesn't drink alcohol).

*Lauren sighs "an abstainer", she looks around the group: "Anyone else not want the real deal?" Lauren waves her hand over your drink(s) and mutters a brief prayer.*

PCs may make a DC 19 Spellcraft check to work out that Lauren is casting *neutralise poison* on their beers to make them non-alcoholic. She will tell the PCs what she has done, if they ask her. Note that she only does this for those who refuse the offer of a drink because it's alcohol; the rest of the party gets 'the real deal' alcohol and all.

*"Right – it's safe for you to drink now." In a slightly amused tone.*

*"Well, to business. I asked you here to help us with a delicate problem. Before I explain further, can I have your word that you will not speak of this matter to anyone outside this room?"*

After the PCs have given their word, and Lauren will accept any reasonable conditional oaths as well, she continues. Note: if the PCs break their

word they will receive the **Curse of Wenta** (See AR entry at end of module).

***"Last night, sometime between midnight and dawn, the Sceptre of Power was removed from its resting place behind the altar," Lauren gestures towards the bar.***

***"We need you to find and recover it before the ceremony at midnight tonight. You will be well-rewarded for your efforts"***

Lauren will attempt to answer the PCs questions to the best of her ability.

What is the Sceptre of Power?

***The Sceptre of Power is a religious artifact within the four Churches of Procan's children: Wenta, Telchur, Atroa and Sotillion. The Sceptre is passed from Church to Church with each season to indicate which of Procan's children is dominant.***

DM Note: This information is known to any cleric of Procan, Wenta, Telchur, Atroa or Sotillion. It is also known with a DC10 Knowledge (religion or local – NMR) or a DC 12 Bardic Knowledge check for a Ratikan character. Add 2 to the DC for non-Ratikan characters.

How much will we be rewarded?

***"Another ten coins like those you have already been given. I will also heal any injuries you may sustain in retrieving the Sceptre."***

If Marie has not already given the PCs the platinum pieces.

***"Bless your hearts for coming without asking for money. Your reward is twenty of these each. You notice that Lauren is holding a platinum piece in her hand, not gold! You may have half now."***

***She gives each of you 10 platinum pieces.***

Why us?

***"Because no-one knows who you are! If a group of well-known adventurers suddenly started investigating something, people would take notice. Discretion is more important than experience in this situation. Besides, all the really experienced adventurers are on the Whispering Tide and are unavailable!"***

What happened?

***"I placed the sceptre behind the altar as I have done after every service for the last three months. I found the two guards on the midnight shift asleep when I arrived in the morning to prepare for the dawn service."***

How did you perform the morning service without the sceptre?

***Lauren looks sheepishly at the ground. "I used a ... replica. (in a whisper)"***

Why don't you use magic to find it?

***"I've tried. I suspect that someone is using magic to hide it from scrying"***

What does the sceptre look like?

***It's a two-foot-long, copper rod with four gems in its head: one green, one blue, one yellow and one red. Each gem represents one of the seasons. Red for Autumn; Green for Spring; Yellow for Summer; and Blue for Winter.***

She shows the PCs the replica.

Is the sceptre magical?

***Lauren gestures for you to come closer, she looks around and makes sure no one else can hear. She whispers her reply. "Not in the usual sense, its power is ... symbolic"***

Why don't you just use the replica?

***"Because word will eventually get out. I don't want to be the cause of embarrassment to my church ... or the church of Telchur for that matter."***

What other help can you give us?

If there is no cleric in the party Lauren will offer the PCs the loan of a fully charged (50) wand of cure light wounds (CL 1) (It has to be returned and is not on the AR).

***I can provide you with this wand of healing; you don't have to pay for it as long as it still works when I get it back!***

She will also give the PCs one *potion of cure light wounds* each. These must be paid for if used.

***I can provide you with a healing potion each. You will need to pay for it if you use it.***

Could we speak to the guards?

***"Of course, they are next door having breakfast. Marie – bring in Jolvan and Llew."***

***Marie exits the room and returns after about thirty seconds with two men wearing leather armour emblazoned with Wenta's holy symbol. One is Oeridian (Jolvan) and the other is Flan (Llew).***

Jolvan's Story:

***"One minute I was leaning against the altar, keeping watch, the next thing I remember was being woken up by mistress Lauren."***

Llew's story:

***"We was keeping watch and then I just blacked out." Llew hesitates as though he is thinking about saying something more.***

If prompted (and he will be by Lauren if the PCs don't):

***"The thing is, I thought I heard giggling and then I smelt strong spiced wine!"***

***Lauren interrupts: "We don't serve or make spiced wine."***

Would you recognise the smell if you smelt it again?

***"Sure"***

Where was the giggling coming from?

***"Behind me, just before I passed out"***

Jolvan will not confirm Llew's story, simply stating that he heard and smelt nothing.

The PCs will probably want to search the area.

A DC 12 Search check will find crushed rose petals on the ground underneath one of the tables. A DC 16 Spellcraft check will identify the petals as the spell component for a *sleep* spell. If a PC arcane caster has this spell on their spell list they will automatically make this check.

A DC 20 Search check will find a fresh stain under another table which smells of spices. Llew (if asked) will confirm that it is the same as what he smelt. A DC 14 Profession (Cooking) [or appropriate skill] will identify the spices as Baklunish. A Baklunish character receives a +2 circumstance bonus for this roll.

This table is the furthest away from the altar and a DC 10 Intelligence Check will indicate that the guards would not spot someone hiding under this table.

## ENCOUNTER 5: FOLLOWING THE EVIDENCE

At this point the PCs should have the following evidence to pursue:

- The thief is an arcane caster, or has the help of a arcane caster.
- The thief had been drinking some type of spiced wine.
- The thief giggles.

### ENCOUNTER 5A: IF THE PCS PURSUE THE WINE CLUE

The PCs need to make a Gather Information role to learn the following:

| DC | Result   |
|----|--|
| 10 | There are 5 inns in Fadric: The Slippery Deck, The Peg-Legged Parrot, The Lucky Seagull, The Mermaid's Rest and the famous ship turned inn: The Whispering Tide. |
| 15 | There are two places to purchase wine other than the inns: Marik's General Goods, and Parnid the Wine Merchant.  |

### GOING TO THE SLIPPERY DECK

This is the inn where the PCs have rooms. This inn is a quiet, family friendly inn run by a middle aged couple: Morris and Anna Lijkhus with their four children (two daughters (Ingrid and Sonja) and two sons (Fritz and Hans). Morris will be behind the bar when the PCs enter the inn.

***"Hello, how are you this fine day?"***

If the PCs ask about spiced wine or beer:

***"Sorry lad/lass the only spiced drink we sell is Anna's spiced cider. You might want to try one of the fancier inns: The Peg-Legged Parrot or The Lucky Seagull might have something. Marik's general store also might have something. I know he's stocks wine."***

## **THE PEG-LEGGED PARROT**

***As you approach the inn, you notice a brightly-coloured bird sitting on a perch above the door. The parrot is not moving. As you get closer you can see that the parrot has a peg leg!***

As a PC opens the door.

***The bird turns its head and you can see that it has a tiny eye patch over its left eye. It croaks "Look out below!" and lifts its tail. What do you do?***

Any response from the PC except a quick "I get out of the way" results in the bird relieving itself on the PC's head. The PC has -4 on all Charisma based checks until they clean themselves up.

***This bar is the finest Fadric has to offer (on land). The bar is made from the finest polished oak and the inn is spotless.***

If a PC was 'hit' on the way in and has not cleaned up.

***The inn erupts with laughter as (PC's name) enters. They then return to their meals and drinks. The barkeep grins at you and points to his left. "There's a rain barrel out back. Through that door." The barman points to a door on the far side of the bar.***

Otherwise

***The inn's patrons look up when you enter, then return to their food and drink. The barkeep, a large Suel man smiles at you: "Will you be wanting a table or just a drink?"***

The barkeep is Jean Lauxwagh, a Suel human who speaks with no trace of an accent. He is polite at all times, but will not discuss anything to do with any of his customers. Jean is happy for the PCs to check his selection of wines: as long as they pay for them.

***The Peg-Legged Parrot serves five different varieties of spiced wine. None of the wines smell 'right', though the last one is similar but not as spicy.***

If the PCs ask Jean about the last wine they smelt.

***"That's a Baklunish wine called "Sheik's Desire."***

If the PCs ask about a spicier version of the wine.

***Jean leans back and thinks for a few seconds. "Well, there is Camel's Hair but I doubt you would like it." He shudders "Horrible stuff!"***

If the PCs ask if they could try it.

***"I'm sorry, but we only sell quality wines. You could try Marik's!"***

Jean doesn't know anyone who drinks Camel's Hair. (Tren does not drink here.)

## **THE LUCKY SEAGULL**

***This inn is surprisingly full given the time of the day. As you look around, you realise everyone is drinking, and there is no sign of food on any table. The barkeep, a tall thin Oeridian woman looks at you: "What's your pleasure, dearie?"***

If the PCs ask for wine:

***"Sorry luv, we don't serves that here. We've got beer or spirits"***

If the PCs ask where they can buy spiced wine

***"You should try the Peg-Legged Parrot or the Mermaid's Rest. Of course the Whispering Tide sells wine, but it's closed for a private party and the likes of you won't get on board."***

What do you mean?

***"Some rich adventurer types hired it for the whole week! The only locals on board are Lord Fadric and his family, the heads of the various guilds and a few leading citizens."***

## **THE MERMAID'S REST**

***This inn, right next to the docks, is far less reputable than the others you have visited. Huddled around their drinks ignoring everyone around them, the patrons of this bar seem decidedly unfriendly.***

If one of the PCs is a sailor, the barman will ignore anyone else and only talk to that PC. If there is no sailor in the group the barman will talk to whoever talks to him but will be very rude.

The barman is Sorenson and he talks like a pirate.

***"Yarr, and what ye be wanting me matey!"***

If the PC asks for spiced wine

***"We be havin' the Scarlet Song, Greyhawk Green, Tropic Thunder and Loegrimm Red"***

If the PCs don't drink the wine

***You notice an old man, no hang on it's a woman, looking at you then at the wine. She raises a eyebrow.***

If a PC indicates she can have the wine:

***"Alice thanks ye," she snatches the glass from the table and gulps it down. You notice several small black insects crawling on the bar where her hand touched it. She looks at you as you finish sniffing the next drink. One of the black insects jumps onto your arm.***

***"Alice says you should try the Peg Legged parrot."***

### **MARIK'S GENERAL STORE**

***You have no difficulty at all finding Marik's as it is the biggest store in the merchant quarter. Warehouse would be a better description than store. Despite its size, there is only one entrance to Marik's: through a large set of heavy wooden doors. As you enter you are greeted by a middle-aged man in fine clothes: "Greetings, I am Marik. Will you be buying or selling today?"***

What have you got?

***"Everything you could possibly want, except magic potions and scrolls"***

Marik's has anything the PCs have access to purchase, except magic potions and scrolls. Prices are standard PHB and DMG prices.

Where would we buy magic potions or scrolls

***"You need to go to a store called Anything Arcane. It's just down the street, the store with the bright green door!"***

Neither!

***"So, you're looking for advice. You (points at any fighter types) need better armour and weapons, you (at any clerics) need a better quality holy symbol, you (at***

***any bards) need a better instrument, you (at any arcane casters) need to buy him/her (points at the fighter type) better weapons and armour, you (at any druids) need to buy some soap!" He looks around and grins. "Did I miss anyone?"***

I'm interested in buying some spiced wine.

***"Excellent! I currently have Sheiks Desire, Greyhawk Grind and Fadric's Finest. How many bottles would you like?"***

How about Camel's Hair?

If none of the PCs look Baklunish.

***Marik looks surprised. "Camel's Hair?" Well it's your money. I'm out of stock at the moment but I should have some more in some time next week. Would you like me to put some on one side for you? I only sell around one bottle a month so I will require a deposit."***

If one or more of the PCs are Baklunish

***Marik smiles at you. "Looking for a reminder of home? (directed at Baklunish PC(s)) I'm out of stock at the moment but I should have some more in some time next week. Would you like me to put some on one side for you? I only sell around one bottle a month so I will require a deposit."***

Who was your last customer?

***"A Baklunish merch..." Marik looks at you sternly. I'm not sure that's any of your business!"***

Have the PC who is doing the talking make a DC 15 Diplomacy Check (any assists must be backed up by role-playing).

If the PC makes the check:

***Marik shrugs "I suppose there is no harm in telling you. I sold my last bottle to a Baklunish merchant three weeks ago, wanted something to drink on his way home."***

Do you remember his name?

***"Akhbar? Ahmed? Something like that"***

Do you know if he is still in town?

***"No. He left for Greyhawk city almost three weeks ago"***

If the PCs fail the check

***“Sorry, but it would be unprofessional to give you the details of a customer.***

Do you have any local customers?

***Marik laughs. “For Camel’s Hair? Good heavens, no!” He thinks for a moment: “But Parnid might have a local customer.”***

Who is Parnid?

***“The local wine merchant. That’s who I buy it off. Said he had another customer. Might be a local!”***

### **PARNID THE WINE MERCHANT**

Parnid is an ancient Suel man who is hard of hearing and terrible at reading lips. The PCs will need to yell to get themselves heard.

***As you enter the store you notice a rancid odour.***

Ask for a DC 15 Spot check. Regardless of the result, read, or paraphrase, the following:

***Looking down you see an open keg of wine that has obviously gone off. Seated behind the counter is an elderly man reading a book. He does not seem to have noticed you.***

If a PC made the Spot Check

***You notice a sign on the desk. It says “Tug me”***

After the PCs get his attention:

***“Hello! Come to buy some wine have you?”***

Do you have any spiced wine?

***“Yes, she was lovely but she passed on (sniffle).”***

Do you have any Camel’s Hair?

***“Sorry, lad, but my daughters are married with damsels of their own!”***

Do you have any Camel’s Hair (much louder)?

***Parnid sighs “Tell Tren I said next week!”***

Tren?

***“When? Next week. I hope by Earthday, and tell that drunkard wizard I want cash up front this time!”***

Tren (much louder)?

***“Tren? What about him? Tell that drunk mage to get off his skinny bottom at the Lucky Seagull and to get his crooked nose in here himself. Next Earthday!”***

What does Tren look like (loud)?

***Don’t play games with me sonny! Tren – wears a grey cloak, skinny, large crooked nose, missing most of his left ear. Tren! And tell him, as practical jokes go, this one stinks. Good-bye!!!”***

**GM Note:** At this point the PCs should be looking for Tren, proceed to encounter 6: A drunk mage.

### **ENCOUNTER 5B: IF THE PCS ATTEMPT TO TRACK THE ARCANE CLUES**

***Talking to the locals you quickly learn that the only source of arcane magic that is open to the public, is the store “Anything Arcane”***

***You easily find the store, with its distinctive bright green door. The door is closed. On the door is a sign that reads “Please Knock.”***

After a PC knocks.

***The door opens ... there is no one on the other side! As your eyes become adjusted to the light you see a plain-looking Suel woman sitting behind a desk. She looks up at you and nods: “Good morning/afternoon. My name is Doris, how may I help you?”***

Note that Doris only has two potions/scrolls of any given spell. Prices are standard DMG prices.

***I would like to buy a potion/scroll of ...***

The PCs are able to buy any standard scrolls and potions that they have access to, with the exception of *potions* or *scrolls of invisibility*, *greater invisibility*, *blur* and *fly*. (*blur* and *fly* are out of stock and *invisibility*-type spells require a permit from the guard office).

***“We can provide you with non-standard scrolls and potions, but they take extra time and cost more money. For example, a couple of days ago I sold a lovely Suel couple a maximum power potion of idiocy, but it took me six weeks to get in.”***

Do you sell *scrolls of invisibility* and *sleep*?

***“Well, you need a permit to get an invisibility spell, but we’ve got scrolls of sleep I could sell you.”***

Note that Doris only has two potions/scrolls of any given spell. Prices are standard DMG prices.

Sold any *potions* or *scrolls of invisibility* lately?

***“No! The last invisibility spell we sold was over two months ago.”***

Sold any *potions* or *scrolls of sleep* lately?

***“Sell scrolls of sleep all the time. Mages wanting to put it in their spell books mostly.”***

### **ENCOUNTER 5C: INVESTIGATING THE “DEN MASQUE” CIRCUS**

The circus has nothing to do with the theft of the sceptre. However, that won’t stop the PCs from asking.

***The ringmaster of this foreign circus is a gorgeous Flan woman with skin the colour of finest alabaster.***

The woman is Anita Sorensen, the leader of this “circus”. She is not a vampire, she is however a thief. If the PCs approach her she will jokingly ask if they want to “run away with the circus” (of course she speaks with a Transylvanian accent).

***“Would you like to run away with the circus, beautiful children? See the vonders of the world!”***

### **THE LOCAL THIEVES’ GUILD**

If the PCs wish, they may make a DC 12 Gather Information check to find a contact for the local thieves’ guild.

A successful result means that the PC is directed to the Mermaid’s Rest and ask for Sorenson while ordering a Hog’s Breath.

### **THE MERMAID’S REST**

***This inn, right next to the docks, is far less reputable than the others you have visited. Huddled around their drinks ignoring everyone around them, the patrons of this bar seem decidedly unfriendly.***

If one of the PCs is a sailor, the barman will ignore anyone else and only talk to that PC. If

there is no sailor in the group the barman will talk to whoever talks to him but will be very rude. The barman is Sorenson and he talks like a pirate.

***“Yarr, and what ye be wanting me matey!”***

If the PC asks for a Hog’s Breath (or asks about his eagle).

***“Sure thing laddie/lass. Look I need yer help lifting a keg, so would ye mind stepping through and givin’ me a hand.”***

If all the PCs move to go through

***“Just you matey! It ain’t that heavy a keg!”***

It’s not a trap, but Sorenson won’t talk to the PC in front of the others.

After the PC has followed Sorenson out the back:

***Sorenson turns and looks you over. As he straightens all sign of the pirate disappears and he speaks to you in a normal voice. “How can I help you brother. The rules in this town during the festival are simple: only rob foreigners and don’t forget to drop off our share!”***

Did a member of the guild steal the sceptre/something from the Church of Wenta?

***“You mean the sceptre of power? Don’t waste your time, it’s worthless!”***

Worthless?

***“The stones are just coloured glass, the things not even worth a gold piece. Hang on, are you saying someone has stolen it!”***

The PC should deny that is what he meant. If he fails to convince Sorenson that was not what he meant then that PC has broken his word and will get the Curse of Wenta (See AR entry)

How would I go about getting a *potion of Invisibility*?

***“You need a special permit from the guard station. Hang on a sec, I’ve got a pile around here somewhere. Ah, sorry, the guildmaster took them with him”***

Could I talk to the guildmaster?



***“He’s out of town on business. Gone to Marner, should be back next week.”***

## ENCOUNTER 6: A DRUNK MAGE

The PCs find and confront the thief, the drunk mage Tren Glimmer, at the Lucky Seagull. They discover that he was put up to it by others and are told where to find them.

If the PCs are daft enough to attack him, he uses his *ring of invisibility*, then casts stilled *dimension door*. If he is grappled he will activate his *ring of freedom of movement*, then casts stilled *dimension door*. The PCs will also be attacked by every local in the bar who will hold them until the guard arrives. The PCs will be put in jail until a very displeased Lauren will come and bail them out. They have forfeited the second lot of platinum and will have a hard time talking to Tren (who is back at the inn).

***Entering the Lucky Seagull you see another crowded bar, which looks like it is popular with foreigners and the better-off locals.***

If the PCs have an accurate description of Tren Glimmer they will find him with a successful DC 15 Spot check.

***You see your quarry seated at a table towards the back of the room. He is alone. In fact, his table is the only one in the inn that is not full.***

If they don’t have an accurate description of Tren.

***Looking around the room, you see at least two dozen robed figures, any of which could be the mage you seek.***

If the PCs approach the bar staff (or any of the locals) and ask for Tren Glimmer they will be pointed to the right table. If the PCs ask in a manner that suggests they mean Tren harm, no-one will ‘know’ who he is.

As the PCs approach the table a successful DC 10 Spot check means they notice the following:

***As you approach the table you notice the man at the table gesture with a hand in which***

***is held something off-white in colour. You hear a scream from the table to his right.***

Spellcraft DC 18 to recognise *major image*; DC 18 Will Save to see through the illusion.

***Turning you see a middle-aged Baklunish woman wiping down the front of her dress, on the table in front of her lies a empty glass.***

Any PC that made the Will Save can see the full glass still standing and through the stain.

***The locals howl with laughter as the spill and stain disappears. Her companion turns and glares at the mage who responds by poking out his tongue then giggling.***

If the PCs ask to sit at the table (or attempt to sit down), read, or paraphrase, the following:

***The mage who appears to be very drunk, looks up at you. “Whatcsha want? (hiccup)”***

If the PCs respond in a hostile manner or are obviously foreigners:

***“Seat’s taken (giggle) go away!”***

If the PCs are not hostile or obviously foreigners:

***“Have a seat”***

Tren is friendly and outgoing (almost too outgoing). He is also very drunk and will keep reintroducing himself and asking for names every five minutes or so.

Tren replies to the following questions with the listed replies. (It’s OK to paraphrase but be careful not to leave information out.)

Are you Tren Glimmer?

(Smug) ***“Yes, that’s me (hiccup). How about we go a round. I’ll have a spiced ale!”***

What do you know of the Sceptre of Power?

***“Never heard of it.” (giggle)***

We’ve heard you like to do pranks.

***“Yep, bit of harmless fun. Wanna another drink?”***

Ever steal something as a prank?

***“Maybe”, “But I alwaysh put it back!”***

Why put it back?

***“More fun that way: very embarrassing! Tehe”***

Look, we know you took the sceptre. Where is it?

(confused) **"Gave it back!"**

What do you mean? It's still missing!

**"Nope...gave to Kara, she was taking it back! How about another drink?"**

Who is Kara?

**"Priestess of Telchur. C'mon it was a joke; she took it back. She said it would be okay!"**

What does she look like?

**"About 6 foot 2 inches tall, long blond hair, great legs, blue eyes, great legs, wears chain mail with a tree with no leaves symbol"**

You said great legs twice!

**Tren grins "They are really great legs!"**

What happened exactly?

**"Well I was having a drink with Kara and Marin and we decided it would be fun to borrow the sceptre to play a joke on Lauren (giggle). So I went with the crowd to the temple, turned invisible, waited till everyone left, put the guards to sleep and took the sceptre. Had a few more drinks with Kara and Marin and then Kara took the sceptre back. Said Lauren was real embarrassed (giggle then thrown).**

It hasn't been returned!

**"You sure? ... Sorry, of course you are."**

Who is Marin

**"Marin is OUCH" he grabs at his head. Tren frowns, sighs and reaches into his pack "I'm just getting a potion to sober up, no need to get excited!" Tren pulls out a potion, drinks it and immediately his demeanour changes. You can see him thinking. Suddenly he straightens up. "Marin put something in my drink! I can't see his face; it's a blur."**

Where can we find Kara and Marin

**"Sure, they've got rooms at the Peg-Legged Parrot Inn. Rooms three and four upstairs on the left."**

Can you help us deal with them?

**"I'd like..." Tren suddenly turns white, shudders and slumps forward in his seat. It seems he has fainted!**

If the PC wake him.

**Tren raises his head weakly and looks up and you: "If you could fix this I'll make it up to you some day I promise!" He falls unconscious.**

The PCs will be unable to wake Tren up, no matter what they do (He needs a greater restoration or a lot of alcohol)

**The barkeep, Sonja, approaches you: "I never thought I'd ever see Tren sober. Whatever it was it must be very important! He'll be okay, his body isn't used to sobriety."**

At this point the PCs should proceed to the Peg-Legged Parrot to confront Kara and Marin. If they want to go to the guards, remind the players that would be breaking their word to Lauren. If the PCs do go to the guards they will receive the Curse of Wenta for breaking their word!

## ENCOUNTER 7: BACK TO THE PEG-LEGGED PARROT

**You enter the Peg-Legged Parrot Inn and approach the innkeeper, Jean.**

If the PCs ask Jean where is room three (or similar).

**Jean points to the left hand stairs leading up. "Third door on your right."**

**As you move towards the stairs four burly labourers move in front of the stairs. One stands forward and says, "Sorry mate, but you can't go up there. You'll have to come back later."**

The PCs can either negotiate with the thugs, intimidate them, or fight them. If they negotiate, the thugs start with an attitude of Unfriendly, and must be moved to Helpful (see Diplomacy, Players Handbook pg 71-72). Each gold piece offered will give a +1 circumstance bonus to the PCs Diplomacy check. If the PCs manage to shift the thug's attitude to Friendly, they can make a second try on their Diplomacy check, and the thugs will hint that gold might get them to move. The second check has the same DC as the first.

If the PCs try Intimidation, use the same DC as for Diplomacy (above), but the PCs cannot offer gold for a circumstance bonus, nor can they re-try.

If the PCs fail, or do not attempt, either Diplomacy or Intimidation, proceed to combat.

**Creatures:** The PCs opponents are four labourers who have been paid and charmed by Kara. They will attempt to stop anybody from going up the stairs unless they are bribed, charmed or intimidated.

Note that none of the thugs have weapons, and are attacking for subdual damage. If the PCs use weapons or spells that deal lethal damage they should be warned that this is most likely illegal (attacking an unarmed opponent). Unless they take precautions not to be seen, the watch will catch up with them after encounter 8. The PCs will be put in jail until a very displeased Lauren will come and bail them out. They have forfeited the second lot of platinum.

#### **APL 2 (EL 4)**

**Bar Thugs (4):** male human commoner 2; hp 8 each; Appendix 1.

**Tactics:** The thugs attack with their fists for subdual damage. Once half their number are down, the others surrender.

**Development:** If the PCs get involved in a combat here, the Puppeteers will hear and have time to prepare. Marin will have already jumped out the window and the others will all have had a round to buff, ready weapon and position themselves.

## **ENCOUNTER 8: THE PUPPETEERS**

Once past the thugs, the PCs can proceed up the stairs to room three. If there was a combat in encounter seven, the Puppeteers will have had time to prepare, and Marin will have already escaped.

If the PCs listen at the door, a have them make a Listen check.

On a result of 15 or more, the PCs hear several voices on the other side of the door but can't make out the words.

On a result of 20 or more, the PCs hear:

*A gruff male voice "How about the grubs?"*

*A female voice replies: "He won't do it, his inhibitions are too strong."*

*A cultured male voice: "What about young Lucas?"*

*The female voice: "He'd do it but he's not ready."*

*The cultured voice: "We have three months to seed the shipyards with our little friends. He can be made ready. Was that a noise at the door?"*

*The room goes silent and you hear footsteps approach the door. The cultured voice speaks again, tinged with impatience: "Really Tarrant, you must cease this endless paranoia. Sit down and pay attention." The voice continues: "You enter from here, and Kara, you distract this guard".*

**Wooden Doors:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18. Simple Lock DC20 Open Lock

If the PCs have surprised the Puppeteers, read the following when they open the door:

*You open/break through the door to see four people standing around a table, all Suel. The oldest male is standing near the window. A large fighter type with two swords belted at his waist stands nearest you. On the left of the table is a teenage boy, a bard you would guess from the lute strapped to his back. To the right of the table is a lovely Suel woman wearing breastplate with a forked tongue insignia. As you enter the room, the older man moves to leap through the window.*

If the Puppeteers are caught unawares Marin jumps out of the window in the first round of combat while the others try to delay pursuit. If the PCs somehow manage to prevent Marin from escaping through the window, he uses his *Cape of the Mountebank* to dimension door out of the building. There is no reasonable way for the PCs to catch him at this APL.

If the PCs have NOT surprised the Puppeteers, read the following when they open the door:

***You open/break through the door to see the room is occupied by four Suel people. Three stand ready to face you, while the fourth, a middle aged man, jumps through the window. A large fighter with two swords stands nearest you. On the left of the table is a teenage boy, a bard you would guess from the lute strapped to his back and the fact that he is softly singing in a clear voice. To the right of the table is a lovely Suel woman wearing breastplate with a forked tongue insignia.***

A DC 15 Knowledge (religion) check will recognise the symbol of Syrul, +2 on check for Suel PCs. Syrul is the Suel goddess of lies, deceptions, treachery and false promises. She is NE and her domains are Evil, Knowledge and Trickery.

**Creatures:** The PCs opponents are four members of the Scarlet Brotherhood: Marin, Kara, Tarrant and Gareth. As Marin jumps out the window in the first round he has not been included in the EL for this encounter.

#### **APL 2 (EL 4)**

**Kara Gurent:** female human cleric (Syrul) 2; hp 14; Appendix 1.

**Gareth Gurhak:** male human fighter 1; hp 9; Appendix 1.

**Tarrant Harington:** male human bard 1; hp 5; Appendix 1.

**Tactics:** In the first round, Marin leaps out of the window and runs.

Tarrant begins by using his bardic music to inspire, then moves in to attack with his rapier.

Gareth draws both short swords and attacks.

Kara casts *shield of faith*, *protection from good* and *command* in that order. Her command is 'fall – drop to the ground', and will be cast on the biggest, most effective fighter among the PCs. If Gareth is badly wounded, she will cast *cure light wounds* on him.

#### **If the PCs win the fight:**

***A search of the room finds two items of interest: the Sceptre (which was under the bed) and a letter which was in the drawer of the table.***

Give the players **Player Handout 1** (it's in Suel but Lauren or Marie or Tren will translate it if no-one can read it.)

When you return to the Temple of Wenta, Lauren thanks you, gives you the extra coin as promised and provides any healing required.

#### **If PCs lose the battle:**

NOTE: If the PCs lose this fight, Jolvan, Llew and two other Wenta guards turn up and force Kara and co. to flee (without the Sceptre, which has rolled under the bed and is out of reach without lifting the bed). Marie will arrive and heal the PCs using her own spells (3x *cure light wounds*, 1x *cure moderate wounds*), and then use a *wand of cure light wounds* to make sure no-one dies.

***You regain consciousness and see the lovely face of Marie looking down at you. "Feeling better now?"***

***Jolvan and Llew have searched the room and found two items of interest: the Sceptre (which was under the bed) and a letter which was in the drawer of the table. They pass both to you. "You're the heroes, you return it to Lauren."***

Give the players **Player Handout 1** (It's in Suel but Lauren or Marie or Tren will translate it if no-one can read it.)

***Marie looks at you and smiles "Don't worry we won't tell Lauren you lost the fight. Will we boys?"***

***All four answer in chorus: "No mistress Marie!"***

***The other two guards were on duty before midnight and feel partly to blame for what happened.***

**Treasure:** The PCs can loot the Puppeteers for the following treasure:

**APL 2:** Loot 138 gp; Magic 191 gp; +1 dagger (191 gp); Total 329 gp.

## **CONCLUSION**

***When you return to the Temple of Wenta, Lauren thanks you and gives you the extra coin as promised, as well as providing any***

*extra healing that may be required (for free, as promised by Lauren).*

*As you think about Marin's escape, you wonder whether you have made a difference. Looking around and seeing all the happy faces you feel a lot better, but then you look across the square and notice that Lauren is looking at you. She nods and makes a small clapping gesture. It seems she does not share your doubts. With great ceremony, at exactly midnight, Lauren hands the Sceptre of Power to a large bearded Aerdi, Korin Windstorm, Chief priest of Telchur, who wears a stern frown like a badge of office. He raises his hand and the crowd falls silent.*

*"Finally, the time of frivolity is over. Once again Ratik is safe as mighty Telchur reaches out his hand to close the pathways to our land. It is only those that take Telchur into their hearts that can..." Lauren speaks up, disrupting Korin's speech: "One last free beer everyone!" The crowd erupts into cheers. It is obvious to anyone looking that Korin is furious. He closes his eyes and mutters a brief prayer. You feel something cold on your cheek and realise that it is beginning to snow. People who were heading for the inns change their minds as the snow gets heavier, and decide head home instead. You look at the two clerics glaring at each other and think for a moment that they will fight but both turn abruptly and storm off: Korin to his temple, and Lauren to the closest inn. It seems all is not well between the clergy of Procan's children.*

**Treasure:** For returning the Sceptre to the Church of Wenta, the PCs earn the following:

**APL 2:** Coin 100 gp; Total 100 gp.

If the PCs betrayed the trust of the Church of Wenta, they receive the **Curse of Wenta**.

If the PCs succeeded in their investigation and returned the Sceptre of Power to the Church of Wenta, they receive the **Gratitude of Lauren Lossenfar** and the **Blessing of Wenta**.

If a PC won the Night Archery contest, the receive the **Silver-plated Trophy**.

If the PCs rescued Anna Longtin, they receive the **Thanks of Anna and Soren Longtin**.

The End

## EXPERIENCE POINT SUMMARY

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

### Encounter 2

Defeat or drive off muggers  
APL 2 120 XP

### Encounter 7

Defeat or drive off bar thugs  
APL 2 120 XP

### Encounter 8

Defeat or Drive off Puppeteers  
APL 2 120 XP

### Story Award

Objective(s) met:  
Recover the Sceptre  
APL 2 60 XP

### Discretionary roleplaying award

APL 2 30 XP

### Total possible experience:

APL 2 450 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.

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

### Encounter 2: A chance to be a hero

APL 2: Loot 92 gp; Total 92 gp.

### Encounter 3: A request for help

APL 2: Coin 100 gp; Total 100 gp.

### Encounter 8: The puppeteers

APL 2: Loot 138 gp; Magic 191 gp; +1 dagger (191 gp); Total 329 gp.

### Conclusion

APL 2: Coin 100 gp; Total 100 gp.

### Total Possible Treasure

APL B: Loot: 230 gp; Coin: 200 gp; Magic: 191 gp; Total: 621 gp (max: 450 gp)

### Special

**Curse of Wenta:** For betraying the trust of the Church of Wenta you have been cursed by the goddess herself. Any alcohol you drink for the next year will taste foul and unwholesome. You receive none of the benefits from drinking

alcohol, but still receive any penalties. If you try and drink more than two alcoholic drinks in one week you become nauseated for one hour. This curse is from the goddess herself and can only be lifted with an *atonement* spell cast by a cleric of Wenta.

**Gratitude of Lauren Lossenfar:** Lauren is grateful for your help in recovering the sceptre. She promises to give you a place to stay when you are in Fadric, granting you free standard upkeep for any adventure set in Fadric.

**Blessing of Wenta:** For recovering the Sceptre of Power, you have been blessed by the Goddess herself. For the next year, your character will never suffer the effects of a hangover.

**Silver-plated Trophy (0gp):** This small silver trophy is inscribed "Winner – Night Archery Competition. Festival Of Seasons Fadric 596 CY. Only one PC per table can win this trophy.

**Thanks of Anna and Soren Longtin:** For rescuing his wife, Soren has offered to make you one masterwork weapon or suit of armour for half the normal masterwork price (i.e. 150gp for a weapon, 75gp for a suit or armour or a shield plus the full base item cost). The item must be predominantly metal (no bows, no leather armour), and made from standard materials.

## APPENIDIX 1: APL 2

### 2: A CHANCE TO BE HEROES

**MARCUS** **CR 1**  
 Male human rogue 1  
 CN medium human (Oeridian)  
**Init** +3; **Senses** Listen +5, Spot +5  
**Languages** Common

---

**AC** 14, touch 12, flat-footed 12  
 (+2 Dex, +2 leather)  
**hp** 5 (1d6+1 HD)  
**Fort** +1, **Ref** +4, **Will** +1

---

**Speed** 30 ft. in leather armor (6 squares), base movement 30 ft.;  
**Melee** mw short sword +3 (1d6+2) or  
**Melee** sap +2 (1d6+2)  
**Ranged** dagger +2 (1d4+2)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +0; **Grp** +1  
**Special Actions** Sneak Attack +1d6  
**Combat Gear** mw short sword, sap, dagger, leather armor

---

**Abilities** Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8  
**SQ** Trapfinding  
**Feats** Dodge, Acrobatic  
**Skills** Balance +6, Climb +6, Hide +6, Jump +8, Listen +5, Move Silently +6, Sleight of Hand +6, Spot +5, Tumble +8  
**Possessions** combat gear

**PHILLIPE** **CR 1**  
 Male human rogue 1  
 CN medium human (Oeridian)  
**Init** +3; **Senses** Listen +5, Spot +5  
**Languages** Common

---

**AC** 14, touch 12, flat-footed 12  
 (+2 Dex, +2 leather)  
**hp** 5 (1d6+1 HD)  
**Fort** +1, **Ref** +4, **Will** +1

---

**Speed** 30 ft. in leather armor (6 squares), base movement 30 ft.;  
**Melee** mw short sword +3 (1d6+2) or  
**Melee** sap +2 (1d6+2)  
**Ranged** dagger +2 (1d4+2)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +0; **Grp** +1  
**Special Actions** Sneak Attack +1d6  
**Combat Gear** mw short sword, sap, dagger, leather armor

---

**Abilities** Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8  
**SQ** Trapfinding  
**Feats** Dodge, Acrobatic  
**Skills** Balance +6, Climb +6, Hide +6, Jump +8, Listen +5, Move Silently +6, Sleight of Hand +6, Spot +5, Tumble +8  
**Possessions** combat gear

**JACQ** **CR 2**  
 Male human fighter 2  
 CN medium human (Oeridian)  
**Init** +1; **Senses** Listen -1, Spot -1  
**Languages** Common

---

**AC** 15, touch 11, flat-footed 14  
 (+1 Dex, +4 chain shirt)  
**hp** 18 (2d10+4 HD)  
**Fort** +5, **Ref** +1, **Will** -1

---

**Speed** 30 ft. in chain shirt armor (6 squares), base movement 30 ft.;  
**Melee** mw long sword +6 (1d8+2) or  
**Melee** sap +4 (1d6+2)  
**Ranged** dagger +3 (1d4+2)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +2; **Grp** +4  
**Combat Gear** mw long sword, sap, dagger, mw chain shirt

---

**Abilities** Str 15, Dex 13, Con 14, Int 10, Wis 8, Cha 12  
**Feats** Persuasive, Weapon Focus (longsword) Improved Unarmed Strike, Improved Grapple  
**Skills** Climb +6, Intimidate +8, Jump +6  
**Possessions** combat gear

### 7: THE BAR

**BAR THUG** **CR 1**  
 Male human commoner 2  
 N medium human  
**Init** +0; **Senses** Listen +4, Spot +4  
**Languages** Common

---

**AC** 12, touch 10, flat-footed 12  
 (+0 Dex, +2 leather)  
**hp** 8 (2d4+2 HD)  
**Fort** +1, **Ref** +0, **Will** -1

---

**Speed** 30 ft. in leather armor (6 squares), base movement 30 ft.;  
**Melee** unarmed strike +2 (1d3+1)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +1; **Grp** +2  
**Combat Gear** leather armor

---

**Abilities** Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8  
**Feats** Improved Unarmed Strike, Skill Focus (Craft – various)  
**Skills** Craft (various) +8, Listen +4, Spot +4  
**Possessions** combat gear



## 8: THE PUPPETEERS

### TARRANT HARRINGTON

CR 1

Male human bard 1

CE medium human (Suel)

**Init** +6; **Senses** Listen +1, Spot +1

**Languages** Common, Ancient Suloise

**AC** 15, touch 12, flat-footed 12

(+2 Dex, +2 leather)

**hp** 4 (1d6 HD)

**Fort** +0, **Ref** +4, **Will** +3

**Speed** 30 ft. in leather armor (6 squares), base movement 30 ft.;

**Melee** mw rapier +0 (1d6-1/18-20) or

**Melee** dagger -1 (1d4-1/19-20)

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

**Space** 5 ft.; **Reach** 5 ft.

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

**Special Actions** Bardic Music, Spells

**Combat Gear** mw rapier, dagger, leather armor

**Bard Spells Known** (CL 1st):

0 (2/day)—dancing lights, detect magic, prestidigitation, summon instrument

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

**SQ** Bardic Knowledge 1d20+2

**Feats** Improved Initiative, Dodge

**Skills** Balance +6, Bluff +6, Diplomacy +6, Disguise +6, Gather Information +6, Perform (sing) +6, Perform (string) +6, Sense Motive +5

**Possessions** combat gear plus mw lute

### GARETH GURHAK

CR 1

Male human fighter 1

CE medium human (Suel)

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

**Languages** Common, Ancient Suloise

**AC** 16, touch 12, flat-footed 14

(+2 Dex, +4 chain shirt)

**hp** 9 (1d10+2 HD)

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

**Speed** 30 ft. in chain shirt armor (6 squares), base movement 30 ft.;

**Melee** mw short sword +4 (1d6+1/19-20) or

**Melee** mw short sword +2 (1d6+1/19-20) and mw short sword +2 (1d6/19-20)

**Ranged** dagger +3 (1d4+1)

**Space** 5 ft.; **Reach** 5 ft.

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

**Combat Gear** mw short sword (x2), dagger, mw chain shirt

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

**Feats** Two Weapon Fighting, Weapon Focus (short sword) Quick Draw

**Skills** Climb +4, Intimidate +5, Ride +5, Speak Language (Ancient Suloise)

**Possessions** combat gear

### KARA GURENT

CR 2

Female human cleric (Syrul) 2

CE medium human (Suel)

**Init** +0; **Senses** Listen +2, Spot +2

**Languages** Common, Ancient Suloise

**AC** 15, touch 10, flat-footed 15

(+0 Dex, +5 breastplate)

**hp** 14 (2d8+2 HD)

**Fort** +4, **Ref** +0, **Will** +5

**Speed** 20 ft. in breastplate armor (4 squares), base movement 30 ft.;

**Melee** +1 dagger +1 (1d4)

**Ranged** +1 dagger +2 (1d4)

**Space** 5 ft.; **Reach** 5 ft.

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

**Combat Gear** +1 dagger, mw breastplate, holy symbol, spell component pouch

**Cleric Spells Prepared** (CL 2nd):

1st—command, cure light wounds, shield of faith, protection from good (D)

0—cure minor wounds, detect magic, detect poison, purify food and drink

**D:** Domain spell. Deity: Syrul. Domains: Evil, Trickery

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

**Feats** Combat Casting, Extra Turning

**Skills** Bluff +7, Concentration +6, Diplomacy +7, Knowledge (religion) +6, Spellcraft +3

**Possessions** combat gear

## PLAYER HANDOUT 1

You find the following letter hidden in the table drawer in Marin Gurent's room. It is written in Suel. It is addressed to "Q" and there was no address (location) on the envelope.

The translation reads:

Q

All is going well my lord. We have found that the combination of my *suggestion* ability, combined with K's wiles have bent the drunk mage totally to our will. Your idea of adding a *touch of idiocy* to one of his drinks worked brilliantly, and he performed his set task better than expected. I am certain he will be ready when we begin our assault from within on this wretched land. The other test subjects, especially P in Marner, are performing as expected. It is a time-consuming process but I am sure that, with further experiments, we can speed things up. This will destroy the subject mind, but we should get a couple of months of total obedience from them first.

I have discovered an exciting side effect; it seems that continued exposure to the drug interferes with the subject's memory. K has some interesting theories on how we could possibly affect an entire town's water supply. I will have her explain in person, when she returns home next month.

Yours in Control

M

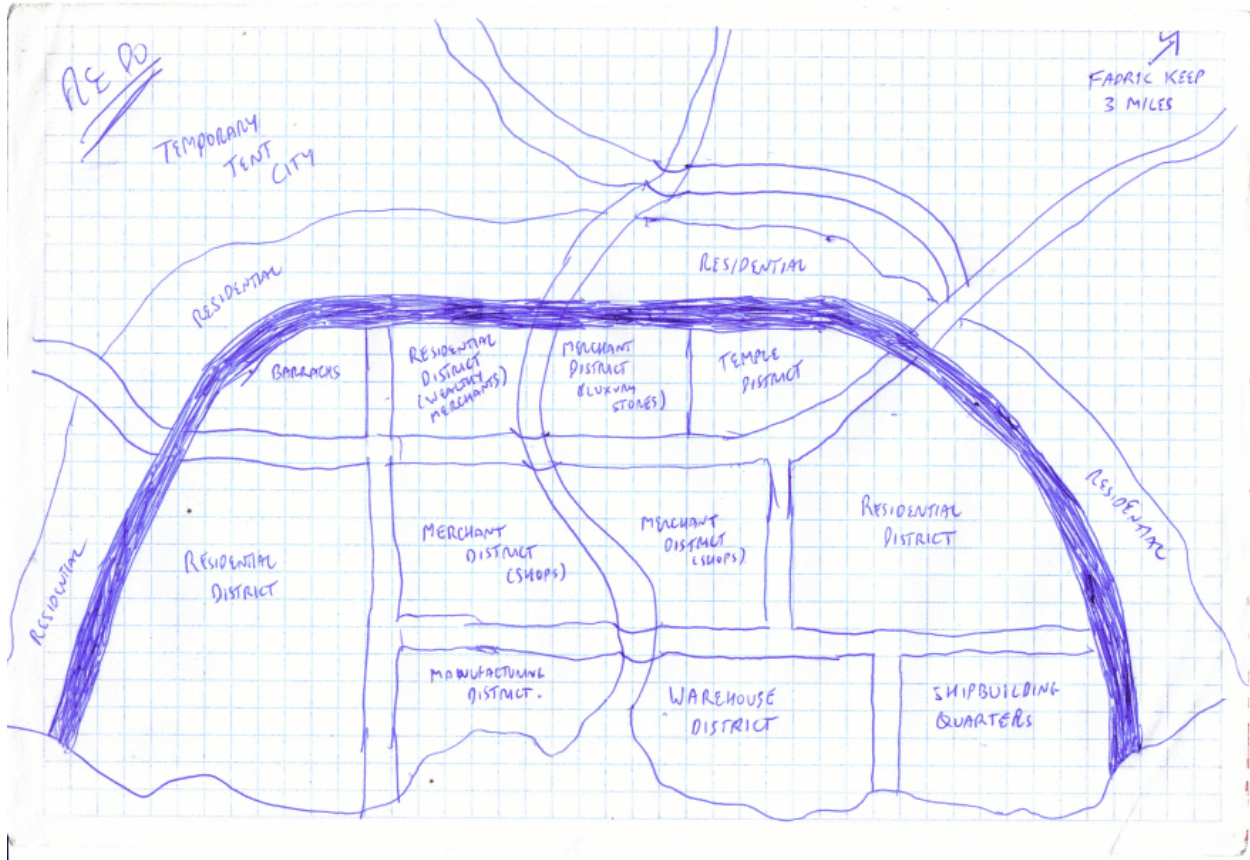
## PLAYER HANDOUT 2

You find a note on your pillow. It reads:

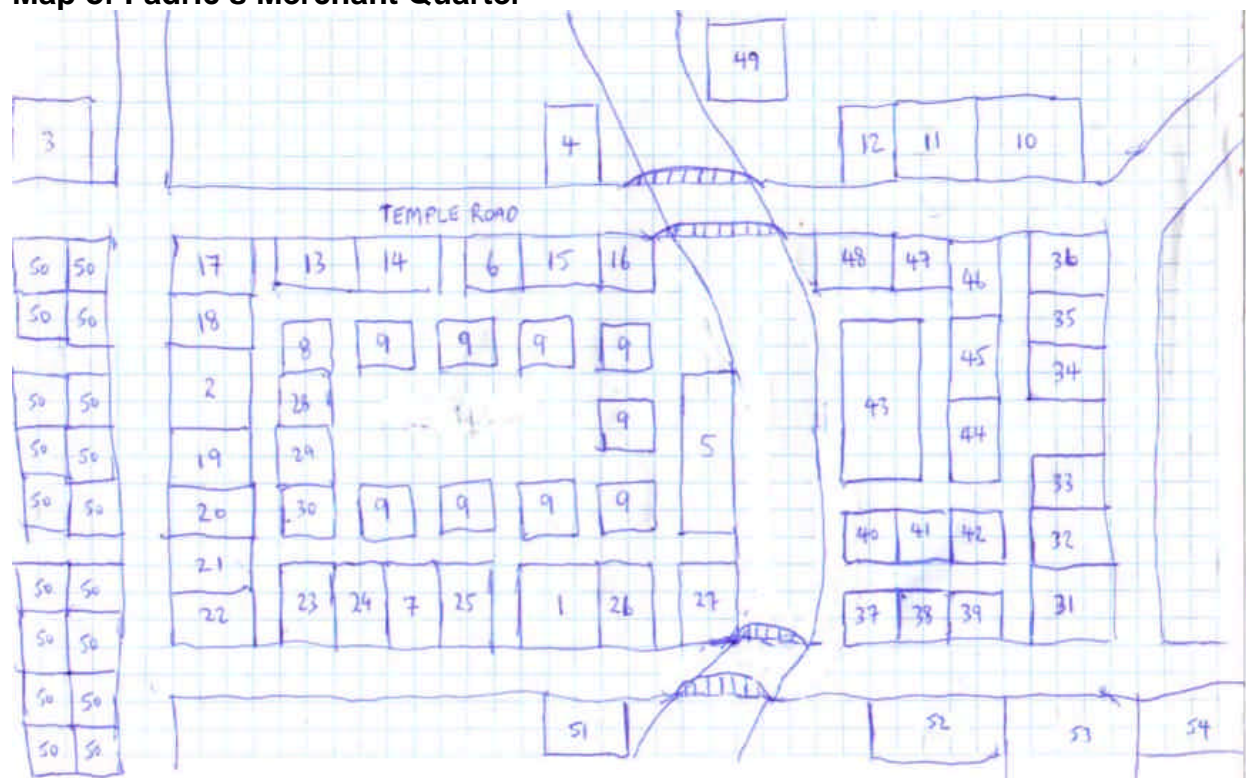
We have seen your heart.  
We have heard your anger.  
We are watching.

There is no signature.

Map of Fadric Town



## Map of Fadric's Merchant Quarter



### Key:

|                                    |                                      |                              |
|------------------------------------|--------------------------------------|------------------------------|
| <b>1 Slippery Deck Inn*</b>        | 19 Butchers                          | 37 Porters Guild             |
| <b>2 Peg-Legged Parrot Inn*</b>    | 20 Restaurants                       | 38 Butchers                  |
| <b>3 Lucky Seagull Inn*</b>        | 21 Bakeries                          | 39 Bakeries                  |
| 4 Guard Station                    | 22 Weaponsmith                       | 40 Clothing Store (Imported) |
| <b>5 Marik's General Store*</b>    | 23 Armourers                         | 41 Wheelwright               |
| <b>6 Anything Arcane*</b>          | 24 Leather Workers                   | 42 Candle Makers             |
| <b>7 Mermaids Rest Inn*</b>        | 25 Blacksmith (No Weapons Or Armour) | 43 Stables                   |
| <b>8 Parnid The Wine Merchant*</b> | 26 Carpet Bazaar                     | 44 Herbalists                |
| <b>9 Food &amp; Drink Stall*</b>   | 27 Fishmongers                       | 45 Blacksmith                |
| <b>10 Church Of Wenta*</b>         | 28 Restaurant - Flan                 | 46 Saddleries                |
| 11 Church Of Procan                | 29 Restaurant- Suel                  | 47 Horse Feed Store          |
| 12 Church Of Telchur               | 30 Restaurant - Baklunish            | 48 Tailors (High End)        |
| 13 Cartographer                    | 31 Restaurant - Seafood              | 49 Church Of Trithereon      |
| 14 Tailors (Common)                | 32 Herbalist                         | 50 House (Simple)            |
| 15 Glassware Store                 | 33 Heraldry Store                    | 51 Guard Station             |
| 16 Porters Guild                   | 34 Restaurant - Oeridian             | 52 Warehouse - Empty         |
| 17 Haberdasheries                  | 35 Greengrocers                      | 53 Warehouse - Wood          |
| 18 Cabinet Makers                  | 36 Bookstore                         | 54 Warehouse – Foodstuffs    |

\* Location used in Sceptre Of Power.