

FUR6-06

Invocation and Intrigue

A One-Round D&D LIVING GREYHAWK[®]

Furyondy Regional Adventure

Version 1.0

by Steve Bergen and Andrew Nuxoll

Rumor has it that King Belvor IV is planning to fill the position left in the Chamber of Four by Karzalin's disappearance, and wizards and their associates have begun to breathe life into the streets of Chendl. Of course, where adventurers go, so goes adventure. A one-round Furyondy regional adventure for characters level 1-8 (APLs 2-6). Part One of Eight of Wands story arc. Arcane spellcasters, particularly members of the Mage Council metaorganization, are encouraged to play this module.

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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For questions specific to this document and your region, please e-mail your triad point of contact (POC) at poc@furyondy.com; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

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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.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

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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 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 nonPCs (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table 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.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the

effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

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.

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 regional adventure, set in Furyondy. Characters native to Furyondy pay one Time Unit per round; all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. 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 scenario.

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 Survival check (DC 20), 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

The Mage Council was formed in response to fears that the kingdom's greatest weakness during the Great Northern Crusade was a lack of arcane power. Armed with this information, the king ordered the creation of a group to oversee the recruitment of wizards to fight for the kingdom and to keep tabs on wizards within Furyondy's borders.

Wizardry and sorcery have always been mistrusted in Furyondy. However, since the end of the Great Northern Crusade, wizardry has become more accepted. The average Furyondy citizen will not flinch at arcane magic, but he may not be comfortable with the idea of it. Many still believe arcane magic to be the work of devils and demons. The Mage Council is headed by the Chamber of Four, King Belvor's wizardly personal advisors.

Shortly after the dark shield appeared over Chendl, Karzalin, the Chamber of Four Fire Wizard, went missing. In the three years since his disappearance, there have been many rumors involving his whereabouts and his possible connection to the corruption of the shield.

However, none of these rumors have been reported to hold any truth, and they have been replaced by a new rumor: the king is seeking a replacement for Karzalin's empty post. The response to this rumor has been profound: wizards from across the land have gathered in Chendl for a shot at the position. Most of these wizards are members of the Chamber of Four's own Mage Council, but there are a few foreign wizards as well.

Inns have been filled to near pre-shield levels, street vendors have begun to brave the darkened streets, and a similitude of normal life has crept back into the daily routine of the crown city. Fears that Furyondy's enemies will take advantage of the crowds and slip into the city to

cause havoc have been voiced more than once, and the presence of adventurers has only added to these rumors. The PC's are one such group of adventurers...

Adventure Summary

Introduction: The PCs are staying at the Feldrake Tavern which is crowded with multiple adventuring parties and other NPCs. Unknown to the PCs, the main antagonists of the module are also in the tavern: a wizard and fighter duo named Zargas and Bremen. During the entire time they are there, they sit, talk, and act very much like typical adventurers.

Encounter 1: The tavern receives a visit from a Rhennee fortune teller who seems particularly keen on the party members. The fortune told in her cards may well affect the PCs' future.

Encounter 2: While still at the Feldrake Tavern the PCs meet a wizard named Telmus after he accidentally incites a bar fight.

Encounter 3: Within an hour of Telmus' departure the PCs are disturbed by Telmus' kidnapping. The PCs recognize the kidnappers as former patrons of the Feldrake.

Encounter 4: The Kingsmen arrive almost immediately to sort the situation out. The PCs may look a bit suspicious. Fortunately, Thimme de Levine, a much respected member of the Mage Council, intervenes. Thimme is Telmus' former master, and he asks the PCs to find Telmus before anything happens to him.

Encounter 5: The PCs track the villains back to their hideout, a flour warehouse in the merchant district, probably using several purposely laid clues. There, they must defeat Zargas and Bremen's lackeys while the duo escapes into the sewers. After the combat, the players find a note inside Zargas' cloak that indicates that the mastermind of the kidnapping might be found at Sutter's.

Encounter 6: While leaving the warehouse, a fire is set off. This disturbs the rats in the city, many of which are undead, and they rise into a swarm and attack the closest living things they can find.

Encounter 7: Arriving at Sutter's, the PCs must find a way to get inside the exclusive establishment without alerting the target to their arrival and getting themselves in deeper trouble with the city watch.

Encounter 8: At Sutter's, the PCs find Thimme awaiting a date with another prominent Furyondy wizard: Satiana, court wizard for Duke Bennal Tyneman of the Duchy of the Reach. After one last-ditch effort to

thwart the PCs, Zargas and Bremen either escape or are captured.

Conclusion: If the PCs are wholly successful the PCs are treated to an evening of revelry and relaxation at the Traveler's Rest. Telmus also offers the PCs a minor gift with exceptional potential.

Preparation for Play

- Determine which PCs (if any) have the Ire of Nakky from *FUR4-03 Bells in Gold*. This comes into play in Encounter Eight.
- In addition, to gather useful information about the PCs for use when telling fortunes in Encounter One, ask each PC to answer these questions:
 - Why did you get into adventuring?
 - What do you hope to accomplish as an adventurer?
 - What was your most harrowing adventure?
 - Why are you in Chendl?
 - Who do you most closely identify with and why?
- Determine each PC's primary weapon. This may come into play in Encounter One.
- Encounter One includes a fortune telling scene with a deck of cards. Consider using an actual deck of cards as a prop for this encounter. You can use a tarot deck or a standard playing card deck. Alternatively, you may be able to find an artist's rendition of the Deck of Many Things. Such a deck once appeared in *Dragon* magazine (Issue #148). Other decks are available on the Internet.
- Determine if any PCs are members of the Furyondy Mage Council or Twilight Hunters metaorganizations.
- Before beginning play, briefly review the GM Aid: Effects of the Shield in Chendl, as the adventure begins there.

Introduction

A warm hearth fire and good food in your belly have turned out to be exactly what you needed to dispel the chill that the "shield" over Chendl brings to a body. Even three years later, it seems strange to walk through city streets with lanterns lit at midday. Other citizens seem to have had the same idea as you, as the tavern portion of the Feldrake Inn is nearly full and as noisy as ever.

Noteworthy amongst the patrons are a human and a dwarf that look to be the adventuring type, a rough-looking group off to one side of the tavern with a half-orc guzzling ale like he has money to spend, and a young man, collecting coins here and there from men after delighting their young lady friends with small feats of sleight of hand and well-placed comedy. The barkeep has been more than happy to help the half-orc relieve himself of his unwanted coin, and the performer seems to be making a decent profit as well.

It is assumed that the PCs have traveled here on their own (not as a group). However, if PCs know each other and the players wish, they may begin together (or at least notice each other during the subsequent encounter). More than likely, the PCs find each other and perform character introductions as part of the aftermath of Encounter Two.

Encounter One: Signs and Portents

You look up to see an ancient Rhennee woman standing in the doorway. Her leathery face belies years on the deck of a boat. Her clawed hands cling tenaciously to a stout wooden staff. Her long white dreadlocks and traditional boatman clothes seem thoroughly out of place in the crowd. But what are most unsettling are her black eyes, which peer with ruthless intensity right at you.

The woman speaks in a soft rasp and yet her words seem to carry eerily across the room like the call of a dragon turtle across the waters of the Nyr Dyv. "Your fate rests in the void. This very evening, your road will fork and the path you select will change your life forever. Coward or no, you must face your destiny. But come. Come and draw a card from my deck if you dare to peer at what might be." In the ensuing silence, the woman shuffles to a nearby table and draws forth a worn deck of cards.

Immediately a hum of excited conversation ripples through the crowd. Several patrons move away from the old woman. A few even leave the Inn. But some patrons also move toward her table and queue up to have their future read. For some it is a matter of bluster to show they are not afraid of the creepy old crone. For others, it is clearly a matter of fearful but undeniable curiosity. Lielenna smiles and accepts all comers with respect. She does not begin the foretelling until she has been paid one silver piece for it. (She's a Rhennee after all). She shuffles slowly and lays the cards upon the table while speaking

softly to the subject. No matter what, whenever any of the PCs turn to look at her, her eyes immediately lift and connect with that PC as if she could sense his gaze.

Creatures:

Lielenna: female human (Rhennee) Adept 14.

Lielenna is a "wise woman" among her people with the gift of second sight. While normally she stays away from drylanders, she occasionally feels a calling to those whose fates are particularly strong. She has traveled here alone and on foot from Worlende's docks on the Att River to find the PCs. If multiple PCs approach Lielenna for a foretelling at the same time, it's important to know in what order they receive their foretelling. (Resolve disagreements with an Initiative roll.)

Despite her efforts, the PCs may decide never to approach her. That's their decision. Lielenna does not speak to the PCs unless they approach her to draw from her deck. If they do so, she waits to be paid before shuffling and drawing three cards just like she does with everyone else. The first card is the PC's past. The second card is the PC's present and the third card is the future. They are drawn in that order: past, present and future.

You are encouraged to use a real deck of cards for this encounter. Although the cards in Lielenna's deck are the same cards that are found in a Deck of Many Things, her deck is **not** a Deck of Many Things. If you are using a tarot deck or a standard playing card deck be sure to remove the cards that aren't used. The tarot or playing card that corresponds to each image is listed below.

Ultimately, a deck of cards is not necessary, of course. If a deck is unavailable, just use dice to randomly roll a number between 1 and 22. Unless you have a d22, follow these steps:

1. Roll a d4
2. Subtract 1 from the result
3. Multiply the result by 6.
4. Add a d6. If the result is higher than 22, use 22.

Remember to re-roll duplicate results that occur during the same foretelling since you can't draw the same card more than once for the same PC.

As a DM, it's up to you to examine the specific PC and say something appropriate about his or her past and present that seems relevant to the card drawn. Use the information you gathered from the PCs' introduction and adventure records. Lielenna's wisdom is great and she usually sees to the quick of a PC's true character. Your readings should reflect that if possible.

When it comes time to draw the PC's future card, consult the list of foretellings below. Do NOT use these

foretellings for the other draws (past and present). Some of the cards also have a minor in-game effect on the PC. Remember this is *only* if it's the future card and *only* for the duration of this adventure.

If all the PCs come to her for a foretelling, then the future card for the last PC is *always* The Void. If possible, palm this card (or perform some other real-life sleight of hand) so the Void seems to have been selected at random. The foretellings are as follows:

1. Balance (Justice, Two of Spades) — *"Ah, justice is a powerful force in this Kingdom! Ware ye adventurer for today you may either find yourself the bearer of the sword of justice or you may find yourself its scabbard. I warn you: Draw no blood that is not beholden to you."*
2. Comet (Two of Swords, Two of Diamonds) — *"A card of omens! Know this: There are those whom would be friend or foe depending on your actions. Show care lest you befriend your enemy. This decision is perhaps the most important one you will make."*
3. Donjon (Four of swords, Ace of spades) — *"Far from this place, a chorus of dead men will beg you for their freedom. Would you dare to aid them?"*
 - In Game Effect: When this PC next encounters undead (probably Encounter Six) he must make a DC 10 Will save or be shaken for the duration of the combat.
4. Euryale (Ten of swords, Queen of Spades) — *"Cursed are you when discord wears a comely face. Cursed are you when danger hides behind a mask of integrity."*
 - In Game Effect: The PC suffers a -2 penalty to his Spot checks for the duration of this adventure.
5. The Fates (Three of Cups, Ace of Hearts) — *"Progress toward a destiny is a journey of untold small steps. You do not journey alone and not all who watch your progress are mortal."*
 - In Game Effect: Once during this adventure, this player may allow another player at the table to re-roll once skill check.
6. Flames (The Devil, Queen of Clubs) — *"What burns today may do more than injure you."*

Today, the fires of Chendl are meant to be a beacon for betrayal and injustice. Beware."

- In Game Effect: PC gains fire resistance 3 for the duration of this adventure.
7. Fool (The Fool, Joker with trademark) — *"Fear not this card, destined one. A child could see the wisdom in your eyes. This card speaks of another."*
 - In Game Effect: If/when the PCs attempt to sneak/bluff their way into Sutters later in this adventure this PC gains a +4 circumstance bonus on all directly related skill checks (e.g., Disguise, Bluff, Hide).
 8. Gem (Seven of Cups, Two of Hearts) — *"There are few hearts that do not lust for treasure. But the wisest of us know that at times even copper is more valuable than gold. If you focus on the immediate value of your rewards then you are lost."*
 9. Idiot (Two of Pentacles, Two of Clubs) — *"Your task for the future is judgment. Intelligence is perhaps the poorest measure of character. Seek instead a pure heart and righteous intent."*
 - In Game Effect: This PC suffers a -1 penalty to all Knowledge skills for the duration of this adventure.
 10. Jester (The Hanged Man, Joker without trademark) — *"One jester watches in Chendl this evening. Two jokers to fool you. Three chances to catch them. Fourfold doom should you fail!"*
 - In Game Effect: The next time this PC attacks an enemy, the player must roll must roll four d20s. If any die result is natural 20, the hit is a critical hit (no confirmation necessary). If none of the dice is a natural 20, the player must use the lowest roll to determine the result of his attack.
 11. Key (The Hierophant, Queen of Hearts) — *"Fortune is yours oh lucky one! Your actions are true. Today more than any other day is the time when you must take a chance for you are sure to win!"*
 - In Game Effect: The PC's primary weapon gains a +1 bonus to attack and damage for the duration of this adventure. This stacks with any existing bonus.

12. Knight (Page of Swords, Jack of Hearts) — *"Do not search those who are presented to you, brave one! The noble heart you seek beats in the chest of one who was once an enemy. Fair Furyondy needs your courage and your wisdom. Choose your actions wisely and act decisively."*
 - In Game Effect: This PC gains a +1 bonus to all Wisdom based skills for the duration of this adventure.
13. Moon (The Moon, Queen of Diamonds) — *"Seek ye the power of the arcane lest ye be lost! Fear ye the power of the arcane lest you be destroyed. Magic is an adder that saves the vigilant but bites the unwary."*
 - In Game Effect: The PC gains a -2 penalty on his next saving throw vs. a spell that allows a save. In addition, the next time this PC casts a spell that requires a save, he gains a +2 bonus on the DC of the saving throw.
14. Rogue (Five of Swords, Jack of Spades) — *"For the brave task you face, you have both unseen enemies and unseen allies. Know then that it is not only the innocent that walk in the brightness of dawn and it is not only the evil that lurk in the twilight."*
 - In Game Effect: PC gains a +2 bonus on Initiative checks for the duration of this adventure. Members of the Twilight Hunters automatically receive a surprise action in the final combat with Zargas and Bremen at Sutters. The PC receives this action even if a surprise round would not normally be called for.
15. Ruin (The Tower, King of Spades) — *"The cost of your trade is high. Take heart. Rewards will come in time." The old woman returns the PCs silver piece to the PC with a pitying smile.*
 - In Game Effect: Due to a mishap, the PC must pay double upkeep for this scenario. If the PC is living off the land or receiving free upkeep, he must pay upkeep as if he had no such skill/favor.
16. Skull (Death, Jack of Clubs) — The old woman gasps in horror and makes a warding gesture! *"Alas. Your life is in grave peril."*
 - In Game Effect: If an enemy has a choice between attacking this PC or another PC and there is no significant tactical reason to choose one or the other, then the enemy targets this PC. In addition if this PC falls below 0 hit points, she has only a 5% chance to stabilize each round instead of the usual 10%. Remember, this effect lasts only for the duration of this adventure.
17. Star (The Star, Jack of Diamonds) — *"To the south and west, a dead man will sing a song of loss. You must aid him and learn which of your friends are enemies and which of your enemies are friends."*
 - In Game Effect: The next disposable magic item this PC uses in this adventure functions at caster level + 2.
18. Sun (The Sun, King of Diamonds) — *"The cards do not lie. You have the good will of Furyondy herself! Perhaps even Belvor smiles upon you. Be prepared for a summons from a powerful organization in the kingdom. You have a task to perform for the good of this country."*
 - In Game Effect: This PC receives a +1 insight bonus on Diplomacy, Knowledge (local), and Knowledge (nobility and royalty) skills for the duration of this adventure.
19. Talons (Queen of Pentacles, Ace of Clubs) — *"What one person has left behind is not lost but meant for you to find. Many things are expendable, even the lives of men."*
 - In Game Effect: The next disposable magic item this PC uses in this adventure fails to function (but is still expended).
20. Throne (Four of Staves, King of Hearts) — *"A man's nobility lies not in his lands or in his titles but in his heart. Beware legitimacy and perceived loyalty. Embrace humility and reconciliation."*
21. Vizier (The Hermit, Ace of Diamonds) — *"I see one of no small power. What would he risk for still more power? Be certain of your motives but doubly certain of the motives of others."*
 - In Game Effect: This PC gains a +2 insight bonus on Sense Motive checks for the duration of this adventure.

22. The Void (Eight of Staves, Eight of Spades) — As the card is displayed, the woman's body convulses. Her hand flies out to grasp yours with a surprisingly strong grip and her head snaps back. Her mouth works but the voice that emerges from her lips is not her own. *"This void is the future. It is unknown to all. Noble Furyondy stands at a crossroads and it is YOU who must decide her course. If you would bear this task then take heed! Eight trials face you. Eight provinces in this noble land. Eight schools of the arcane. Eight wizards who would bend your ear. Eight wands that might destroy you and enslave your nation. Eight is the number you must fear. Eight, the number you must seek!"* As the words end, the woman slumps unconscious into her chair. The PCs can wake her but she is unable to perform any more foretellings. Any remaining PCs must face their destiny without any insight.

If the PCs opt to leave Lielenna a barmaid steps forward to care for her. In either case, she awakens in a few minutes. If asked to continue her foretellings Lielenna says simply "I have done enough for one day. Your destiny awaits you with or without my aid." After she recovers, Lielenna stands and hobbles out of the inn.

Development: If the PCs follow Lielenna she glances back at them once or twice and smiles regardless of how good their Hide checks are. Lielenna walks to a run down in near the South gate of Chendl where she has a room. She leaves the next day after the gate is opened at dawn so that she can begin her return journey to Worlende.

Begin Encounter 2 once Lielenna has left and all the PCs are back in the Felldrake Inn.

Encounter 2: This Guy Has a Name; He Must Be Important

Other than strange -or perhaps, chilly- omens, it's a fairly typical day at the Felldrake...until the fight breaks out.

A loud, angry bellow comes from the half-orc as he shoots to his feet and towers over most of the rest of the crowd. The half-orc's breeches are wet from his waist to his knees, and a stunned-looking young man with an empty mug in his hands is slowly backing away, apologizing with every step. The half-orc's friends are all at the table laughing and rooting him

on. "Get 'im, Gratch! Show this little worm who he's messin' with!"

After a few steps and a couple more comments from the table, it becomes obvious to the young man that this brute is not in a forgiving mood, and he changes tactics. With a flourish, a quick step back, and a short incantation the young man thrusts one hand into the air where a ball of white light appears. He lowers the sphere toward Gratch, "I am Telmus, and I have learned from one of the greatest wizards in the land. Stand down, or I will be forced to defend myself."

For a moment, the half-orc looks concerned, but further prodding from his friends convinces him to call the mage's bluff. His smile reveals crooked teeth as he advances closer to the young wizard, and the ball of light evaporates as Telmus ceases concentration on the dancing lights spell in favor of more meaningful defenses.

Creatures: In addition to the wizard and the half-orc, there are about three dozen souls squeezed into the tavern at the moment.

All APLs:

Half-Orc Drunk: male half-orc Bbn1; hp 14.

Telmus: male human Wiz4; hp 13; *see Appendix One.*

Listed below are some of the general actions the PCs might take. Since the PCs have probably not formed a party yet, treat their actions individually. Choose the option that best fits what each PC wants to do and adjust it as circumstances warrant.

Option A: Break up the Fight

The PC's may help Telmus in one of two ways: diplomacy or show of force. Which way they help him depends on how many PC's stand up with Telmus:

1 or 2: Have the PCs make a Diplomacy check (DC 20) to shift the half-orc's attitude to unfriendly. For check results of 25 or more, see the *Player's Handbook* (p. 72) to determine the half-orc's new attitude. An Intimidate check can also be made to turn the half-orc's attitude to friendly. His modified check is (1d20 + HD) – 1.

3 or more: Outnumbered, the half-orc backs down without a die roll.

With a grunt, the half-orc leaves the Inn with his friends behind him, still jeering and laughing at the young wizard. Telmus turns to you with a weak smile, "Can I buy all of you a drink?"

Unless unusual circumstances have caused the party to form in advance of this moment, allow the players to give character introductions now.

Telmus is a bright young mage with a great deal of potential. He is slim and light of build, with dark, short-cropped hair and cream-colored robes. He explains that he was walking by when he accidentally stepped on the half-orc's foot. In his hurry to get off of the man's toe, he spilled his drink into the man's lap.

Telmus has little information that is relevant to the adventure. He is versed in many knowledge skills, but not much else. After talking about a lot of wizardly theory and practices and possibly a few recruiting attempts for the mage council, Telmus leaves with a warm handshake and repeated thanks. Life in the tavern returns to normal.

Option B: Wait and Watch

If the PC's decline to help, Telmus is struck exactly once before the half-orc's friends step in to stop him from doing something stupid. With a budding black eye, Telmus leaves, trying to maintain his dignity.

The half-orc pulls his meaty fist back and plants it directly in Telmus' face. The slim mage falls to the floor with minimal resistance. Luckily for him, the half-orc's friends step in, telling him that he's made his point, before any more damage can be done. The group leaves the tavern without further incident.

PCs may take action at this point. The drunks are intent upon leaving the tavern before they get into trouble. Telmus leaves shortly thereafter unless the PCs intervene with an offer of aid or a comforting word.

Telmus pulls himself to his feet, holding his nose. He will most certainly have a large black eye in the morning. Gathering what dignity he has left, he leaves the tavern.

If the PCs do interact with Telmus he remains for a short time, particularly if he is offered healing. As in Option A (above), he introduces himself and explains the circumstances that led to the altercation.

Unless unusual circumstances have caused the party to form in advance of this moment, allow the players to give character introductions as they meet each other. However, depending on their actions in this encounter, it is possible that the party does not fully form until Encounter Three.

Telmus may make a polite inquiry to obvious wizard's about their membership in the Mage Council (or interest in membership) but otherwise has little to say as

he's still a bit shaken by the entire incident. He politely excuses himself and leaves.

The PCs may decide to follow Telmus. However, he asks them to leave him alone while he sorts this out on his own. If they persist, they follow him to the Mage Council's library across the street. PCs that are not members of the Mage Council metaorg are not allowed to enter. Telmus spends the better part of the day there reading. Nothing happens while the PC's are there.

Option C: Attack the Half-Orc

Violence is illegal in Furyondy unless defending oneself and the judge should discourage this action. Since the PCs are not involved, this situation does not constitute defense. PCs should know this basic law without any special checks, especially if they have been to Chendl before.

Players deciding to push forward with combat are guilty of Minor Assault and are apprehended by the guards before Encounter Two. They may not be able to participate in the remainder of the adventure unless the other characters help them out of jail. This can be done with a Diplomacy check (DC 30) with the local watch post. Alternatively, if fellow PCs ask for help from Thimme (see next Encounter) he has enough pull with the military men in the city to have an incarcerated PC temporarily released.

Incarcerated PCs that are released are only "out on bail." They still have to face punishment based on their actions. See *Appendix 5: Crime and Punishment* for details. Such PCs are now completely ineligible for the Favor of the City Watch on their adventure record.

Note: NO PC ACCUSED OF MURDER WILL BE RELEASED. Such PCs are guilty of Serious Assault. The adventure is over for such PCs. (See *Appendix 5: Crime and Punishment* for details). If there are less than four PCs remaining, then they may decide to end the adventure at this point. If less than three PCs remain, then they have no choice. The adventure is over for all the players.

Encounter 3: I think I heard a kidnapping!

Should the PCs decide to follow any of the NPCs, this encounter waits for them to return to the Feldrake Tavern. None of the NPCs are doing anything noteworthy until Telmus is attacked.

With the excitement behind you, your attention returns to life in the tavern. You note that several of the patrons have cleared out, including the dwarf and human you noted earlier.

As the hours while away, patrons come and go, but the tavern is growing more crowded by the hour. A troubadour has begun playing a lively tune in the corner, and a dice game has started at the table the half-orc and his friends had occupied. Several loud cheers have exploded from the table in just the last few minutes. Someone seems to be on a lucky streak this afternoon.

A loud crash outside lets you know that someone else is having the opposite kind of lucky streak, and most of the tavern patrons crowd to the doors and windows to see what all of the ruckus is about.

Standing above the crowd or climbing onto a chair or table affords you a view of three figures in the street outside of the mage council library. A large hole has been ripped in the second story wall of the building, leading you to believe that the trio was somehow flung through that wall.

Zargas and Bremen have made their move against Telmus. However, an heirloom of his has the ability to create a ring of the ram effect, and this is something that the kidnappers were not expecting. When attacked, Telmus activated the ring to knock Bremen away from him and into Zargas behind him. Unfortunately for Telmus, Bremen is very good with a flail, and he had his foot in a trip attempt. Thus, all three of them were flung out into the street. Telmus was knocked out during the altercation.

The PCs likely want to try to shove their way through the crowd, but the other patrons are too busy gawking at the scene to pay much attention to a group of would-be do-gooders. In most circumstances, it takes the characters three full rounds to work their way through the crowd.

Creatures:

All APLs

Telmus: male human Wiz4; hp 13 (currently -2); see Appendix One.

APL 2 (EL 5)

Bremen: male dwarf Ftr3; hp 31 (currently 15); see Appendix Two.

Zargas: male human Clr1/Wiz2; hp 18 (currently 9); see Appendix Two.

APL 4 (EL 7)

Bremen: male dwarf Ftr5; hp 49 (currently 25); see Appendix Three.

Zargas: male human Clr1/Wiz4; hp 26 (currently 13); see Appendix Three.

APL 6 (EL 9)

Bremen: male dwarf Ftr7; hp 73 (currently 36); see Appendix Four.

Zargas: male human Clr1/Wiz6; hp 34 (currently 17); see Appendix Four.

Zargas and Bremen begin this encounter with half their normal hit points due to crashing through the wall. Telmus is at -2 but has stabilized. Half of the damage sustained by all these NPCs is non-lethal.

Tactics: At most, the party has three rounds to make it out of the tavern and 150 feet down the street. This includes an action for both Zargas and Bremen to stand up and another to move closer together. Zargas casts *Tenser's floating disk*, and Bremen loads Telmus and himself onto it. The remainder of Zargas' action is to move 40 feet, which puts all three of them at the mouth of an alley at the end of three rounds.

By this time, the players should be out of the tavern, and are able to recognize the kidnappers from the afternoon at the tavern. However, catching them is harder. Once in the alley, Zargas and Bremen ignite an already prepared barrier to make good their escape.

As the kidnappers disappear into the shadows of the alley, flames replace the darkness. Empty flour sacks at your feet have been soaked in oil and ignited, effectively cutting your pursuit.

If the PCs insist on continuing the pursuit, treat the barrier as a *wall of fire* (CL 5).

Individual characters may be able to bypass the crowd via spells such as *spider climb*, exceptional climb skills, spells that allow flight, or even a high movement rate that allows them to run upstairs and jump out of a window. However, most of the party should not be able to pass in time without shoving and hurting people. Any stragglers that make it through should not pose much of a threat to the kidnappers. Note that transdimensional travel is not possible in Chendl due to the shield; it creates a *dimensional anchor* effect that cuts off access to other planes.

The PCs have three rounds (18 seconds or so) after they get out of the tavern before the city watch shows up (see Encounter 4). They may use this time to search the rubble and debris that has been left behind by the

damaged wall. If they do so, they automatically find the torn piece of paper with a crudely drawn symbol of a ram's head with a wheat sheaf above it (see Clues below).

Encounter 4: Nothing to See Here...Move Along.

This encounter begins when the Kingsmen arrive. A patrol is nearby so this encounter begins roughly six rounds after Zargas, Bremen and Telmus crash through the wall of the mage council library.

Within moments guards begin showing up. One of them moves toward you with an authoritative order to halt. "What's happened here?" he barks.

Once the guards arrive, they have a few questions for the PCs. Mostly, they take their statements about the situation and leave them be. If they resist too forcefully, the guards arrest them.

However, the arrival of Thimme de Levine complicates the situation. As a member of the Mage Council, Thimme has a vested interest in what has happened, and once he finds out who was kidnapped (either by description or name), he develops a personal one.

As you start to give your recollection of events, a tall man with close-cropped black hair and intense green eyes approaches your group. "Good day. Guards, what happened here? Who damaged our library?"

The guard you have been speaking with straightens to attention and salutes the man. "Sir! Lieutenant Bordman, sir. We were just taking a statement from these citizens." He then turns to you. "Please tell the Dean what you were telling us."

"Yes, please do continue, I am Thimme de Levine, an instructor at the Furyondy War College and a member of the Mage Council."

Warmage PCs who were trained in Furyondy automatically recognize Thimme. Otherwise, a DC 13 Knowledge (local [Iuz border states]) check is sufficient to recognize him. He is, in fact, the Dean of the school of warmages and the chief arcane advisor to the Baroness of Kalinstren. He is a powerful and well respected wizard in Furyondy and deserves utmost respect.

Creatures: The patrol of Kingsmen consists of four watchmen and a lieutenant.

All APLs

Lieutenant Jeauleff Bordman: Male human
Exp2/Ftr2; hp 27 (Sense Motive +8).

Watchmen (4): Male and Female human Ftr1; hp 10.

Thimme de Levine: Male human Wiz12 (evoker).

Give the PCs time to retell their story. When they finish, read the following.

Thimme seems visibly distraught by your story. "I was afraid something like this might happen... There have been rumors of trouble in the council. Telmus is a former apprentice of mine and a friend. If I could, I would begin a personal investigation. Unfortunately, I have a very important dinner date this evening that I can not afford to skip.

You seem like a capable lot. Could I ask a favor of you? Would you please begin an immediate pursuit of these miscreants? Even without my dinner plans, this blasted shield severely hampers my abilities.

I can provide ample reward if you if you are successful in finding them or at least a credible lead. As well, I do not believe that the Lieutenant here would be averse to allowing you to keep anything you salvage off of the kidnappers. Of course, any important evidence would be exempt, but that's unlikely to happen..."

Thimme waits for a response. If the PCs respond in the affirmative, he is pleased and thanks them with a firm handshake before leaving. If the PCs question Thimme's motives, push for details on the reward, or otherwise discuss his request for too long he changes his mind about their competence and moves to leave. The PCs have one last chance to call him back and accept the assignment at this point. Thimme is not beholden to the PCs since he can find apprentices in the council to do the investigation instead.

If the PCs are about to lose the opportunity to work for Thimme, Lieutenant Bordman states that he has a few questions for the PCs, and he hints that it may take all day to get the story straight as to why they came storming out of the inn. After all, vigilantism is frowned upon in Chendl and if the PCs are not going to work for Thimme he would rather not have them roaming the streets.

If the PCs still refuse to accept Thimme's assignment then the adventure is over for them.

Assuming the PCs do accept Thimme's assignment, Lieutenant Bordman adds the following guidance:

"Just remember that we have little tolerance for vigilantes in Chendl. Murder of a kidnapper is still

murder. I strongly advise you to avoid using lethal force except in self defense. Good luck, and please do your best to bring this wizard back to us alive."

Lieutenant Bordman is unhappy with this development since the PCs are freelancing in government business. However, his watchmen aren't able to act on the kidnapping right away due to other duties and he knows that Thimme de Levine garners a lot of respect in the city. As a result, he refrains from behaving hostilely toward the PCs. He begrudgingly allows them to search the area. Only members of the Furyondy Mage Council are allowed to search inside the building. (There are no clues to be found there anyway.)

Clues: Simply by searching the street and the rubble, the PC's automatically find certain clues:

- A scrap of letterhead that survived the fire at the end of the alley reads "Fallorwithy Flour Company."
- There is a fine, white powder everywhere the kidnappers went. Close examination reveals it to be flour.

A DC 25 Sense Motive check is sufficient to realize that the clues seem to have been found too easily, as if they were deliberately left behind.

If asked, the Kingsmen can give directions to the flour company. These particular guards cannot accompany the PCs, as the warehouse is outside of their patrol area. However, if asked, they are willing to send word that there may be trouble there and guards for that area gladly assist if anything goes wrong. This basically amounts to, "Good luck with that." (Any guards show up within moments after the end of a battle, and if the PC's go to any guard stations, they find that word has not have arrived there). If by some means the PC's manage to come up with some very reasonable way to convince guards to join them on their raid, the guards confiscate any loot that is found. The theory is that any goods captured during a raid become property of the crown. The judge is free to warn the players of this fact.

Contingency: It is possible that Zargas and Bremen are captured during this encounter. Should this unlikely event take place, some improvisation is needed although PCs can continue the adventure. Most of the boxed text can be used as-is. In this case, instead of Thimme asking the PCs to help, he thanks them with a small reward and asks the PCs to follow up on the kidnapping to see if they can find out what motivated it. He does not mention anything about his dinner plans at Sutter's. If the PCs interrogate Zargas and Bremen, refer to the subsection titled "Interrogating the Villains" in Encounter Eight.

Treasure: If the PCs manage to capture Zargas and Bremen this early in the adventure, they are awarded the treasure from Encounter Eight.

Encounter 5: Caution! Flour in Warehouse is Flammable!

By this point, the PCs should have figured out the obvious clues left behind by the kidnappers. If not, the judge can help to nudge them along, or call for some Intelligence/Knowledge checks to be able to feed them the information.

Contingency: If Zargas and Bremen were captured in the Encounter Three then they (obviously) are not present in this encounter. The mercenaries defend the warehouse in lieu of further instructions from their employers but retreat if pressed. The PCs find the same jacket with note left behind and probably eventually make their way back to Sutters as normal.

A map of the warehouse is provided in DM's Aid #2. Once at the warehouse, the PCs probably set off a silent *alarm* spell, alerting Zargas to their arrival.

By the time you reach the Merchant District, it is already well after nine bells, and a dense fog has moved in. The Fallorwithy Flour Company is a two-story affair with one entrance at the front. Nearby buildings form a series of narrow alleyways around the warehouse.

The PCs can charge in the front door with little resistance.

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

PCs may also slip in through open shutters around the roof. There is a back door, but it is locked with a simple lock (DC 25 Open Lock). Both doors have silent *alarm* spells with their areas of effect just inside the doors so that the doors must be opened before the PCs have a chance to detect them without the aid of a *detect magic* spell or similar magic.

Inside, the warehouse has two levels. The lower level contains stacks of flour piled five and six feet high, and the upper level is a small living area 25 feet square. An area near the back is a small stable for cart horses (currently empty), and hay is readily available. There is light coming from the living quarters, but the rest of the warehouse is dark and quiet. A set of stairs leads up to the living area.

Fire Danger: The entire warehouse (including the living quarters) is filled with a light airborne dusting of flour. Free-floating flour is flammable. Each time a fire spell, ability, or item is used, there is a 5% chance that the local flour creates a small explosion that deals an additional 1d6 damage to every creature in a 10 foot radius of the area of effect (Reflex save for half, DC equals the DC of whatever ability sparked the explosion). After the third explosion, the warehouse catches on fire. As soon as the warehouse catches fire, move to Encounter Six.

The PCs are allowed to climb the stairs uncontested. Once at the top, refer to DMs Aid 2 for starting placement of NPCs and read the following:

Edging your way across the deck outside the living area, you try hard not to sneeze on the free-floating flour in the air. Someone has been through here recently and stirred it up.

You must pass by a small window. Peeking inside, a cloak is hanging across much of the window, but you are still afforded enough of a view to get the idea of what is about to happen. The dwarf and the human from the tavern are inside along with a group made up of several races. The human and the dwarf are facing you, but the others have their backs to you. Standing over Telmus, the human has his dagger held high, poised above the young mage's chest. The closed door is only a couple of feet away from you...

The PCs probably rush in to disrupt this apparent ritual killing. Zargas and Bremen immediately rush out, while the grunts stay behind to hold the PC's off. Zargas and Bremen have found an entrance to the sewers that is probably used for smuggling. They have padded the entrance with hay so that they can jump from the living area directly into the sewers. Twilight Hunters know enough to confirm that the hole is for smuggling goods. Others require a DC 25 Knowledge (local [Iuz border states]) check. Remind the PCs that attacking for lethal damage is a potentially criminal act.

Two rounds into this combat, the floor of the structure collapses, plunging everyone and everything in the room into the hay below the living area.

As your party gains ground and makes its way into the living area, the weight of all of the combatants takes its toll on the light structure. With a creak, a moan, and a long series of snaps, the floor gives way under all of the weight. You plunge downward into the animal stalls below. Furniture, bits of wood and oil lamps crash to the floor of the warehouse. Luckily, the lamps have gone out, and the oil that now covers large areas is in no danger of spontaneously igniting.

PCs and thugs near the walls may make a Reflex save DC 18 to remain on the upper level. There is no damage for this fall, since the hay below breaks the fall. However, all combatants that fall down are considered prone unless they succeed at a DC 20 Reflex save or, if they have ranks in the skill, a DC 15 Tumble check.

Creatures: Zargas and Bremen are present when the combat begins. However, the duo does not participate in the combat (thus they are not included in the EL calculation).

All APLs

Telmus: Male human Wiz4; hp 17; see *Appendix One*.

APL 2 (EL 5)

Baralon: male dwarf Clr1; hp 10, see *Appendix Two*.

Callen: male human War1; hp 13, see *Appendix Two*.

Quellin: male half-elf Brd1; hp 6, see *Appendix Two*.

Gratch: male half-orc War1; hp 10, see *Appendix Two*.

Tullos: male human Sor1; hp 6, see *Appendix Two*.

Vedrick: male human Sor1; hp 5, see *Appendix Two*.

Bremen: male dwarf Ftr3; hp 31, see *Appendix Two*.

Zargas: male human(Flan) Clr1/Wiz2; hp 18, see *Appendix Two*.

APL 4 (EL 7)

Baralon: male dwarf Clr2; hp 16, see *Appendix Three*.

Callen: male human War3; hp 27, see *Appendix Three*.

Quellin: male half-elf Brd2; hp 10, see *Appendix Three*.

Gratch: male half-orc War3; hp 27, see *Appendix Three*.

Tullos: male human Sor2; hp 10, see *Appendix Three*.

Vedrick: male human Sor2; hp 10, see *Appendix Three*.

Bremen: male dwarf Ftr5; hp 49, see *Appendix Three*.

Zargas: male human Clr1/Wiz4; hp 26, see *Appendix Three*.

APL 6 (EL 9)

Baralon: male dwarf Clr4; hp 30, see *Appendix Four*.

Callen: male human War5; hp 48, see *Appendix Four*.

Quellin: male half-elf Brd4; hp 18, see *Appendix Four*.

Gratch: male half-orc War5; hp 43, see *Appendix Four*.

Tullos: male human Sor2; hp 20, see *Appendix Four*.

Vedrick: male human Sor4; hp 16, see *Appendix Four*.

Bremen: male dwarf Ftr7; hp 73, see *Appendix Four*.

Zargas: male human Clr1/Wiz6; hp 34, see *Appendix Four*.

Tactics: Zargas and Bremen are moving even before the PCs enter the living area. The thugs have turned and are looking for a fight. They know that their job is to hold the PCs rather than kill them (they haven't been paid enough to do so). They fight defensively. If they hold out for six rounds, they begin making their way to the exits if possible. Otherwise, they surrender when only two of them are standing.

Zargas and Bremen do not fight unless they are given no other choice. They instead take any and every opportunity to flee and leave their hired thugs to mop up the PCs.

Development: Searching the warehouse reveals that the human (Zargas) has left his cloak behind. Inside one of his pockets is a note. Once the PCs read this note, move to Encounter Six.

It is possible that the PCs do not read the note but instead chose to pursue Zargas and Bremen into the sewers. In that case, proceed to Encounter Six and adjust as necessary.

If the PCs rescue Telmus in this encounter, they probably question him about his kidnappers. Unfortunately, the traumatized wizard knows only the following:

- The kidnappers are named Zargas and Bremen
- They were expecting to be followed, and they even lamented at how it was taking the PC's so long to find them.
- They are working for someone named "T".
- Telmus feels that any confrontation with "T" needs to be done with a kingsman present.

Most likely, PCs realize the need to follow up on the note they've located. If they do not think of this, Telmus suggests and encourages this action. He also advises urgency out of fear that his former master may be in danger. However, Telmus is too shaken to participate in the effort himself. Some PCs may decide at this point that "T" is Thimme. If they suggest this within Telmus' hearing he is genuinely disbelieving:

"I was Thimme de Levinne's apprentice for well over a decade. He is certainly an ambitious man but I

never saw him perform an act of evil. His heart is with Furyondy. I assure you that this 'T' is someone else."

Capturing Zargas and Bremen: Should Zargas and Bremen be captured during this encounter, remind the players of the Kingsman's warning against murder. It's likely they will turn the duo in for trial or bring them along to Thimme. The PCs may also choose to question them first. See the subsection entitled "Interrogating the Villains" in Encounter Eight for details on the outcome of this interrogation.

Treasure: If Zargas and Bremen are captured or killed during this encounter then the PCs earn the treasure listed for Encounter Eight in addition to what is listed here.

APL 2: Loot – 19 gp, Coin – 0gp, Magic – none.

APL 4: Loot – 79 gp, Coin – 0 gp, Magic – none.

APL 6: Loot – 196 gp, Coin – 0 gp, Magic – *wand of enlarge person* (63 gp each), *wand of remove fear* (63 gp each).

Encounter 6: Swarming Skeletal Rats...? Charming.

This encounter begins when the warehouse catches fire either due to the use of fire-based attacks or because the PCs have chosen to read the note in Zargas's cloak.

If the PCs are reading the note, give them Player's Handout #1. Once read, the note bursts into flames and is consumed in moments. This turns out to be the last straw for the flour in the warehouse, as it explodes and catches the warehouse on fire. Note that if the PCs did not read the note while in the warehouse, it does not catch fire and the text below should be eliminated; skip to the second set of read aloud text.

The note bursts into flame moments after you finish reading it. While you manage to drop the note onto something non-flammable that is not hay or covered in lamp oil before it singes your hand, the fight has stirred up even more flour. As the magical flames spread from the note, the world seems to slow down as the very air around you bursts into flames and licks against the oil-covered hay you are standing in.

Regardless of how the fire started (via the note or fire-based attacks), each creature still in the hay takes one point of fire damage from the initial explosion. In addition, the hay and the oil have caught on fire and the structure is now aflame. Escape is easy enough, but it

should get the PCs attention. If they wish to fight the flames, they may do so in any way deemed reasonable.

Any thugs who are still in the building and conscious, immediately withdraw from combat and exit the building. They make no move to save their unconscious or dying fellows (if any).

If the PCs take the time to save the building and/or keep the thugs from dying in the flames and turn them in, they earn an influence point with the Kingsmen on their AR. (Kingsmen arrive shortly after Encounter Six and the thugs can be turned in then).

The fires have attracted more than just the PCs attention. Rats fear fire like little else, and they are out in force looking for new places to hide. If the warehouse was not set on fire, then the rat swarms were stirred by the debris falling into their nest when Zargas and Bremen drop into the sewers.

You've escaped from the flour warehouse only a little worse for the wear, and you continue your pursuit of the human and dwarf. However, a little way down the sewer you hear a strange skittering noise. After a couple moments listening, you realize that you recognize the sound: rats! As the first few come into view, your fears are confirmed. The fires have driven out a local nest of rats... swarms of them...and the bulk of them will be here within a few moments.

Give the PCs one round to heal up and prepare before the rats notice them and attack.

Creatures:

APL 2 (EL 2)

Rat Swarm: hp 13; see *Monster Manual* p.239.

APL 4 (EL 4)

Bone Rat Swarm: hp 26; see *Appendix 3*.

Dire Rats (3): hp 5; see *Monster Manual* p. 64.

APL 6 (EL 6)

Bone Rat Swarm (3): hp 27, 26, 25; see *Appendix 4*.

Tactics: If Zargas and Bremen (or any of the thugs) have been captured at this point, they offer to help if the PCs cut them free. If they are cut free, they fight for one round then flee.

Development: If the PCs decide to go to Sutters to see Thimme because of the note found in Encounter Six and/or because Thimme asked them to report in when they had finished their mission, proceed to Encounter 7: Sutters.

If the PCs do not proceed to Sutter's then the adventure is over for them at this point. Similarly, if the PCs opt to delay going to Sutter's until the next day then the adventure is also over as in both cases, Zargas and Bremen escape the city and the PCs won't hear from them again...at least for a while. Proceed to Conclusion B or C as appropriate.

Encounter 7: Sutters

This Encounter occurs because the PCs have decided to go to Sutters for whatever reason. Most likely, the note is the primary motivation and the PCs are attempting to find out who "T" is. The expected assumption is that "T" is the first or last initial of the individual who hired Zargas and Bremen.

PCs with a successful Knowledge (local [Iuz's Border States]) know a bit about Sutters (see the table below; remember that DCs of 10 or below can be met by a PC without ranks in the skill).

- | | |
|-------|---|
| DC 5 | Sutters is a well known restaurant in Chendl. |
| DC 10 | The restaurant caters to the rich and noble of Furyondy. The food is likely to be expensive and the clientele, rich. |
| DC 13 | Potential customers who aren't exceptionally well dressed and don't possess an air of nobility are turned away by the restaurant's bouncers. Armor and large weapons are certainly not going to be allowed! |
| DC 15 | It's rumored that the king himself has dined at Sutters on more than one occasion. Certainly the provincial nobles often eat there when they are in town. |
| DC 18 | The maitre d' is an obnoxious half-elf with an insufferable air of self importance. As a result, turnover among the waitstaff is high. The head chef is a halfling and most of the sous chefs are loyal to her. |
| DC 21 | There is a rear entrance to Sutters in an alley that goes into the kitchen. |
| DC 23 | The maitre d's name is Alfonse. He is unusually susceptible to flattery. |
| DC 27 | The head chef's name is Rosemary Lenderbross. The chefs are often so busy that it'd be easy for someone with a bit of stealth to slip by them, particularly if |

	someone else provided a distraction.				which PC has the richest attire. To buy appropriate attire, the party must convince a clothier to open his shop at this late hour (DC 15 Diplomacy check). If a <i>disguise self</i> or similar magic is used to recreate such attire, treat the PC as if she had spent 200gp on attire (i.e., a +10 bonus).
DC 29	It's said that many of the nobles have a password. If a servant arrives who speaks the right password then Sutters allows the servant inside and prepares a private dining room for the noble.				
DC 35	Baron Jemain's password is "Claw Gorge".				
		+10			If the PCs speak Baron Jemain's password ("Claw Gorge") and indicate that the Baron will be arriving shortly for dinner.
This encounter takes place entirely in and around Sutters. Before running this encounter, consult DM's Aid #3. There are multiple ways that the PCs can acquire entrance to Sutters. Below are some of the obvious tactics and how to adjudicate them:		-2			For each PC who is not wearing appropriate attire (minimum of 20gp spent).
Currently the restaurant is busy but not full. All but one of the tables on the first floor is occupied. All but three of the tables on the second floor are occupied. Thimme de Levine is sitting by himself at the table indicated by the map in DM's Aid #3. The private dining rooms are all currently empty. As long as the PCs look like employees or patrons, the other patrons at the restaurant pay them no mind.		-2			For each half-orc, asherati or other unusual race that is in the party. <u>No centaurs are allowed into Sutter's Period.</u>
		+5			If the PCs flatter Alfonse in any way.
		-5			For each PC who is bearing a weapon in plain sight that is larger than a dagger. Light weapons can be hidden from view with a DC 15 Sleight of Hand check. Larger weapons can only be hidden in extra-dimensional spaces (or similar).
Zargas and Bremen are also in Sutters this evening. The two ne'er-do-wells are posing as waiters and waiting for the right moment. For each five minutes that the PCs are in Sutters (except for the private dining rooms), there is a cumulative 10% chance that one member of the pair enters the room. When this happens the PCs are entitled to a Spot check to see through their disguise. Bremen's Disguise check is made with a -2 modifier. Zargas's modifier is +9 thanks to <i>disguise self</i> . If the PCs confront Zargas and Bremen then proceed to the next encounter.		-2			For each PC who is wearing light armor. A DC 12 Disguise check is sufficient to hide light armor and avoid this penalty.
		-6			For each PC who is wearing medium armor. A DC 20 Disguise check is sufficient to hide medium armor and avoid this penalty.
Option A: Playing the Part					
This is perhaps the most obvious approach. The PCs can attempt to get a table at Sutters. Once the players have decided to pursue this approach, ask them what they plan to do about their attire. Ask each player to be clear about the status of their PCs weapons and armor.		-12			For each PC who is wearing heavy armor. A DC 35 Disguise check is sufficient to hide heavy armor and avoid this penalty.
Getting at table requires one party member to make a DC 40 Bluff or Diplomacy check to convince Alfonse that they are wealthy and cultured enough to eat at his establishment. The following circumstance modifiers apply to this check:		+1 to +4			For every 2 ranks that a party member has in Knowledge (nobility and royalty) the party receives a +1 bonus to the check. If multiple party members have ranks in this skill, their bonuses do not stack.
+1 to +15	For each 20gp that a PC spends on clothing, hygiene, perfumes and jewelry (up to 300gp), the party receives a +1 bonus to the check. PCs who have purchased attire in a previous adventure may reuse it here. <i>These bonuses do not stack.</i> Set the total bonus based upon	+1 to +4			For every 2 ranks that a party member has in Knowledge (local [Iuz's Border States]) the party receives a +1 bonus to the check. If multiple party members have ranks in this skill, their bonuses do

	not stack.
+2 or -2	Other party members may use the Aid Another action. However, if their Bluff or Diplomacy result is 5 or less, they instead penalize the final result by 2.
-4	For each previous attempt.
+1 or +2	DM's discretion

If the PCs succeed in getting a table without dressing up, Alfonse asks them to change before he seats them. A small stock of appropriate outfits for creatures of small or medium size is on hand. Similarly, if the PCs succeed in getting a table when any party member is bearing a weapon larger than a dagger, Alfonse insists that they leave those weapons in the closet. (***"I assure you I will watch them personally."***)

Once the PCs are inside, Alfonse seats them on the first floor. The second floor is reserved for the incredibly rich, nobility or highly influential people. The PCs are only be seated here if they meet three conditions:

- They ask to be seated there
- They provide at least a 10gp tip
- They beat the DC of the Bluff or Diplomacy skill check by 10 or more.

Option B: Stealth

PCs who scout the building quickly discover the backdoor into Sutters that goes through the kitchen. When the PCs first arrive, one member of the waitstaff is taking a break in the alley. If the PCs openly enter the alley he eyes them warily. Unless the PCs immediately greet him and attempt to be non-threatening (DC 0 Diplomacy check), he retreats back into the kitchen. If the PCs attempt to Hide from the waiter and fail, he also retreats.

Nall: Male human Com3; hp 8 (Spot -1; currently -3 due to being distracted).

Due to the heat that pours from large fireplace, the rear door is kept ajar. A PC who peers inside must make a DC 5 Hide check to avoid being spotted by one of the cooks. If they are spotted, Rosemary storms over to angrily shoo them away and slam the door. Someone reopens the door again in about a half hour as it gets too hot in the kitchen.

If the peeking PC is not spotted, read the following:

The Sutters kitchen is a hive of activity. At least a half dozen cooks bustle about from pots to spit to prep table with a fervor that is both chaotic and organized.

Moving amongst the chaos like a ship captain at ease upon the deck of her ship is a middle-aged halfling with a large wooden spoon.

Members of the wait staff occasionally burst into the kitchen from the door on the north or come hurrying down the stairs just behind this rear door. They place orders or pick up dishes and then exit again in a similar hurry. The waitstaff wear black breaches or skirts and crisp white shirts with lace at the cuffs and neck.

While the PCs are watching, Bremen enters to kitchen disguised as a waiter to place an order and pick up a dish. The observing PC is entitled to a Spot check vs. Bremen's Disguise check (his modifier is -2 at all APLs) to recognize the villain. The PC receives a -5 penalty on the check due to distance and the unexpectedness of seeing their enemy here.

It should be apparent to a peeking PC that they stand a reasonable chance of sneaking into the kitchen and up the stairs without being noticed by the cooks. In fact, this requires a DC 10 Hide check.

Once inside, PCs who enter the dining area bearing armor and weapons stand out and some patrons cry out in alarm. The bouncers arrive in 1d3 + 2 rounds to eject the PCs. Alfonse runs to get the Kingsmen.

Creatures:

Bouncers (2): Male half-orc Mnk1/Ftr4; hp 38; see *Appendix One*.

Tactics: The bouncers attempt to intimidate the PCs into leaving. If the PCs don't comply promptly, the bouncers resort to bodily removing the PCs via grappling and their Stunning Fist feat. The bouncers always deal non-lethal damage. They flee if reduced below half their normal hit points.

Option C: Bribery

Alfonse (the maitre d') and Rosemary (the cook) are not susceptible to bribery. However, Nall (the waiter whom the PCs find if they inspect the alley behind the restaurant) is fed up with Alfonse and currently wishing he could be employed elsewhere without taking a pay cut. A generous "tip" from a PC is all the excuse he needs to betray his employer. Nall hints at this if the PCs indicate they'd like to get inside.

Use the following scale to determine Nall's helpfulness:

6gp	Nall admits he's ready to quit anyway and does not hamper the PCs entering the restaurant. He even offers to trade garments
-----	---

- with another medium-sized PC so he can sneak inside. Due to the high turnover rate at Sutters, other employees just assume that PC is a new employee unless he stands out and/or draws attention to himself
- 10gp Nall also gives rudimentary training to any PC who borrows his clothes (enough so that the PC can pass as a waiter for up to an hour before incompetence tips his hand). Nall also gives a basic layout of Sutters.
- 40gp Nall offers to steal wait staff outfits for other PCs.
- 100gp If asked, Nall is willing to peek at the reservation book to find out which customers have the initial "T". (See "Finding T" below.)

Halve the required bribe amounts if the PCs simultaneously succeed at a DC 15 Diplomacy or Intimidate check.

Option D: External Authority

The PCs may opt to go to the Kingsmen and use their authority to gain entrance to Sutters. To accomplish this, the PCs must find Lieutenant Bordman, the watchman who questioned the PCs after the kidnapping (Encounter Four). The lieutenant is the only who is fully familiar with the situation. Any other authority asks the PCs to go to him with their request for this reason.

As long as the PCs are truthful about the situation, the lieutenant reluctantly agrees that "they should be disturbed for their own safety at the least." The lieutenant asks that at least a couple PCs stand guard by the back door in case their quarry tries to escape that way. Then he approaches Alfonse and, after a heated argument, Alfonse allows the lieutenant to examine the reservation book for someone with the initial "T." (See "Finding T" below). The lieutenant reports his findings to the PCs who are welcome to act on it as they see fit.

Alfonse lets the party into Sutters but he insists they leave their weapons and armor in the coat closet. If the PCs refuse, Alfonse refuses to allow them entry. The PCs must succeed at a DC 25 Diplomacy or DC 20 Intimidate check to get him to allow it. Even so, if the PCs bring weapons into the restaurant Alfonse follows them loudly announcing: "Everything is ok. I beg you please remain calm until these Kingsmen finish their official business."

Option E: Influence

The PCs may spend influence points to gain entrance to Sutter's. This requires two influence points, as noted below:

- One must be an influence point with a well known and well respected Furyondy metaorganization (MO) (i.e., any MO *except* The Twilight Hunters or the Thunderheart Mercenary Company). If this influence point is with the Order of the Hart then a second influence point is not required.
- An influence point with a member of the Furyondy nobility.

The required influence points can be possessed by two different PCs. The points are expended by this use and should be crossed off any respective ARs.

If the PCs are using their influence to get inside then they still must argue with Alfonse who is highly resistant. He uses several of the following phrases and tactics:

- "I assure you, the individual you seek would never be allowed inside this establishment."
- But you're filthy! I can't let you tromp in here. This is a fine restaurant not a stable.
- "You don't understand. This sort of heavy handed authoritarianism will destroy our reputation. We'll go bankrupt!"
- "Surely you can conduct this business after hours?" (While simultaneously offering the PCs a purse with 100gp inside.)

In general, play Alfonse as offended and aghast. Ultimately, if the PCs persist Alfonse allows them inside, but they must persist through Alfonse's complaints. Alfonse insists they leave their weapons and armor in the coat closet.

Option F: Intimidation and Force

Sometimes there's nothing quite as effective as the half-orc approach to problems. Whether through premeditation or frustration, the PCs may simply opt to use Intimidation and force to charge into the building. PCs using Intimidate in this manner are guilty of Disorderly Conduct (a Crime of Disrepute in the Kingdom of Furyondy). See *Appendix 5: Crime and Punishment* for details. A DC 8 Knowledge (local [Iuz Border States]) is sufficient for a PC to be aware of this. PCs should automatically be offered this check if they propose this plan, even if they do not ask about legality.

A DC 14 Intimidate check is enough to convince Alfonse and the bouncers that the PCs mean business. Once intimidated, Alfonse begins to stammer and squeak with fear. If the result of the Intimidate check was less than 20, the bouncers bravely move forward to try to disarm and subdue (grapple) the PCs. The PCs may

simply fight back or attempt a second, DC 20 Intimidate check at this point to convince the bouncers to back off.

If the bouncers move forward and the PCs fight (regardless of whether or not they use non-lethal damage) the bouncers immediately cease their resistance and withdraw (or surrender). Alfonse also passes out from fright like a startled doe. At this point the PCs are guilty of Minor Assault (a Crime of Disrepute in the Kingdom of Furyondy). See *Appendix 5: Crime and Punishment* for details.

Regardless of whether the PCs used physical force or just Intimidation, once they are inside they draw the attention of the restaurant patrons. Several of them cry out in alarm while a handful leap under their table. A few stand, draw daggers and assume a defensive stance but remain mute. The remainder of the patrons stay in their seats in a combination of anger and fear.

If the PCs show any direct hostility toward the patrons, most of them flee in panic, creating a mob at the kitchen door. One chef is severely injured in exodus and dies if the PCs do not find him in the kitchen within five rounds. Several others are injured as well. At this point the PCs are guilty of Serious Assault (an Injurious Crime in the Kingdom of Furyondy). See *Appendix 5: Crime and Punishment* for details.

If the PCs use Intimidate or force to enter Sutters they are guilty of at least one crime. Continue with the adventure but make certain at the end to address this issue, as the PCs are probably arrested by the Kingsmen. They are tried and punished according to their crimes. See *Appendix 5: Crime and Punishment* for details.

Finding “T”

Once the PCs are inside Sutters, they probably want to try to find out who is here whose initial is “T”. Once again, there are multiple tactics the PCs might use to accomplish their task:

Option A: Just Ask

If the PCs talked their way past Alfonse, a DC 15 Bluff or DC 22 Diplomacy check is enough to convince him to tell the PCs that the only person in the restaurant with that initial is Thimme de Levine (“the renowned court wizard of Kalinstren”).

Option B: Bluff

A DC 12 Bluff check is sufficient to distract Alfonse so that another PC can examine the reservation book. PCs can use this approach whether they are posing as waiters

or as diners. Most of the patrons at Sutters have a reservation so this is a fairly thorough approach. PCs who select this option also learn that Thimme is the only “T” in the restaurant this evening.

Option C: Help from Nall

If the PCs bribed the disgruntled waiter with enough gold, he checks the reservation book for the PCs and reports the same information.

Option D: Knowledge (Local)

PCs with the Knowledge (Local, Iuz’s Border States) skill can use it to identify many (but not all) of the patrons in Sutter’s. For each point by which the check exceeds DC 10, the PC can identify 5% of the patrons. Thus, a DC 15 check identifies 25% of the patrons. A DC 30 check is enough to identify everyone in the restaurant. The PCs automatically recognize Thimme de Levine since they’ve already met him.

Option E: Ask Around

The PCs may simply begin moving from table to table and ask the patrons their names. This approach requires the PCs to socialize with the other patrons a bit and win their trust. The PCs must succeed at a DC 13 Diplomacy check to get any particular table to introduce themselves. Repeated attempts receive a -2 penalty for each previous attempt. Failure by 10 or more draws the attention of Alfonse. If the PCs are posing as patrons he politely, but firmly asks the PCs to take their seats. If he catches them again, he has the bouncers eject them from the restaurant.

If a PC draws Alfonse’s attention asking around when they are posing as employees, he “fires” them. Alfonse flies into a subdued rage and promptly tells the PC to “inform Rosemary of your disgrace and leave at once. I don’t ever want to see you again. Your presence is an insult to the fine people who dine here.” Failure to obey means that Alfonse whistles for the bouncers.

Development: Should the PCs approach Thimme at any point, proceed to Encounter 8. If the PCs Spot Zargas and Bremen and confront them, see Encounter 8: the Direct Approach.

Encounter 8: Wizards and the Webs They Weave

This encounter occurs when one or more of the PCs approach Thimme for any reason. Most likely, this occurs when the PCs find out that Thimme is the only “T” at Sutters but the PCs may also approach him to report on

their progress. This encounter also occurs if the PCs confront Zargas and Bremen (see subsection titled “The Direct Approach” below).

Contingency: If the PCs have already captured Zargas and Bremen then there is no attack in this encounter. Thimme defends any questions they may have for him about who “T” is. Satiana arrives during this conversation to defend her beau. If the PCs accept Thimme’s rebuttal they earn his favor for their diligence. If the PCs press him, they do not earn his favor.

Some PCs may feel they have a bit of dilemma here. The person that they suspect of arranging for Telmus’ kidnapping is the very person who hired them to find the kidnapper. Worse, the PCs have no proof Thimme’s wrongdoing. Different players may approach this problem in different ways.

Allow the PCs to discuss this problem as long as they wish. Once they actually approach, Thimme however, Zargas and Bremen attack. Before reading the text below, allow a Spot check (vs. Zargas and Bremen’s Hide check) to determine which PCs are allowed to act in the surprise round.

As you approach Thimme you notice that he seems anxious. When he notices you, he straightens, “Ah! I’m so glad to see you return. What word of Telmus? Is he well?” He seems genuinely happy to see your approach.

Suddenly, a dwarven battle cry breaks out behind you. Bremen is charging toward you from one side and you can hear spellcasting coming from somewhere else. “We will not let you take Thimme!” he screams.

Creatures:

All APLs:

Thimme de Levine: male human Wiz12 (evoker).

Sutter’s patrons and personal servants (41): male and female NPCs (artistocrats, experts, commoners and warriors) levels 1-4; hp varies.

Sutter’s employees (10): male and female Com or Exp levels 1-3; hp varies.

Bouncers (2): male half-orc mnk1/ftr4; hp 38; see *Appendix One*.

APL 2 (EL 5)

Bremen: male dwarf Ftr3; hp 31, see *Appendix Two*.

Zargas: male human Clr1/Wiz2; hp 18, see *Appendix Two*.

APL 4 (EL 7)

Bremen: male dwarf Ftr5; hp 49, see *Appendix Three*.

Zargas: male human Clr1/Wiz4; hp 26, see *Appendix Three*.

APL 6 (EL 9)

Bremen: male dwarf Ftr7; hp 73, see *Appendix Four*.

Zargas: male human Clr1/Wiz6; hp 34, see *Appendix Four*.

Tactics: Zargas and Bremen make a scene then attempt to run away before they can be captured. Bremen closes with the party using the tables to make it difficult for the PCs to flank him. Zargas uses spells like *grease* and *color spray* to hamper the PCs. He also heals Bremen if it’s convenient or appropriate.

Their strategy is designed to mitigate their numeric disadvantage. If Zargas is threatened by a melee attack or Bremen is flanked, the two attempt to retreat. Bremen even leaps through a second story window if necessary.

Thimme casts *improved invisibility* and moves to a safer location to observe the combat.

Most of the patrons and employees are downstairs when the fight begins. They hear the sounds of trouble upstairs but Alfonse keeps them calm and manages an orderly evacuation (requiring five rounds) with the help of the bouncers. On the sixth round of combat, the bouncers arrive on the second floor and attempt to break up the fight as best they can. They retreat if reduced below half their normal hit points.

There are eight patrons and one employee on the second floor when the fight begins. Two patrons hide under their respective tables. A third patron (a wealthy merchant from Dyvers with a hearty laugh and plenty of wry commentary) remains in her seat to observe the fight. She retreats only if she is injured. The remaining six bystanders move to nearest exit at first opportunity.

If any bystanders are accidentally injured by a PC during the fighting, then that PC is guilty of Minor Assault. If a bystander is killed, the crime is Serious Assault. See *Appendix 5: Crime and Punishment* for details.

Treasure: If Zargas and Bremen are captured or killed in this encounter, the PCs acquire the items listed below. [Note that the *robe of bones* is illegal in Furyondy and is therefore confiscated by the Kingsmen for destruction].

APL 2: Loot – 130 gp, Coin – ogp, Magic - *potion of enlarge person* (20 gp each), *potion of cure moderate*

wounds (25 gp each), *potion of cat's grace* (25 gp each), +1 *heavy steel shield* (98 gp each), *pearl of power – first level* (83 gp each), *cloak of elemental protection* (83 gp each)

APL 4: Loot – 5 gp, Coin – 0 gp, Magic - *potion of enlarge person* (20 gp each), 2 *potions of cure moderate wounds* (25 gp per potion, each), *potion of cat's grace* (25 gp each), +1 *full plate* (220 gp each), +1 *heavy steel shield* (98 gp each), *pearl of power – first level* (83 gp each), *cloak of elemental protection* (83 gp each)

APL 6: Loot – 5 gp, Coin – 0 gp, Magic - *potion of enlarge person* (20 gp each), 2 *potions of cure moderate wounds* (25 gp per potion, each), *potion of cat's grace* (25 gp each), +1 *full plate* (220 gp each), +1 *heavy steel shield* (98 gp each), *pearl of power – first level* (83 gp each), *cloak of elemental protection* (83 gp each)

The Direct Approach

PCs with good Spot checks may notice that Zargas and Bremen are in Sutters. In that situation, they may decide to get the jump on the villains who are unarmed and unarmored while posing as waiters. Handle the situation as best as possible keeping in mind that Zargas' and Bremens' goals are:

1. To avoid capture. The two villains would rather flee than fight a battle that's not going their way. If the PCs ambush them, they are most likely to flee immediately if they can.
2. To prevent the PCs from talking to Thimme. As long as Zargas and Bremen feel they are not in jeopardy, they "defend" Thimme from the PCs.

Development: The PCs stand a good chance of capturing Zargas and Bremen during this encounter. If still conscious, the two attempt to remain quiet. If the PCs immediately begin interrogation in earnest, refer to the subsection below titled "Interrogating the Villains." The PCs may also use the narrow window of time before the city watch arrives to speak with Thimme. If they accuse him (even obliquely) of being responsible for the kidnapping refer to the subsection below titled "Justice for a Criminal Mastermind?"

The first two Kingsmen arrive ten rounds after the fight breaks out. These first two are focused on situation control. They do their best to prevent any participants or witnesses from leaving the area. They also intervene if the PCs are actively interrogating Zargas and Bremen.

A larger patrol (six watchmen and a constable) arrives in five minutes. Constable Gendi begins questioning the PCs (and Zargas and Bremen if they are conscious). Constable Gendi is not aware of the PCs'

involvement in the kidnapping earlier that day (though he is aware that a Mage Council member was kidnapped). It should take several minutes for the fastidious constable to sort out what happened.

If the PCs committed any crimes in the previous encounter then they are arrested immediately regardless of what they say. Otherwise, the constable's decisions to arrest to PCs or not depends largely upon what the PCs say and what they did. To determine this outcome, calculate a "decision score" based on the following criteria.

+1 point	If the party's spokesman succeeds at DC 15 Diplomacy check while explaining what happened. For each 5 points that the check exceeds 15, give another point (e.g., a DC 25 check gives +3 points). Feel free to apply circumstance bonuses for PCs who are members of reputable metaorganizations, PCs who heal injured patrons, PCs who are clerics/paladins of lawful nonevil deities, etc.
-1 point	For each lie the constable detects the PCs are telling about what happened (Sense Motive +5).
+1 point	If the PCs did not use bribery, intimidation or force to gain access to Sutters.
-1 point	If the PCs admit they used bribery to gain access to Sutters.
-1 point	If either Zargas or Bremen was killed in the fight
-3 points	If both Zargas and Bremen were killed in the fight
-1 point	For each bystander who was injured in the fight (maximum: -3 points)
-3 points	For each bystander who was killed in the fight.
-1 point	If the restaurant sustained a significant amount of damage.

If the constable's decision score is 0 or higher, then the constable decides that the PCs are in the right. He arrests Zargas and Bremen and tells the PCs that they are free to go but asks they report to a watch station in the morning to file a written report. With a score of 5 or higher, the

constable congratulates them on some “crack detective work.”

With a score of less than 0 the constable arrests both the PCs and Zargas and Bremen. The PCs are released in a few days (unless required to serve TUs due to other crimes committed), but not before Zargas and Bremen break out of jail themselves and skip town. The PCs also do not receive the Favor of the Kingsmen on their AR, even if they earned it in Encounter Five.

As the constable is making his decision, a new person arrives at the scene. Read the following:

Constable Gendi interrogation is cut short as an attractive Suel woman with floor length blonde hair and striking blue eyes appears in the doorway. A cat rests comfortably in her arms. She scans the room until her eyes come to rest on Thimme

If any PCs have the Ire of Nakky disfavor (*FUR4-03 Bells in Gold*), this cat reacts to them. Should any PC attack the cat in any way, that PC gains Satiana's disfavor. It hisses and spit at the PC(s), but does not otherwise harm them in any significant way. Play it up a little bit as time allows.

If the constable's decision score was 0 or higher, Satiana reacts to the PCs in a favorable way. Read the following:

“Oh, Thimme! I'm sorry to have kept you waiting for so long. One of the guards told me what happened. Are these the ones?” She strides toward Zargas and backhands him across the face.

The woman turns to you. “I am Satiana, Court Magician to Duke Bennal Tyneman of the Duchy of the Reach. Thank you for helping Thimme recover his apprentice. Your kindness will not be forgotten.”

If instead, the constable's decision score was less than 0, Satiana's reaction is hostile. Select a PC who was hissed at by her cat. If no PC has the Ire of Nakky, select the most rogue-ish looking male PC and read the following:

“Oh, Thimme! I'm sorry to have kept you waiting for so long. One of the guards told me what happened. Are these the ones?” She strides toward [selected PC] and backhands him across the face. “I am Satiana, Court Magician to Duke Bennal Tyneman of the Duchy of the Reach. Rest assured I will do everything in my power to make certain that justice is served!”

Interrogating the Villains

If the PCs capture Zargas and Bremen they may use the opportunity to interrogate their captors. Most likely, the time they have for interrogation is very short so they may

not get far. Zargas and Bremen are intent on remaining silent as if their lives depended upon it (and perhaps they do).

It is impossible for the PCs to get any information from them with Diplomacy. A DC 35 Intimidate check is necessary to get them to spill any critical information like their goals, their backgrounds, their long term mission or their employer. Only a DC 25 check is required to learn other information.

Detect thoughts and similar spells can be used to extract information from Zargas and Bremen. Casting such spells on unwilling subjects is an Injurious Crime in the Kingdom of Furyondy (Magical Misconduct). Any spellcaster who is a resident of Furyondy knows this. If the PCs use such spells the only people who can recognize this are Zargas, Thimme and Satiana (if she is present). Zargas' testimony is untrustworthy and therefore ignored. If Thimme witnesses the act before Satiana arrives, he warns them they are breaking the law but ultimately he does not report their misdeed. If Satiana is present both wizards immediately report the PC to the Kingsmen. See *Appendix 5: Crime and Punishment* for details.

In the unlikely event that the PCs extract useful information from Zargas and Bremen about their employer and motivations, then have the players contact nuxoll@furyondy.com for this information.

Justice for a Criminal Mastermind?

It's reasonable that the PCs conclude that Thimme is the mastermind behind the kidnapping of his own apprentice. However, due to a complete lack of evidence it's difficult to press this case. If the PCs confront Thimme with his treachery or attempt to convince the constable that Thimme is guilty of hiring Zargas and Bremen, the reaction is as follows:

If Satiana is present, she defends Thimme:

“Constable, I have known Thimme for several years now, and I can assure you that he would never knowingly harm Telmus. He reminds Thimme of the son that he lost in the Greyhawk Wars. These men were hired by someone. If someone is the mastermind behind this kidnapping, you have my oath that it was not Thimme.”

If Satiana has not yet arrived, Thimme defends himself:

The proud man's face colors with anger but he maintains his calm. “What proof do you have for this preposterous claim? What reason would I have to kidnap my own apprentice? Your allegations are

absurd! You would be wise to cease such allegations before you ruin my kind opinion of you."

If the PCs insist on pressing the issue, then they can not earn the Favor of Thimme de Levine on their AR. Use Conclusion B even if Zargas and Bremen were captured. Constable Gendi makes it clear their pursuit is fruitless:

The constable's weathered face furrows in thought for a moment but he finally shakes his head, "No. I can hear the fervor in your voice but you must realize that Thimme de Levine is a man of oft proven character. How could I arrest him on the word of a handful of common citizens whose own character is very much in question?"

Any further argument after the constable speaks means that the PCs have earned the Disfavor of Thimme de Levine on their AR. Use Conclusion D.

Conclusion

Once you have completed the conclusion, if this is the premiere, please complete the Critical Event Summary at the end of the event and return it to the Furyondy Plots coordinator, Michelle Sharp, or RPGA HQ. While you do not need to advise the players of the questions (and it is preferable you do not), please make them aware you ARE completing this bit of paperwork and that their actions do make a difference. Any PC actions that are not adequately covered by the questions but may become relevant in future modules or for the region in general should be explained on the backside of the paper.

There are several possible outcomes for this scenario.

Conclusion A

If the PCs successfully rescued Telmus; captured his kidnappers and were not arrested they are rewarded with a week at The Traveler's Rest. (PCs who must pay double upkeep for some reason must still pay normal upkeep.) Telmus also offers a reward of his own:

With the evening's adventure finally behind you (again), you turn your thoughts to the mug of ale in front of you. Thimme was so thrilled with your performance that he made certain that the constable allowed you to keep all of the kidnappers' seized property, and he has transferred your accommodations to the Traveler's Rest at his expense. In fact, he's given you rooms for the entire week. It's finally time for some much-needed rest and relaxation.

But even the accommodations do not offer complete respite from your troubles. The next morning, your thoughts continue to come back to the

major question that plagued you last night: Who tried to kill Telmus, and why would they try to pin the blame on Thimme? You have the feeling you have not seen the last of this plot.

You're thoughts are interrupted by Telmus bounding up to your table. "Hello," he is positively bubbly this morning, "I know that Master Thimme already rewarded you, but I wanted something that I could do to thank you myself. See this ring?" he shows you a plain, copper ring with severe signs of wear. "This is what probably saved my life—other than you guys, of course."

"It is an heirloom," he continues, "that has been used as a benchmark for the power of wizards in my family for generations. It is said that the more powerful the ring, the more powerful the wizard." He pulls a group of small, felt bags out of his belt pouch and hands one to each of you. Dumping the bag into your hand, you find a simple, copper ring...though it is in much better shape than Telmus'.

"I have arranged for you to have access to the same forgers that I use. It will still cost you money, but what good in life is free? I thank you from the bottom of my being. I pray that the gods look favorably upon where ever your road takes you next." With a deep bow and a broad smile, Telmus excuses himself to tend to whatever he does during the day.

Thimme has arranged for the PCs to have the week at the inn for free. This covers their standard adventuring upkeep for this scenario.

Conclusion B

If the PCs rescued Telmus but Zargas and Bremen escaped (either on their own or due to the PCs' arrest) then they do not receive the Favor of Thimme. Telmus, however, is still happy to offer his own reward.

Back at the Feldrake Inn the next morning, your thoughts continue to come back to the major question that plagued you last night: Who tried to kill Telmus, and why would they try to pin the blame on Thimme? You have the feeling you have not seen the last of this plot.

You're thoughts are interrupted by Telmus bounding up to your table. "Hello," he is positively bubbly this morning, "I know that Master Thimme already rewarded you, but I wanted something that I could do to thank you myself. See this ring?" he shows you a plain, copper ring with severe signs of wear. "This is what probably saved my life—other than you guys, of course."

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"I have arranged for you to have access to the same forgers that I use. It will still cost you money, but what good in life is free? I thank you from the bottom of my being. I pray that the gods look favorably upon where ever your road takes you next." With a deep bow and a broad smile, Telmus excuses himself to tend to whatever he does during the day.

Conclusion C

If the PCs did not rescue Telmus or were fined or imprisoned for criminal behavior then they receive neither the favor of Thimme nor the favor of Telmus.

Back at the Feldrake Inn, your thoughts continue to come back to the major question that plagued you last night: Who tried to kill Telmus, and why would they try to pin the blame on Thimme? One thing is certain; this criminal's machinations are likely to continue. You have the feeling you have not seen the last of this plot.

Conclusion D

This conclusion occurs if the PCs remain convinced that Thimme de Levine is the mastermind behind the kidnapping.

Back at the Feldrake Inn, your thoughts continue to come back to the major question that plagued you last night: Why would Thimme de Levine have his own apprentice kidnapped? For now true justice in this situation remains elusive. You have the feeling you have not seen the last of this plot.

If the PCs successfully rescued Telmus then he still arrives to give them their reward:

A thin man in a hooded cloak approaches your table. It takes you a moment to recognize the face of your Telmus. He smiles wanly and takes a seat at your table. "I apologize for approaching you this way. Thimme is very angry about your accusations. A few members of the Mage Council are taking them seriously and he's lost some status with the council.

"I think you've made an error with your accusations but you saved my life and I owe you for that. See this ring?" he shows you a plain, copper ring

with severe signs of wear. "This is what I used to punch that hole in the library's wall."

"It is an heirloom," he continues, "that has been used as a benchmark for the power of wizards in my family for generations. It is said that the more powerful the ring, the more powerful the wizard." He pulls a group of small, felt bags out of his belt pouch and hands one to each of you. Dumping the bag into your hand, you find a simple, copper ring...though it is in much better shape than Telmus'.

"I have arranged for you to have access to the same forgers that I use. It will still cost you money, but what good in life is free? I thank you from the bottom of my being. I pray that the gods look favorably upon where ever your road takes you next." With a deep bow and a broad smile, Telmus excuses and moves hurriedly to the door.

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 Five

Overcome the thugs defending the kidnappers

APL2 150 xp

APL4 210 xp

APL6 270 xp

Encounter Six

Defeat the rats

APL2 60 xp

APL4 120 xp

APL6 180 xp

Encounter Seven: Story Award

Gain entrance to Sutter's

APL2 30 xp

APL4 55 xp

APL6 70 xp

Encounter Three, Five or Eight

Defeat Zargas and Bremen

APL2 150 xp

APL4 210 xp

APL6 270 xp

Discretionary roleplaying award

APL2 60 xp

APL4 80 xp

APL6 110 xp

Total possible experience:

APL2 450 xp

APL4 675 xp

APL6 900 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 5

APL 2: L: 19 gp; C: 0 gp; M: 0 gp.

APL 4: L: 79 gp; C: 0 gp; M: 0 gp.

APL 6: L: 196 gp; C: 0 gp; M: 126 gp; wand of enlarge person (63 gp each), wand of remove fear (63 gp each).

Encounter 8 (or possibly Encounter 3 or 5)

APL 2: L: 130 gp; C: 0 gp; M: 334 gp; potion of enlarge person (20 gp each), potion of cure moderate wounds (25 gp each), potion of cat’s grace (25 gp each), +1 heavy steel shield (98 gp each), pearl of power – first level (83 gp each), cloak of elemental protection (83 gp each).

APL 4: L: 5 gp; C: 0 gp; M: 579 gp; potion of enlarge person (20 gp each), 2 potions of cure moderate wounds (25 gp per potion, each), potion of cat’s grace (25 gp each), +1 heavy steel shield (98 gp each), +1 full plate (220 gp each), pearl of power – first level (83 gp each), cloak of elemental protection (83 gp each)

APL 6: L: 5 gp; C: 0 gp; M: 579 gp; potion of enlarge person (20 gp each), 2 potions of cure moderate wounds (25 gp per potion, each), potion of cat’s grace (25 gp each), +1 full plate (220 gp each), +1 heavy steel shield (98 gp each), pearl of power – first level (83 gp each), cloak of elemental protection (83 gp each)

Total Possible Treasure

APL 2: L: 149 gp; C: 0 gp; M: 334 gp - Total: 483 gp (maximum 450 gp)

APL 4: L: 84 gp; C: 0 gp; M: 579 gp - Total: 663 gp (maximum 600 gp)

APL 6: L: 201 gp; C: 0 gp; M: 705 gp - Total: 906 gp (maximum 900 gp)

Special

Influence Point with the Kingsmen: For your efforts to uphold the laws of Furyondy, despite fierce opposition,

you have earned a measure of respect from Chendl's city watch.

Ring of the Arcane: For rescuing him, Telmus has given you a version of his own ring. Although used as a measure of arcane power in his family, it has no magical value at present. This item has the potential to grow in power as its wearer does.

Initiate's Call: Telmus has arranged for you to have access to the same cadre of wizards that his family uses for their rings. The ring's bearer may add *one* of the following abilities to the Ring of the Arcane for the listed cost. If ever disenchanting, this enchantment can be re-applied for the same cost although the ring itself cannot be replaced. Cross off all not chosen:

- +1 deflection bonus to AC: 2000gp
- +1 armor bonus to AC: 4000gp
- Ramming: This enhancement gives the ring the abilities of a Ring of the Ram (*DMG* p.232) with 50 charges. 8600gp

Favor of Thimme de Levine: You have earned Thimme's gratitude and respect for your talents. In addition, if you are a member of the Furyondy Mage Council or the Furyondy Military you are granted access to *one* of the following spells from the *Spell Compendium* (cross off all others): *sonic snap*, *guiding light*, *capricious zephyr*, *sword of deception*.

Disfavor of Thimme de Levine: You have angered a high ranking wizard in Furyondy. This may come into play in future Furyondy adventures. Until countered, you must spend two influence points with the Furyondy Mage Council in order to receive the benefit of one.

Lieleenna's Foretelling: You chose to look at what might be in your future. The third card drawn in your foretelling was: _____ (GM please fill in the blank).

- Wand of Enlarge Person (Adventure, 750 gp, DMG)
- Wand of Remove Fear (Adventure, 750 gp, DMG)

Items for the Adventure Record

Item Access

APLs 2 and 4

- Pearl of Power, 1st (Adventure, 1000gp, DMG)
- Cloak of Elemental Protection (Adventure, 1000gp, MH)

APL 6 (All of APLs 2-4, plus the following:)

Appendix 1: All APLs

Encounters Two, Three & Five

Telmus: male human Wiz4; CR 4 Medium humanoid (human); HD 4d4; hp 13; Init -1; Spd 30 ft.; AC 14, touch 10, flat-footed 14; Base Atk/Grp: +2/+2; Atk: +2 melee (1d4-1 silver dagger); Full Atk: +2 melee (1d4-1 silver dagger) or +1 ranged (1d4-1 silver dagger); AL LG; SV Fort +1, Ref +0, Will +6; Str 10, Dex 8, Con 10, Int 17, Wis 14, Cha 14.

Skills and Feats: Diplomacy +8, Profession (Scribe) +8, Knowledge (Arcana) +10, Knowledge (Architecture and Engineering) +7, Knowledge (Geography) +7, Knowledge (History) +7, Knowledge (Local [Iuz Border States]) +7, Knowledge (Nobility and Royalty) +7, Spellcraft +10; Scribe Scroll, Skill Focus (Diplomacy), Extend Spell, Enlarge Spell.

Languages: Common, Celestial, Dwarven, Elven

Possessions: 12 gp, spell component pouch, ring of protection +1, silver dagger.

Spells Prepared (4/4/3 base DC = 13 + spell level):
0 — [*dancing lights*, *light* (~~+2~~), *mage hand*]; 1st — [*comprehend languages*, *expeditious retreat*, *magic missile*, *protection from evil*]; 2nd — [*extended mage armor* (~~+2~~), *extended unseen servant*].

Spellbook: 0 — [all cantrips]; 1st — [*comprehend languages*, *expeditious retreat*, *identify*, *mage armor*, *magic missile*, *protection from evil*, *unseen servant*]; 2nd — [*arcane lock*, *invisibility*, *resist energy*, *spider climb*].

Encounter Seven

Bouncer: Male half-orc Ftr4/Mnk1; CR 5 Medium humanoid (half-orc); HD 4d10+1d8+5; hp 38; Init +4; Spd 30 ft.; AC 13, touch 13, flat-footed 13; Base Atk/Grp: +4/+12; Atk: +9 melee (1d6+6, unarmed strike); Full Atk: +7/+7 melee (1d6+6, flurry of blows); SQ darkvision, flurry of blows; AL LN; SV Fort +7, Ref +3, Will +4; Str 19, Dex 10, Con 12, Int 6, Wis 12, Cha 8.

Skills and Feats: Intimidate +9, Spot +3; Weapon Focus (Unarmed), Improved Unarmed Strike, Stunning Fist, Improved Grapple, Improved Initiative, Weapon Specialization (Unarmed), Skill Focus (Intimidate).

Languages: Common, Orc;

Possessions: formal uniform, *ring of protection* +2.

Appendix 2: APL 2

Encounter Five

Baralon: male dwarf (hill) Clr1; CR 1, Medium humanoid (dwarf); HD 1d8+2; hp 10; Init +0; Spd 20 ft.; AC 16, touch 10, flat-footed 15; Base Atk/Grp +0/+1; Atk +1 melee (1d6+1; light mace); Full Atk +1 melee (1d6+1; light mace); SA spells; SQ spontaneous casting, turn undead; AL N; SV Fort +4, Ref +0, Will +4; Str 12, Dex 10, Con 14, Int 10, Wis 14, Cha 10.

Skills and Feats: Concentration +6, Knowledge (religion) +4; Extra Turning.

Possessions: heavy wooden shield, light mace, scale mail, spell component pouch, wooden holy symbol.

Spells Prepared (3/2+1; base DC = 12 + spell level): 0—[*detect magic, guidance, resistance*]; 1st—[*bane, bless, disguise self*].

*Domain spell. Deity Vergadain; Domains: [Luck (Reroll any one roll just made); Trickery (Bluff, Disguise, & Hide added to class skills)].

Callen: male human (Oeridian) War1; CR 1/2, Medium humanoid (human); HD 1d8+5; hp 13; Init +5; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk/Grp +1/+3; Atk +3 melee (1d6+2; club); Full Atk +3 melee (1d6+2; club); AL N; SV Fort +4, Ref +1, Will +0; Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +4, Jump +4, Listen +2; Improved Initiative, Toughness.

Possessions: club, light wooden shield, studded leather

Quellin: male half-elf Brd1; CR 1, Medium humanoid (Elf); HD 1d6; hp 6; Init +1; Spd 30 ft.; AC 14 (+3 armor, +1 dex), touch 11, flat-footed 13; Base Atk/Grp +0/+0; Atk +0 melee (1d6/19-20, short sword) or +0 melee (1d6; sap); Full Atk +0 melee (1d6/19-20, short sword) or +0 melee (1d6; sap); SQ bardic knowledge, bardic music, countersong, fascinate, inspire courage +1; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 12, Con 10, Int 12, Wis 12, Cha 14.

Skills and Feats: Concentration +4, Diplomacy +6, Hide +7, Move Silently +7, Perform (Singing) +6, Sleight of Hand +5, Spellcraft +5; Stealthy.

Spells Known (3; base DC = 12 + spell level): 0—[*dancing lights, daze, flare, lullaby*].

Possessions: disguise kit, sap, shortsword, spell component pouch, studded leather.

Gratch: male half-orc War1; CR 1/2, Medium humanoid (orc); HD 1d8+2; hp 10; Init +1; Spd 30 ft.; AC 14, touch 11, flat-footed 13; Base Atk/Grp +1/+4; Atk +4 melee (1d3+3; unarmed strike); Full Atk +4 melee (1d3+3; unarmed strike); AL N; SV Fort +4, Ref +1, Will +0; Str 16, Dex 12, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Intimidate +3; Improved Unarmed Strike.

Possessions: studded leather armor

Tullos: Male human (Oeridian) Sor1; CR 1, Medium humanoid (human); HD 1d4+2; hp 6; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk/Grp +0/-1; Atk -1 melee (1d6-1, club); Full Atk -1 melee (1d6-1, club); SA spells; SQ familiar; AL N; SV Fort +2, Ref +1, Will +2; Str 8, Dex 12, Con 14, Int 12, Wis 10, Cha 14.

Skills and Feats: Bluff +6, Concentration +6, Hide +5, Spellcraft +5; Draconic Heritage (Black), Draconic Presence.

Possessions: club, spell component pouch.

Spells Known (5/4-1; base DC = 12 + spell level): 0—[*acid splash, daze, detect magic, flare*]; 1st—[*mage armor, magic missile*].

Vedrick: Male human (Oeridian) Sor1; CR 1, Medium humanoid (human); HD 1d4+1; hp 5; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk/Grp +0/-1; Atk -1 melee (1d6-1; shortspear); Full Atk -1 melee (1d6-1; shortspear); SA spells; SQ familiar; AL N; SV Fort +1, Ref +1, Will +2; Str 8, Dex 12, Con 12, Int 10, Wis 10, Cha 16.

Skills and Feats: Bluff +7, Concentration +5, Spellcraft +4; Spell Focus (Conjuration), Greater Spell Focus (Conjuration).

Possessions: shortspear, spell component pouch.

Spells Known (5/4; base DC = 13 + spell level, 15 + spell level conjuration): 0—[*acid splash, daze, detect magic, flare*]; 1st—[*grease, lesser orb of cold*].

Encounter Eight

Bremen: male dwarf (hill) Ftr3; CR 3, Medium humanoid (dwarf); HD 3d10+9; hp 31; Init +5; Spd 20 ft.; AC 21, touch 10, flat-footed 21; Base Atk/Grp +3/+5; Atk +5 melee (1d8+2; flail) or +4 ranged (1d6/X3, shortbow); Full Atk +5 (1d8+2; flail) or +4 ranged (1d6/X3, shortbow); AL N; SV Fort +6, Ref +2, Will +0; Str 14, Dex 13, Con 16, Int 13, Wis 8, Cha 6.

Skills and Feats: Handle Animal +4, Jump -5, Ride +9; Combat Expertise, Improved Trip, Combat Reflexes, Improved Initiative.

Possessions: full plate, +1 heavy steel shield, 2 flails, shortbow, 20 arrows, *potion of enlarge person*, *potion of cure moderate wounds*, *potion of cat's grace*.

Zargas: male human (flan) Clr1/Wiz2; CR 3, Medium humanoid (human); HD 2d4+1d8+3; hp 18; Init +5; Spd 40 ft.; AC 11, touch 11, flat-footed 10; Base Atk/Grp +1/+0; Atk +0 melee (1d8-1; morningstar); Full Atk +0 melee (1d8-1; morningstar); SA spells; SQ turn undead, familiar; AL N; SV Fort +3, Ref +1, Will +5; Str 8, Dex 12, Con 12, Int 16, Wis 11, Cha 9.

Skills and Feats: Concentration +7, Jump +5, Knowledge (arcana) +9, Knowledge (planes) +9, Listen +2, Spellcraft +9, Survival +2; Improved Initiative, Scribe Scroll, Empower Spell, Sculpt Spell.

Languages: Common, Draconic, Flan, Old Oeridian

Arcane Spells Prepared (4/3; base DC = 13 + spell level): 0-[*daze*, *flare*, *ray of frost*, *touch of fatigue*]; 1st-[*color spray*, ~~*disguise self*~~, ~~*Tenser's floating disk*~~]

Divine Spells Prepared (3/2; base DC = 10 + spell level): 0 - [*create water*, *detect magic*, *guidance*]; 1st - [*expeditious retreat**, *bane*]

*Domain spell. Farlanghn. Domains: Travel (ignore magical affects impeding movement for 2 rounds/day); Celerity (land speed increased by 10 ft in light or no armor)

Possessions: morningstar, *pearl of power – first level*, spellbook.

Appendix 3: APL 4

Encounter Five

Baralon: male dwarf (hill) Clr2; CR 2, Medium humanoid (dwarf); HD 2d8+4; hp 16; Init +0; Spd 20 ft.; AC 19, touch 10, flat-footed 19; Base Atk/Grp +1/+2; Atk +2 melee (1d6+1; light mace); Full Atk +2 melee (1d6+1; light mace); SA spells; SQ spontaneous casting, turn undead; AL N; SV Fort +5, Ref +0, Will +5; Str 12, Dex 10, Con 14, Int 10, Wis 14, Cha 10.

Skills and Feats: Concentration +7, Knowledge (religion) +5; Extra Turning.

Spells Prepared (4/3+1; base DC = 12 + spell level): 0—[*detect magic, guidance* (2), *resistance*]; 1st—[*disguise self*⁶, *bane, bless, sanctuary*].

*Domain spell. Deity Vergadain; Domains: [Luck (Reroll any one roll just made); Trickery (Bluff, Disguise, & Hide added to class skills)].

Possessions: Half plate, heavy wooden shield, light mace, spell component pouch, wooden holy symbol.

Callen: male human (Oeridian) War3; CR 2; Medium humanoid (human); HD 3d8+6+3; hp 27; Init +5; Spd 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk/Grp +3/+5; Atk +5 melee (1d6+2; club); Full Atk +5 melee (1d6+2; club); AL N; SV Fort +5, Ref +2, Will +1; Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +2, Jump +2, Listen +3; Improved Initiative, Toughness.

Possessions: breastplate, club, heavy wooden shield.

Quellin: male half-elf Brd2; CR 2; Medium humanoid (Elf); HD 2d6; hp 10; Init +1; Spd 30 ft.; AC 14, touch 11, flat-footed 13; Base Atk/Grp +1/+1; Atk +1 melee (1d6/19-20, short sword) or +1 melee (1d6, sap); Full Atk +1 melee (1d6/19-20, short sword) or +1 melee (1d6, sap); SA spells; SQ bardic knowledge, bardic music, countersong, fascinate, inspire courage +1; AL N; SV Fort +0, Ref +4, Will +4; Str 10, Dex 12, Con 10, Int 12, Wis 12, Cha 14.

Skills and Feats: Concentration +5, Diplomacy +7, Hide +8, Move Silently +8, Perform (Singing) +7, Sleight of Hand +6, Spellcraft +6; Stealthy.

Spells Known (3/1; base DC = 12 + spell level): 0—[*dancing lights, daze, flare, lullaby, summon instrument*]; 1st—[*inspirational boost, sleep*].

Possessions: disguise kit, sap, shortsword, spell component pouch, studded leather

Gratch: male half-orc War3; CR 2; Medium humanoid (orc); HD 3d8+6+3; hp 27; Init +1; Spd 20 ft.; AC 14, touch 11, flat-footed 13; Base Atk/Grp +3/+6; Atk +6 melee (1d3+3, unarmed strike); Full Atk +6 melee (1d3+3, unarmed strike); AL N; SV Fort +5, Ref +2, Will +1; Str 16, Dex 12, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Intimidate +5; Improved Unarmed Strike, Toughness.

Possessions: studded leather armor.

Tullos: Male human (Oeridian) Sor2; CR 2; Medium humanoid (human); HD 2d4+4; hp 10; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk/Grp +1/+0; Atk +0 melee (1d6-1, club); Full Atk +0 melee (1d6-1, club); SA spells; SQ familiar; AL N; SV Fort +2, Ref +1, Will +3; Str 8, Dex 12, Con 14, Int 12, Wis 10, Cha 14.

Skills and Feats: Bluff +7, Concentration +7, Hide +5, Spellcraft +6; Draconic Heritage (Black), Draconic Presence.

Possessions: club, spell component pouch

Spells Known (6/5-1; base DC = 12 + spell level): 0—[*acid splash, daze, detect magic, flare, touch of fatigue*]; 1st—[*mage armor, magic missile*].

Vedrick: Male human (Oeridian) Sor2; CR 2; Medium humanoid (human); HD 2d4+2; hp 10; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk/Grp +1/+0; Atk +0 melee (1d6-1; shortspear); Full Atk +0 melee (1d6-1; shortspear); SA spells; SQ familiar; AL N; SV Fort +1, Ref +1, Will +3; Str 8, Dex 12, Con 12, Int 10, Wis 10, Cha 16.

Skills and Feats: Bluff +8, Concentration +6, Spellcraft +5; Spell Focus (Conjuration), Greater Spell Focus (Conjuration).

Possessions: shortspear, spell component pouch.

Spells Known (6/5; base DC = 13 + spell level, 15 + spell level conjuration): 0—[*acid splash, daze, detect magic, flare, touch of fatigue*]; 1st—[*grease, lesser orb of cold*].

Encounter Six

Bone Rat Swarm: CR 3; Tiny undead (swarm); HD 4d12; hp 26; Init +3; Spd 15 ft., climb 15 ft.; AC 15, touch 15, flat-footed 12; Base Atk/Grp +2/-; Atk swarm (1d6); Full Atk swarm (1d6); SA distraction; SQ DR 5/bludgeoning, darkvision 60 ft, half damage from slashing and piercing, immunity to cold, swarm traits, undead traits; AL NE; SV Fort +1, Ref +4, Will +4; Str 2, Dex 17, Con -, Int -, Wis 10, Cha 1

Skills and Feats: Improved initiative

Distraction (Ex): Any living creature that begins its turn with a bone rat swarm in its space must succeed on a DC 15 Fortitude save or be nauseated for one round. The save DC is Constitution based.

Encounter Eight

Bremen: male dwarf (hill) Ftr5; CR 5, Medium humanoid (dwarf); HD 5d10+15; hp 49; Init +5; Spd 20 ft.; AC 23, touch 11, flat-footed 22; Base Atk/Grp +5/+7; Atk +7 melee (1d8+2; flail) or +7 ranged (1d6/X3, shortbow); Full Atk +7 melee (1d8+2; flail) or +7 ranged (1d6/X3, shortbow); AL N; SV Fort +7, Ref +3, Will +0; Str 14, Dex 14, Con 16, Int 13, Wis 8, Cha 6.

Skills and Feats: Handle Animal +6, Jump -2, Ride +11; Combat Expertise, Improved Trip, Combat Reflexes, Dodge, Improved Initiative.

Possessions: +1 Full Plate, +1 heavy steel shield, 2 flails, shortbow, 20 arrows, *potion of enlarge person*, *potion of cure moderate wounds*, *potion of cat's grace*

Zargas: Male Human (Oeridian) Clr1/Wiz4; CR 5; Medium humanoid (human); HD 4d4+1d8+8; hp 26; Init +5; Spd 40 ft.; AC 13, touch 11, flat-footed 12; Base Atk/Grp +2/+1; Atk +1 melee (1d8-1, morningstar); Full Atk +1 melee (1d8-1, morningstar); SA spells; SQ spontaneous casting, turn undead, familiar; AL CN; SV Fort +4, Ref +2, Will +8; Str 8, Dex 12, Con 12, Int 16, Wis 12, Cha 9.

Skills and Feats: Concentration +9, Diplomacy +4, Jump +4, Knowledge (arcana) +11, Knowledge (planes) +9, Listen +3, Spellcraft +10, Survival +3; Improved Initiative, Scribe Scroll, Empower Spell, Sculpt Spell.

Languages: Common, Draconic, Flan, Old Oeridian

Arcane Spells Prepared (4/4/3; base DC = 13 + spell level): 0-[*daze*, *flare*, *ray of frost*, *touch of fatigue*]; 1st-[*color spray*, ~~*disguise self*~~, *sleep*, ~~*Tenser's floating disk*~~]; 2nd-[*alter self*, *glitterdust*, *sculpted grease*]

Divine Spells Prepared (3/2; base DC = 11 + spell level): 0 - [*create water*, *detect magic*, *guidance*, *resistance*]; 1st - [*expeditious retreat**, *bane*, *resurgence*]

*Domain spell. Farlanghn. Domains: Travel (ignore magical affects impeding movement for 2 rounds/day); Celerity (land speed increased by 10 ft in light or no armor)

Possessions: morningstar, *cloak of elemental protection*, *pearl of power – first level*, *potion of cure moderate wounds*, spellbook.

Appendix 4: APL 6

Encounter Five

Baralon: male dwarf (hill) Clr4; CR 4, Medium humanoid (dwarf); HD 4d8+8; hp 30; Init +0; Spd 20 ft.; AC 20, touch 10, flat-footed 19; Base Atk/Grp +3/+4; Atk +4 melee (1d6+1; light mace); Full Atk +4 melee (1d6+1; light mace); SA spells; SQ spontaneous casting, turn undead; AL N; SV Fort +6, Ref +1, Will +6; Str 12, Dex 10, Con 14, Int 10, Wis 15, Cha 10.

Skills and Feats: Concentration +9, Knowledge (religion) +7; Extra Turning, Divine Spell Power.

Possessions: Full plate, heavy wooden shield, light mace, spell component pouch, wooden holy symbol

Spells Prepared (5/4+1/3+1; base DC = 12 + spell level): 0—[*detect magic, guidance* (2), *resistance*]; 1st—[*bane, bless, command, disguise self*⁶, *light, sanctuary*]; 2nd — [*bull's strength, invisibility*⁶, *sound burst, spiritual weapon*].

*Domain spell. Deity Vergadain; Domains: [Luck (Reroll any one roll just made); Trickery (Bluff, Disguise, & Hide added to class skills)].

Callen: male human (Oeridian) War5; CR 4; Medium humanoid (human); HD 5d8+10+3; hp 48; Init +5; Spd 20 ft.; AC 19, touch 10, flat-footed 19; Base Atk/Grp +5/+7; Atk +7 melee (1d6+2; club); Full Atk +7 melee (1d6+2; club); AL N; SV Fort +6, Ref +2, Will +1; Str 14, Dex 13, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +1, Jump -1, Listen +4; Improved Initiative, Toughness, Improved Toughness.

Possessions: club, half plate, heavy wooden shield

Quellin: male half-elf Brd4; CR 4; Medium humanoid (elf); HD 4d6; hp 18; Init +5; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk/Grp +3/+3; Atk +3 melee (1d6/19-20, shortsword) or +3 melee (1d6; sap); Full Atk +3 melee (1d6/19-20, shortsword) or +3 melee (1d6; sap); SA spells; SQ bardic knowledge, bardic music, countersong, fascinate, inspire courage +1, inspire competence; AL N; SV Fort +1, Ref +5, Will +5; Str 10, Dex 12, Con 10, Int 12, Wis 12, Cha 15.

Skills and Feats: Concentration +7, Diplomacy +9, Hide +9, Move Silently +9, Perform (Singing) +9, Sleight of Hand +7, Spellcraft +8; Improved Initiative, Stealthy.

Spells Known (3/3/1; base DC = 12 + spell level): 0—[*dancing lights, daze, flare, lullaby, summon instrument*]; 1st—[*inspirational boost, sleep, Tasha's hideous laughter*]; 2nd—[*glitterdust, rage*]

Possessions: sap, disguise kit, chain shirt, shortsword, spell component pouch, *wand of remove fear*.

Gratch: male half-orc War5; CR 4; Medium humanoid (orc); HD 5d8+13; hp 43; Init +1; Spd 20 ft.; AC 15, touch 11, flat-footed 14; Base Atk/Grp +5/+8; Atk +8 melee (1d3+3; unarmed strike); Full Atk +8 melee (1d3+3; unarmed strike); AL N; SV Fort +6, Ref +2, Will +1; Str 17, Dex 12, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Intimidate +7; Improved Unarmed Strike, Toughness.

Possessions: scale armor

Tullos: Male human (Oeridian) Sor4; CR 4; Medium humanoid (human); HD 4d4+8; hp 20; Init +1; Spd 30 ft.; AC 19, touch 11, flat-footed 18; Base Atk/Grp +2/+1; Atk +1 melee (1d6-1, club); Full Atk +1 melee (1d6-1, club); SA spells; SQ familiar; AL N; SV Fort +3, Ref +2, Will +4; Str 8, Dex 12, Con 14, Int 12, Wis 10, Cha 14.

Skills and Feats: Bluff +9, Concentration +9, Hide +6, Knowledge (arcane) +2, Spellcraft +8; Draconic Heritage (Black), Draconic Breath, Draconic Presence.

Possessions: spell component pouch, club

Spells Known (6/7-1/4; base DC = 12 + spell level): 0—[*acid splash, daze, detect magic, flare, ray of frost, touch of fatigue*]; 1st—[*mage armor, magic missile, shield*]; 2nd—[*scorching ray*]

Vedrick: Male human(Oeridian) Sor4; CR 4; Medium humanoid (human); HD 4d4+4; hp 16; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk/Grp +2/+1; Atk +1 melee (1d6-1; shortspear); Full Atk +1 melee (1d6-1; shortspear); SA spells; SQ familiar; AL N; SV Fort +2, Ref +2, Will +4; Str 8, Dex 12, Con 12, Int 10, Wis 10, Cha 17.

Skills and Feats: Bluff +10, Concentration +8, Spellcraft +7; Augment Summoning, Spell Focus (Conjuration), Greater Spell Focus (Conjuration).

Possessions: spell component pouch, shortspear, *wand of enlarge person*.

Spells Known (6/7/4; base DC = 13 + spell level, 15 + spell level conjuration): 0—[*acid splash*, *daze*, *detect magic*, *flare*, *ray of frost*, *touch of fatigue*]; 1st—[*color spray*, *grease*, *lesser orb of cold*]; 2nd—[*summon monster II*]

Encounter Six

Bone Rat Swarm: CR 3; Tiny undead (swarm); HD 4d12; hp 26; Init +3; Spd 15 ft., climb 15 ft.; AC 15, touch 15, flat-footed 12; Base Atk/Grp +2/-; Atk swarm (1d6); Full Atk swarm (1d6); SA distraction; SQ DR 5/bludgeoning, darkvision 60 ft, half damage from slashing and piercing, immunity to cold, swarm traits, undead traits; AL NE; SV Fort +1, Ref +4, Will +4; Str 2, Dex 17, Con —, Int —, Wis 10, Cha 1

Skills and Feats: —

Distraction (Ex): Any living creature that begins its turn with a bone rat swarm in its space must succeed on a DC 15 Fortitude save or be nauseated for one round. The save DC is Constitution based.

Encounter Eight

Bremen: male dwarf (hill) Ftr7; CR 7, Medium humanoid (dwarf); HD 7d10+21+7; hp 73; Init +6; Spd 20 ft.; AC 23, touch 11, flat-footed 22; Base Atk/Grp +7/+9; Atk +9 melee (1d8+2; flail) or +9 ranged (1d6/X3, shortbow); Full Atk +9/+4 melee (1d8+2; flail) or +9/+4 ranged (1d6/X3, shortbow); AL N; SV Fort +8, Ref +4, Will +1; Str 14, Dex 14, Con 16, Int 13, Wis 8, Cha 6.

Skills and Feats: Handle Animal +8, Jump +0, Ride +13; Combat Expertise, Improved Trip, Combat Reflexes, Dodge, Improved Initiative, Improved Combat Expertise, Improved Toughness.

Possessions: +1 full plate, +1 heavy steel shield, 2 flails, shortbow, 20 arrows, *potion of enlarge person*, *potion of cure moderate wounds*, *potion of cat's grace*.

Zargas: male human (flam) Clr1/Wiz6; CR 7; Medium humanoid (human); HD 6d4+1d8+10; hp 34; Init +5; Spd 40 ft.; AC 15, touch 11, flat-footed 14; Base Atk/Grp +3/+2; Atk +2 melee (1d8-1, morningstar); Full Atk +2 melee (1d8-1, morningstar); SA spells; SQ turn undead, familiar; AL N; SV Fort +5, Ref +3, Will +9; Str 8, Dex 12, Con 12, Int 16, Wis 12, Cha 9.

Skills and Feats: Concentration +11, Jump +4, Knowledge (arcana) +13, Knowledge (planes) +13, Listen +4, Spellcraft +12, Survival +3; Improved Initiative, Scribe Scroll, Empower Spell, Chain Spell, Sculpt Spell, Transdimensional Spell.

Languages: Common, Draconic, Flan, Old Oeridian

Arcane Spells Prepared (4/4/4/3; base DC = 13 + spell level): 0—[*daze*, *flare*, *ray of frost*, *touch of fatigue*]; 1st—[*color spray*, ~~*disguise self*~~, ~~*mage armor*~~, ~~*Tenser's floating disk*~~]; 2nd - [alter self, glitterdust, sculpted grease, web]; 3rd - [fireball, empowered magic missile, sculpted glitterdust]

Divine Spells Prepared (3/2; base DC = 11 + spell level): 0 - [create water, detect magic, guidance, resistance]; 1st - [expeditious retreat*, bane]

*Domain spell. Farlanghn. Domains: Travel (ignore magical effects impeding movement for 2 rounds/day); Celerity (land speed increased by 10 ft in light or no armor)

Possessions: morningstar, cloak of elemental protection, pearl of power first level, potion of cure moderate wounds, spellbook.

Appendix 5: Crime and Punishment

The PCs have ample opportunity to commit a crime during this adventure. **PCs convicted of any crime can not receive the Favor of the Kingsmen or the Favor of Thimme de Levine on their adventure record regardless of their other actions. They are still potentially eligible for the other favors and other PCs in their party who did not commit a crime remain potentially eligible for all the favors.**

The punishments for these crimes are as follows:

Disorderly Conduct	100gp fine (or 2 TU if the PCs can not raise the money)
Minor Assault	400gp fine and 1 TU of imprisonment (or 8 TU if the PCs can not raise the money)
Magical Misconduct	1000gp fine and 10TUs imprisonment (or 20 TU if the PC can not raise the money for the fine).
Serious Assault (if no-one was killed)	1200gp fine and 12 TUs imprisonment (or 24 TU if the PCs can not raise the money)
Serious Assault (if either the victim or a bystander perished)	2400gp fine and 24 TUs imprisonment (or 48 TUs if the PCs can not raise the money)

If a PC does not have enough cash on hand to pay a fine, he is required to sell his equipment to meet the total. If a PC still can not meet the total then he still loses all his equipment and he is imprisoned for a longer time (see the parenthetical values above).

These punishments are cumulative. A PC who is guilty of more than one crime is punished for all of them consecutively. The punishments can be reduced in court by pleading with the Magistrate using the Diplomacy skill:

DC 20	All punishments are halved (half as many TUs and gp)
DC 40	The PC is excused of any crimes of disrepute he has committed (Disorderly Conduct or Minor Assault). Any Injurious Crimes he has committed are reduced to a lesser charge: Magical Misconduct becomes Disorderly Conduct and Serious Assault becomes Minor Assault. It is impossible to avoid punishment if the PC committed an Injurious Crime.

Other influence points and favors may also affect the Diplomacy check or the final punishment at your discretion.

Appendix 6: Effects of the “Shield” on Chendl

Six years ago, the Chamber of Four began research to create a magical shield over Chendl, the capital city of Furyondy. This shield was designed to protect Chendl from incursions by the minions of Iuz. Many brave adventurers and members of the Furyondy military died to collect the arcane components needed to erect this shield. Some of the components themselves raised ethical questions for those who collected them. In the end, however, the shield was raised in CY593 despite a last minute attempt by some adventurers to thwart it.

Alas, the shield did not work the way it was intended to. The members of the Chamber of Four retreated in disgrace to determine what went wrong while the citizens of the once shining city were left to cope with the effects of the shield, which remain to this day:

- There is an area of magical darkness around the city proper. Essentially, there are clouds over the city at all times and it appears twilight even during mid-day. At night, no stars can be seen.
- The city is considered *desecrated* in terms of the effects on undead, with the exception of previously consecrated holy ground (specifically church grounds). Previously consecrated holy grounds are “cancelled out” by this effect (e.g. they are considered neither consecrated nor desecrated).
- The shield interferes with divinatory effects. There is a 75% chance any divinatory spell will be ineffective. Effective divination spells cause additional strain on the caster, requiring a Concentration check (DC 20+spell level) or the caster falls unconscious. Note that the spell is evil (strength is strong; caster level 20).
- The shield results in an effective *dimensional anchor* spell on the city proper. No extradimensional travel, including summoning spells, function within the area of the shield.

In response to the shield, the following announcement was released by Karzalin of the Council of Four and Captain Rellin of the Kingsmen (this should be read to players before beginning the module to make certain they are familiar with the special laws in effect at this time):

Many have noticed by now strange happenings in the city of Chendl. This unforeseen and unfortunate circumstance, we can assure you, is but a minor setback. Rest assured that myself and the other members of the Council are now fully recovered from our Ordeal and working closely with the Churches of Chendl to affect a full recovery.

In the meantime, we ask your assistance in this time of trial. Businesses are asked to cooperate by providing lighting outside their shops until we resolve the darkness situation. No divinatory activities should be attempted in the city proper without being under the observation of a designated temple. A curfew of nine bells is in effect until further notice. Please be cooperative; these precautions are for your protection.

Since the shield was raised, undead have frequently been spotted in the streets after dark. Karzalin himself has gone missing and no further news has been forthcoming from the Chamber of Four...

Appendix 7: New Rules Items

Feats

Chain Spell [Metamagic] (CA p76)

You can cast spells that arc to other targets in addition to the primary target.

Prerequisites: Any metamagic feat.

Benefits: Any spell that specifically targets a single target and has a range greater than touch can be chained so as to affect the primary target normally, and then arc to a number of secondary targets equal to your caster level (maximum twenty). Each arc affects one secondary target chosen by you, all of which must be within 30 feet of the primary target, none of which may be affected more than once. You can choose to affect fewer secondary targets than the maximum.

If the chained spell deals damage, the secondary targets each take half of much damage as the primary target (rounded down) and can attempt Reflex saving throws for half damage (whether the spell allows the original target a save or not). For spells that don't deal damage, the saving throw DCs against the arcing effects are reduced by 4. For example, if a 10th-level wizard normally casts cause fear at DC 14, a chained cause fear could target a goblin chieftain at DC 14 and up to ten of his nearby guards at DC 10.

A chained spell uses up a spell slot three levels higher than the spell's actual level.

Divine Spell Power [Divine] (CD p80)

You can channel positive or negative energy to enhance your spell casting ability.

Prerequisites: Ability to turn or rebuke undead, able to cast 1st level divine spells.

Benefits: You can spend a turn or rebuke attempt as a free action and roll a turning check (with a special +3 bonus, plus any other modifiers you'd normally apply to your turning check). Treat the result of the turning check as a modifier to your caster level on the next divine spell you cast in that round.

For example, if a cleric used this feat and rolled a 16 on his turning check, he would add a +2 bonus to his caster level for the next divine spell he casts in the round. Had he rolled an 8, he would instead apply a -1 penalty to his caster level for the next divine spell he cast in the round.

If you don't cast a divine spell before your next turn, you lose the effect of the check result. This feat has no effect on your arcane spell casting ability.

Draconic Breath [Draconic] (CA p77)

You can convert your arcane spells into a breath weapon.

Prerequisites: Draconic Heritage.

Benefits: As a standard action, you can change arcane spell energy into a breath weapon of your draconic heritage energy type. The breath weapon is a 30-foot cone (fire or cold) or a 60-foot line (acid or electricity) that deals 2d6 points of damage per level of the spell that you expended to create the effect. Any creature in the area can make a Reflex save (DC 10 + level of the spell used + your Charisma modifier) for half damage. This is a supernatural ability.

Draconic Heritage [Draconic] (CA p77)

You have greater connection with your distant draconic bloodline.

Prerequisites: Sorcerer 1st.

Benefits: Choose one dragon from the Draconic Heritage list below and gain the indicated skill as a class skill. This is your draconic heritage, which cannot be changed once the feat has been taken. Half-dragons must choose the same dragon kind as their dragon parent.

In addition, you gain a bonus on saving throws against *sleep* and paralysis, as well as spells and abilities with the energy type of your Draconic Heritage. This bonus is equal to the number of draconic feats you have.

Dragon Kind	Energy Type	Skill
Black	Acid	Hide
Blue	Electricity	Listen
Green	Acid	Move Silently
Red	Fire	Intimidate
White	Cold	Balance
Brass	Fire	Gather Information
Bronze	Electricity	Survival
Copper	Acid	Hide
Gold	Fire	Heal
Silver	Cold	Disguise

Draconic Presence [Draconic] (CA p78)

When you use your magic, your mere presence can terrify those around you.

Prerequisites: Draconic Heritage.

Benefits: Whenever you cast an arcane spell, all opponents within 10 feet of you who have fewer Hit Dice than you become shaken for a number of rounds equal to the level of the spell you cast. The effect is negated by a Will save (DC 10 + level of the spell cast + your Cha modifier).

A successful save indicates that the opponent is immune to your draconic presence for 24 hours. The ability does not affect creatures with an Intelligence of 3 or lower or creatures that are already shaken, nor does it have any effect on dragons.

Improved Toughness [General] (CW p101)

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

Benefits: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level) you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Sculpt Spell [Metamagic] (CA p83)

You can alter the area of your spells.

Benefit: You can modify an area spell by changing the area's shape to either a cylinder (10-foot-radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot radius) or a 120-foot line. The sculpted spell works normally in all respects except for its shape. For example, a lightning bolt whose area is changed to a ball deals the same amount of damage, but affects a 20-foot radius spread.

A sculpted spell uses a spell slot one level higher than the spell's actual level.

Transdimensional Spell [Metamagic] (CA p84)

You can cast spells that affect targets lurking in coexistent planes and extradimensional spaces whose entrances fall within the spell's area.

Benefits: A transdimensional spell has its full normal effect on incorporeal creatures, creatures on the Ethereal Plane or the Plane of Shadow, and creatures within an extradimensional space in the spell's area. Such creatures include ethereal creatures, creatures that are blinking or shadow walking, manifested ghosts, and creatures within the extradimensional space of a rope trick, portable hole or familiar picket (see page 106).

You must be able to perceive a creature to target it with a transdimensional spell, but you do not need to perceive a creature to catch it in the area of a burst, cone, emanation or spread.

A transdimensional spell uses up a spell slot one level higher than the spell's actual level.

Normal: Only force spells and effects can affect ethereal creatures, and no Material Plane attack affects creatures on the Plane of Shadow or in an enclosed extradimensional space. There is a 50% chance that any spell other than a force effect fails against an ethereal creature.

Spells

Inspirational Boost (CV p153)

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Bard 1

Components: V, S

Casting Time: 1 swift action

Range: Personal

Targets: You

Duration: 1 round or special; see text

When you play your instrument, sing your song, recite your epic poem, or speak your words of encouragement, you fill your allies with greater confidence than normal. When this spell is in effect, the morale bonus granted by your inspire courage bardic music increases by 1.

The effect lasts until your inspire courage effect ends. If you don't begin to use your inspire courage ability before the beginning of your next turn, the spell's effect ends.

Orb of Acid, Lesser (CA p115)

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 1, warmage 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Orb of Cold, Lesser (CA p116)

Conjuration (Creation) [Cold]

Level: Sorcerer/wizard 1, warmage 1

Effect: One orb of cold

This spell functions like lesser orb of acid, except that it deals cold damage.

Monsters

Bone Rat Swarm

Tiny Undead (Swarm)

Hit Dice: 4d12 (26 hp)

Initiative: +3

Speed: 15 ft. (3 squares), climb 15 ft.

Armor Class: 15 (+2 size, +3 Dex), touch 15, flat-footed 12

Base Attack/Grapple: +2/—

Attack: Swarm (1d6)

Full Attack: Swarm (1d6)

Space/Reach: 10 ft. / 0 ft.

Special Attacks: Distraction

Special Qualities: Damage reduction 5/bludgeoning, Darkvision 60ft., half damage from slashing and piercing weapons, immunity to cold, swarm traits, undead traits

Saves: Fort +1, Ref +4, Will +4

Abilities: Str 2, Dex 17, Con —, Int —, Wis 10, Cha 1

Skills: —

Feats: —

Environment: Any

Organization: Solitary, pack (2-4 swarms) or infestation (7-12 swarms)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral evil

Advancement: None

Level Adjustment: —

With the scrabble of hundreds of bony claws, a mass of tiny skeletal creatures surges across the floor with pinpoints of red light gleaming in their empty eye sockets.

A bone rat swarm is a mass of undead skeletal rats. Though individually such creatures would pose little risk, in great numbers they can strip a creature clean in short order.

Combat

A bone rat swarm seeks to engulf and devour any living prey it encounters. A bone rat swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turn with a bone rat swarm in its space must succeed on a DC 15 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

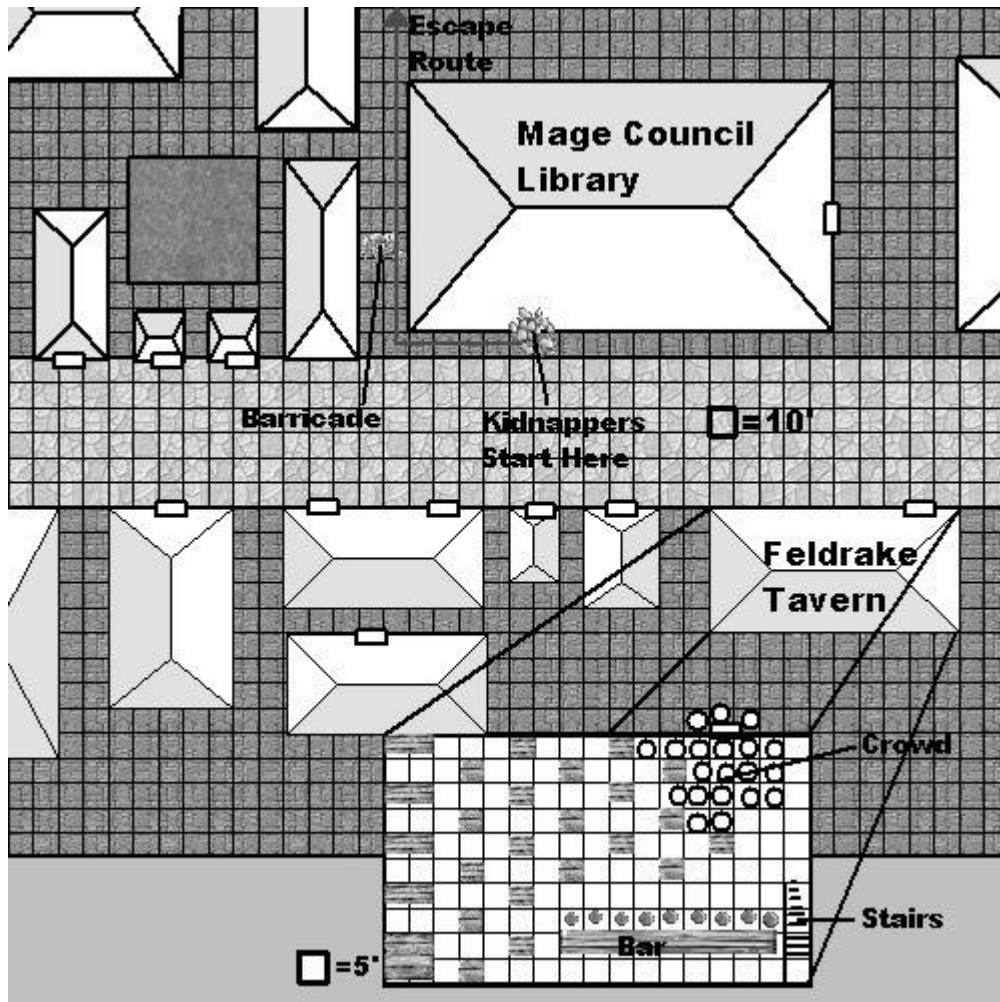
Magic Items

Cloak of Elemental Protection (MH p43)

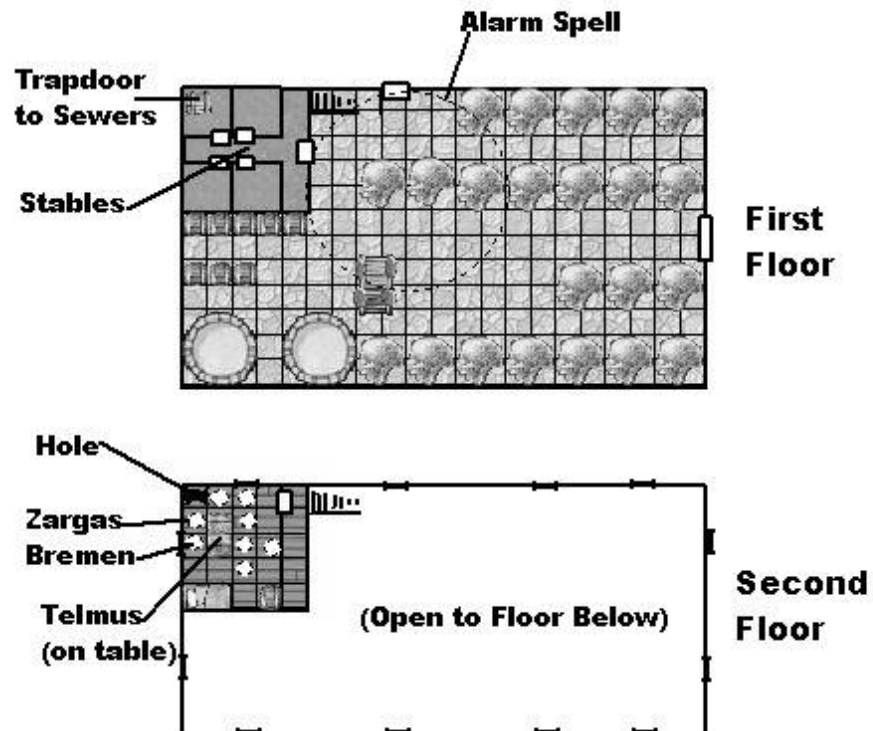
This cloak, woven with threads of various colors, protects the wearer from energy attacks. Once per day, as a swift action, the wearer can activate the cloak and gain resistance 10 against a type of energy of the wearer's choice (acid, cold, electricity, fire or sonic). The wearer can activate the cloak when it is not his turn. The wearer can therefore respond to an energy attack by immediately activating the cloak and choosing the attack's energy type. The cloak can be used only after being worn continuously for 24 hours. If it is taken off, it becomes inactive until it is again donned and worn for a full 24 hours.

Faint abjuration; CL 3rd; Craft Wondrous Item, *resist energy*; Price 1,000 gp.

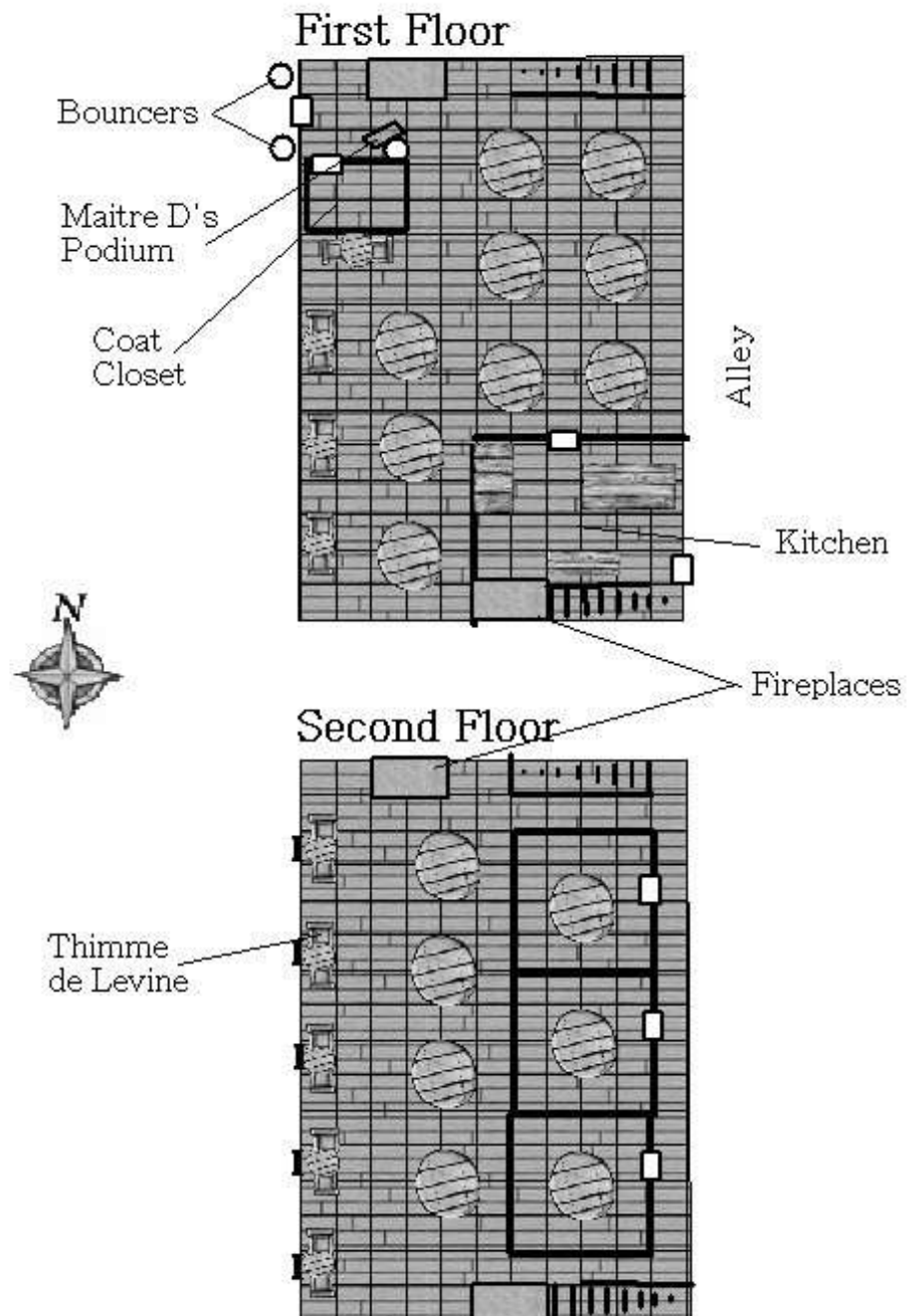
DM's Aid #1: Kidnapping Scene



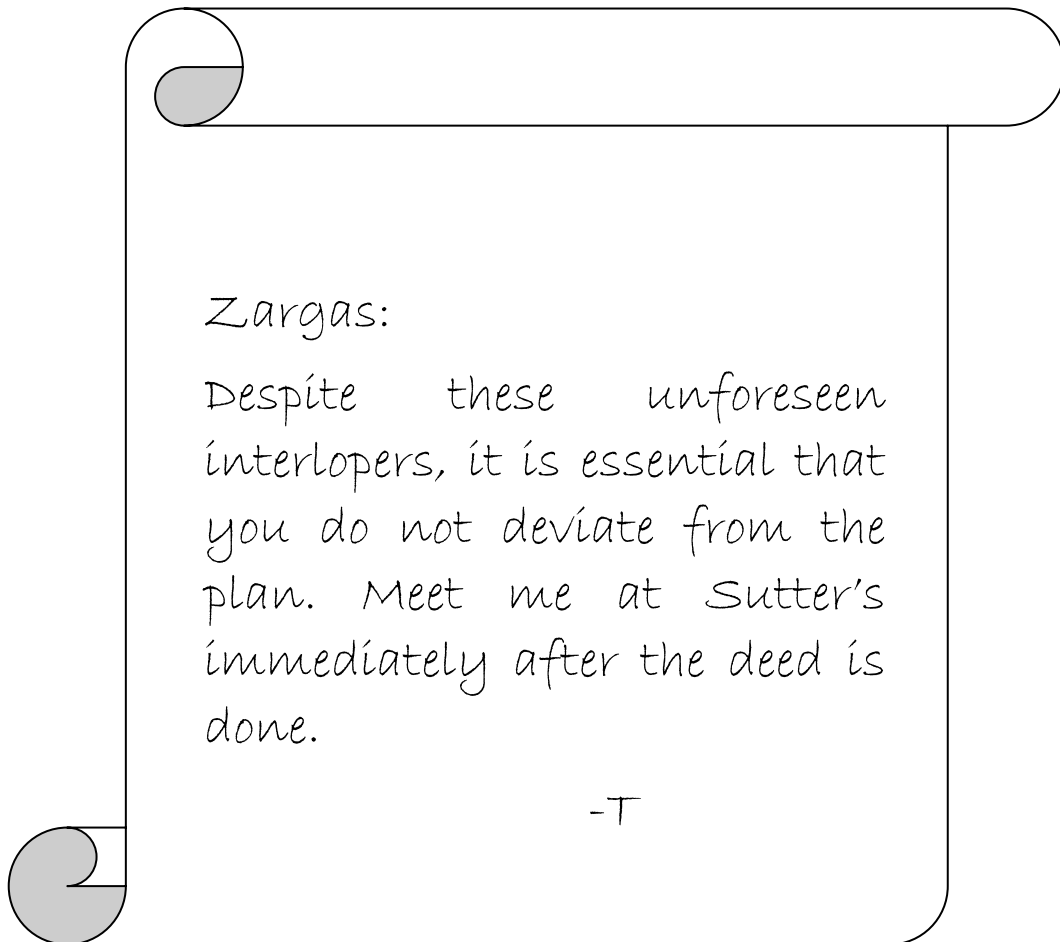
DM's Aid #2: Fallorwithy Flour Warehouse



DM's Aid #3: Sutter's



Player's Handout #1: A Note



Please be sure to answer all questions. Thanks.