

HIG5-05

# For the Purity of Music

## A One-Round D&D LIVING GREYHAWK<sup>®</sup> Highfolk Regional Adventure

Version 1.0

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The Bardic College has asked that you come and be a part of an audience for the latest set of public auditions. You are promised a free meal out of it. What could be better than free food, free entertainment and great weather? This is, of course, until the other shoe drops and the last bottle breaks. This is an adventure for inquisitive, culture-tolerating and helping-of-the-populace heroes at APLs 2 through 6.

Based on the original DUNGEONS & DRAGONS<sup>®</sup> 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 [skerrit@wi.rr.com](mailto:skerrit@wi.rr.com); or LIVING GREYHAWK campaign questions, email [rpgahq@wizards.com](mailto:rpgahq@wizards.com).

## RPGA SANCTIONED PLAY

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.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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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 nonplayer characters (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.

1. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions,

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

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.

2. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.

3. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered

increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. 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 1<sup>st</sup>-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 Highfolk. Characters native to Highfolk 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

Faelaun Tredall has traveled this great land of Greyhawk for many years now. His experiences as a bard have shown him many things. In his mind, one of the best reasons for becoming an entertainer is being able to leave his home city of Highfolk. It was a nice elven city that has gradually become corrupted by the disgusting influence of the lesser races, according to Faelaun anyway. The disrupting influence of the non-elves forced him to leave for a while. He was aghast when several of his elven companions were forced to move to a new branch of the Bardic College of Myrin Tyrinthaen in Qualsten. While Faelaun's travels placed him in the path of many of the other races, he managed. Their idiocy was tolerable to him when it wasn't in his home city.

His travels took him far and wide. He traversed nearly all the civilized lands of Oerth with a large elven population. He saw the Faerie Queen in Celene, ran from the arrows of some Valley elves, and paid a visit the gray elven enclave in the mountains of Perrenland. However, it was the Baklunish city of Eastfair that presented the perfect opportunity. He was approached by a group of slavers after one of his performances. While they had initially intended to kidnap him for his skill, Faelaun managed to spin the situation and strike up a bargain. Faelaun was to work with one of the slaver operatives, select certain types of performers from Highfolk, and arrange for them to be 'delivered' to said operatives. Faelaun readily agreed – he was getting the better end of the bargain: a couple of solars in his pocket to remove the riff-raff from his city near the woods.

Faelaun was given a parchment with an altered form of the *command* spell enchanted upon it. See *command parchment* in **Appendix Four** for details. Basically, the scroll appears a sheet of music or bit of a poem. When read by someone with the bard spell list, he or she receives a *command* imprinted in the parchment. The particular *parchments* given to Faelaun are imprinted to send their readers to the Smelly Note Tavern. These were redistributed to auditioning bards at the Bardic College in Highfolk. Once performed, the bard falls under the effect of the *parchment*, makes his way to the Smelly Note, is secured by a group of hired thugs, and then handed off to a slaver operative for transport back to Eastfair.

Several days ago, Faelaun put his plan into action. Already, he has kidnapped three lesser-blooded bards. One is a human boy, Heindrin Jenro. The second is a dwarven lad, Ruthror Hammerstrike. The third is a half-orc chap, Jernattan Demear.

Faelaun has a special deal with Bartholomew Kennelworth (B.K. for short), the barkeep and proprietor of The Smelly Note. Faelaun's parchment sends those Orc speaking bards who read it to the Smelly Note where they ask a codephrase. Anyone who comes in asking that codephrase is to be seen to specially and given special mugs to use. Faelaun told B.K. that if he treats his special

friends well that the elf would come in and entertain for free every few days. Of course, B.K. jumped at the idea, thinking he was getting a very sweet deal.

Little did poor B.K. know that Faelaun was using the mugs to identify Orc speaking bards to later kidnap and sell to the slavers.

## Adventure Synopsis

**Introduction:** The heroes are invited to be a part of the audience for the latest public round of auditions for the Bardic College of Myrin Tyrinthaal in Highfolk Town.

**The Auditions:** The auditions are fairly tame in nature, but none-the-less entertaining. Several people are disturbed by the fact that there appear to be fewer performers this week than in the past. During the event, a group of thugs pretending to be stagehands attempts to kidnap a young human bard, Darien Fleetfoot. A member of the Recordkeeper's Office for the College, the Assistant Recordkeeper in fact, tells the heroes that they were actually invited because some of the bards that were scheduled to audition have disappeared. The College wanted someone of skill at the auditions in case something were to happen. Instead, they had to settle for the party, though they don't indicate as much. The college asks the party to investigate the recent disappearances of three fledgling bards.

**The Last Victim:** Here the party can rouse Darien, the bard who was almost kidnapped. He doesn't know much, except that he was standing on stage and felt ill. He can tell the party he received an odd letter two days ago.

**Jenro Residence:** As the heroes go to investigate the Jenro residence, they discover just how uppity rich people can be sometimes. They also discover that the son of a rich couple can be just as stubborn in their rebellious natures. A piece of a medallion, a pile of ash, and a book on singing in Orcish are all the heroes will find.

**Hammerstrike Residence:** The heroes find that a family that sings and works together stays together. The young Hammerstrike, after turning down a request from a friend, ended up going down the same path anyway.

The heroes find another piece of a medallion and a book on how to speak orcish.

**Demear Residence:** The heroes visit the shacklike house of the third missing bard. This time, they find a third piece of the medallion, which now clearly shows a musical note with something emanating from it; however, there is also a note that was delivered after young Jonathon was persuaded by a friend to leave. His mother left it on his bed and did not open it. If any of the party speaks Orc, they get to read the note before it burns up. This note and the now whole medallion can lead the heroes to the Smelly Note Tavern, just off of Tannery Row.

**What's that Smell?** It is at the Smelly Note that the kidnappings actually took place. Faelaun and his accomplices have a system of identifying candidates and would then trick them and knock them out. The heroes' being there disturbs Faelaun and he tries to have them taken out.

**Help Along the Way?** On their way after the kidnappers, the party charges out of Highfolk and comes upon an overturned merchant wagon. It is actually the front for the slavers, making it easier for them to travel back and forth from Eastfair. They put up a good front of being merchants. If the heroes do not suspect or find evidence, they may pass the caravan and lose the opportunity to save the three bards.

## Preparation for Play

**Legendary Deeds:** At the beginning of this scenario, each player must determine the recognition of his Legendary Deeds. Roll percentile dice for

each player and compare it to the total percentage value of all the Legendary Deeds that the player has accumulated for this character. If the percentile roll is greater than the total, a Legendary Deed is not recognized, and nothing happens. If the roll is less than the percentage total, then randomly choose one of the deeds from the hero's pool. For the entirety of the event, NPCs recognize the hero for the deed he has accomplished, and the benefit listed on the deed may be used. After the scenario, the deed is marked "USED" and the player may keep it, so as to keep a record of his deeds.

### Dungeons and Dragons Miniatures

Below are the suggested D&D Miniatures to use for combat encounters

#### From Harbinger

Human Commoner (8/80) – Wendyl

#### From Dragoneye

Kerwyn, Human Rogue (22/60) – Dare

Regdar, Human Fighter (12/60) – Kip

#### From Archfiends

Sage (24/60) – Habner

#### From Giants of Legend

Warmage (7/72) – Kas

#### From Aberrations

Man at Arms (8/60) – Grisl

Sharn Cutthroat (20/60) – Zen

Emerald Claw Soldier (30/60) – Gerald

Half-Elf Hexblade (33/60) – Kren

#### From Deathknell

Dark Traveler (16/60) – Zip

Voice of Battle (25/60) – Faelaun

Warpriest of Hextor (45/60) – Vasha

Make certain you print out all of the handouts and cut out the pieces of the medallion. It is not the most important thing for the plot, but it helps build the investigative feel. Also, after they have gotten to read the note that burns up, make certain you take it away right away.

Before the session begins, ask to see all of the players' character sheets. Take special notes on anyone who has any Perform skill and what the characters' Spot bonuses are. There are several instances when the players should not be alerted to certain things, but the heroes may have a chance. Also take note of their Sense Motive skill bonus. Have each player make a several 1d20 rolls beforehand to use for these Spot and Sense Motive skill checks.

## The Timeline

While the timeline of this adventure is flexible, one thing must be kept in mind. If the party does not complete their investigation in one day, the slavers get away with the kidnapped bards.

## Introduction

*A bright, sunshine-filled day greets you as you walk your way through the streets of Highfolk. The sounds of the city running at a normal pace bring thoughts and hopes of life without war, strife and hatred.*

*This day is blessed with not only free music but free food as well. A note signed by Myrin Tyrinthaël, the headmaster of the Bardic College in Highfolk, was delivered to you this morning. The note read that he was requesting the presence of some folk of the town to attend the yearly Public Auditions for the Bardic College. The note continued to say that if you attended, not only would you get to hear some good music and poetry, see some excellent performances, and see some good artwork, you would also get a free meal. All you would have to do is attend and give your honest opinions.*

*You find yourselves at a small outdoor theatre, only partially filled with people.*

At this point, let the heroes situate their spell lists and allow some time for introductions. When everyone is ready, proceed to **The Auditions**.

## The Auditions

*A crowd has already gathered before the stage. It seems to be mostly made up of the aspiring performers' parents and families, as small groups usher a young child or two towards the stage with words of encouragement. People of all races are here – human, elven, dwarven, halfling, gnomish, and even a demure elven woman with a grossly half-orcish child. The crowd seems both tense and excited at the*

*same time. There are other people in the crowd as well. Various townspeople, merchants, laborers, and even a few farmers seem to be in attendance.*

There are no other people here with the look of adventurers about them. Also, none of the Home Guard is present either.

The party is approached by a young Oeridian lad of 13 years or so. His name is Bas Venteal. He has been given a description of the party, and was instructed to show them to a set of reserved seats near the front of the show. If the heroes do not follow him right away, Bas becomes very persistent. This is a paid position for him, and he'd like to keep it. The boy is not above attempting to use persuasion to get the party seated in their reserved section. Bas expounds on the comfort of the seats saved for them, offers them drinks once seated, and talks about the excellent view they provide. Bas allows the party to remain standing, or choose different seats, if they insist. Before departing, Bas lets the heroes know that he is at their service – if they have any desires before, during, or immediately after the show, just give him a holler.

**Bas Venteal:** male human child (Oeridian) Com1; hp3; Cha 11. *Traits:* Impatient, impetuous, greedy.

There are several groups outlined here which the DM may wish to describe to enhance the crowded feeling of the auditions. A concerned parent is worrying about her child's performance; a farmer is commenting on the free entertainment; some bystanders are expressing their hope for better talent this year.

When the party is ready for the auditions to begin, read or paraphrase the following:

*As a man in a large, flamboyant-purple, feathered hat walks up onto the stage the crowd begins to applaud. With a larger-than-it-needs-to-be bow and a swirl of his hat the man steps up to the podium.*

*"Greetings, oh wondrous of wonders, my audience," he begins, projecting easily over those gathered. "I am Samul Selayal Saylayondal the Superb, head recruiter and member of the Recordkeeper's Office here at the finest school of the arts on Oerth – The Bardic College of Myrin Tyrinthaël. I am proud to be your Master of Ceremonies on this beautiful Wealsun day. Welcome to the Annual Public Audition for entry into the Bardic College. I am extremely grateful for your presence here and would like to thank you with a short poem." The man clears his throat before beginning.*

*"Thank you to you, oh wonder of wonders.*

*Thank you to all, for your gracious attendance.*

*May the day be filled with music and song,*

*With story and word, with paint and brush,*

*To fill your heart with warmth and happiness."*

*Samul finishes with a flourish of his hat and a bow as applause and cheers erupt from the crowd.*

If the party is not applauding, allow them a DC 10 Sense Motive check to receive the hidden innuendo from Samul's body language that he is encouraging them to applaud along with the rest.

*"Thank you very much for that thanks from your heart," says Samul with another flourish. "It does my heart good to hear the happiness and joy that my simple words can bring to the masses. It envelopes my heart with a..."*

*"Ahem."*

*As Samul turns to look where this sound came from, a man in a simple brown outfit, complete with a brown hat and a small brown feather, gently coughs and motions for him to continue, gesturing to the small crowd of eager and nervous looking youngsters.*

*"Ah yes...and now, on to the auditions!"*

Several of the auditions are briefly described below. At least 10 auditions must take place, and the DM is at liberty to create his own auditions. Only the 7<sup>th</sup> audition, involving the young boy singing a song in Orc, must occur. During each audition, the audience reacts in mixed ways. People frequently boo or heckle, while others always clap politely, and some – particularly parents – shout and stand.

- A young elven man, Almireal, sings a song called "My Heart Worships Thee" in Elven. At the end, he is overcome with emotion and begins to tear.
- A young female halfling, Jillian, recites a poem called "I Am Small; Therefore, You Must Love Me" in Common. This performance is haughty, and the halfling has a great deal of attitude.
- A young human female, Relima, paints a portrait of the crowd with great speed. She is done in less than 5 minutes with a fairly detailed and appealing painting.
- A young dwarven male, Ghalshan, recites a poem in called "I Drink, Therefore I Am" in Dwarven. He stumbles about as he sings, raising a great deal of laughter from the crowd.
- A young half-orc male, Banantalis, pounds out a drum solo on bongos. One of the drum heads tears on the final note and he comes close to tears.
- A young human male, Darvis, sings the song "My Heart Worships Thee" in Common. The crowd grows silent after the song is finished, glancing between the human performer and the elven performer who sang it earlier.
- A young human man, Darien, sings the elven love song, "Everlasting Love," translated into Orc. His performance is quite fluid.

- An old human man, Thom, dances a slow jig before becoming short of breath and needing to rest.
- A young human girl, Lillyanne, performs a puppet show using sock puppets. One of her socks has a hole in it and draws a few chuckles from the crowd as her finger pokes out.
- A young elven man, Ennerial, performs a soliloquy from a play called "Since First I Saw..." in Elven. He is very droll and uninteresting.

Once the last audition is completed, read or paraphrase the following:

*As the final performer leaves the stage, Samul climbs back up to the podium. A low murmur of surprise ripples over the audience. In previous years, more people performed, or so the whispers intimate.*

*"Wasn't that wonderful? Wonderful, I say," shouts Samul. "And now, let's bring them all back out here on stage for a final bow."*

Pause and allow the party the opportunity to give applause before reading or paraphrasing the following:

*"And now," Samul bellows, "as we all know, only five of these talented individuals can make it into the College at this time. The others are able to audition again at another time. Those five are..."*

The successful performers may be chosen however the Dungeon Master desires; however, the human man, Darien, must be among the admitted students.

Read or paraphrase the following:

*Samul continues, "How about another round of applause for our new students?"*

As the applause starts, Darien staggers and then falls off the back of the stage. The kidnappers have slipped him oil of taggit poison, which has caused him to collapse, unconscious. Where he is when he falls affects what sort of response the party can make. Whether or not the heroes applauded Samul has an effect on the order of performers as they come out for a final bow. Grisl, Habner, and Wendyl were keeping an eye on the audience. Noticing the party was well equipped and too preoccupied to applaud, they arranged for Darien, the 7<sup>th</sup> performer, to be one of the last onto the stage. See **Dungeon Master Aid #1** for a map of the theatre. If the party applauded, Darien begins at position A. If they did not, he begins at position B.

If the party immediately reacts and Darien begins in position A, the kidnappers do not have time to cover him in *dust of disappearance* before the party arrives. The heroes come upon Wendyl as he is pulling a pinch of the *dust* from the bag. In this case, the kidnappers will fight the party to get free and flee.

If the party immediately reacts and Darien begins in position B or if the party does not immediately react,

Wendyl has time to cover him in *dust of disappearance* before the party arrives. This invisibility lasts 5 rounds. The heroes come upon Wendyl shouting “They took him! That way!” and pointing towards a dark alley. Gris and Habner have gone there to setup an ambush. Wendyl follows after the party to help his companions. In this case, allow the heroes a DC 40 Spot check to sense the presence of something invisible but unmoving.

#### APL 2 (EL 2)

**Grisl:** hp 13; see *Appendix One*.

**Habner:** hp 6; see *Appendix One*.

**Wendyl:** hp 11; see *Appendix One*.

#### APL 4 (EL 4)

**Grisl:** hp 19; see *Appendix Two*.

**Habner:** hp 9; see *Appendix Two*.

**Wendyl:** hp 11; see *Appendix Two*.

#### APL 6 (EL 6)

**Grisl:** hp 31; see *Appendix Three*.

**Habner:** hp 18; see *Appendix Three*.

**Wendyl:** hp 16; see *Appendix Three*.

**Tactics:** The trio of kidnapers has different tactics based on whether or not the party applauded Samul at the beginning of the encounter. If they did, then the trio is caught unaware of the party's presence and fights to flee when the party begins to act.

If they did not applaud, the trio is prepared for the party and has setup an ambush. In this case, the trio fights until they are reduced to half their normal hit points or less. At that point they attempt to break off and flee.

The trio are good friends, if not good kidnapers. They work well together in a brawl, maneuvering to gain flanks and focusing on one hero at a time.

After the fight, Samul approaches the heroes appearing quite flustered. Read or paraphrase the following:

**“Oh! We were afraid something like this might happen. It is just dreadful.”**

Samul was afraid something like this would happen, which is why the heroes were asked to be present at today's auditions. Some of the other candidates have disappeared. The College had confirmed the intent of each to audition, performed the traditional pre-audition meeting, and then heard nothing from them. Darien would have been the fourth prospective student to disappear.

**Samul:** male human (mixed) Brd5; hp 18; Cha 16;  
*Traits:* Pompous, egotistical, caring.

Samul asks the party to investigate the disappearances of the three. He was prepared for this, and has a sheet ready

with the information on the missing prospects. Provide the players with **Player Handout #1**. Some heroes may require payment for this deed. In such a case, the College can provide 20 solars per hero; this can be negotiated up to 25 solars each.

If the party remembers to look for Darien, proceed to **The Last Victim**. If the party forgets about him, Samul has him taken to the College infirmary, where the party may find him later.

If the party wishes to begin investigating the people who have disappeared, proceed to **Jenro Residence** (Heindrin Jenro), **Hammerstrike Residence** (Ruthror Hammerstrike), or **Demear Residence** (Jernattan Demear).

## The Last Victim

This encounter deals with rousing and speaking with Darien Fleetroof, the human man who was almost kidnapped during **The Auditions**.

If the party immediately speaks to Darien, he is still unconscious. A DC 15 Heal check identifies that Darien has fallen unconscious by some poison. A *detect poison* spell can identify that Darien has, in fact, been poisoned. A DC 20 Craft(alchemy) or Wisdom check made by the caster identifies the poison as oil of taggit. Rousing Darien requires a *delay poison* or *neutralize poison* spell, or a DC 15 Heal check for first-aid. If the party is unable to rouse Darien, Samul takes him to the College infirmary, where the victim sleeps off the poison and becomes available for the party to speak to at a later time.

Darien doesn't know much about what happened. He performed, waited for the announcement, went on stage, and then felt ill. He swooned, and that's all he remembers. If informed that he was poisoned, he mentions that he did take a drink of water from Wendyl's flask before coming on stage for the final bow. It tasted funny, but Darien had figured that it was just warm.

If asked about any odd happenings, Darien recalls receiving a letter several days ago. It was written in Orc and told him he was selected for a special performance. He doesn't recall that it indicated when or where, and after he read it, the note burned into ash. He does remember the phrase “What's that smell?” if pushed.

## Jenro Residence

This encounter occurs when the party ventures to the Jenro Residence.

**As you approach the Jenro estate, two main characteristics immediately stand out to you. The first is that it is a finely built mansion, with four columns in the front and numerous beds of different flowers and other flora dotting the landscape around it, giving the appearance of different pools of color. The second is that they do not seem to like visitors, as evidenced**

*by the ten foot high spiked fence that runs around the outside of the property. Outside the front gate is a post with a hanging bell, the cord of which is just long enough to be reached by a normal human being.*

**Metal Gate:** 2 in. thick; hardness 10; 60 hp; Break DC 25; Open Lock DC 30.

**Metal Fence:** 2 in. thick; 10 ft. high; hardness 10; 60 hp; Break DC 25; Climb DC 20. Failing the Climb check by 5 or more deals 1d4 points of damage to the climber.

The party may attempt to sneak into the house, though there is no real reason to. If they do so, they are met with a Hostile attitude once inside the house.

If the party rings the bell, the family inside the house has a Friendly attitude. Read or paraphrase the following:

*The bell clangs rather loudly, but the sound does not emanate outward around you. It seems to be focused towards the house. After a minute, you can see the front door of the house open and an aged man walk toward you. "Yes, what can I do for you?"*

This is Killanbrath, the Jenro family servant. Killanbrath allows the party entry if they are truthful in their reason for appearing at the Jenro front steps. If they lie Killanbrath has a chance to pierce their bluff. If he senses deception, he will leave the party outside the gate.

**Killanbrath:** male human (Oeridian) Com2; hp 6; Cha 12; Sense Motive +4.

If the party is let into the estate, read or paraphrase the following:

*The long walk to the front door of the palatial dwelling is not an unpleasant one, assuming you like the aroma of varying types of flowers and other plants. Nothing in any way shape or form assails your sense unsatisfactorily. The doors to the mansion, as the manservant opens, are roughly three to four inches of solidly carved oak, with etchings of various symbols and pictures up and down the surface of every side of the doors.*

A successful DC 15 Knowledge(religion) check identifies the symbols as common protection glyphs and markings among followers of Zilchus. Continue reading or paraphrasing the following:

*The man leads you down a short hallway lined with portraits and tapestries from various different lands to a comfortable looking room filled with bookshelves, a small fireplace, many different comfortable chairs, and a woman in an elegant blue silk dress. She is sitting on the biggest of the plush chairs crying almost uncontrollably against the shoulder of a middle aged man dressed in a rich green doublet. The servant gives a slight clearing of his throat and the man looks up. "Ah yes, Killanbrath, thank you. Go and fetch some refreshments for our guests."*

No matter what reason they gave Killanbrath, Master Jenro immediately assumes that the heroes are present to investigate the disappearance of his son. He invites them to sit and tells them all the information he has.

**Master Jenro:** male human (Oeridian) Ari3; hp 8; Cha 13; AL LN; *Traits:* Worried, religious, slightly racist. Worships Zilchus.

**Madame Jenro:** female human (Oeridian) Ari2; hp 7; Cha 15; AL LG; *Traits:* Hysterical, broken, slightly racist.

Master and Madame Jenro relay the following information:

- His son was most gifted in the art of recitation. He had a knack for bringing out the emotion in a story or making you feel the power of the words behind a poem. His father was disappointed that he wasn't going to directly follow along the family business, because he could probably sell bottled sunlight to a vampire.
- The Jenros are a merchant family, trading in goods from various different lands, all legal of course. [This is true. And Master Jenro takes serious offense to implications to the contrary.]
- The parents last saw their son two days ago, after he had come down from his room with what he says was a missive he had just gotten. After he had finished reading it, not out loud, it burned up in his hands. He said that he had something that he had to do and ran back upstairs to his room. Later, when he was due to leave for the auditions, Killanbrath went up to get him and he was gone.
- He had been working on his monologue for weeks now, perfecting nuances here and there. He had performed it for his parents and his dwarven friend, Ruthror. [At the mention of Ruthror, Madame Jenro shudders with disgust amidst her tears and rudely pours herself a stiff drink.] The couple is very protective of their son and feels that with his talent he shouldn't have to be cavorting with the likes of the lesser species'. Each has their specialty, but they are only to be tolerated and not completely accepted. [This Ruthror is the same Ruthror Hammerstrike indicated on **Player Handout #1.**]
- He was sometimes also seen in the company of some of the even lower creatures that they let into the city. Half-orcs and the like. His parents tried to discourage this, but he seemed to always find time and a way to sneak around. Such a horrible influence they were, those half-breeds.

The heroes are free to search the grounds or Heindrin's room. The Jenros only ask that the heroes make a special effort not to break anything – most things in their house are very rare and expensive.

## Searching the Grounds

The grounds are a tapestry of flora woven by a deft hand. Thin cobblestone pathways meander throughout, leading the way but never breaking the vision of life to a passerby. Everything from exotic flowers to a small apple orchard is here. The gate and fence appear to be quite sturdy.

A DC 30 Search check discovers a section of the fence that opens when a certain spike is twisted. A character with the Track feat can attempt a DC 13 Survival check to notice the tracks of a small humanoid moving from the house through this gate approximately two days ago. This hidden section of removable fence is on the western side of the building, across from Heindrin's window.

Also, another DC 25 Search check, locates a series of handholds in the ivy on the western side of the house that leads to the boy's room.

## Heindrin's Room

When the party decides to investigate the Heindrin's room, read or paraphrase the following:

*The room does not look as if there was any struggle or conflict. It is spotless in its neatness. The four poster bed with silk sheets is made with the curtains drawn back. An ornate chest sits at the foot of the bed, with carvings similar to the ones on the front door of the building. There is an oak desk on which sits a neatly stacked pile of papers. There is an oaken wardrobe opposite the bed and a table, with a linen table cloth, and two comfortable chairs beside it. Next to the wardrobe is a bookcase with four full shelves neatly packed with books.*

Most of the books are poetry, discussions on oratory and rhetoric and plays bound in book form. The wardrobe contains various types of clothes, mostly of the rich and silk variety, neatly set away. The drawers of the desk have some blank paper and some quills and ink. The papers on the desk are mainly speeches from various plays and bits of poetry. The chest is not locked and contains a couple of bags of coins (about 45 gp), an ornately carved lute and a handful of other little instruments, a recorder, a flute, a drum and a small set of cymbals.

A DC 15 Search check inside the chest discovers a secret compartment, which is not locked or trapped. In it there are two books and a small piece of copper. Give the players Portion 1 of **Player Handout #2**. One book is a primer on learning Orc. The other is a book on poems and songs written in Orc with a special section on translating songs into Orc. In the second book is a loose sheet of paper. Give the players **Player Handout #3**.

If confronted about either book, neither parent believes that their son would own such a thing. The Jenros are certain that the party is mistaken. They take great offense at the implication that their son would use such a vulgar tongue and ask the party to leave. If

Killanbrath is asked in private, he tells the party that the boy was studying the language so he could entertain his half-orc friends. Neither the Jenros nor Killanbrath knows about the secret door in the fence line.

## Hammerstrike Residence

This encounter occurs when the party makes their way to the Hammerstrike Residence to investigate Ruthror's disappearance.

*The young dwarf's residence is, no surprise, a smithy. "The Metal Song" is not a big place, about normal size for a dwarven smithy, but there is a one story building attached to the back of the smithy. As you approach the smithy, you begin to hear what sounds like singing, perfectly in time with the metallic banging that one would normally hear from a smithy. As you approach, you're able to catch a snippet of the song.*

Only those who can speak Dwarven understand the verse; however, those who do not are able to feel that whatever the words are they "grunt and yell" at the right places.

*"We bang, we bend, we smelt, we mend.*

*We create what you cannot.*

*We work all day, we sing all night so  
you and yours can defend and fight."*

*Once that verse is over, there is a raucous yell and a clang of metal, and a voice that slips into Common and says, "Ah, it seems we have customers."*

There are three dwarves in the shop. Rufal Hammerstrike is an older male dwarf. As the party enters he sets down his hammer and wipes his charcoal covered hands on his apron. A female dwarf, Mistress Hammerstrike, resumes filling a water bucket. The third, a young apprentice named Kranedor, glances in the party's direction before focusing on the white hot metal he is hammering.

**Rufal Hammerstrike:** male hill dwarf Exp4; hp 18; Cha 11; *Traits:* Shrewd, cordial, deal oriented.

**Mistress Hammerstrike:** female hill dwarf Exp1/Com1; hp 6; Cha 9; *Traits:* Quiet, gruff.

**Kranedor:** male hill dwarf Exp1; hp 8; *Traits:* Playful, hard-working.

Rufal Hammerstrike introduces himself; read or paraphrase the following:

*"Greetings and may cold iron avail you, fellows! I am Rufal Hammerstrike, the proprietor of this fine shop. What can we do for you this fine day?"*

The Hammerstrikes are good at their craft and stereotypical in their dwarven tendencies, except for the fact that they sing while they work. Their musical tendencies give them a more accepting personality than

most, except when it comes to anything orc related. They know the following information:

- Their son was last seen two days ago. He had just finished his morning chores of setting the latest horseshoes that needed work and coming up with a new verse when one of his friends came by, the young human bard. They went to his room to talk about something and then the human lad left. No one saw Ruthror leave.
- He had another friend, a half-orc named Jernattan. Neither Rufal nor Mistress Hammerstrike approved of the friendship. Even so, Ruthror spent a great deal of time with him. Knowing the stubborn streak their son could exhibit, they didn't bother to speak out his half-orc friend.
- He made a special box that is still in his room. None of the other dwarves know how to open it. There are no seams or anything other than some scrawling on the outside. Wonderful piece of work.
- A few minutes after the human left, a messenger came for looking for him, so we sent the messenger to his room. The messenger boy came out and with a "Good day", he left.
- His special skill was drawing and then with enough engineering sculpting with metal what he drew. He seemed to have a knack of taking something from paper and making it into metal. His parents sometimes felt bad they had to make him work on things like horseshoes, which were well beneath his talents.

### Ruthror's Room

Rufal Hammerstrike gladly lets the party examine Ruthror's room. Read or paraphrase the following:

*The last door on the left is roughly about five feet tall set with iron bands and looks as if it could take a rhino charge. The décor is rather Spartan; a simple pallet bed, a drawing desk with a sketch of some kind of weaponry. It could be a curved hammer; it is difficult to tell as the drawing is unfinished. An iron banded wooden chest sits next to the drawing table and on a small stool next to the table is a metallic cube that could be a box. Next to the box on the stool is a small pile of ash.*

No one has been in this room since Ruthror disappeared two days ago. The dwarves didn't want the area disturbed until the authorities arrived to investigate. They haven't shown up yet.

The pile of ash near the box is the remains of the *command parchment* Ruthror received. The ash has no indication of its origins, nor does it radiate magic of any kind.

The box has writing on it. In Orc it says 'sing'. Additionally, there is a musical staff. The note depicted on the staff is a middle C, which can be identified with a successful DC 10 Perform (keyboard instruments, wind instruments, or brass instruments) check. Any of the dwarves present at the Metal Note can identify the note on the staff. None recognize the word or its language.

Opening the box requires a hero to sing the word "sing" in Orc in middle C. The box opens with an answering chord. Inside is another part of the medallion, Portion 2 of **Player Handout #2**. Additionally, there is a book on learning to speak and read Orc.

## Demear Residence

This encounter occurs when the party goes to the Demear Residence to investigate Jernattan's disappearance.

*The shack that you are approaching in the poorest section of Highfolk is little more than just that, a shack. It looks as if could fall down simply by a strong wind coming by. Patches are all over the place; there are many places that look as if they could use the same patching, and the roof looks as if a bird landed on it that it would cave in. The only bright spot is a very well tended garden in the front yard. Many different kinds of plants seem to be flourishing and growing very well. A young human woman is in the middle of the garden as you approach. She's on her hands and knees, is covered in dirt, and seems to be having a hard time with a particularly difficult weed.*

When Orelia Demear notices the party, she reacts politely.

**Orelia Demear:** female human (Suel) Com1; hp 4; Cha 12; *Traits:* Damaged, lonely, kind.

Read or paraphrase the following:

*"My apologies for my appearance. It has been a long day, especially without my Jernattan. I know today was supposed to be a big day for him, but, since....forgive my manners, I am Orelia Demear. What can I do for you?"*

Orelia knows the following information and gladly shares it with anyone who asks after her son. She is very worried; being a half-orc from the Poor District doesn't put her son very high on the list of people to look after.

- She has not seen her son, Jernattan, in two days. He ran off when a friend of his came to visit.
- This friend came in all excited and dragged Jernattan to his room. After that, they both left, saying that they should be back later.
- A few hours later, a messenger arrived inquiring after Jernattan, but Orelia told him that her son was out and she wasn't sure when he was coming back.

The messenger gave her a sealed message that she placed in his room.

- Jernattan only had two real friends that she knew of – a dwarf named Ruthror Hammerstrike and a young man named Heindrin Jenro. Both are very nice boys, and Jernattan was helping them both learn to speak Orc.

### **Jernattan's Room**

Orelia is more than willing to take them to what passes for Jernattan's room.

*As Orelia opens the door to the shack, she stands back and says, "I know it's not much, but it is my home. Please, have a seat and I'll make some tea." Looking inside, it appears to be one large room. A small kitchen area takes up the far left corner, with a table and four chairs, all of which look as if they have been repaired many times. A small stove is near the left hand wall. A bed is in the far right hand side with very faded pink sheets. Just to the right of the doorway is what appears to be a blanket cordoning off part of the room. To the left of the doorway is a smaller table with two plush chairs that also look very worked over.*

Once inside, Orelia goes over to the kitchen and begins to make tea. She repeats her suggestion that they sit and relax as it will take her a minute to make the tea. The curtained off area is Jernattan's room. She has no problem with the party examining it.

On the bed is a small roll of parchment with a wax seal. It radiates faint magic, if checked for. A DC 16 Spellcraft check identifies the aura as that of enchantment. The letter is not trapped. Instead, it is a magic item, the *command parchment* detailed in **Appendix Four**.

Once a hero decides to open the letter, give that player **Player Handout #4** if they speak Orc. If they do not speak Orc, they cannot make anything out on the letter. Decipher Script, *comprehend languages*, and similar abilities function normally and can be used to read the *parchment*. When the letter is finally read by someone who understands Orc (by knowing the language or using magic), it burns to ash and effects the reader with a *suggestion* spell. Have the reader attempt a DC 14 Will saving throw.

Those who fail the save suffer the *suggestion* spell and are compelled to go to the Smelly Note Tavern and ask "What is that smell?"

Orelia is unable to read the note. She does not know enough Orc to pick anything out. However, the Bardic College has several members who can translate the note as a service to the party. Otherwise, they can ask around, attempting a DC 15 Gather Information check to find a citizen of Highfolk town who speaks Orc.

## **What's that Smell?**

This encounter occurs when the party begins to search for The Smelly Note Tavern.

No one in Highfolk Town knows of The Smelly Note Tavern except its common patrons, and one of the rules of the Tavern is that you don't talk about the Tavern. A hero may know where the Smelly Note is on a successful DC 30 Knowledge (local – Iuz's Border States) check. Each piece of the medallion provides a +5 bonus to this check.

The party may attempt to Gather Information about the Tavern. This requires 1d4+1 hours, 2d4+1 solars, and a successful DC 30 Gather Information check. For each 5 solars spent above the required cost, the party gains a +1 circumstance bonus on the check to a maximum of +5. Each piece of the medallion provides an additional +5 circumstance bonus to the check.

Once either check is successful, the party learns that The Smelly Note Tavern can be found on Tannery Row, a particularly odiferous street in the Poor District of Highfolk town.

When the party goes to The Smelly Note Tavern, read or paraphrase the following:

*The infamous smell of Tannery Row only seems to get stronger as you begin to take the side streets needed to find the Smelly Note. When you finally see the sign that matches the medallion, you almost sigh with relief but realize in time that if you did, you would get an even bigger waft of the smell. You can only hope that either the inside smells better or you can get used to it.*

The door to the tavern is locked. There is a series of sliding panels on the door, one at 6 ft., one at 4 ft. 6 in., and one at 3 ft. When the door is knocked on, Bip, the bouncer, opens the top panel. If he cannot see anyone, he moves to the next panel, and so on down. When Bip finally sees someone, he asks "What's the password or do you have the key?". In order to gain entry, the party must say "What's that smell?" or "Just let me in.", or they must show a portion of the medallion. Either of these responses prompts Bip to open the door.

**Bip:** male human (Oeridian) Com1; hp 8; Str 16; Cha 6; *Traits:* Silent, burly, overshadowing.

When the party successfully enters the Smelly Note, read or paraphrase the following:

*The place has a warm feel to it as you step in, which is greatly helped by the severe drop in the level of the horrid smell as you step inside. The patrons may be a little grubby, but they are not a rowdy sort—at least, they don't look as if they would immediately start trouble. There is a small stage over on the left hand side of the room with a podium, music stand and a couple of stools on it. With about ten tables, the place is not that big, but it does seem a bit homey. The*

***robust man behind the bar seems to be waving for you to come over.***

The man is Bartholomew Kennelworth, the proprietor of The Smelly Note. He give his name as B.K., short for Barkeep. He is a bard by trade, but decided to open The Note 15 years ago. He noticed that the locals of Tannery Row were not really welcome most other places. He asks his clientele to keep the place a secret; this lets them have a place that is special to only them. Occasionally, B.K. invites an entertainer or two to perform at The Note. More frequently, however, B.K. gets up on stage himself and sings a tune.

**B.K.:** male human (mixed) Brd3; hp 12; Cha 13; *Traits:* Helpful, outgoing, attention-loving.

If the party asked Bip "What's that smell?", allow them a DC 15 Sense Motive check to interpret a secret message passed between Bip and B.K. when he escorts them into The Note. A successful interpretation recognizes that Bip signaled B.K. that "These are some friends."

If B.K. is asked "What's that smell?", he grins and says "It's a special incense just for my friends."

If they ask, or if B.K. receives the signal from Bip, the barkeep provides the party with a free mug of ale. A DC 15 Spot check notices that these mugs are different from the mugs used by the other patrons of the Tavern.

Faelaun has a special deal with Bartholomew Kennelworth (B.K. for short), the barkeep and proprietor of The Smelly Note. Faelaun's parchment sends those Orc speaking bards who read it to the Smelly Note where they ask a codephrase. Anyone who comes in asking that codephrase is to be seen to specially and given special mugs to use. Faelaun told B.K. that if he treats his special friends well that the elf would come in and entertain for free every few days. Of course, B.K. jumped at the idea, thinking he was getting a very sweet deal.

B.K. knows that Faelaun and his company are due in a few minutes, so he arranges for the party to have good seats offers to get them some food. If they asked him the codephrase question, he does this for free. B.K. is not aware of any wrongdoing. In fact, he believes he is performing a good deed. His customers enjoy the entertainment and all he wants is to make a living and make them happy.

After the heroes are seated and they have food and drink, move on with the following:

***With a loud bang, the front door opens and a group of people walk in, all dressed in lavishly colored outfits and styles, carrying colored boxes and a big crate. All of the customers of the tavern begin clapping and cheering.***

***"Greetings and wonders all. Give us a few minutes to set up and then the show will get under way," says the lead man, who is an elf.***

The lead elf is Faelaun. Wearing bright purple complete with an obnoxious hat, he swaggers through the room straight toward a door on the stage. The other men – an elf wearing deep green, a human man wearing a dark brown, and two human men wearing black – follow him. As they reach the door, Faelaun holds it open for them and then follows them in with a very large bow to the audience before he does.

Once the show starts, everyone in the troupe quickly and subtly looks for the special mugs. Allow the party to attempt a DC 15 Spot check to notice the performers examining the crowd for something. At this point, Faelaun realizes the people with the special mugs are not ones he would normally kidnap. On the spot, the elf decides to have the party taken out.

The show starts with the green elf juggling while the others play music of varying the tempos in order to distract him. The crowd is quite appreciative. Afterwards, Faelaun gets up on the stage, bows and begins to speak. Read or paraphrase the following:

***"Thank you, thank you. You are a wonderful audience. And now, as a special treat, I will sing a song that your wondrous host wrote himself, 'Music from my Heart.'" At those words, most of the people in the room turn and look at B.K. and clap very loudly. B.K. is almost at the point of blushing. Faelaun clears his throat and waves for quiet as he pulls out his lute. The other troupe members move about, turning down the lamps in the Tavern. The people at the tables turn their chairs toward him and then he begins.***

***The melody is soft and lilting. Warmth seems to flow through the room as the words flow from him.***

Faelaun is attempting to use his *fascinate* bardic music ability against the party. Roll a Perform (string instruments) skill check for Faelaun now. Remember to include a +2 bonus for the masterwork quality of his *lute of fascination*.

Allow each hero to attempt a Will saving throw with a DC equal to Faelaun's Perform check. If they fail, they are *fascinated* and suffer a -4 penalty to Listen and Spot checks. If they succeed, they are not *fascinated* but do not notice anything as being amiss.

**Combat:** While this is going on, Faelaun's black-clad companions, Zen and Dare, are sneaking around to the rear of the party to attack them. Make opposed Hide and Spot checks, and Move Silently and Listen checks. Remember to apply the penalty to those heroes who are *fascinated*. Those heroes who make either check break from the *fascination* and are able to act on the surprise round. Those who do not are surprised. [Note: This may be altered by the actions of the party. Surprise is not guaranteed under any situation.] See **Dungeon Master Aid #2** for a map of The Smelly Note.

The common folk in The Note enter a fear-induced hysteria. They run about, screaming and spilling over

tables – which can then be hid behind for cover. After two rounds, they manage to flee out the door.

If the party was exceptionally cordial with B.K., he acts to *inspire courage* in the heroes. This grants them a +1 morale bonus to attacks and damage. This also occurs if the party informed B.K. of their suspicions of his tavern being used as a kidnapping front.

#### APL 2 (EL 5)

**Faelaun:** 7 hp; see *Appendix One*.

**Zen & Dare:** 7, 7 hp; see *Appendix One*.

**Zip & Kip:** 12, 12 hp; see *Appendix One*.

#### APL 4 (EL 7)

**Faelaun:** 11 hp; see *Appendix Two*.

**Zen & Dare:** 12, 12 hp; see *Appendix Two*.

**Zip & Kip:** 19, 19 hp; see *Appendix Two*.

#### APL 6 (EL 9)

**Faelaun:** 24 hp; see *Appendix Three*.

**Zen & Dare:** 25, 25 hp; see *Appendix Three*.

**Zip & Kip:** 33, 33 hp; see *Appendix Three*.

**Tactics:** Faelaun, from his perch on the stage, inspires and helps as necessary for as long as he can. When things look to be turning against him, the bard attempts to flee out the front door of The Note and into the night. If he makes it outside, resolve the chase with a contested Dexterity check.

The other members of Faelaun's party fight in a straightforward manner, moving to provide flanks. If they find an opponent too difficult to hit, they will act to Aid Another, granting Zip or Kip an extra bonus to hit.

If Faelaun is captured alive, he details the entire mechanic of his plan. He can relay the following points of information:

- He is working for a man by the name of Vasha, a Hextorite cleric from Eastfair.
- His job was to pick entertainers capable of speaking Orc to work among the orc army there and keep morale high.
- The entertainers he picked were captured by his gang, and taken to Vasha. Vasha then paid him and sent the kidnapped performers to Eastfair.
- Faelaun was choosing less worthy species which were diluting the purity of the Bardic College.
- The location he met Vasha was always different. But he kept a record of all his dealings with the Hextorite. It can be found among his things. See **Player Handout #5**.

Searching Faelaun's things finds a small journal detailing his dealings with the slavers from Eastfair. See **Player Handout #5**. It also locates a sack containing 320 Ahlissan gold pieces – the remnants of Faelaun's slave selling.

**Development:** If Faelaun escapes, he joins Vasha during the final encounter. He is disguised to appear as a Baklunish human using a *scroll of disguise self*.

**Treasure:** In addition to the equipment listed in the statistic blocks, Faelaun carries a *lute of fascination*. Zen and Dare each carry a *safewing emblem*. These items are detailed further in **Appendix Four**.

All APLs – 320 gp (27 gp each).

## Go After Them, Dolts!

This encounter occurs if the party decides to report to Samul Selayal Saylayondal after beating Faelaun's band. This encounter is not necessary.

Samul asks the party to go out after the slavers and recover the three bards. He has several spells available, which he offers to cast on the party if they look out of sorts. He can cast five spells (caster level 5) from the following list: *cure light wounds*, *Nystul's magic aura*, or *undetected alignment*.

Samul also offers to provide riding horses for the party. These are standard *Monster Manual* light riding horses.

If the party indicates that they are not going after the slavers, Samul does not provide the party with any aid. Instead, he dispatches a group post haste. In this instance, the adventure is over for the party.

## Help Along the Way?

This encounter occurs when the party leaves Highfolk Town in pursuit of the slaver caravan.

*As you rush out of the southern gate of the city, the wind picks up. The chase is on and the wind spurs you and your companions onward. The moons are low in the sky, rising up and shedding only the faintest light upon the Highvale. There isn't anything to dot or mar the landscape...except for the partially overturned wagon up ahead, the four men surrounding it and the mercantile goods laying half in and half out of the wagon.*

This is the slaver caravan. Vasha pushed the wagon too fast in the dark and hit a hole, breaking an axle and spilling the wagon's contents. Vasha Renu pretends to be a cloth merchant traveling to Greyhawk City. Kas Trendal is his teamster, and Gerald and Kren are hired guards.

As the heroes approach, Vasha calls out a greeting and asks for aid. If asked what happened, he tells them that a small group of people holding three tied men came

galloping over the crest. Going too fast, they ran his wagon into a hole. Some of his goods spilled out of the wagon and his men were in the process of getting them together before they would have attempted to lift the wagon. Vasha offers the party 50 gold pieces if they seem hesitant to help him.

If the heroes insist on seeing what is inside a box, Vasha orders Kren to open the one big crate that has several bolts of cloth in it. The other, smaller crates have things like torches, nails, pitons, and dried rations. Vasha does not allow the party to see the insides of the other crates, claiming that the dyes were still fresh when he left, and exposure to the night air will spot the colors. These crates hold the three slaves he plans to take back to Eastfair.

The heroes do not have to help with the wagon. They could move on. If they do, Vasha lets them go and then turns off the road. He dumps the wagon and loads the three bards onto his horses. They set off on a cross-country trip towards Ahlissa.

If heroes aid Vasha, when lifting the fallen crate with an unconscious bard, they notice the odd weight. If they decide to open any of the crates containing bards, in spite of Vasha's wishes, his gang attacks the party.

A *detect magic* spell detects a faint illusion aura emanating from one of the crates. Jernattan wore a *hat of disguise* to frequently appear human. This item has not been removed from his person.

**Combat:** If combat breaks out, see **Dungeon Master Aid #3** for a map of the crash site. Recall that it is nighttime. Characters will low-light vision act normally, as the moonlight provides enough for them to see as in daylight. Characters with darkvision also act normally, to the extent that their darkvision allows. Characters without either of these special visions need to be exceptionally conscious of the light sources Vasha has spread throughout the crash site. Areas marked 'Torchlight' allow for standard vision. All other areas are considered to have shadowy illumination and grant all combatants concealment against those without special vision.

#### APL 2 (EL 5)

**Vasha Renu:** 18 hp; see *Appendix One*.

**Kas Trendal:** 13 hp; see *Appendix One*.

**Gerald, Guard:** 12 hp; see *Appendix One*.

**Kren, Guard:** 13 hp; see *Appendix One*.

**Tactics:** At this APL, each of the Hextorites operates in a fairly identical manner: kill the party as fast as possible. Vasha casts *bleed* during the first round of combat. If he is not engaged in melee on the second round, he casts *bane*. If he is still not engaged on the third round, he casts *magic weapon* and closes to melee.

Kas operates from the bench of the wagon, casting damaging spells at the toughest looking heroes.

Kren is a mounted archer, shooting the party from the back of his warhorse. He does not engage the party, but directs the horse to attack if a hero closes with him.

Gerald is a disarm-trick fighter. He engages the heroes in melee and then attempts to disarm their weapons. If successful, he attacks normally.

These Hextorites know returning to Eastfair without a full quota is a fate worse than death, and so they fight to the death against the party. If the entire party is subdued, the Hextorites immediately flee with the bards.

#### APL 4 (EL 7)

**Vasha Renu:** 33 hp; see *Appendix Two*.

**Kas Trendal:** 28 hp; see *Appendix Two*.

**Gerald, Guard:** 20 hp; see *Appendix Two*.

**Kren, Guard:** 22 hp; see *Appendix Two*.

**Tactics:** During the first round of combat, Vasha uses his Divine Metamagic feat to quicken a *hold person* against the most-fighter-like hero. He then casts *spiritual weapon* on the hero who looks most like a spellcaster. If he is not engaged in melee, Vasha uses his second round to quicken *bleed* and cast *magic weapon*. If he is still not engaged in melee on the third round, Vasha casts *sound burst* on a clump of the party, or *bane* if there is no clump. He then closes to melee.

Kas operates from the bench of the wagon, casting damaging spells at the toughest looking heroes.

Kren is a mounted archer, shooting the party from the back of his warhorse. He does not engage the party, but directs the horse to attack if a hero closes with him.

Gerald is a disarm-trick fighter. He engages the heroes in melee and then attempts to disarm their weapons. If successful, he attacks normally.

These Hextorites know returning to Eastfair without a full quota is a fate worse than death, and so they fight to the death against the party. If the entire party is subdued, the Hextorites immediately flee with the bards. Vasha, however, takes the time to cast *death knell* on one of the unconscious heroes.

#### APL 6 (EL 9)

**Vasha Renu:** 48 hp; see *Appendix Three*.

**Kas Trendal:** 41 hp; see *Appendix Three*.

**Gerald, Guard:** 38 hp; see *Appendix Three*.

**Kren, Guard:** 38 hp; see *Appendix Three*.

**Tactics:** During the first round of combat, Vasha uses his Divine Metamagic feat to quicken a *wrath* against the most-spellcaster-like hero. He then casts *hold person* on the hero who looks most like a fighter. If he is not engaged in melee, Vasha uses his second round to quicken *divine favor* and cast *magic weapon*. If he is still not engaged in melee on the third round, Vasha casts

*sound burst* on a clump of the party, or *bane* if there is no clump. He then closes to melee.

Kas operates from the bench of the wagon, casting damaging spells at the toughest looking heroes.

Kren is a mounted archer, shooting the party from the back of his warhorse. He does not engage the party, but directs the horse to attack if a hero closes with him.

Gerald is a disarm-trick fighter. He engages the heroes in melee and then attempts to disarm their weapons. If successful, he attacks normally.

These Hextorites know returning to Eastfair without a full quota is a fate worse than death, and so they fight to the death against the party. If the entire party is subdued, the Hextorites immediately flee with the bards. Vasha, however, takes the time to cast *death knell* on one of the unconscious heroes.

When the heroes have finally defeated the Hextorites, the bards start waking up. If they have not been found and are still in the crates, they begin pounding for someone to let them out.

## Conclusion

### Dirge of Defeat

Use this conclusion if the heroes did not stop to defeat the Hextorites and free the bards.

*You travel for what seems like an hour and you have still not spotted anything. After a while, the sense of defeat and sorrow begins to pervade your system. The return back to Highfolk is a sorrowful one, but as you reach the city, you realize that those bards may still yet be saved as another force will undoubtedly be sent out. But also, you come to realize that at least you stopped this group of slavers from harming anyone else ever again.*

### The End

### Live to Sing Another Day

Use this one if the heroes stop and defeat the Hextorites and free the bards.

*The trip back to Highfolk is uneventful, except for the fact that all three bards begin to sing your praises, literally. They vow that they will write a song that will show people your strength of arms, strength of will, strength of kindness and all around greatness. Samul Selayal Saylayondal, the Assistant Recordkeeper, does eventually get word to you that all three of the new students are doing well and would like to invite you to a concert in your honor at the Smelly Note, wherever that may be, since he has never heard of it. Whether you go or not, is of course up to you, but you can rest assured that because of your actions, many*

*more people who are less fortunate have their lives made at least a little better.*

For saving the bards, Samul grants them his boon – **Boon of Samul Selayal Saylayondal**. Additionally, the Hammerstrike dwarves of the Metal Song grant the heroes the **Favor Of Rufa Hammerstrike**.

## Gift of the Gnomes

At the conclusion of the adventure, after the characters have rested up and spent a night or two in a warm bed, each PC is visited individually by a gnome hailing from the Yatil Mountains. The gnome knows the identity of the character, and the read-aloud text below can be paraphrased to include that information. Read the following to the players:

*Your last adventure complete, you spend a few days resting and relaxing, enjoying what comforts civilization offers. One day, as you are out walking about, a well-worn gnome traveler dressed in an earthen robe with stitchings of gold waves you down. As he approaches, his face beams with the delight of your attention.*

*“Good adventurer, I thank you for a moment of your precious time. Allow me to introduce myself. My name is Clegin, Master Illusionist of Gnome Vale. The Laird Gwaylar, our headman, has sent me to search for worthies that may be willing to aid our cause. Having heard of your recent exploits, I must say, I am quite impressed by your actions. You must be one of the stalwarts spoke of in the foretellings of our Chief Cleric. Thus, I have this gift for you, if you will accept it.”*

*Clegin pulls a polished gemstone from one of his robe pockets. The gem has a symbol of arcane power etched in its face. “Please, take this. It is now but an interesting bauble, but I have the power to enchant it into something that would be of greater use than exchange for mere coin. When the time is right, you might find yourself on the path to my home, and then, as is foretold, you will aid my people who have been beset upon by evils thought vanquished. If you are successful in your task to be, I shall reward you by awakening the arcane power within the gem I offer. I and my people thank you for all you’ve done, and all you’ve yet to accomplish.”*

If the character accepts the gemstone:

*Clegin hands you the gemstone. The same smile plays upon his face as when he first greeted you. “I have others to seek out. Soon, our paths shall cross again, brave one.” He turns from you, and walks down the street, disappearing in the crowd.*

If the character does not accept the gemstone:

*A look of confusion furrows Clegin’s brow. “I am certain you are the one spoken of, yet you do not*

*accept my gift? Are you sure you would not reconsider?"*

Give the player another chance to think it over. If they accept, read the acceptance text above. If they continue to decline, read the following:

*Clegin resigns himself to a slow smile. "Gift or no, our paths shall meet again. I am certain that something can be arranged at a later time. I must leave now; I have others to seek out. Good day to you, brave one." He turns from you, and walks down the street, disappearing in the crowd.*

Characters can make a DC 20 Knowledge (geography) skill check to know that Gnome Vale is a very isolated community of gnomes located deep within the Yatil Mountains.

Clegin has more errands to run, and can't sit and chat any longer with the character. If pressed for more information, he simply says that all will be revealed in due time.

If a character accepts the gift, they receive the *Gnome Vale gemstone* listed on the Adventure Record. If they refuse, cross this item off the Adventure Record. Its purpose will become known at a later time.

If a character already has a gemstone, they may receive a second (or third) gemstone if it is of a different color than the ones already possessed by the character. A character may not possess more than one of the same color gemstone.

## 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.

### Auditions

Subduing, defeating or otherwise handling the kidnappers

APL2 60 xp; APL4 120 xp; APL6 180 xp

### What's that Smell?

Subduing, defeating, or otherwise handling Faelaun's gang

APL2 150 xp; APL4 210 xp; APL6 270 xp

### Help Along the Way?

Subduing, defeating, or otherwise handling the slavers

APL2 150 xp; APL4 210 xp; APL6 270 xp

### Discretionary roleplaying award

APL2 90 xp; APL4 135 xp; APL6 180 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. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

### The Auditions

APL 2: L: 10 gp; C: 25 gp; M: 0 gp

APL 4: L: 10 gp; C: 25 gp; M: 0 gp

APL 6: L: 10 gp; C: 25 gp; M: 0 gp

## What's that Smell?

APL 2: L: 59 gp; C: 27 gp; M: 294 gp – lute of fascination (125 gp each), potion of barkskin +2 (25 gp each), potion of invisibility (25 gp each), safewing emblem (21 gp each), scroll of disguise self (2 gp each).

APL 4: L: 81 gp; C: 27 gp; M: 458 gp – +1 cloak of resistance (83 gp each), lute of fascination (125 gp each), potion of barkskin +2 (25 gp each), potion of invisibility (25 gp each), safewing emblem (21 gp each), scroll of disguise self (2 gp each).

APL 6: L: 129 gp; C: 27 gp; M: 1194 gp – +1 cloak of resistance (83 gp each), +1 longsword (193 gp each), +1 mithral chain shirt (175 gp each), lute of fascination (125 gp each), potion of barkskin +2 (25 gp each), potion of invisibility (25 gp each), safewing emblem (21 gp each), scroll of disguise self (2 gp each).

## Help Along the Way?

APL 2: L: 359 gp; C: 4 gp; M: 58 gp – scroll of cure light wounds (2 gp each), scroll of resurgence (2 gp each), wand of magic missiles (1 gp each per charge remaining)

APL 4: L: 310 gp; C: 4 gp; M: 476 gp – +1 chain shirt (108 gp each), +1 cloak of resistance (83 gp each), +1 half-plate (145 gp each), potion of blur (25 gp each), potion of cure light wounds (4 gp each), scroll of cure light wounds (2 gp each), scroll of resurgence (2 gp each), silversheen (20 gp each), universal solvent (4 gp each), wand of light (½ gp each per charge remaining), wand of magic missiles (1 gp each per charge remaining)

APL 6: L: 270 gp; C: 4 gp; M: 1121 gp – +1 chain shirt (108 gp each), +1 chain shirt barding (129 gp each), +1 cloak of resistance (83 gp each), +1 full plate (246 gp each), +1 heavy flail (193 gp each), +1 light steel shield (96 gp each), potion of blur (25 gp each), potion of cure light wounds (4 gp each), potion of cure serious wounds (63 gp each), scroll of cure light wounds (2 gp each), scroll of resurgence (2 gp each), silversheen (20 gp each), universal solvent (4 gp each), wand of light (½ gp each per charge remaining), wand of magic missiles (1 gp each per charge remaining)

## Total Possible Treasure

APL 2: L: 428 gp; C: 56 gp; M: 352 gp - Total: 836 gp (max 400 gp)

APL 4: L: 401 gp; C: 56 gp; M: 934 gp - Total: 1391 gp (max 600 gp)

APL 6: L: 409 gp; C: 56 gp; M: 2315 gp - Total: 2780 gp (max 800 gp)

## Special

**Boon of Samul Seylalyal:** This boon manifests itself in the form of a magical earring clipped onto the ear of a hero. This earring does not take up a magical item slot. Using this boon requires a standard action and is

identical to activating use-activated item. It grants one of the following effects to the hero for 10 rounds: *displacement*, *glibness*, *see invisibility*, or *speak with animals*. The effect may be chosen at the time of use. This boon only functions for the hero to whom it was gifted. Mark this boon as “Used” once it is activated.

**Favor of Rufal Hammerstrike:** You have performed a valuable service for the Hammerstrike clan of dwarves in Highfolk town and you have earned the favor of one of their smiths, Rufal Hammerstrike. Rufal will sell each hero one suit of interlocking plate (from *Races of Stone*). Additionally, he will sell each hero any number of song collars (also from *Races of Stone*). This favor provides Adventure access to interlocking plate (limit one per PC), and Regional access to song collars.

**Lute of Fascination:** When played, this masterwork lute allows its player to target the *fascinate* option of his bardic music against one additional target for each point of his Charisma bonus (minimum 1).

Moderate enchantment; Craft Wondrous Item, *eagle's splendor*; bardic music special ability, *rainbow pattern*; CL 8; *Market Price*: 7,500gp.

**Masterwork Bit and Bridle:** Designed for horses, this bit and bridle grants a +2 circumstance modifier to Ride checks made while on a horse tacked with it. *Market Price*: 52 gp.

**Gnome Vale Green Gemstone:** A gnome calling himself Clegin presented you with a well-cut, human's palm-sized gemstone colored green. Upon the face is etched a symbol of arcane magic signifying the school of transmutation; there is also a lingering aura of this magic upon the gemstone. If sold, it will fetch 50 gold pieces. You do not have to pay for this item. You may only possess one *Gnome Vale green gemstone*.

# Items for the Adventure Record

## Item Access

APL 2:

- Lute of fascination (Regional; see above)
- Safewing emblem (Adventure; RotW)
- Scroll of resurgence (Adventure; CL1; CD)
- Wand of magic missiles (Adventure; CL1; DMG)

APL 4 (all of APL 2 plus the following):

- Elven courtblade (Adventure; RotW)
- Masterwork bit and bridle (Regional; see above)
- Universal solvent (Adventure; DMG)
- Wand of light (Adventure; CL1; DMG)

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

- +1 chain shirt barding (Adventure; DMG)
- +1 mithral chain shirt (Adventure; DMG)
- Masterwork elven courtblade (Adventure; RotW)

## Appendix One – APL 2

(string instruments) +9, Perform (all others) +6, Sense Motive +4, Tumble +6; Improved Initiative.

**Bardic Music (Varies):** 1/day – Faelaun can use his song or poetics to *countersong* (Su), *fascinate* (Sp), or *inspire courage* (Su). Faelaun has already consumed 1 use of this ability for the day.

**Elf Traits (Ex):** Immunity to magic sleep spells and effects; +2 bonus on saves against enchantment; entitled to a Search check when within 5 feet of a secret or concealed door.

**Languages:** Common, Elven, Draconic, Celestial, Sylvan, Orc. (Faelaun knows Orc, but refuses to ever speak it).

**Spells Known** (2; base DC = 15 + spell level): 0—*daze*, *prestidigitation*, *resistance*, *summon instrument*.

**Possessions:** leather armor, *lute of fascination\**, *potion of invisibility*, *scroll of disguise self* (CL1), shortsword.

**Zen & Dare:** male wood elf Rog1; CR 1; Medium Humanoid (Elf); HD 1d6+1; hp 7; Init +4; Spd 30 ft.; AC 18, touch 14, flat-footed 14; Base Atk +0; Grp +5; Atk +5 melee (1d6+5/18-20, rapier) or +4 ranged (1d8/x3, longbow); SA sneak attack +1d6; SQ elf traits, low-light vision, trapfinding; AL CN; SV Fort +1, Ref +6, Will -1; Str 20, Dex 18, Con 12, Int 6, Wis 8, Cha 8.

**Skills and Feats:** Balance +4, Hide +8, Intimidate +3, Listen +1, Jump +7, Move Silently +8, Open Lock +5, Sleight of Hand +5, Spot +5, Tumble +8, Use Rope +4; Combat Reflexes.

**Languages:** Common, Elven.

**Elf Traits (Ex):** Immunity to magic sleep spells and effects; +2 bonus on saves against enchantment; entitled to a Search check when within 5 feet of a secret or concealed door.

**Trapfinding (Ex):** Amizar may attempt to locate traps with a Search DC higher than 20. He may also attempt to locate magical traps.

**Possessions:** 20 arrows, chain shirt, longbow, *potion of barkskin* +2 (CL3), *potion of invisibility* (CL3), rapier.

**Zip & Kip:** male high elven Ftr1; CR 1; Medium Humanoid (Elf); HD 1d10+2; hp 12; Init +3; Spd 30 ft.; AC 15, touch 13, flat-footed 12; Base Atk +1; Grp +4; Atk +6 melee (1d8+3/19-20, longsword); Full Atk as Atk; SQ Elf traits, low-light vision; AL NE; SV Fort +4, Ref +3, Will +0; Str 16, Dex 16, Con 14, Int 8, Wis 10, Cha 8.

**Skills and Feats:** Perform (comedy) +1; Power Attack<sup>B</sup>, Weapon Focus (longsword).

### The Auditions (EL 2)

**Grisl:** male human (mixed) Ftr1; CR 1; Medium Humanoid (Human); HD 1d10 plus 3; hp 13; Init +4; Spd 30 ft.; AC 13, touch 10, flat-footed 13; Base Atk +1; Grp +1; Atk +2 melee (1d6, club); Full Atk +2 melee (1d6, club); AL LE; SV Fort +2, Ref +0, Will +0; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

**Skills and Feats:** Climb +4, Jump +4, Intimidate +4; Improved Initiative<sup>B</sup>, Toughness<sup>B</sup>, Weapon Focus (club).

**Possessions:** studded leather armor, club (2), 6 cp.

**Habner:** male human (mixed) Rog1; CR 1; Medium Humanoid (Human); HD 1d6; hp 6; Init +4; Spd 30 ft.; AC 12, touch 10, flat-footed 12; Base Atk +0; Grp +0; Atk +0 melee (1d6 nonlethal, sap); Full Atk +0 melee (1d6 nonlethal, sap); SA Sneak attack +1d6; SQ Trapfinding; AL NE; SV Fort +0, Ref +2, Will +0; Str 10, Dex 11, Con 11, Int 11, Wis 10, Cha 10.

**Skills and Feats:** Bluff +4, Disable Device +4, Escape Artist +4, Hide +4, Listen +6, Move Silent +4, Open Lock +4, Spot +6, Tumble +4; Alertness, Improved Initiative<sup>B</sup>.

**Trapfinding (Ex):** Habner may attempt to locate traps with a Search DC higher than 20. He may also attempt to locate magical traps.

**Possessions:** Leather armor, sap, thieves' tools, 4 cp.

**Wendyl:** male human (mixed) War1; CR ½; Medium Humanoid (Human); HD 1d8 plus 3; hp 11; Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13; Base Atk +1; Grp +1; Atk +1 melee (1d6, club) or +1 melee (1d3, unarmed); Full Atk +1 melee (1d6, club) or +1 melee (1d3, unarmed); AL CN; SV Fort +2, Ref +0, Will +0; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

**Skills and Feats:** Climb +4, Jump +4, Intimidate +4; Improved Unarmed Strike<sup>B</sup>, Toughness.

**Possessions:** studded leather armor, club (2), 3 sp.

### What's that Smell? (EL 5)

**Faelaun:** male high elf Brd1; CR 1; Medium Humanoid (Elf); HD 1d6+1; hp 7; Init +6; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +0; Grp +1; Atk +1 melee (1d6+1/19-20, shortsword); Full Atk as Atk; SA Bardic music; SQ Elf traits, low-light vision; AL CE; SV Fort +1, Ref +4, Will +2; Str 13, Dex 14, Con 13, Int 18, Wis 11, Cha 20.

**Skills and Feats:** Balance +6, Bluff +9, Diplomacy +9, Escape Artist +6, Listen +4, Perform (oratory) +9, Perform

*Languages:* Common, Elven.

**Elf Traits (Ex):** Immunity to magic sleep spells and effects; +2 bonus on saves against enchantment; entitled to a Search check when within 5 feet of a secret or concealed door.

*Possessions:* leather armor, masterwork longsword.

## Help Along the Way? (EL 5)

**Vasha Renu:** male human (Baklunish) Clr2 (Hextor); CR 2; Medium Humanoid (Human); HD 2d8+6; hp 18; Init +1; Spd 20 ft.; AC 19, touch 10, flat-footed 19; Base Atk +1; Grp +3; Atk +5 melee (1d8+2, masterwork flail) or +3 ranged (1d8/19-20, masterwork light crossbow); Full Atk as Atk; SA Rebuke undead, spells; AL LE; SV Fort +6, Ref +1, Will +7; Str 14, Dex 12, Con 16, Int 14, Wis 18, Cha 16.

*Skills and Feats:* Bluff +5, Concentration +8, Knowledge(religion) +7, Sense Motive +6, Spellcraft +7. Blind-Fight, Martial Weapon Proficiency (flail)<sup>b</sup>, Power Attack<sup>b</sup>, Weapon Focus (flail)<sup>b</sup>.

**Rebuke Undead (Su):** 6/day – as a 2<sup>nd</sup> level cleric.

*Languages:* Common, Infernal, Ancient Baklunish

*Spells Prepared* (4/4; base DC = 14 + spell level): 0—*cure minor wounds*, *light*, *virtue* (2); 1st—*bane*, *bless*, *divine favor*, *magic weapon*<sup>p</sup>.

<sup>p</sup>Domain spell.

*Domains:* Destruction (1/day Smite); War (Weapon Focus & Martial Weapon Proficiency (flail)).

*Possessions:* backpack, crossbow bolts (10), masterwork half-plate, masterwork heavy steel shield, silver holy symbol of Hextor (2), masterwork light crossbow, masterwork flail, *scroll of cure light wounds* (CL1) (3), *scroll of resurgence*<sup>\*</sup> (CL1), spell component pouch, sunrod (10), 50 gp.

**Kas Trendal:** male human (Baklunish) Warmage2; CR 2; Medium Humanoid (Human); HD 2d6+4; hp 13; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +1; Grp: +3; Atk +4 melee (1d8+2, masterwork morning star) or +4 ranged (1d8/19-20, masterwork light crossbow); Full Atk as Atk; SA Spells, warmage edge; SQ Armored mage; AL NE; SV Fort +2, Ref +2, Will +2; Str 14, Dex 14, Con 15, Int 16, Wis 8, Cha 18.

*Skills and Feats:* Bluff +6, Concentration +10, Intimidate +9, Jump +4, Spellcraft +8, Tumble +6. Acrobatic<sup>b</sup>, Skill Focus (Concentration).

**Armored Mage (Ex):** Kas ignores arcane spell failure when wearing light armor and/or light shields.

**Warmage Edge (Ex):** Kas adds his Intelligence bonus (+3) to the damage caused by spells he casts.

*Languages:* Common, Draconic, Infernal, Abyssal.

*Spells Known* (6/5; base DC = 14 + spell level): 0—*acid splash*, *disrupt undead*, *light*, *ray of frost*, 1st—*burning hands*, *chill touch*, *lesser orb of acid*<sup>\*</sup>, *lesser orb of cold*<sup>\*</sup>, *lesser orb of electricity*<sup>\*</sup>, *lesser orb of fire*<sup>\*</sup>, *lesser orb of sound*<sup>\*</sup>, *magic missile*, *shocking grasp*, *true strike*.

*Possessions:* crossbow bolts (10), masterwork chain shirt, masterwork light crossbow, masterwork light steel shield, masterwork morning star, spell component pouch, *wand of magic missiles* (CL1) (50 charges).

**Gerald, Guard:** male human (Baklunish) Ftr1; CR 1; Medium Humanoid (Human); HD 1d10+2; hp 12; Init +1; Spd 20 ft.; AC 16, touch 11, flat-footed 15; Base Atk +1; Grp +4; Atk +6 melee (1d10+4, masterwork heavy flail); Full Atk as Atk; AL LN; SV Fort +4, Ref +1, Will +1; Str 16, Dex 13, Con 15, Int 13, Wis 12, Cha 8.

*Skills and Feats:* Bluff +1, Handle Animal +3, Ride +5, Swim +7; Combat Expertise<sup>b</sup>, Improved Disarm<sup>b</sup>, Weapon Focus (heavy flail).

*Languages:* Common, Infernal.

*Possessions:* backpack, breastplate, caltrops (3), heavy flail, masterwork heavy flail, tanglefoot bag (3), thunderstone (6).

**Kren, Guard:** male human (Baklunish) Ftr1; CR 1; Medium Humanoid (Human); HD 1d10+3; hp 13; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/19-20, longsword) or +5 ranged (1d6+1, mw shortbow); Full Atk as Atk; AL NE; SV Fort +5, Ref +3, Will +1; Str 12, Dex 16, Con 16, Int 11, Wis 12, Cha 9.

*Skills and Feats:* Climb +5, Jump +5, Ride +7; Mounted Archery<sup>b</sup>, Mounted Combat<sup>b</sup>, Point Blank Shot.

*Languages:* Common

*Possessions:* arrows (20), bit and bridle, heavy warhorse, masterwork shortbow, military saddle, studded leather armor.

## Appendix Two – APL 4

Ref +5, Will +3; Str 13, Dex 14, Con 13, Int 18, Wis 11, Cha 20.

*Skills and Feats:* Balance +7, Bluff +10, Diplomacy +10, Escape Artist +7, Listen +5, Perform (oratory) +10, Perform (string instruments) +10, Perform (all others) +6, Sense Motive +5, Tumble +7; Improved Initiative.

**Bardic Music (Varies):** 2/day – Faelaun can use his song or poetics to *countersong* (Su), *fascinate* (Sp), or *inspire courage* (Su). Faelaun has already consumed 1 use of this ability for the day.

**Elf Traits (Ex):** Immunity to magic sleep spells and effects; +2 bonus on saves against enchantment; entitled to a Search check when within 5 feet of a secret or concealed door.

*Languages:* Common, Elven, Draconic, Celestial, Sylvan, Orc. (Faelaun knows Orc, but refuses to ever speak it).

*Spells Known* (3/2; base DC = 15 + spell level): 0—*daze*, *lullaby*, *prestidigitation*, *resistance*, *summon instrument*, 1st—*lesser confusion*, *Tasha's hideous laughter*.

*Possessions:* leather armor, *lute of fascination\**, *potion of invisibility*, *scroll of disguise self* (CL1), shortsword.

**Zen & Dare:** male wood elf Rog2; CR 2; Medium Humanoid (Elf); HD 2d6+2; hp 12; Init +4; Spd 30 ft.; AC 18, touch 14, flat-footed 14; Base Atk +1; Grp +6; Atk +6 melee (1d10+5/18-20, elven courtblade) or +5 ranged (1d8/x3, longbow); SA sneak attack +1d6; SQ elf traits, low-light vision, evasion, trapfinding; AL CN; SV Fort +2, Ref +8, Will +0; Str 20, Dex 18, Con 12, Int 6, Wis 8, Cha 8.

*Skills and Feats:* Balance +6, Hide +8, Intimidate +3, Listen +1, Jump +12, Move Silently +8, Open Lock +5, Sleight of Hand +6, Spot +6, Tumble +11, Use Rope +4; Exotic Weapon Proficiency (elven courtblade).

*Languages:* Common, Elven.

**Elf Traits (Ex):** Immunity to magic sleep spells and effects; +2 bonus on saves against enchantment; entitled to a Search check when within 5 feet of a secret or concealed door.

**Evasion (Ex):** If Amizar is exposed to any effect that normally allows his a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

**Trapfinding (Ex):** Amizar may attempt to locate traps with a Search DC higher than 20. He may also attempt to locate magical traps.

### The Auditions (EL 4)

**Grisl:** male human (mixed) Ftr2; CR 2; Medium Humanoid (Human); HD 2d10 plus 3; hp 19; Init +4; Spd 30 ft.; AC 13, touch 10, flat-footed 13; Base Atk +2; Grp +2; Atk +3 melee (1d6, club); Full Atk +3 melee (1d6, club); AL LE; SV Fort +3, Ref +0, Will +0; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Climb +5, Jump +5, Intimidate +5; Improved Initiative<sup>B</sup>, Quick Draw<sup>B</sup>, Toughness<sup>B</sup>, Weapon Focus (club).

*Possessions:* studded leather armor, club (2), 6 cp.

**Habner:** male human (mixed) Rog2; CR 2; Medium Humanoid (Human); HD 2d6; hp 9; Init +4; Spd 30 ft.; AC 12, touch 10, flat-footed 12; Base Atk +1; Grp +1; Atk +1 melee (1d6 nonlethal, sap); Full Atk +1 melee (1d6 nonlethal, sap); SA Sneak attack +1d6; SQ Evasion, trapfinding; AL NE; SV Fort +0, Ref +3, Will +0; Str 10, Dex 11, Con 11, Int 11, Wis 10, Cha 10.

*Skills and Feats:* Bluff +5, Disable Device +5, Escape Artist +5, Hide +5, Listen +7, Move Silent +5, Open Lock +5, Spot +7, Tumble +5; Alertness, Improved Initiative<sup>B</sup>.

**Evasion (Ex):** If Habner is exposed to any effect which allows a Reflex saving throw for half damage he instead takes no damage on a successful saving throw.

**Trapfinding (Ex):** Habner may attempt to locate traps with a Search DC higher than 20. He may also attempt to locate magical traps.

*Possessions:* Leather armor, sap, thieves' tools, 4 cp.

**Wendyl:** male human (mixed) War1; CR ½; Medium Humanoid (Human); HD 1d8 plus 3; hp 11; Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13; Base Atk +1; Grp +1; Atk +1 melee (1d6, club) or +1 melee (1d3, unarmed); Full Atk +1 melee (1d6, club) or +1 melee (1d3, unarmed); AL CN; SV Fort +2, Ref +0, Will +0; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Climb +4, Jump +4, Intimidate +4; Improved Unarmed Strike<sup>B</sup>, Toughness.

*Possessions:* studded leather, club (2), 3 sp.

### What's that Smell? (EL 7)

**Faelaun:** male high elf Brd2; CR 2; Medium Humanoid (Elf); HD 2d6+2; hp 11; Init +6; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +2 melee (1d6+1/19-20, shortsword); Full Atk as Atk; SA Bardic music; SQ Elf traits, low-light vision; AL CE; SV Fort +1,

Possessions: 20 arrows, chain shirt, +1 *cloak of resistance*, elven courtblade\*, longbow, *potion of barkskin* +2 (CL3), *potion of invisibility* (CL3), *safewing emblem*\*.

**Zip & Kip:** male high elven Ftr2; CR 2; Medium Humanoid (Elf); HD 2d10+4; hp 19; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +2; Grp +5; Atk +7 melee (1d8+3/19-20, longsword); Full Atk as Atk; SQ Elf traits, low-light vision; AL NE; SV Fort +5, Ref +3, Will +0; Str 16, Dex 16, Con 14, Int 8, Wis 10, Cha 8.

*Skills and Feats:* Perform (comedy) +1; Cleave<sup>B</sup>, Power Attack<sup>B</sup>, Weapon Focus (longsword).

*Languages:* Common, Elven.

**Elf Traits (Ex):** Immunity to magic sleep spells and effects; +2 bonus on saves against enchantment; entitled to a Search check when within 5 feet of a secret or concealed door.

*Possessions:* leather armor, light wooden shield, masterwork longsword.

## Help Along the Way? (EL 7)

**Vasha Renu:** male human (Baklunish) Clr4 (Hextor); CR 4; Medium Humanoid (Human); HD 4d8+12; hp 33; Init +1; Spd 20 ft.; AC 20, touch 10, flat-footed 20; Base Atk +3; Grp +5; Atk +7 melee (1d8+2, masterwork flail) or +5 ranged (1d8/19-20, masterwork light crossbow); Full Atk as Atk; SA Rebuke undead, spells; AL LE; SV Fort +7, Ref +2, Will +8; Str 14, Dex 12, Con 16, Int 14, Wis 19, Cha 16.

*Skills and Feats:* Bluff +6, Concentration +10, Knowledge(religion) +9, Sense Motive +7, Spellcraft +9, Divine Metamagic (Quicken)\*, Extra Turning<sup>B</sup>, Martial Weapon Proficiency (flail)<sup>B</sup>, Quicken Spell, Weapon Focus (flail)<sup>B</sup>.

**Rebuke Undead (Su):** 10/day – as a 4<sup>th</sup> level cleric.

*Languages:* Common, Infernal, Ancient Baklunish

*Spells Prepared* (5/5/4; base DC = 14 + spell level): 0—*cure minor wounds*, *light* (2), *virtue* (2); 1st—*bane*, *bless*, *divine favor*, *magic weapon*<sup>D</sup>, *shield of faith*; 2nd—*death knell*, *hold person*, *sound burst*, *spiritual weapon*<sup>D</sup>.

<sup>D</sup>Domain spell.

*Domains:* Destruction (1/day Smite); War (Weapon Focus & Martial Weapon Proficiency (flail)).

*Possessions:* +1 *half-plate*, backpack, crossbow bolts (10), masterwork heavy steel shield, silver holy symbol of Hextor (2), masterwork light crossbow, masterwork flail, *scroll of cure light wounds* (CL1) (3), *scroll of resurgence*\* (CL1), spell component pouch, sunrod (10), *universal solvent*, *wand of light* (CL1) (50 charges), 50 gp.

**Kas Trendal:** male human (Baklunish) Warmage4; CR 4; Medium Humanoid (Human); HD 4d6+12; hp 28; Init +2; Spd 30 ft.; AC 19, touch 12, flat-footed 17; Base Atk +2; Grp: +4; Atk +5 melee (1d8+2, masterwork morning star) or +5 ranged (1d8/19-20, masterwork light crossbow); Full Atk as Atk; SA Spells, warmage edge; SQ Armored mage; AL NE; SV Fort +4, Ref +3, Will +3; Str 14, Dex 14, Con 16, Int 16, Wis 8, Cha 18.

*Skills and Feats:* Bluff +7, Concentration +9, Intimidate +11, Spellcraft +10, Tumble +5. Point Blank Shot<sup>B</sup>, Precise Shot, Weapon Focus (ranged spells).

**Armored Mage (Ex):** Kas ignores arcane spell failure when wearing light armor and/or light shields.

**Warmage Edge (Ex):** Kas adds his Intelligence bonus (+3) to the damage caused by spells he casts.

*Languages:* Common, Draconic, Infernal, Abyssal.

*Spells Known* (6/7/4; base DC = 14 + spell level): 0—*acid splash*, *disrupt undead*, *light*, *ray of frost*, 1st—*burning hands*, *chill touch*, *lesser orb of acid*\*, *lesser orb of cold*\*, *lesser orb of electricity*\*, *lesser orb of fire*\*, *lesser orb of sound*\*, *magic missile*, *shocking grasp*, *true strike*; 2nd—*darkness*, *fireburst*\*, *flaming sphere*, *Melf's acid arrow*, *pyrotechnics*, *scorching ray*, *shatter*.

*Possessions:* +1 *chain shirt*, crossbow bolts (10), masterwork light crossbow, masterwork light steel shield, masterwork morning star, *potion of cure light wounds*, spell component pouch, *wand of magic missiles* (CL1) (50 charges).

**Gerald, Guard:** male human (Baklunish) Ftr2; CR 2; Medium Humanoid (Human); HD 2d10+4; hp 20; Init +1; Spd 20 ft.; AC 16, touch 11, flat-footed 15; Base Atk +2; Grp +5; Atk +7 melee (1d10+4, masterwork heavy flail); Full Atk as Atk; AL LN; SV Fort +6, Ref +2, Will +2; Str 16, Dex 13, Con 15, Int 13, Wis 12, Cha 8.

*Skills and Feats:* Bluff +1, Handle Animal +4, Ride +6, Swim +8; Combat Expertise<sup>B</sup>, Improved Disarm<sup>B</sup>, Improved Trip<sup>B</sup>, Weapon Focus (heavy flail).

*Languages:* Common, Infernal.

*Possessions:* +1 *cloak of resistance*, backpack, breastplate, caltrops (3), heavy flail, masterwork heavy flail, tanglefoot bag (3), thunderstone (6).

**Kren, Guard:** male human (Baklunish) Ftr2; CR 2; Medium Humanoid (Human); HD 2d10+6; hp 22; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +2; Grp +3; Atk +3 melee (1d8+1/19-20, longsword) or +6 ranged (1d6+1, mw mighty comp shortbow); Full Atk as Atk; AL NE; SV Fort +6, Ref +3, Will +1; Str 12, Dex 16, Con 16, Int 11, Wis 12, Cha 9.

*Skills and Feats:* Climb +6, Jump +6, Ride +8 (+10 when using mw bit and bridle); Mounted Archery<sup>B</sup>, Mounted Combat<sup>B</sup>, Point Blank Shot, Precise Shot<sup>B</sup>.

*Languages:* Common

*Possessions:* arrows (20), chain shirt barding, heavy warhorse, masterwork bit and bridle\*, masterwork mighty composite shortbow [Str +1], military saddle, *potion of cure light wounds* (CL1), *potion of blur* (CL3), *silversheen*, studded leather armor.

## Appendix Three – APL 6

*Possessions:* studded leather, club (2), 3 sp.

### The Auditions (EL 6)

**Grisl:** male human (mixed) Ftr4; CR 4; Medium Humanoid (Human); HD 4d10 plus 3; hp 31; Init +4; Spd 30 ft; AC 13, touch 10, flat-footed 13; Base Atk +4; Grp +4; Atk +7 melee (1d6+3, masterwork club); Full Atk +7 melee (1d6+3, masterwork club); AL LE; SV Fort +4, Ref +1, Will +1; Str 12, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Climb +7, Jump +7, Intimidate +7; Blind-Fight, Improved Initiative<sup>B</sup>, Quick Draw<sup>B</sup>, Toughness<sup>B</sup>, Weapon Focus (club), Weapon Specialization (club)<sup>B</sup>.

*Possessions:* studded leather armor, club, masterwork club, 6 cp.

**Habner:** male human (mixed) Rog4; CR 4; Medium Humanoid (Human); HD 4d6; hp 18; Init +5; Spd 30 ft; AC 13, touch 11, flat-footed 12; Base Atk +3; Grp +3; Atk +4 melee (1d6 nonlethal, sap); Full Atk +4 melee (1d6 nonlethal, sap); SA Sneak attack +2d6; SQ Evasion, trap sense, trapfinding, uncanny dodge; AL NE; SV Fort +1, Ref +5, Will +1; Str 10, Dex 12, Con 11, Int 11, Wis 10, Cha 10.

*Skills and Feats:* Bluff +7, Disable Device +7, Escape Artist +8, Hide +8, Listen +9, Move Silently +8, Open Lock +8, Spot +9, Tumble +8; Alertness, Improved Initiative<sup>B</sup>, Weapon Focus (sap).

**Evasion (Ex):** If Habner is exposed to any effect which allows a Reflex saving throw for half damage he instead takes no damage on a successful saving throw.

**Trap Sense (Ex):** Habner gains a +1 dodge bonus to AC and Reflex saving throws made against traps.

**Trapfinding (Ex):** Habner may attempt to locate traps with a Search DC higher than 20. He may also attempt to locate magical traps.

**Uncanny Dodge (Ex):** Habner maintains his Dexterity bonus to his AC even when he would normally be caught flat-footed.

*Possessions:* Leather armor, sap, thieves' tools, 4 cp.

**Wendyl:** male human (mixed) War2; CR 1; Medium Humanoid (Human); HD 2d8 plus 3; hp 16; Init +0; Spd 30 ft; AC 13, touch 10, flat-footed 13; Base Atk +2; Grp +2; Atk +2 melee (1d6, club) or +2 melee (1d3, unarmed); Full Atk +2 melee (1d6, club) or +2 melee (1d3, unarmed); AL CN; SV Fort +3, Ref +0, Will +0; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Climb +5, Jump +5, Intimidate +5; Improved Unarmed Strike<sup>B</sup>, Toughness.

### What's that Smell? (EL 9)

**Faelaun:** male high elf Brd4; CR 4; Medium Humanoid (Elf); HD 4d6+8; hp 24; Init +6; Spd 30 ft; AC 14, touch 12, flat-footed 12; Base Atk +3; Grp +4; Atk +5 melee (1d6+1/19-20, masterwork shortsword); Full Atk as Atk; SA Bardic music; SQ Elf traits, low-light vision; AL CE; SV Fort +3, Ref +6, Will +4; Str 13, Dex 14, Con 14, Int 18, Wis 11, Cha 20.

*Skills and Feats:* Balance +11, Bluff +12, Diplomacy +16, Escape Artist +9, Jump +3, Listen +7, Perform (oratory) +12, Perform (string instruments) +15 Perform (all others) +7, Sense Motive +7, Tumble +9; Improved Initiative, Skill Focus (Perform[string instruments]).

**Bardic Music (Varies):** 4/day – Faelaun can use his song or poetics to *countersong* (Su), *fascinate* (Sp), *inspire competence* (Su), or *inspire courage* (Su). Faelaun has already consumed 1 use of this ability for the day.

**Elf Traits (Ex):** Immunity to magic sleep spells and effects; +2 bonus on saves against enchantment; entitled to a Search check when within 5 feet of a secret or concealed door.

*Languages:* Common, Elven, Draconic, Celestial, Sylvan, Orc. (Faelaun knows Orc, but refuses to ever speak it).

*Spells Known* (3/4/1; base DC = 15 + spell level): 0—*daze, detect magic, lullaby, prestidigitation, resistance, summon instrument*; 1st—*charm person, lesser confusion, Tasha's hideous laughter*; 2nd—*eagle's splendor, sound burst*.

**Zen & Dare:** male wood elf Rog3/Bbn1; CR 4; Medium Humanoid (Elf); HD 3d6+3 plus 1d12+1; hp 25; Init +4; Spd 40 ft; AC 19, touch 14, flat-footed 15; Base Atk +3; Grp +8; Atk +9 melee (1d10+5/18-20, masterwork elven courtblade) or +7 ranged (1d8/x3, longbow); SA sneak attack +2d6; SQ elf traits, evasion, low-light vision, trapfinding, trap sense +1; AL CN; SV Fort +5, Ref +8, Will +1; Str 20, Dex 19, Con 12, Int 6, Wis 8, Cha 8.

*Skills and Feats:* Balance +6, Hide +9, Intimidate +4, Listen +1, Jump +12, Move Silently +9, Open Lock +6, Sleight of Hand +6, Spot +8, Tumble +13, Use Rope +4; Combat Reflexes, Exotic Weapon Proficiency (elven courtblade).

*Languages:* Common, Elven.

**Elf Traits (Ex):** Immunity to magic sleep spells and effects; +2 bonus on saves against enchantment; entitled to a Search check when within 5 feet of a secret or concealed door.

**Evasion (Ex):** If Amizar is exposed to any effect that normally allows his a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

**Rage (Ex):** +4 to Str, +4 to Con, +2 on Will saves, -2 to AC for up to 6 rounds.

**Trap Sense (Ex):** Against attacks by traps, Amizar gets a +1 bonus on Reflex saves and a +1 dodge bonus to AC.

**Trapfinding (Ex):** Amizar may attempt to locate traps with a Search DC higher than 20. He may also attempt to locate magical traps.

*Possessions:* 20 arrows, +1 *cloak of resistance*, masterwork elven courtblade\*, longbow, +1 *mithral chain shirt*, *potion of barkskin* +2 (CL3), *potion of cure moderate wounds* (CL3), *potion of invisibility* (CL3), *safewing emblem*\*.

**Zip & Kip:** male high elven Ftr4; CR 4; Medium Humanoid (Elf); HD 4d10+8; hp 33; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +4; Grp +7; Atk +9 melee (1d8+6/19-20, longsword); Full Atk as Atk; SQ Elf traits, low-light vision; AL NE; SV Fort +6, Ref +4, Will +1; Str 17, Dex 16, Con 14, Int 8, Wis 10, Cha 8.

*Skills and Feats:* Perform (comedy) +5; Cleave<sup>B</sup>, Power Attack<sup>B</sup>, Skill Focus (Perform[comedy]), Weapon Focus (longsword), Weapon Specialization (longsword)<sup>B</sup>.

**Elf Traits (Ex):** Immunity to magic sleep spells and effects; +2 bonus on saves against enchantment; entitled to a Search check when within 5 feet of a secret or concealed door.

*Languages:* Common, Elven.

*Possessions:* +1 *longsword*, leather armor, light wooden shield.

## Help Along the Way? (EL 9)

**Vasha Renu:** male human (Baklunish) Clr6 (Hextor); CR 6; Medium Humanoid (Human); HD 6d8+18; hp 48; Init +1; Spd 20 ft.; AC 22, touch 11, flat-footed 22; Base Atk +4; Grp +6; Atk +8 melee (1d8+2, masterwork flail) or +6 ranged (1d8/19-20, masterwork light crossbow); Full Atk as Atk; SA Rebuke undead, spells; AL LE; SV Fort +9, Ref +4, Will +10; Str 14, Dex 12, Con 16, Int 14, Wis 19, Cha 16.

*Skills and Feats:* Bluff +7, Concentration +12, Knowledge(religion) +11, Sense Motive +8, Spellcraft +11. Divine Metamagic (Quickened)\*, Extra Turning<sup>B</sup>, Martial Weapon Proficiency (flail)<sup>B</sup>, Power Attack, Quickened Spell, Weapon Focus (flail)<sup>B</sup>.

**Rebuke Undead (Su):** 10/day – as a 6<sup>th</sup> level cleric.

*Languages:* Common, Infernal, Ancient Baklunish

*Spells Prepared* (5/5/5/4; base DC = 14 + spell level): 0—*cure minor wounds*, *light* (2), *virtue* (2); 1st—*bane*, *bless*, *divine favor*, *magic weapon*<sup>D</sup>, *shield of faith*; 2nd—*death knell*, *hold person*, *resist energy*, *sound burst*, *spiritual weapon*<sup>D</sup>; 3rd—*invisibility purge*, *magic vestment*<sup>D</sup>, *spikes*\*, *wrack*\*.

<sup>D</sup>Domain spell.

*Domains:* Destruction (1/day Smite); War (Weapon Focus & Martial Weapon Proficiency (flail)).

*Possessions:* +1 *full plate*, backpack, *cloak of resistance* +1, crossbow bolts (10), masterwork heavy steel shield, silver holy symbol of Hextor (2), masterwork light crossbow, masterwork flail, *scroll of cure light wounds* (CL1) (3), *scroll of resurgence*\* (CL1), spell component pouch, sunrod (10), *universal solvent*, *wand of light* (CL1) (50 charges), 50 gp.

**Kas Trendal:** male human (Baklunish) Warmage6; CR 6; Medium Humanoid (Human); HD 6d6+18; hp 41; Init +2; Spd 30 ft.; AC 20, touch 12, flat-footed 18; Base Atk +3; Grp: +5; Atk +6 melee (1d8+2, masterwork morning star) or +6 ranged (1d8/19-20, masterwork light crossbow); Full Atk as Atk; SA Spells, warmage edge; SQ Armored mage; AL NE; SV Fort +5, Ref +4, Will +4; Str 14, Dex 14, Con 16, Int 16, Wis 8, Cha 18.

*Skills and Feats:* Bluff +8, Concentration +11, Intimidate +13, Spellcraft +12, Tumble +6. Point Blank Shot<sup>B</sup>, Precise Shot, Ranged Spell Specialization\*, Weapon Focus (ranged spells).

**Armored Mage (Ex):** Kas ignores arcane spell failure when wearing light armor and/or light shields.

**Warmage Edge (Ex):** Kas adds his Intelligence bonus (+3) to the damage caused by spells he casts.

*Languages:* Common, Draconic, Infernal, Abyssal.

*Spells Known* (6/7/6/4; base DC = 14 + spell level): 0—*acid splash*, *disrupt undead*, *light*, *ray of frost*, 1st—*burning hands*, *chill touch*, *lesser orb of acid*\*, *lesser orb of cold*\*, *lesser orb of electricity*\*, *lesser orb of fire*\*, *lesser orb of sound*\*, *magic missile*, *shocking grasp*, *Tenser's floating disk*, *true strike*; 2nd—*darkness*, *fireburst*\*, *flaming sphere*, *Melf's acid arrow*, *pyrotechnics*, *scorching ray*, *shatter*; 3rd—*fire shield*, *fireball*, *flame arrow*, *gust of wind*, *ice storm*, *lightning bolt*, *poison*, *ring of blades*\*, *sleet storm*, *stinking cloud*.

*Possessions:* +1 *chain shirt*, +1 *light steel shield*, crossbow bolts (10), *dull grey ioun stone*, masterwork light crossbow, masterwork morning star, *potion of cure serious wounds* (2), spell component pouch, *wand of magic missiles* (CL1) (50 charges).

**Gerald, Guard:** male human (Baklunish) Ftr4; CR 4; Medium Humanoid (Human); HD 4d10+12; hp 38; Init +1; Spd 20 ft.; AC 16, touch 11, flat-footed 15; Base Atk +4; Grp +7; Atk +9 melee (1d10+5, +1 *heavy flail*) or +7 melee (1d10+4, greatclub); Full Atk as Atk; AL LN; SV Fort +7, Ref +2, Will +2; Str 16, Dex 13, Con 16, Int 13, Wis 12, Cha 8.

*Skills and Feats:* Bluff +2, Handle Animal +6, Ride +10, Swim +10; Combat Expertise<sup>B</sup>, Improved Bull Rush<sup>B</sup>, Improved Disarm<sup>B</sup>, Improved Trip<sup>B</sup>, Power Attack, Weapon Focus (heavy flail).

*Languages:* Common, Infernal.

*Possessions:* +1 *heavy flail*, backpack, breastplate, caltrops (3), greatclub, masterwork heavy flail, tanglefoot bag (3), thunderstone (6).

**Kren, Guard:** male human (Baklunish) Ftr4; CR 4; Medium Humanoid (Human); HD 4d10+12; hp 38; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +4; Grp +5; Atk +5 melee (1d8+1/19-20, longsword) or +8 ranged (1d6+1, mw mighty comp shortbow); Full Atk +5 melee (1d8+1/19-20, longsword) or +8 ranged (1d6+1, mw mighty comp shortbow) or +6/+6 ranged (1d6+1, mw mighty comp shortbow); AL NE; SV Fort +7, Ref +4, Will +2; Str 12, Dex 16, Con 16, Int 11, Wis 12, Cha 9.

*Skills and Feats:* Climb +8, Jump +8, Ride +10 (+12 when using mw bit and bridle); Mounted Archery<sup>B</sup>, Mounted Combat<sup>B</sup>, Point Blank Shot, Precise Shot<sup>B</sup>, Rapid Shot<sup>B</sup>, Trample.

*Languages:* Common

*Possessions:* +1 *chain shirt barding*, arrows (20), heavy warhorse, masterwork bit and bridle\*, masterwork mighty composite shortbow [Str +1], military saddle, *potion of cure light wounds* (CL1), *potion of blur* (CL3), *silversheen*, studded leather armor.

## Appendix Four – New Rules Items

### New Items

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**Command Parchment:** This parchment, when read, affects its reader with a preprogrammed *suggestion* spell. The reader must succeed a DC 14 Will save or be compelled to follow the programmed *suggestion*. The reader must actually be able to comprehend the words written on the parchment in order to activate it. Once activated, the *parchment* burns to ash and is useless.

Faint enchantment; Craft Wondrous Item, *suggestion*, *sepia snake sigil* or *glyph of warding*, *Market Price*: 500 gp.

In the instance of this scenario, all *command parchments* found carry the *suggestion* to go to the Smelly Note Tavern and ask “What’s that smell?”

**Lute of Fascination:** When played, this masterwork lute allows its player to target the *fascinate* option of his bardic music against one additional target for each point of his Charisma bonus (minimum 1).

Moderate enchantment; Craft Wondrous Item, *eagle’s splendor*; bardic music special ability, *rainbow pattern*; CL 8; *Market Price*: 1,500gp.

**Masterwork Bit and Bridle:** Designed for horses, this bit and bridle grants a +2 circumstance modifier to Ride checks made while on a horse tacked with it. *Market Price*: 52 gp.

**Safewing Emblem:** This small feathered token can be worn or carried. If its owner falls at least 5 feet, the emblem becomes a set of feathery wings that allow her to use a *feather fall* effect to descend safely from any height up to 180 feet. The emblem requires no activation. When the owner lands, the token disappears, its magic expended.

Faint transmutation; CL 3<sup>rd</sup>; Craft Wondrous Item, *feather fall*; *Price* 250gp. From *Races of the Wild*, pg 173

**Sword, Elven Courtblade:** These swords seem impossibly long and thin, tapering to a needlelike point. One edge of the blade is sharpened along its entire length, and the opposite edge is only sharpened for the final quarter near the tip. A courtblade has a basket shaped hilt (usually made to resemble leaves or vines), a long grip, and a heavy pommel. The weapon is intended for thrusting attacks, but the wielder can make slashing attacks with it as well.

A character with the Exotic Weapon Proficient (elven courtblade) feat finds the weapon well suited for quick feints and thrusts. A character can use an elven courtblade in conjunction with the Weapon Finesse feat, applying her Dexterity bonus (if any) to melee attacks she makes with the weapon, though it remains a two-handed weapon and not a light weapon.

Character proficient with the elven courtblade may treat it as a greatsword for the purposes of any of the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization.

Exotic weapon; two-handed; Dmg (S) 1d8; Dmg (M) 1d10; 18-20x2; 6 lbs; piercing or slashing; *Price* 150 gp. From *Races of the Wild*, pgs 165-6.

### New Spells

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#### Brambles

from *Complete Divine*, pg 156

Transmutation

**Level:** Clr2, Drd2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Wooden weapon touched

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

Small magical thorns or spikes protrude from the surface of a wooden weapon, such as a club, greatclub, nunchaku, or quarterstaff. For the duration of the spell, the weapon deals both piercing and bludgeoning damage. It gains a +1 enhancement bonus on its attacks and deals an additional +1 point of damage per caster level (maximum +10). This spell only works on weapons with wooden striking surfaces. For instance, it does not work on a bow, an arrow, or a metal mace.

#### Fireburst

from *Complete Arcane*, pg 107

Evocation [Fire]

**Level:** Sorcerer/wizard 2, warmage 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** 5 ft.

**Effect:** Burst of fire extending 5 ft. from you

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

*Fireburst* causes a powerful explosion of flame to burst from you, damaging anyone within 5 feet of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d8 points of fire damage per caster level (maximum 5d8).

*Material Component:* A bit of sulfur.

### Orb of Acid, Lesser

from *Complete Arcane*, pg 115

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 1<sup>st</sup>, your orb deals an additional 1d8 points of damage: 2d8 at 3<sup>rd</sup> level, 3d8 at 5<sup>th</sup> level, 4d8 at 7<sup>th</sup> level, and the maximum of 5d8 at 9<sup>th</sup> level or higher.

### Orb of Cold, Lesser

from *Complete Arcane*, pg 116

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.

### Orb of Electricity, Lesser

from *Complete Arcane*, pg 116

Conjuration (Creation) [Electricity]

**Level:** Sorcerer/wizard 1, warmage 1

**Effect:** One orb of electricity

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

### Orb of Fire, Lesser

from *Complete Arcane*, pg 116

Conjuration (Creation) [Fire]

**Level:** Sorcerer/wizard 1, warmage 1

**Effect:** One orb of fire

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

### Orb of Sound, Lesser

from *Complete Arcane*, pg 116

Conjuration (Creation) [Sonic]

**Level:** Sorcerer/wizard 1, warmage 1

**Effect:** One orb of sonic energy

This spell functions like *lesser orb of acid*, except that it deals 1d6 points of sonic damage, plus an additional 1d6 points of damage per two caster levels beyond 1<sup>st</sup>.

### Resurgence

from *Complete Divine*, pg 177

Abjuration

**Level:** Blackguard 1, Cleric 1, Paladin 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

By laying hands on a creature and saying a brief prayer, you can convince a higher power to grant a second chance to one of your allies. The target of *resurgence* can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as *dominate person*, a chaos beast's corporeal instability, or the sickening effect from *unholy blight*. If the target of *resurgence* is subject to more than one ongoing magic effect, the target chooses one of them to retry the save against. If the subject succeeds at the saving throw on the second attempt, the effect ends immediately. *Resurgence*

never restores hit points or ability score damage, but it does eliminate any conditions such as shaken, fatigued, or nauseated that were caused by the spell, spell-like ability, or supernatural ability.

If a spell, spell-like ability, or supernatural ability doesn't allow a save (such as *power word stun*), then *resurgence* won't help the subject recover.

### Ring of Blades

from *Complete Arcane*, pg 121

Conjuration (Creation)

**Level:** Cleric 3, wargame 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 min./level

This spell conjures a horizontal ring of swirling metal blades around you. The ring extends 5 feet from you, into all squares adjacent to your space, and it moves with you as you move. Each round on your turn, starting when you cast the spell, the blades deal 1d6 points of damage +1 point per caster level (maximum +10) to all creatures in the affected area.

Blades conjured by a lawful-aligned cleric are cold iron, those conjured by a chaotic-aligned cleric are silver, and those conjured by a cleric who is neither lawful nor chaotic are steel.

*Material Component.* A small dagger.

### Spikes

from *Complete Divine*, pg 181

Transmutation

**Level:** Clr3, Drd3

As *brambles*, except that the affected weapon gains a +2 enhancement bonus on its attacks, and its threat range is doubled.

### Wrack

Necromancy [Evil]

**Level:** Cleric 3, sorcerer/wizard 4

**Components:** V, S

**Casting Time:** 1 standard action

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

**Area:** One humanoid

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

A humanoid subject of the spellcaster's choosing is wracked with such pain that he doubles over and collapses. His face and hands blister and drip fluid, and the eyes cloud with blood, rendering him blind. For the duration of the spell, the subject is considered helpless and cannot take actions.

Even when the spell ends, the subject is still visibly shaken and suffers a -2 penalty on attack rolls, saves, and checks for 3d10 minutes. The subject's sight returns at the end of the spell's duration.

### New Feats

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#### Divine Metamagic [Divine]

from *Complete Divine*, pg 80

You can channel energy into some of your divine spells to make them more powerful.

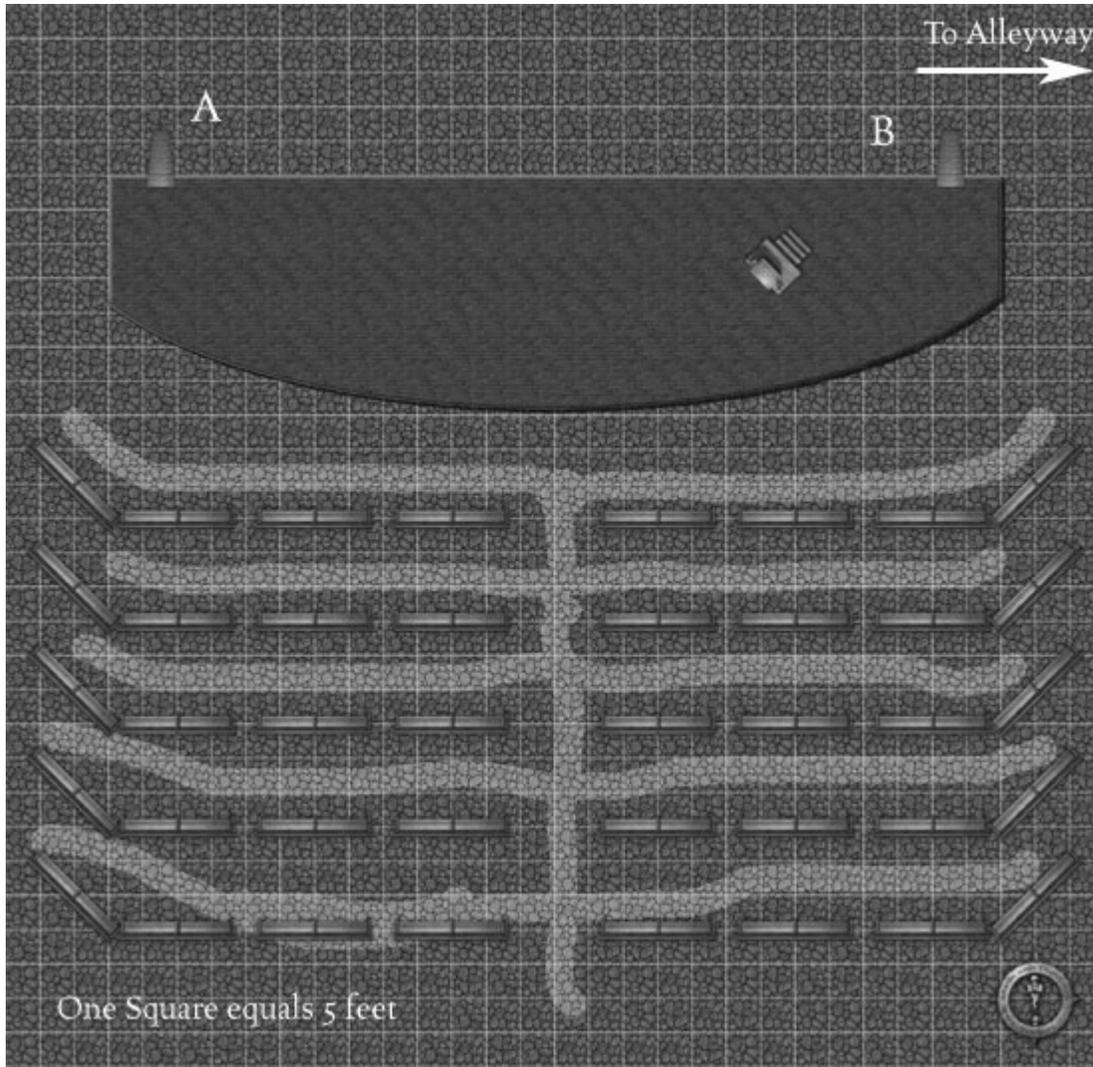
**Prerequisite:** Ability to turn or rebuke undead.

**Benefit:** When you take this feat, choose a metamagic feat you already possess. This feat applies only to that metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. For example, Jozan the cleric could sacrifice three turn attempts to empower a *holy smite* he's casting. Because you're using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.

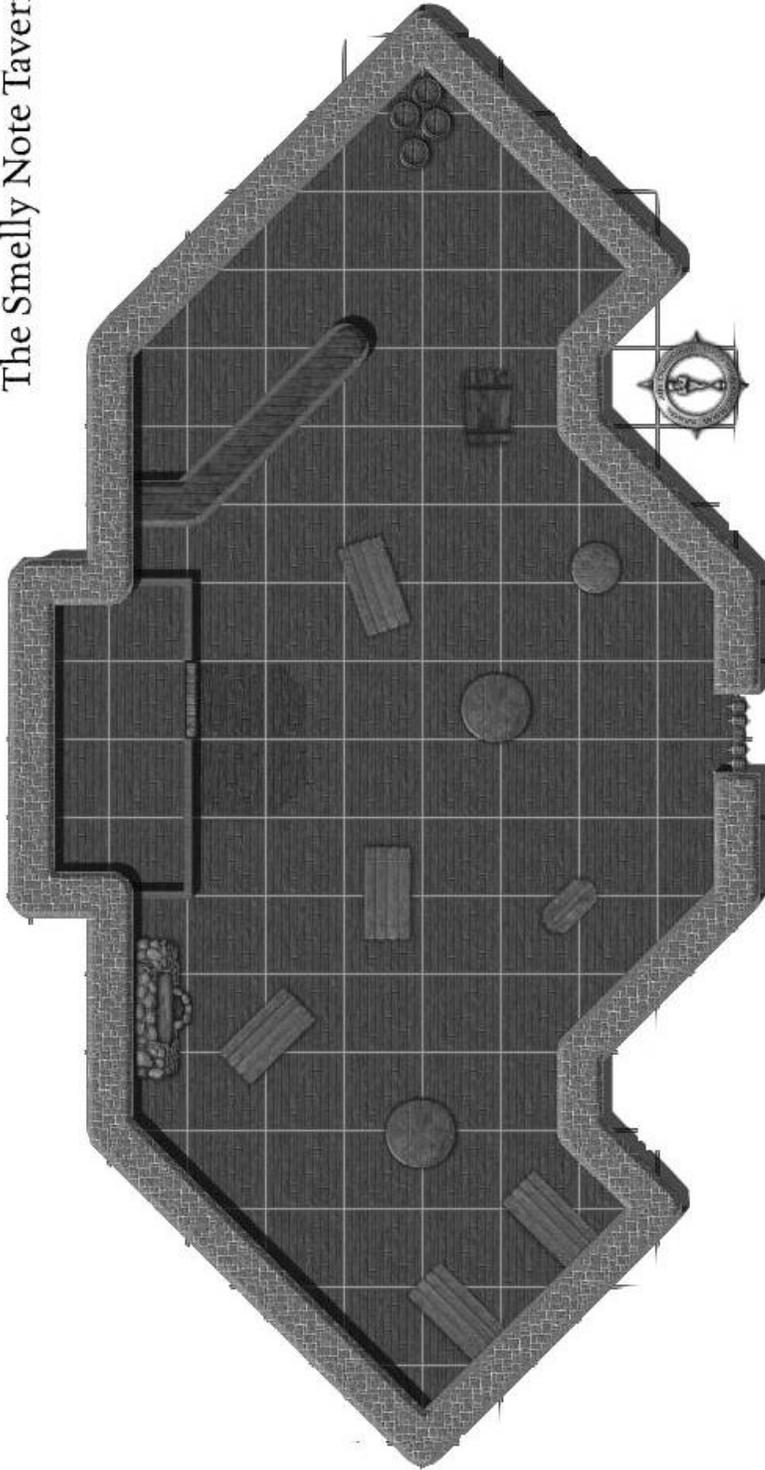
**Special:** This feat may be taken multiple times. Each time you take this feat choose a different metamagic feat you already possess to which to apply it.

## Dungeon Master Aid #1

This Map illustrates the outdoor theatre near the Bardic College of Myrin Tyrinthaël in Highfolk Town. The heroes begin in the upper left corner of the seats. See **The Auditions** for details on where the NPCs begin.

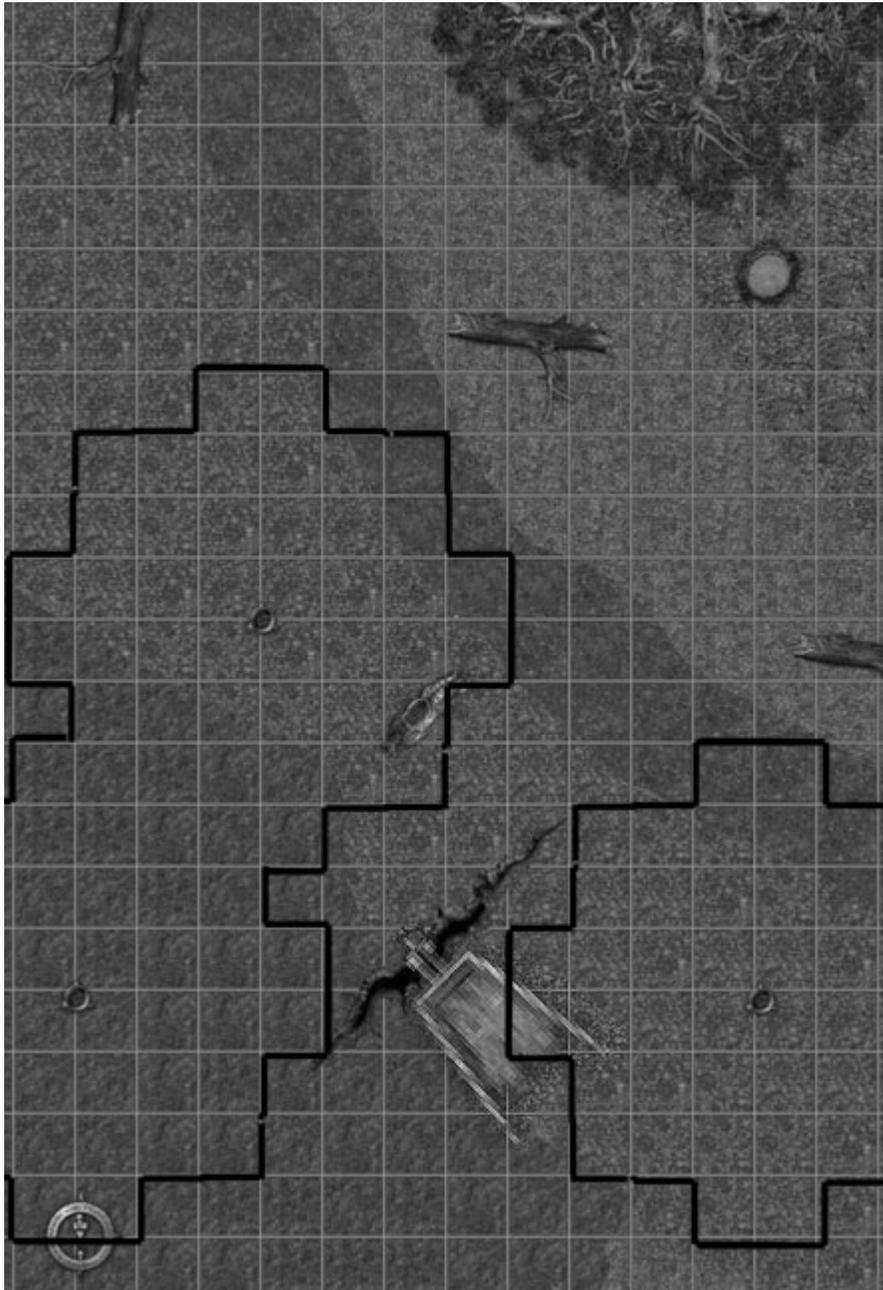


The Smelly Note Tavern



One square equals 5 ft.

## Dungeon Master Aid #3



Solid Lines indicate "Torchlight" Areas

One square equals five feet

## Player Handout #1

This parchment was given to you by Samul, Assistant Recordkeeper at the Bardic College of Myrin Tyrinthaël. It has the names, addresses, and specializations of the bards who disappeared before auditions.

*Heindrin, Jenre, poet*

*Oeridian Male, 14*

*Block 3C, Merchant's District*

*Ruthror Hammerstrike, warchant's*

*Hill Dwarf, 37*

*Bldg 8, Block 10D, Merchant's District*

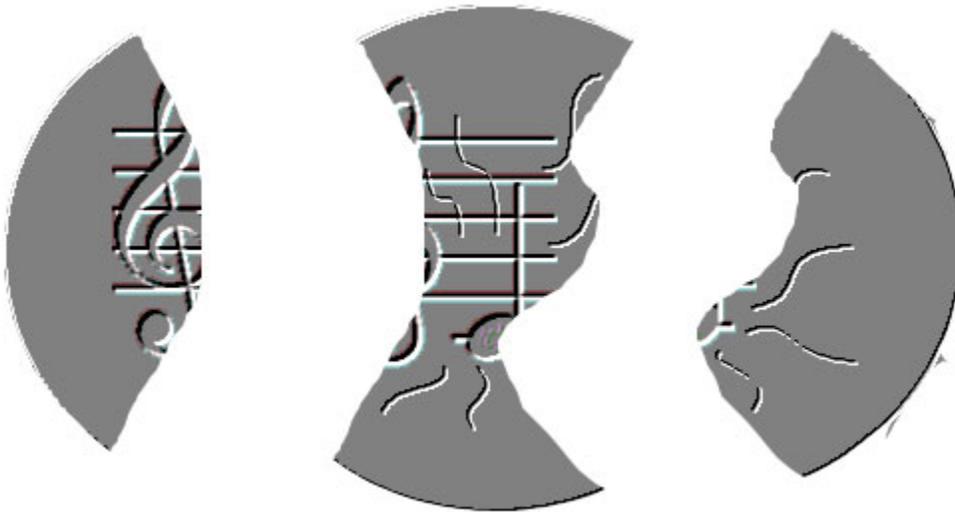
*Jernattan Demear, mime and dance*

*Half-orc, 16*

*Level 1, Bldg 3, Block 4D, Poor District*

## Player Handout #2

The Smelly Note Tavern Medallion. The bottom sections are portions 1-3, from left to right.



## Player Handout #3

A secret note found in Heindrin Jenro's belongings.

Greetings Young Master Jenro

Your "gift" was received as promised. We thank you kindly for the timely nature, and of course to the amount, of your gift. We were in the final planning stages of the fence project for your family and we should have no problem with making the addition that you requested, without your parents knowledge of course. The "place" will be in the space that you had requested. The latch will be the only non-jagged thorn on the third bar from the right in the section. This will be a roughly five foot section. Any more and we would risk detection. We were not, however, able to "soften" the other thorns in the section as it would debilitate the security of the fence line. Please accept our humblest apologies.

Please let us know if this all meets to your satisfaction.

Sincerely,  
Backerstien Grim  
Donial, Spencer and Grim  
Engineering and Building

p.s. Please do not forget that you "volunteered" to come and tell stories, in my own language, at my son's birthday party.

## Player Handout #4

The message on a magical parchment found in Jernattan Demear's room.

*Greetings and Salutations to you oh Wonder of Wonders!*

*We all have a part to play in this world. Those of us who are special have a certain obligation to those around us. We are here to entertain, to enlighten, to bring to the surface that which has been lost or hidden, to inspire others to greater heights, to increase the morale of those around us, etc. How can we not use these gifts?*

*Your chosen path is a valiant one, a calling if you will. You have chosen to improve the lives of others around you and I must applaud your desire and effortless will. Your kindness toward your fellow man is exemplary.*

*Because of you have chosen this path, I will entreat you to come to a certain out of the way tavern that is perfect for your fledgling status. While it may not be the best, the most posh, or the best smelling, it would be considered a kindness of your heart for you to come to the "Smelly Note". Now, would I suggest that you go to the "Smelly Note" and ask what is that smell? No, for you should already know. For it is Tannery Row after all. Please do not hold that against the clientele. But if you feel like it, ask them anyway... it might give someone a laugh.*

*Please accept this invitation to entertain the patrons of the "Smelly Note". And say hi to BK for me.*

## Player Handout #5

Excerpts from Faelaun's Journal

*...journey to Eastfair was quite lucrative. I do hope that the deal will prove to be as lucrative as my contact pointed out. But, as he said, it would be a perfect, and profitable, way to at least clear out some of the riff raff from Highfolk, especially those deigning to darken their pallet by learning that accursed language.*

*...the scrolls have worked well so far. As long as the dimwitted and disgusting so called bard reads it, they fall right to sleep, making them much easier to transport. I'm awaiting a letter from my contact any day now.*

*...the letter did finally come, however, my contact did seem agitated, but I cannot tell why. Everything is going according to plan. He was not scheduled to leave for Eastfair for a couple more days, but he says that he received a sign that something was wrong and that he needed to get what "cargo" I had out now. He did say that he would increase my portion of the commission by 5% for the inconvenience. Well then, I could not say no. I only hope that he gets here soon. I have a performance after all.*

*...I've seen the symbol before but I didn't recognize it. One of his men had it tattooed on the back of his hand. It was the holy symbol of Hextor. What do I care? It gets the lower species out and money in my pocket. Sounds like a good arrangement to me.*