

URDI-02

Live to Love Again

***A One Round D&D LIVING GREYHAWK[®]
Duchy of Urnst Introductory Adventure***

Version 1.0

By Warren Banks

Leukish is a city of grand structures – magnificent churches, sophisticated mansions, and the wondrous home of the Honorable Chamber. But it is also filled with the elaborate games of the Nobility and the constant vying for advantage in the game of politics. What can a young man in love do when faced with the convoluted dance of the Houses?

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INTRODUCTION

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

PREPARATION

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

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

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

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

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

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and

gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

TRACKING

Introductory modules for LIVING GREYHAWK are not reported. You may order introductory modules for the Duchy of Urnst region by emailing doutriad@yahoo.com

LIVING GREYHAWK

This is an introductory LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

LIVING GREYHAWK Levels of Play

This is an introductory LIVING GREYHAWK Adventure. It is designed for 1st level characters only. Characters above 1st level cannot be played in this adventure. If the adventuring party is missing one of the key elements of an adventuring party (Fighter, Cleric, Wizard, Rogue), you may want to advise them to change

characters or to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful. Once the animal is wounded, the Handle Animal or Charisma check rises to DC 12.

TIME UNITS AND UPKEEP

This is a standard one-round Introductory Regional adventure, set in the Duchy of Urnst. Characters native to the Duchy of Urnst 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. See pg 11 of the LGCS for more information on Lifestyle costs and benefits.

ADVENTURE BACKGROUND

Many years ago a Flan woman named Terra Drox began studying under the tutelage of Gaelen Silverhand, a grey elf scholar. The two fell hopelessly in love and soon were wed. Eventually they had a son, Dalien Silverhand, a passionate creative young man whose thirst for life was unquenchable. As Dalien grew into manhood he became more and more restless. He needed to see and experience more. So, on his 20th birthday, Dalien set out from his home in the Celadon forest to see the world.

For the better part of a year, Dalien Silverhand traveled throughout the Duchy of Urnst learning more about its geography, history and people. He eventually made his way up to Leukish to catch a boat to Radigast City in the County of Urnst. He was short money and needed work. He found work on one of Gordon Schrie's boats. It was also where he met Talia Schrie.

Gordon Schrie was throwing a party for his noble friends aboard one of his largest and finest boats. His wife Maria and his daughter Talia accompanied Gordon. Talia, bored, began

wandering throughout the boat where she ran into Dalien. For Dalien it was love at first sight. Fearlessly, he struck up a conversation with Talia and soon won her interest. Dalien declared his intent to marry her that evening but knew he had his work cut out for him. The Suel were not known for their tolerance of other races and most nobles were Suel. To make matters worse, he was a commoner with little money. Still Dalien was determined. Over the next few weeks, Dalien wooed Talia, sending her letters and presents. Eventually the two began secretly meeting for moonlight strolls and to profess their love for one another.

Eventually Gordon Schrie discovered his daughter's secret romance. Since he was involved with negotiations that may result in her wedding, he could not have any whisper of scandal about the young woman. Nor was her chosen paramour acceptable to him. He confronted her and gave her an ultimatum. Talia could end the romance nicely or he would end it by other means. Wishing no harm to befall her beloved, Talia told Dalien that she could no longer see him. She rebuked his letters and scolded him for his silly behavior. This only made Dalien more determined; for true love can overcome all obstacles. Dalien would win Talia's hand or die trying. Unfortunately, Dalien has raised Gordon Schrie's ire with his increased perseverance. Schrie is now taking steps to remove this mongrel annoyance for good.

ADVENTURE SUMMARY

The players are in Leukish and are strolling about town when they witness a man being beaten in an ally way. Assuming the players help defend the man they will have made a new friend in Dalien Silverhand, a half elf who will inform the players that those men were trying to prevent him from seeing his true love Talia. Dalien will explain how he and Talia, the daughter of the man who sent these thugs, are in love and destined to be together but that Talia's father is pressuring her to stay away. Dalien knows he can win her back but he has to do it by that evening because Talia is being shipped away to some unknown location. With the players help, Dalien feels confident that he can convince her to come with him. Without their assistance, true love may be lost. Of course adventurers of their caliber will be compensated.

The players are then sent by Dalien to gather up a few things for Dalien's last shot at happiness. They will need to recover the rare dragon lily (Talia's favorite flower) and to fetch the bard Servos, who Dalien hired last night to play a love song to Talia. Once they have managed to secure these things they are to meet Dalien who has spent the day preparing his poem. From there, the group will head to the Schrie manor where Dalien will present Talia with his gifts and try to convince her to run away with him. Of course, Gordon Schrie and his men will have something to say about all this and will attempt to finish Dalien off before he gets a chance to enact his plan.

Provided the players managed to provide Dalien with enough of the proper articles and don't kill any of the Schrie family, Talia will run off with Dalien. If they fail, Talia will decide not to leave with Dalien and will go off with her father. Dalien will be heartbroken and will be forced to go on without his love.

Note: Depending on the amount of time that players spend on the different encounters, they may or may not have time to rest. Keep track of time and be lenient if they're in trouble.

INTRODUCTION

You are in the city of Leukish, capital of the Duchy of Urnst and its largest city. A bustling port on the Nyr Dyv and the most cosmopolitan city in the Duchy, Leukish has the largest and most diverse public marketplace in the entire Flanaess (according to the merchants who ply their trade here, anyway...), which is why you are here. You have come to shop, or at least look at what there is to buy.

The players are in Leukish for any number of reasons. Whatever the reason is, they are all in the marketplace, either replenishing supplies or simply passing through on their way to another point in the city. If the players aren't traveling together as a group, have them introduce themselves to one another after Encounter One: Elven Scum.

Game Masters may wish to read up on the following rules for this adventure: Grappling (pg.155-157 PH), Disarming (pg.155 PH) and Non-lethal damage (pg.146 PH). Subdual damage is used frequently in this adventure and it is important to know that the damage heals

one point per hour per character level. Players and GMs will need to track that. Please make sure that the characters receive a copy of player handout 1: Leukish so that they know the laws and general description of Leukish. If you don't want to hand it out, that's fine, but make sure to describe in detail the city and its laws.

ENCOUNTER 1: ELVEN SCUM!

The players are in Leukish in the markets when they discover a man being attacked in a nearby alleyway. Whether the players are together as a group or not, they will all hear cries for help in both Common and Elven.

As you work your way through the busy street markets in beautiful Leukish, the smell of roasted meats and potent herbs cause you to reconsider spending a few coins on these merchant's wares. After all, a person needs to eat. You pause for thought near a gathering crowd. Thirteen large men have gathered to help carry a priest of St. Cuthbert and his wagon, which appears to have broken a wheel, towards the temple district.

As the entourage passes, a sudden burst of shouting in the Elvish tongue can be heard amongst the din of the crowds. The shouts quickly turn to the Common tongue before becoming muffled. Someone is shouting for help!

The shouts are coming from a nearby alley (See Judge's Aid #2: Map of the Market Alley). It is recommended that the players have their figures on the map (if you are using a battle mat) prior to hearing the cries for help. Give the players one round to get to the alleyway. The alley is actually fairly wide (15 feet), relatively speaking, as it was built to bring in large wagons used to ship and receive goods. The alley does have clutter in it; crates, trashcans, etc. for people to take cover behind (including the thugs).

When the players make their way to the alley, read the following:

Hurrying towards the cries of help, you find yourself standing at the mouth of a wide alleyway. Through the clutter of crates, you are able to make out four hooded cloaked

figures standing over a body providing a savage beating.

The man being attacked is actually a half elf named Dalien Silverhand. He has been knocked to -1 hp (of subdual damage) at the beginning of combat and is surrounded by four cloaked attackers. Unless the players act immediately the cloaked men will give Dalien one last kick, take his stuff and leave. This will take two rounds.

Four men in cloaks are attacking him work for Gordon Schrie. They were instructed to find Dalien Silverhand and convince him to disappear one way or another. The men are wearing hooded cloaks to conceal their faces and garb. During the fight, players can make Spot checks (DC 15) to notice a symbol on the men's outfits. A Knowledge: Nobility and Royalty check (DC 15) will reveal the symbol of the silver pike to be that of Schrie, a minor noble house. The player will know that the Schrie have gain most of their wealth through fishing and fish products.

The attackers are all of Suel birth. They are all part of Gordon Schrie's personal guard. They are confident that they are above the law. After all, what court would try them for beating a half-elf? Even elves make fun of them. The men will target demi-humans first, then non-Suel humans and finally Suel. They will taunt their opponents, especially nonhumans, with insults. They will question Suel players' allegiances and try to sway them to their point of view. All the while they will apply a ferocious beating to their foes. Any Seul PC with the Legitimate or Adopted Child background may try to reason with the thugs, saying that this half elf is now below their notice, or something similar. Other Seul PCs or human PCs may try to distract the thugs with something else, such as drinking. Both of these tactics as well as others (allow the players to use their imagination) allow diplomacy or intimidate checks. Give circumstance bonuses depending on what the players actually say. The thugs will cease harming Dalien and go off to wherever the PCs suggested if they make a Diplomacy or Intimidate check (DC 20).

The men are using unarmed strikes to beat Dalien. They will continue to use unarmed strikes to subdue the PCs unless the PCs begin using lethal force. The men will then draw their long swords and attempt to kill.

The men will run once half their numbers go down. If surrounded and obviously overpowered, they will throw down their weapons and surrender if fleeing is not an option. They will wait for the town guard to arrive because they are confident they will quickly be let off. The men won't talk unless players can magically coerce them or succeed at an opposed Intimidate check (see page 76 in the Player's Handbook v.3.5).

The town guard will arrive six rounds after the battle has begun to break things up. They will take the attackers in but will quickly let them go as Gordon Schrie uses his pull to spring them. The players will be hassled by the town guard but not arrested. They will be thoroughly questioned and the threat of arrest will be brought up but ultimately it is hot air. Of course don't let the players know that. Give them a chance to explain themselves and their actions. Perhaps have the town guard ask "And why shouldn't I arrest you right now?" Asking for a few Diplomacy rolls should get the players thinking. Eventually a local will come forth during the questioning and speak on behalf of the players, telling the guards that the players were only trying to save the life of the man being attacked by the four cloaked figures.

Dalien, if revived before the battle has ended, will hang back out of combat. If the players defeat the attackers before the town guards arrive and Dalien is conscious, he will urge the players to leave the area with him before the guards arrive but will remain with the players should the players decide to stay. Dalien believes the town guards will make his life worse should he be taken in and will explain so if asked for a reason for fleeing. He will explain more once they are safely away.

If the PCs take any of the equipment from the thugs, they are thrown in jail for stealing from the nobility. This takes 2 TU, but they will not get caught until after the adventure is over. Any PC with the Legitimate Child or Adopted Child background will only be fined 50 gold Dukes. If they can make a DC 15 Diplomacy check, they will be let out without paying. Remind the characters before they take the equipment that it is very obviously branded with the House Schrie emblem. The PCs can, however, take all of the petty cash that the thugs have, which amounts to 30 gold Dukes.

Should the players capture any of the men and question them, the guards won't talk unless

players make an Intimidate check or a Diplomacy check to get the guards to Indifferent. The guard is Hostile thus making the DC 25. The check is even harder for non-humans at DC 30. If they can get the guard to talk, he will tell them he works for Gordon Schrie and he was told to beat up the half-elf Dalien Silverhand. That is all any guard will know.

Creatures: (EL 3)

Schrie Guards (4): 10 hp each; see *Appendix 1*.

Dalien Silverhand: 12 hp; see *Appendix 1*.

ENCOUNTER 2: MY GIRL

Whether the players flee the area with or without Dalien or remain behind with Dalien to speak with the town guards, Dalien will wish to thank his rescuers. He will offer to buy them a drink at the Strong Man Tavern named so because it was built with the help of 13 of the strongest men from the nearby Temple of Kord. If the players were forced to flee without Dalien, he will track the players down elsewhere in Leukish.

Once Dalien has a chance to speak freely with the players, read them the following:

“I thank you again for saving me from those men. You are truly honorable individuals. Considering I owe you my life, I find it difficult to ask but I was wondering if you would consider helping me yet again? For you see, I have met my one true love and if I do not act quickly she will be whisked away by dawn. What do you say?”

If the players do not accept, the adventure is over. If they do accept, Dalien will continue:

“Fabulous. I knew you would aid me for nothing will stand in the way of true love! The object of my affections is Talia Schrie, daughter of the noble Gordon Schrie. I lost my heart to the beautiful Talia and knew we would be together forever. I courted her for weeks, all the while meeting with her in secret. Then one day she told me she didn’t love me anymore and that I should leave; that I was being foolish. I soon found out why she was behaving so unusually. A servant for the Schrie whom I had made

friends with told me that Gordon Schrie had discovered my letters to Talia and would have no daughter of his mixing with impure blood. He plans to move Talia out of the city tomorrow morning. I know Talia still loves me. I just need to convince her to come away with me. That is where you come in. I need some help to pull off my plan. Here is the money I have saved for my wedding. It will be of no use to me if I do not win back my dear Talia. Please take it.”

The pouch he places on the table contains 150 gp. He has no more money and no amount of bargaining will increase the reward.

Placing a crumpled flower from his cloak on to the table, Dalien continues, “Talia’s favorite flower is the rare Dragon Lily. I had this one especially shipped in but it was ruined in the attack. I have no time to get another one shipped in. There is one place in Leukish that has some Dragon Lilies. I went there originally to get one and was turned down. Perhaps you will have better luck.”

Dalien will explain that the owner of the flowers is an old eccentric named Rufus Berle. Dalien was unable to even get in the front door to meet with Rufus Berle and has no idea how much the plant would cost or if he would even part with one. The players are instructed to meet Dalien back at the Strong Man Tavern around dinnertime with or without the flower. The time is currently about noon. That gives the players about six or seven hours should they need to make several attempts at getting the flower. And no, a Mending spell will not make the flower good as new. It has not been broken; it has been flattened, which is considered warped.

Anyone who makes a Knowledge: Nature roll (DC 15) will know that the Dragon Lily is a very rare plant and regularly fetches from 100 gp and up depending on breed, size, color, etc.

Players may think to head to the famed Leukish Gardens to find a plant. The players will need passes to get into the gardens at 10gp each (or 30gp for the group) and will be met by a male druid of Ehlonna named Timthek Gentill. He will inform the players that they do not have such a beautiful plant, but that he believes that there is a collector of rare plants somewhere in Leukish by the name of Rufus Berle. His manservant came by recently looking for

someone to help him tend to his overgrown garden.

The players may be hurt badly if the previous combat didn't go well. If they aren't aware of the several temples around town from the Leukish handout, now might be a good time for Dalien to mention to the players that they see a priest to tend to their wounds. For this adventure, players may get 1st level spells cast for 10 gp each and 2nd level spells cast for 60 gp each.

ENCOUNTER 3: MY HOW YOUR GARDEN HAS GROWN

The owner of the Dragon Lily is Lord Rufus Berle, a wealthy eccentric from a minor house who has a large estate that houses his collection of plant life. Berle is a recluse and relies on his manservant Daub to run his day-to-day life. However Daub is not the most organized person, which results in Berle shouting and cursing Daub's name more often than not.

A recent shipment of plants contained the seeds for several twig blights. A group of six twig blights now lurk in the garden living off sunlight until the next unwitting soul stumbles along to feed their need for blood. Rufus and Daub know SOMETHING is living in the garden. Rufus doesn't care because whatever it is, it is keeping the burglars away. Daub on the other hand, is afraid. He was the one who has to maintain the garden and is worried about getting killed next time he's ordered to prune the trees. Daub has convinced Rufus to hire some gardeners. When the players arrive, Rufus will be out looking to hire some gardeners as well as catching a drink at the Capital, an upscale tavern near the Honorable Chamber.

Players wishing to find out more about Rufus Berle may make Gather Information checks to gain tidbits about the man. Keep in mind it takes 1d4+1 hour to make a check. Of course Bardic Knowledge checks will get similar info but much quicker.

Gather Info DC 10 (Bardic Knowledge DC 15) – I heard that Ol' Rufus Berle recently bought a man-eating plant to protect his yard from intruders. I've heard of a few would be thieves going in but not coming out.

Gather Info DC 15 (Bardic Knowledge DC 20) – Rufus Berle loves plants more than he loves people. I was talking to Daub, Berle's manservant about it just the other day. Rufus is crazy and if it weren't for Daub, nothing would get done. It's no wonder Daub goes to the Capital Inn for a drink every afternoon.

Gather Info DC 20 (Bardic Knowledge DC 25) – Rufus Berle's garden is growing out of control. I hear some nasty plants have taken root there. Berle's manservant Daub was looking for a druid to come in and help maintain the place but none have volunteered.

How to get a Dragon Lily

The players have a few options to get the plant. The players will either opt for theft or diplomacy. Those heading up to the door will be given the option of pretending they are here to tend the garden or buying a flower. The three main methods (theft, posing as gardeners and bartering) are detailed below. (See Map Two: Berle's Home for more details)

Break and Enter:

The first option is to climb the wall to the Berle residence, sneak into the greenhouse and procure a plant. A Climb check (DC 25) will allow players to scale the brick wall surrounding the grounds without any assistance. A grappling hook and knotted rope would reduce the Climb check (DC 0). The wall is 10 feet high and surrounds the entire estate. The neighborhood around Berle's estate is quiet thanks to Berle's odd behavior and several unsettling rumors. A quick trip over the wall without being seen should be easy. The players will then have to locate the Dragon Lily and escape. Understandably, complications arise from the alarm but more importantly the Twig blights that have taken up residence there.

Should the players manage to kill or elude the twig blights, there is still the case of Berle's two dogs Apollo and Zeus. If the players make too much noise or trip the alarm on the greenhouse door, Berle will sick his dogs on the would-be thieves. The dogs are trained to attack all types of creatures and may be brought out as relief from an overwhelming attack by the twig blights. Berle will give potential crooks the chance to surrender. If they do he will call off his dogs, otherwise all bets are off. If twig blights are present and the players are handling

them, Berle will wait until the twig blights are done before calling on his dogs.

The players will then have to locate the Dragon Lily in the greenhouse. A Spot check (DC 10) will suffice. They must then get into the greenhouse without setting off the alarm. Setting off the alarm will cause Berle to release the hounds to attack the players. (See The Yard Area A – The Greenhouse for more details)

PCs staking out the backyard will notice that no one seems to be going into the backyard the entire time. This is because of the twig blights. If the players watch the backyard area for more than 6 hours and make a Spot check (DC 25), they will notice multiple somethings moving in the bushes and the general area in which the movement occurred. (See The Yard Area C – The Twigblight's Hiding Spot for more details).

Hired Hand:

The second option is to get themselves work as gardeners. If the players find out that Berle is looking for someone to help maintain his garden, they can contact either Daub or Berle about the job. Daub is currently out for the afternoon. He will be gone from noon until two. He will be gone by the time the players arrive at the house after speaking with Dalien. He can be found at the Capital Inn drinking. The Capital Inn is located near the Government Hall and Honorable Chamber. If the players find and talk to him about the Dragon Lily, he will tell them he will part with one except he isn't going back into that garden. There is something alive out there. Perhaps if they will clear out the garden, he'll arrange to get them a plant as payment.

If the players come to the house when Daub isn't around, Berle will yell at Daub to answer the door then angrily stomp over to answer it himself. He will look the players up and down and ask if they are here about the garden. Berle is a hawk nosed, hunch backed old man who lacks the graces that are usually afforded to the common man. Now is the time for roleplaying and a Bluff check (DC 10) if they wish to pass themselves off as gardeners. Apply bonuses to the roll for good roleplaying. If they totally blow it, feel free to add a penalty. In either case no more than +/-2. Any player that looks like a woodsy type (Ranger, Druid, possibly an appropriately dressed elf) who does most of the talking will get the players a free pass in. No Bluff check necessary. Berle will show the players the garden from the safety of his

backdoor and tell them to "Get to work. The tool shed is over there." Berle will then close the door behind the players. Berle won't go in the garden and will neglect to mention the creatures living back there.

If the players fail the Bluff check, they can disguise themselves and try again. Berle is a bit senile after all.

Provided the players kill the twig blights and do all the required gardening, they should be around when Daub comes back. The gardening will take four to five hours. Daub will see to the players and offer the group 50 gold Dukes as payment. At this time the players may forego payment to get a Dragon Lily. Daub is quite relieved not to be the one to clear the garden out and is willing to give them one of the rare flowers.

If the players attempt to break into the greenhouse while gardening and don't find the trap, it will go off and Berle will sick the dogs after them. If Daub is back, he will run and get the guard who will arrive in ten rounds. Anyone caught by the guard will be thrown in jail. Those characters will be removed from the remainder of this scenario and face possible conviction. Any PC with the Legitimate Child or Adopted Child background will only be fined 50 gold Dukes. If they can make a DC 15 Diplomacy check, they will be let out without paying. All other PCs face 26 TUs worth of hard labor and incarceration. The price of the flower means major theft charges.

If Daub is at the house when the players arrive, he will be polite and hear their initial queries. If they mention they have come for the job of looking after the garden, he will hire them on the spot. If they attempted to barter with Berle for a plant and failed, he may (at DM's option) approach the players to work in the garden. Unlike Berle, Daub will mention that he believes there is some kind of creature living in the garden. He will also require the players do the gardening while they are there.

Barter:

The third option is to try and barter with Rufus Berle for a plant. Players who show up at the door and are honest enough to state that they wish to buy a plant may meet with Rufus Berle. The players will be invited in (albeit gruffly) and told to state their business. He will talk to them about the plant and why they want it. The entire time his two large Dobermans

Apollo and Zeus stare menacingly. Anyone making a Knowledge: Nature roll (DC 15) will impress Berle with their knowledge of plants enough that they receive a +5 on the Diplomacy roll for reducing the price of the plant. They will also know that the Dragon Lily is a very rare plant and regularly fetches from 100 gp and up depending on breed, size, color, etc. Berle's particular breed is worth 250 gp.

Players can make Diplomacy checks to try and bring the price down. There is only one shot at this roll so remind players to make assists to the roll if possible. Berle's starting price is 250 gp. For each increment of five over DC 10, Berle will come down 50 gp. He will not go below 100 gp. So if the players get a Diplomacy check (DC 15) the price of the plant will be reduced by 50 gp to 200 gp. This may mean the players can not afford the Dragon Lily. They should have 150 gp from Dalien to help them along and may need to produce some of their own money to pay the full price. While this method may be easier, it will certainly mean the players get screwed out of their treasure. Such is the life of an adventurer. Of course as a DM, it is your prerogative to let Berle have the players clear out his garden for a reduced price. The players get rid of his monsters AND pay to get the plant. In this case, Berle is willing to drop 100 gp from the final price.

The Yard:

(See Judge Aid #3: Map of Lord Berle's Residence for more details)

Area A – The Greenhouse

The greenhouse is a 5-foot wide by 10-foot long glass building. It is found near the west wall near the house. The greenhouse is the home of Rufus Berle's rarest plants. As such, he has the entire building fitted with a permanent *Alarm* spell. Anyone damaging or entering the greenhouse without speaking the password "Petunia" will set off the audible alarm. Berle will respond immediately upon the sounding of the alarm. The door is locked with a good lock and an Open Locks check (DC 30) is needed to crack it. The greenhouse contains ten individual Dragon Lilies as well as several other rare plants. Anyone with Profession: Herbalist making a check (DC 15) will know a few of these plants exist and that they were only found in the Valley of the Mage and long thought lost. Collectors would pay handsomely for the plants

in here but that is beyond the scope of this adventure.

Area B – The Tool shed

This 5-foot by 5-foot wooden shack is located in the southeast corner of the garden. It is not locked nor does it have one. Inside the shed are various garden tools that can be used as makeshift weapons. There is also a scythe and 2 sickles used for gardening that can be used as a weapon. Keep in mind that a scythe is a martial weapon and that it can do piercing or slashing damage. Sickles are simple weapons and most classes can use them freely. All weapons are medium size.

Area C – The Twig Blights Hiding Spot

The twig blights have made a particularly overgrown section their home. Players making a Spot check (DC 20) will notice something deep within the bushes. This is the remains of a burglar that had heard rumors of Berle's wealth and decided to try and make it his. Unfortunately, he was overcome by the twig blights, which dragged his corpse into their nest and fed on him days ago. There is little left of the body save some bloody bones and a smattering of gore. Lying next to the bones are some shreds of clothing and a leather backpack. The pack is still in pretty good condition and contains some of the burglar's equipment. In the pack players can find: masterwork thieves tools, Potion of Invisibility, Potion of Spiderclimb, Potion of Cure Light Wounds (2), Potion of Lesser Restoration, +1 studded leather, 50-foot rope, and 2 smokesticks. All of the potions are clearly labeled in somewhat slanted handwriting.

The players will automatically find the remains and the treasure if they volunteer to work on Rufus Berle's garden. Daub will allow the players to keep the treasure and suggest they don't tell Rufus about it. If Rufus hears about the treasure, he will try to get the players to hand it over. If the players hand it over, Daub will try and convince Rufus to let the players keep it for their hard work. The players should be encouraged to roleplay here. They should be encouraged to put forth an argument to keep the goods and perhaps the DM will even call for a Diplomacy or Bluff check. Whatever the result, the players should end up with the treasure. Perhaps if they blow the rolls, Daub could catch up with the players as they leave and give them a bundle they should keep hidden until they are well away from the house. If this is

the case, at the DM's discretion, the studded leather will be missing.

The poison caused by the twig blights (if any) will last the rest of the adventure and could pose a problem if players took multiple hits. PCs may buy a Lesser Restoration at any temple in the city for 60 gold Dukes. If the PCs make a DC 15 Diplomacy check, they can find a paladin who will be willing to cast a Lesser Restoration for 40 gold Dukes.

Creatures: (EL 2)

Apollo and Zeus (Berle's attack dogs): 13 hp each; Use Wolf stats on page 283 of *Monster Manual*.

Twig Blights (6): hp 5 each; see *Appendix 2*.

Tactics: Use your discretion to determine the number of Twig Blights that will attack at once. A particularly strong party may have all of them attack at once, while a weaker party may only have half of them attack at once. Do not let the party rest or heal between attacks by the Twig Blights.

ENCOUNTER 4: THERE WAS AN OLD MAN...

After the players recover the Dragon Lily, they should wind up back at the Strong Man Tavern. Read them the following when they arrive:

As your eyes adjust to the dimness of the cramped confines of the Strong Man Tavern, you spot Dalien hunched over a piece of parchment furiously scribbling with his quill, a frustrated look stitched across his face. He leans arcing backwards scanning the room for inspiration. His expression changes as he spots your group.

"Hello friends. I hope you have been having better luck than me. My poem for Talia has been going rather poorly. Perhaps you could help?"

Dalien is trying to write a love poem for Talia. He is not faring very well. If the players show interest in helping, he will read them what he has and ask the players to critique it. If the players feign appreciation convincingly or unconvincingly, Dalien will believe his poem is better than he thought and keep it. Of course the idea is for the players to help him make a

better one. The fastest route would be to improve his current poem, but players can do a complete rewrite. Dalien only wants a short poem. For the sake of time limits, if the players are not interested in helping, move on quickly. If the players are interested in helping but haven't come up with a fix fairly quickly, move them along to Encounter Five: Brother Can You Spare A Dime and tell them they can continue to help him with the poem after getting the bard. This may give them time to think of a fix while moving the game along.

Dalien is writing a Haiku. It is a three line poem. The first and third lines are five syllables while the second line is seven syllables. Typically they involve a seasonal word but for this haiku it is not necessary. What is necessary is that the players help make Dalien's poem better.

Dalien's haiku:

I love your long hair

The different colors are

Like a bugbear's fur

A suggested fix is to replace bugbear's fur with that of another object or creature. In play test, the players brainstormed a list of two syllable creatures and voted on the best. The winner was 'phoenix coat'.

ENCOUNTER 5: BROTHER CAN YOU SPARE A DIME?

After the players have returned from attempting to retrieve a Dragon Lily and possibly helping with the poem, Dalien will ask the players to fetch the bard he has hired for tonight. When you are ready to have the players move on to this encounter, read the following:

"Time is running short and I just realized that I still have a few things to do. I need you all to do one thing for me. I hired a bard. His name is Salvos and you can find him near the docks at the Bottomless Inn. Please go and get him and bring him back here while I get changed."

If the players ask for a description, Dalien will reply, ***"You'll recognize him. He'll be the one with hooves."***

Salvos the Bard

Salvos is a drunk, a gambler, and a womanizer. Unfortunately, he is also a smooth talker and convinced Dalien to hire him. When the players catch up to Salvos, he will be in dire straights. He has recently lost all his gold as well as his instrument (his pan flute) gambling with a local tough by the name of Reaver. Reaver is a professional gambler and a very good cheat. He tricked a drunken Salvos into gambling himself deep into debt and plans to use Salvos as a means of steady income. Reaver will own Salvos. Salvos will play to earn gold and pay off his debt. Of course the interest on Salvos' debt will continue to accrue so that Salvos will never be able to pay off the debt. Reaver has made Salvos an offer. If Salvos can't pay off the debt, he will work for Reaver or he will be killed. Reaver has given Salvos a few hours to think about it.

When the players arrive at the Bottomless Inn (See Judge's Aid #4: Map of the Bottomless Inn for details), Salvos is sitting at a table playing dice with a local. Read the following:

Raised voices and cheering cut through the malaise that has stricken the rest of the patrons in this bar. Most of the men drinking here appear to be making a conscious effort to remain unnoticed, sunken in the shadow of the poorly lit inn. However, a small group of men surround a small table near the back. It is anyone's guess what could be the cause of such a ruckus. Occasionally the bartender looks over at the table and scowls. His broken nose twitches as he furrows his brow in disgust.

The bartender is Platts. He is a middle-aged man who appears to have lived a rough life. His nose is pushed to one side, obviously broken. His eyes are sunken and dark. He runs a seedier bar in Leukish where questionable acts such as gambling are common. Platts is displeased and nervous because activities like this are usually kept low key and quiet. His latest patron Salvos, in an attempt to drum up some cash to pay off his debt, has loudly announced he is looking for a game of chance. Platts is worried that town guard may decide to drop by at just the wrong time.

Any character obviously involved with the law (a paladin, a cleric of a lawful good god, etc)

will have a tougher time dealing with Platts. He will be considered unfriendly towards those players. Everyone else will warrant an indifferent mood. Players able to shift his attitude to Friendly, Diplomacy check (DC 15) will learn that Salvos owes money (including a bar tab with Platts) to some locals. A very dangerous one named Reaver cleaned him out last night. He isn't sure how much but he saw Salvos lose his instrument. He has been at his bar for the last three days and has yet to entertain the customers. At indifferent, Platts will simply point out Salvos. Paying Salvos' bar tab (12 gp) will move Platts to friendly status with the player who paid the gold.

As the players approach the table where Salvos sits, read the following:

As you move up closer to the action by the crowded table, all the men cheer and begin to spread throughout the bar mugs in hand. A tall, slim human stands up scraping coin from the table with his forearm.

"Thanks for the game pal. No hard feelings right?"

And with that the man turns and head to the bar to spend his winnings. There slumped in an old wooden chair is a small, pot bellied man sporting three day's growth. What is more unusual is the set of ram's horns jutting from either side of his head. He breathes a heavy sigh and noticing you standing nearby, perks up and begins to speak in a gruff voice.

"Well met friends! I couldn't help but notice that you look to be people who like to take risks for high reward. Adventurers like you stare death in the face almost daily. Why not enjoy your downtime with drink and a game of chance?"

Salvos will do everything he can to get the players to gamble with him. Talking with him will be difficult unless the players sit down and play a game or two with him. Players can try and convince Salvos to leave without gambling but not without a lengthy debate and a Diplomacy, Intimidate, or Bluff check (DC 20).

The game of chance that Salvos is playing is called Giant's Bones. It involves 5d6 and is similar to poker. Each player in the game rolls 5d6 once. The player with the best result wins. The order from worst to best roll: no matching dice and no straight, a matching pair, three of a

kind, a low straight (1, 2, 3, 4 & 5), a high straight (2, 3, 4, 5 & 6), four of a kind and five of a kind, which is called a Giant Killer. A tie is broken by the size of the number. For example a pair of sixes beats a pair of fives. In the case of no matching dice and no straight OR identical sets (pair, three of a kind, etc), the highest die wins or in the case of sets of matching numbers, the highest non-matching number determines a winner. If the first die is tied, move to the second die, then the third and so on. In the case of a tie with identical rolls, re-roll the dice.

After a game or two, Salvos will be more willing to co-operate. If Salvos wins, he will want to play more. He will try and convince the players that they were just unlucky and that next time the dice will turn out better. If the players win, Salvos will push to play again. A Sense Motive check (DC 10) on Salvos will reveal he is desperate to win money. He seems nervous and a bit scared. He isn't concealing it very well at all. At no time does Salvos cheat at the game. A DM wishing to pass this info along may forgo a check altogether.

After a few games or several minutes of discussion, Salvos will reveal his situation to players. If the players ask about his losses, he will confide and ask for help from the players. Salvos owes 50 gp and if he doesn't pay by tonight it will double. He only has a few gold left and time is running short. If the players could lend him some money he would be eternally grateful.

Reaver Arrives

After the players have had a chance to remove Salvos from the bar, Reaver and his men will arrive to collect their coin. Read the following to the players:

A tall well-dressed man with shaggy black hair moves into the bar, flanked by two larger men who appear to be looking for trouble should anyone want to start it. The three block the front door and the dark haired man slowly moves his eyes across the bar. You notice Salvos move his eyes towards the floor just as the man locks his gaze on the satyr.

"Hello Salvos. You weren't thinking of leaving were you?"

"Hi Reaver" stutters Salvos, "you're early"

Reaver has come to collect his 50 gp. If Salvos doesn't have it, he will double the

amount and instruct Salvos to come with him and his boys. After all, if he can't pay off his debt then Reaver will find a way for him to work it off.

At this point the players can attempt to speak with Reaver. They need to pay him the 50 gp that Salvos owes and Reaver will call it even. Of course if the players give Reaver any reason to have his boys attack the players, he will take it. If Reaver can get the money from the players and slip out of the bar first then he will take that opportunity.

If the players offend Reaver (and he's easily offended), can't pay the debt or just want to fight Reaver then a bar brawl breaks out. Reaver's two goons, Pugg and Tom, move into put the hurt on the players but only use subdual damage. Pugg will attempt to grapple the biggest character that is within reach. Tom will engage in the barroom brawl but won't hesitate to draw his heavy flail and begin disarming any character foolish enough to draw a weapon. Reaver will attempt to flee. Salvos will cower under a table and will provide no help at all. If the players come after Reaver he will try and defend himself while attempting to escape. (See Judge's Aid #4: Map of the Bottomless Inn)

If the players begin using actual weapons, then Pugg and Tom will use lethal force. Pugg's Improved Unarmed Strike feat could be really tough on the players. Feel free to not use Pugg's attacks of opportunity if the PC's are having a rough time. If things are going bad for the players, the town guard will show up to break up the fight. If the players had a previous run in with the town guard and it didn't go well, then they will be hauled in by the town guard and questioned. They will be released in the nick of time as Dalien will come down and bail them out. Bail is 5 gp per character. This will come out of their end reward.

Players may wish to run past Reaver and his men. If this is the case, Pugg and Tom will give chase but are not running fit. They will give chase for a few blocks. Players making a Survival check (DC 10) will be able to lose the two down an alleyway quickly. If no one can make the roll, Salvos will eventually point the players down a side alley to hide. Make the chase and hiding dramatic by letting the players know that the two goons are hot on their heels. Roll dice for the men but roll behind your screen so the players don't know what you rolled. But

unless the players turn and fight, or are carrying a lot of weight, they should get away.

Creatures: (EL 3)

Pugg and Tom: hp 12, 11; see *Appendix 1*.

Reaver: hp 12; see *Appendix 1*.

Salvos: hp 23; see *Appendix 1*.

ENCOUNTER 6: A WOOING WE WILL GO

NOTE: The players may be hurt badly if the previous combat didn't go well and their resources (spells, etc) expended. If they aren't aware of the several temples around town from the Leukish handout, now might be a good time for Dalien to mention to the players that they see a priest to tend to their wounds. For this adventure, players may get 1st level spells cast for 10 gp each and 2nd level spells cast for 60 gp each. It is in the player's best interest they be fully healed for the final combat. It is no longer non-lethal damage.

NOTE: the players may have time to rest before going to this encounter. Dalien will be at the Schrie manor at 8 am the next morning and this is the last chance for him to try and convince Talia to leave with him. If they go later than this, Talia will be gone. Thus, they can rest any time during the proceeding day. They cannot rest outside the Schrie manor, but they can find an inn nearby that is suitable for adventurer's standard, leaving them 5 minutes away from the Schrie manor.

After the players have gathered (or not gathered) the potential items, Dalien will need to hurry to the Schrie Manor to catch Talia while she is still home. Dalien will set up under Talia's window quietly then throw rocks at her window to get her to come forth to be wooed by him. The surrounding bushes are more than ample enough to hide the party should they wish to be there to help Dalien or just make sure he is protected from angry fathers. Talia's room has a balcony that is located on the side of the house nearest the carriage house. (See Judge's Aid #5: Map of Schrie Manor for more details)

Of course getting on to the estate could prove difficult. A wall surrounds the manor and can not be scaled without a Climb check (DC 25). Of course a grappling hook and rope will reduce that check to zero. There are two guards at the front gate. Occasionally, one of the

guards will perform a patrol of the grounds as part of their duties but generally aren't too attentive. This is a good time for players to attempt to overpower the remaining guard then KO the other guard as he comes back from guard duty. If the players just KO the one guard and hide the body, the other guard won't sound the alarm right away thinking there has been a shift change. If the players don't hide the body then the alarm is sounded right away. If this is the case, the players will have to hide and wait for things to die down before attempting to make their move. An hour is a safe amount of waiting time.

If players are having too easy a time, a DM might make things tense by having the guards come by to check the area out. The players should hide to avoid being spotted. Dalien will encourage this of course. Simple Hide checks (DC 5) should work (due to darkness, cover, etc), but don't let the players know that. Keep them on their toes. There is always the chance the players may get caught but it is slight. If they do get caught, allow them to get away. The guard won't sound any alarms if the players slink away into the darkness. Fighting should be a last resort. The players should know that. If a fight breaks out now, the entire place will be on guard and the players (at this level) will most likely never get in to see Talia. Schrie will double the number of guard on patrol. If the players get caught and fight, then there is a good chance that the players will be captured or killed. Give the players a chance to surrender first. If they don't, then carve them a new pie hole.

Dalien's plan is to enter the estate and get Talia's attention. Once she comes out on the balcony, he will have Salvos play music while he reads aloud the poem. After he is done, he will scale the trellis and hand Talia the Dragon Lily. This plan will change according to what the players were able to recover. Whatever happens, Dalien will insist on entering the Schrie estate to meet with Talia, not performing the entire scene from the top of the wall protecting the grounds.

Once in, Dalien will need to make a Diplomacy roll (DC 20) to change Talia's attitude from Friendly to Helpful. For every item the players have gotten (or fixed in the case of the poem), add a +4 to the roll. Players may attempt to assist Dalien in his attempt to win over Talia but anyone failing to properly assist

will incur a -2 penalty to the roll as Talia sees these failed attempts as clumsy and unattractive. Feel free to let the players know that there will be ramifications to failed Diplomacy attempts. After all, Dalien won't want the players to bumble around stealing his spotlight. Talia is his girl. Dalien has a +4 to his Diplomacy checks. If the players got the Dragon Lily, corrected the poem and recovered Salvos the roll will be at +16. Don't roll a 1! Good Luck!

ENCOUNTER 7: FAMILY FEUD

Read the following to the players once they have finished their attempt to win Talia over:

As the final chords of accompanying music fade to the winds, a voice cuts through the night. Footsteps and shouting sound through the darkness with a familiar voice ringing above it all.

"I thought I told you to be gone half breed." The angry face of Gordon Schrie blazes in the moonlight. "Now I'll see that you never bother me or my daughter again!"

Four armed men advance menacingly towards Dalien.

Dalien's attempt to win over Talia alerted Talia's father Gordon, who rounded up some men and is about to put a stop to this once and for all! If any of the men escaped or were arrested, they are now part of the four men attacking the players. Use Judge's Aid #5: Map of Schrie Manor for terrain placement and layout for combat. Gordon will not become involved in combat in any way. He will keep a fair distance back and will have a readied action to disarm anyone who attempts to attack him. If forced into combat, he will attempt to disarm a player then deal with him ruthlessly. The four men under Gordon Schrie's direction will move to engage the players and will gang up on any player attempting to engage Schrie in combat. Otherwise, they will use sound combat tactics (like flanking, grappling wizards, etc) to take out more troublesome players. If the players surrender, the guards will stop fighting and apprehend the players but only after they have thrown down their weapons.

At the beginning of the fifth round, Talia will appear on the scene to stop combat. The

players have four rounds of lethal combat in the meantime. Keeping track of rounds is important at this point as it could mean the difference between life and death.

Dalien will hang back waiting for his love to come down to meet him. He will not want to leave without her. He will only jump in to combat if the players are being soundly thrashed.

Creatures: (EL 3)

Gordon Schrie: hp 35; see *Appendix 1*.

Schrie Guards (4): hp 10 each; see *Appendix 1*.

CONCLUSION

At the beginning of round five or if combat ends sooner, Talia will come racing onto the scene. Read the following to the players:

"Stop this! Stop this at once!" Talia screams as she races out of the house.

Depending on the result of Dalien's Diplomacy check, Talia will act one of two ways. If Dalien persuaded Talia to come with him, read Ending A. If Dalien failed in winning Talia back, read Ending B. Of course, killing Gordon Schrie means Ending C.

CONCLUSION A

Staring at her father, Talia defiantly moves to Dalien's side and takes his hand.

"You don't control me, father. I am free to love who I want and my heart has chosen Dalien."

"If you leave with him, Talia, you will be disowned from the Schrie and will receive no money or aid from me or anyone else in this family." Gordon Schrie roars, his face red with anger.

"I don't care father. I would rather be happy with love than miserable with money." Talia replies.

Talia turns to the beaming eyes of Dalien and the two embrace in a long, loving kiss as Gordon Schrie turns and stalks off into his house. Before he goes, he looks at your group and states angrily "I know your faces

now heroes. Should I see them again, I will make a point of returning the grief you have brought upon my house."

The players are now free to leave the Schrie grounds and should do so immediately before Gordon Schrie changes his mind and send the guards after them.

Eventually the players will be tracked down and given a package with a note attached to it. It reads:

Thank you for your help. Talia and I are eternally gratefully and wish to give you this as a token of our appreciation. I hope you will help you meet someone that inspires you to write beautiful poetry like I did. We plan to be wed in the coming year. When the arrangements are made, I hope you will attend.

Inside the package are 50 gp as well as a notebook and quill for each player. Each book is gold embossed with the player character's name on the cover.

CONCLUSION B

Staring at her father, Talia turns to Dalien.

"I love you Dalien but we can never be. We come from two different worlds and I do not see how those worlds can become one. Please go now before anyone else gets hurt."

Dalien turns defeated as Talia moves to her father's side.

"Leave now adventurers. My daughter has spoken." commands Gordon Schrie as several more armed guards move to usher you all to the manor gate. Gordon Schrie watches you with a predatory grin, holding his daughter tight to his side.

Dalien will now leave the grounds and tomorrow catch the first boat to Radigast City in the County of Urnst completely heartbroken. The players should now leave and not come back. Any attempts to attack or kidnap Talia will be met with overwhelming force on the part of Schrie and his men. The full compliment of guards will arrive next round and will fight to the death. Any player who survives and doesn't escape will be thrown in jail for 52 TUs.

CONCLUSION C

Staring at you all, tears flowing from her eyes, Talia turns to Dalien with an accusing glare.

"You brought them here and they killed my father! What once I thought was love now turns to cold hate. Leave now or suffer my reprisal."

Talia turns and enters the house while more guards rush around the corners to cover her exit. As you turn to Dalien, his face crumples and he turns away from you to run into the darkness. There is no happiness in careless death.

The players have killed a noble and if they do not exit immediately, they will be arrested and thrown in jail. Give the players a chance to leave. If they haven't left in the next few rounds, the city guard arrives and arrests them. They will be thrown in jail for a lifetime's worth of hard labor.

EXPERIENCE POINT SUMMARY

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

Encounter 1

Save Dalien via combat or diplomacy

90xp

Encounter 3

Defeating Twig Blights

60xp

Encounter 5

Dealing with Salvos' Reaver problem

90xp

Encounter 7

Defeating Schrie's Guards

90xp

Successfully uniting Dalien with Talia

60xp

Discretionary roleplaying award

0 – 60 xp

Total possible experience

450xp

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 (sell value)

Encounter 1

If the PCs take any of the equipment from the thugs, they are thrown in jail for stealing from the nobility. This takes 2 TU, but they will not get caught until after the adventure is over. Any PC with the Legitimate Child or Adopted Child background will only be fined 50 gold Dukes. If they can make a DC 15 Diplomacy check, they will be let out without paying.

L: 0 C: 30 gp M: 0

Encounter 2

Payment for helping

L: 0 C: 150 gp M: 0

Encounter 3

(Book Value Listed. Divide in half and subtract from total gold if used/not recovered)

L: 140 gp C: 50 gp M: 2275 gp total, *Potion of Invisibility* (50 gp), *Potion of Spiderclimb* (50 gp), *Potion of Lesser Restoration* (50 gp), *Potion of Cure Light Wounds* (8 gp), +1 studded leather armor (195 gp).

Encounter 7

Payment Bonus for uniting lovers

L: 0 C: 50 gp M: 0

Adventure Maximums

400 gp (AR MAX 400).

Appendix 1: NPC Stats

Encounter 1

Dalien Silverhand: Male Half Elf Ftr 1; CR 1; Medium humanoid (Half Elf); HD 1d10+2; hp 12; Init +6; Spd 30 ft; AC 14 (+2 Dex, +2 armor), touch 12, flatfooted 12; Base Atk +1; Grp +2; Atk +2 melee (1d6+1, 18-20/x2, rapier); SA none; SQ half-elf traits (pg.18 PH); AL CG; SV Fort +4, Ref +2, Will 0; Str.12, Dex.14, Con.14, Int.10, Wis.10, Cha.14;

Skills and Feats: Climb +5, Diplomacy +4; Improved Initiative, Quick Draw;

Possessions: Leather armor, rapier, dagger

Schrie Guards: male human War1; CR ½; medium humanoid (Suel human); HD 1d8+2; hp 10; Init +1; Spd 30 ft; AC 15 (+1 Dex, +4 armor), touch 11, flatfooted 14; Base Atk +1; Grp +3; Atk +3 melee (1d8+2, 19-20/x2, long sword) or +3 melee (1d6+2, sap); AL LN; SV Fort +4, Ref +1, Will +1; Str.14, Dex.12, Con.14, Int.10, Wis.12, Cha.10;

Skills and Feats: Climb +4, Intimidate +4, Jump +4; Power Attack, Quick Draw.

Possessions: Chain shirt, long sword, dagger, sap

Encounter 5

Pugg: male human Ftr1; CR 1; medium humanoid (Flan mix human); HD 1d10+2; hp 12; Init +2; Spd 30 ft; AC 15 (+2 Dex, +3 studded leather), touch 12, flatfooted 13; Base Atk +1; Grp +8; Atk +4 melee (1d3+3, fist) or +3 melee (1d6+3, club); AL LN; SV Fort +4, Ref +2, Will -1; Str.16, Dex.14, Con.14, Int.8, Wis.9, Cha.10;

Skills and Feats: Intimidate +4, Swim +5; Improved Unarmed Strike, Improved Grapple, Power Attack.

Possessions: Studded Leather armor, club, dagger

Tom: male human Ftr2; CR 2; medium humanoid (Flan mix human); HD 2d10+2; hp 18; Init +6; Spd 30 ft; AC 15 (+2 Dex, +3 studded leather), touch 12, flatfooted 13; Base Atk +2; Grp +4; Atk +4 melee (1d10+2, 19-20/x2, heavy flail) or +4 melee (1d6+2, 18-20/x2, rapier); AL LN; SV Fort +4, Ref +2, Will -1; Str.14, Dex.14, Con.12, Int.14, Wis.9, Cha.10;

Skills and Feats: Intimidate +5, Ride +7; Combat Expertise, Improved Disarm, Improved Initiative, Improved Trip.

Possessions: Studded Leather armor, heavy flail, rapier, dagger

Reaver: male human Rog3; CR 3; medium humanoid (Oeridian human); HD 3d6+6; hp 20; Init +3; Spd 30 ft; AC 17 (+3 Dex, +3 studded leather, +1 deflection), touch 14, flatfooted 14; Base Atk +2; Grp +3; Atk +5 melee (1d6+1, 18-20/x2, rapier) or +5 ranged (1d8, 19-20/x2, light crossbow); SA 2d6 sneak attack; SQ trap finding, evasion, trap sense +1; AL LE; SV Fort +3, Ref +6, Will +0; Str.12, Dex.16, Con.14, Int.14, Wis.8, Cha.10;

Skills and Feats: Appraise +8, Balance +8, Bluff +6, Climb +6, Diplomacy +8, Escape Artist +8, Gather Info +6, Hide +8, Open Lock +9, Search +8, Sleight of Hand +10; Point Blank Shot, Precise Shot, Weapon Finesse.

Possessions: Studded Leather armor, rapier, sap, light crossbow, 20 bolts, +1 ring of protection, potion of invisibility

Salvos: male Satyr Brd1; CR 3; medium Fey; HD 5d6+1d6+12; hp 38; Init +2; Spd 40 ft; AC 16 (+2 Dex, +4 natural armor), touch 12, flatfooted 14; Base Atk +2; Grp +2; Atk +2 melee (1d6, headbutt) or +3 ranged (1d6, x3, short bow); Full Atk: +2 melee (1d6, headbutt) and -3 melee (1d4, 19-20/x2, dagger); or +3 ranged (1d6, x3, short bow); SA spells; SQ damage reduction 5/cold iron, low-light vision, Bardic music, Bardic knowledge, countersong, inspire courage; AL CN; SV Fort +3, Ref +8, Will +8; Str.10, Dex.15, Con.14, Int.14, Wis.15, Cha.15;

Skills and Feats: Bluff +13, Diplomacy +5, Disguise +3(+5 acting), Hide +17, Intimidate +5, Knowledge(nature) +11, Listen +18, Move Silently +17, Perform(wind instrument) +13, Spot +15, Survival +3(+5 above ground); Alertness, Dodge, Mobility, Run.

Possessions: dagger, short bow, 10 arrows
Bard Spells Known (2; Save DC 11 + spell level): 0 – Dancing Lights, Ghost Sounds, Light, Lullaby

Encounter 7

Gordon Schrie: Male Human Ari2/Exp4; CR 6; Medium humanoid (Suel Human); HD

2d8+4d6+6; hp 35; Init +2; Spd 30 ft; AC 18 (+2 Dex, +5 chain shirt, +1 deflection), touch 13, flatfooted 16; Base Atk +4; Grp +6; Atk +7 melee (1d6+3, 18-20/x2, +1 rapier); AL LN; SV Fort +2, Ref +3, Will +9; Str.14, Dex.14, Con.12, Int.13, Wis.14, Cha.12;

Skills and Feats: Appraise +9, Bluff +10, Diplomacy +10, Gather Info +10, Knowledge(nobility) +10, Listen +10, Profession(shipmaking) +8, Swim +8; Combat Expertise, Combat Reflexes, Improve Disarm, Quick Draw;

Possessions: +1 Chain shirt, +1 rapier, dagger x2, +1 ring of protection

Schrie Guards: male human War1; CR ½; medium humanoid (Suel human); HD 1d8+2; hp 10; Init +1; Spd 30 ft; AC 15 (+1 Dex, +4 armor), touch 11, flatfooted 14; Base Atk +1; Grp +3; Atk +3 melee (1d8+2, 19-20/x2, long sword) or +3 melee (1d6+2, sap); AL LN; SV Fort +4, Ref +1, Will +1; Str.14, Dex.12, Con.14, Int.10, Wis.12, Cha.10;

Skills and Feats: Climb +4, Intimidate +4, Jump +4; Power Attack, Quick Draw.

Possessions: Chain shirt, long sword, dagger, sap

Appendix 2: Twig Blight

(From Monster Manual 2, page 197 updated for 3.5)

Small Plant

Hit Dice: 1d8+1 (5 hp)

Initiative: +1

Speed: 20 ft.

AC: 15 (+1 size, +1 Dex, +3 natural), touch 12, flat-footed 14

Attacks: 2 claws +0 melee

Damage: claws 1d3-1 plus poison

Face/Reach: 5 ft./5 ft.

Special Attacks: Poison

Special Qualities: Damage Reduction 5/slashing or bludgeoning, Plant traits

Saves: Fort +3, Ref +1, Will +0

Abilities: Str.8, Dex.13, Con.12, Int.5, Wis.11, Cha.4

Skills: Hide +8, Listen +1, Move Silently +4, Spot +1

Feats: Stealthy

Climate/Terrain: Any temperate land and underground

Organization: Solitary

Challenge Rating: 1/3

Treasure: None

Alignment: Always Chaotic Evil

Advancement: 2-3 HD (Small)

Level Adjustment: +2

Twig blights are tree-like creatures of evil disposition. They can root themselves in normal soil and draw nutrients like normal plants, and they look much like woody shrubs in this mode. But these monsters have a special taste for blood, and they greatly prefer that to making food through photosynthesis. Indeed, a twig blight that lives underground must subsist on blood, since it gets no sunlight.

A twig blight normally stands about 3 ½ feet tall. Its leafless branches interlock to create a humanoid shape.

Sages believe that the first twig blights grew from seeds of the Gulthias Tree, which sprouted from a wooden stake used to slay an ancient vampire. Instead of producing fruit, twig blights reproduce through their root systems, like aspen trees.

Twig blights speak Sylvan.

Combat

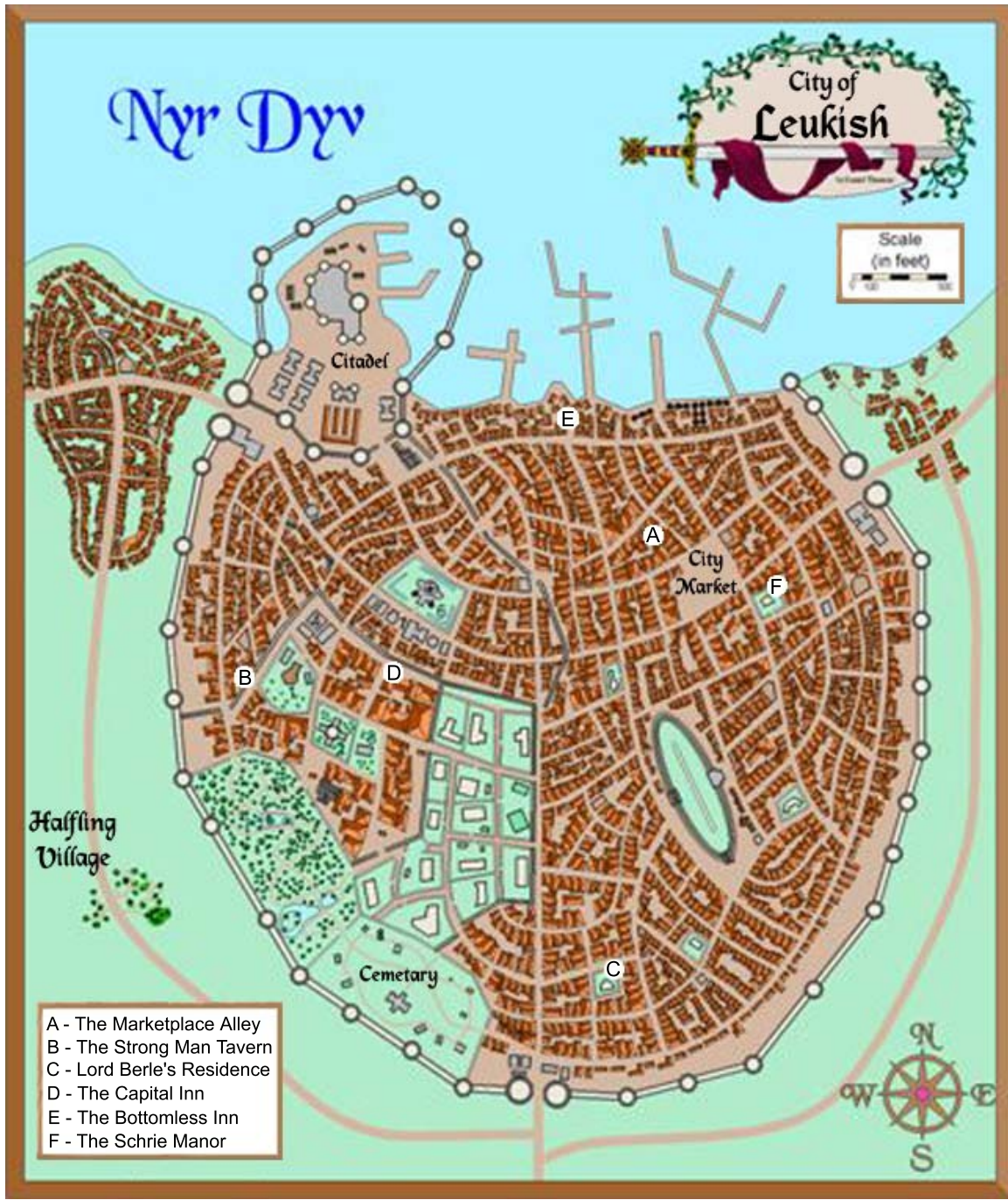
Twig blights usually huddle together in a group, trying to blend in with an area's natural vegetation (or with piles of debris or firewood) until suitable prey comes along. They particularly enjoy lurking near campsites or waterholes, where they can often catch prey unaware.

Poison (Ex): A twig blight delivers its poison (Fortitude save DC 11) with each successful claw attack. The initial damage is 1 point of Strength damage; there is no secondary damage.

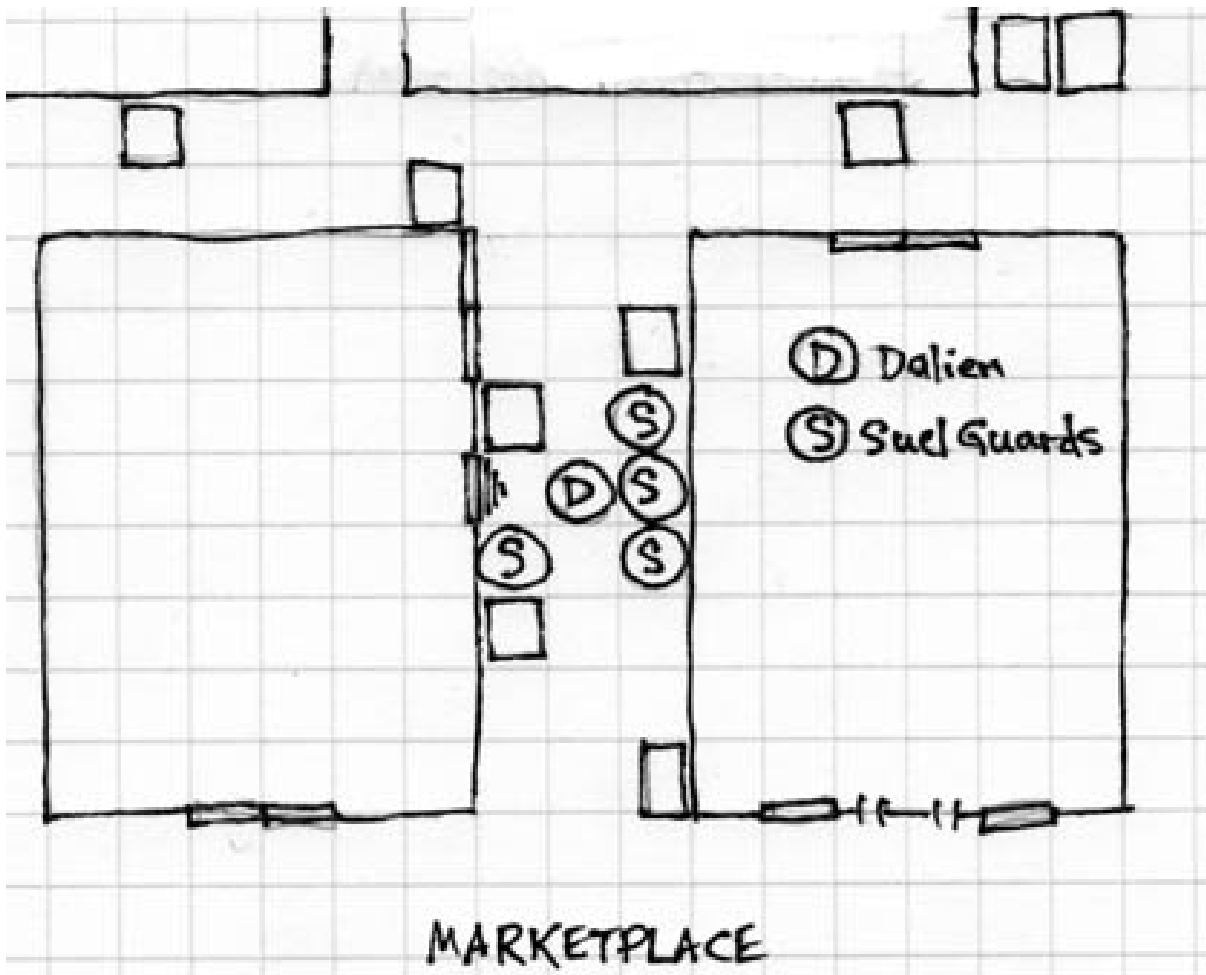
Plant Traits (Ex): A twig blight is immune to poison, sleep, paralysis, stunning, and polymorphing. It is not subject to critical hits or mind-affecting effects. The creature also has low-light vision.

Skills and Feats: A twig blight gains skills and feats as a plant.

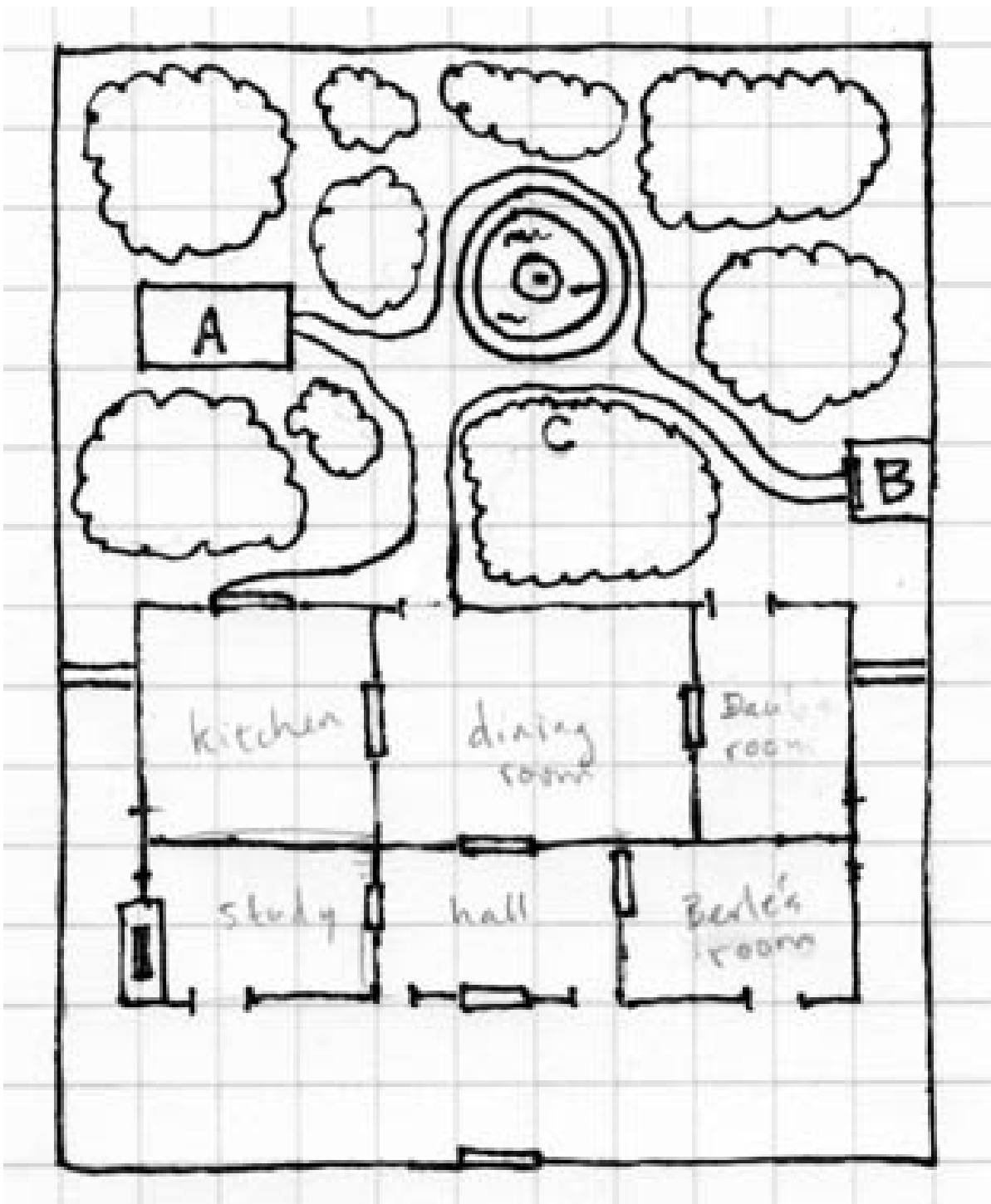
Judge Aid #1: Map of Leukish



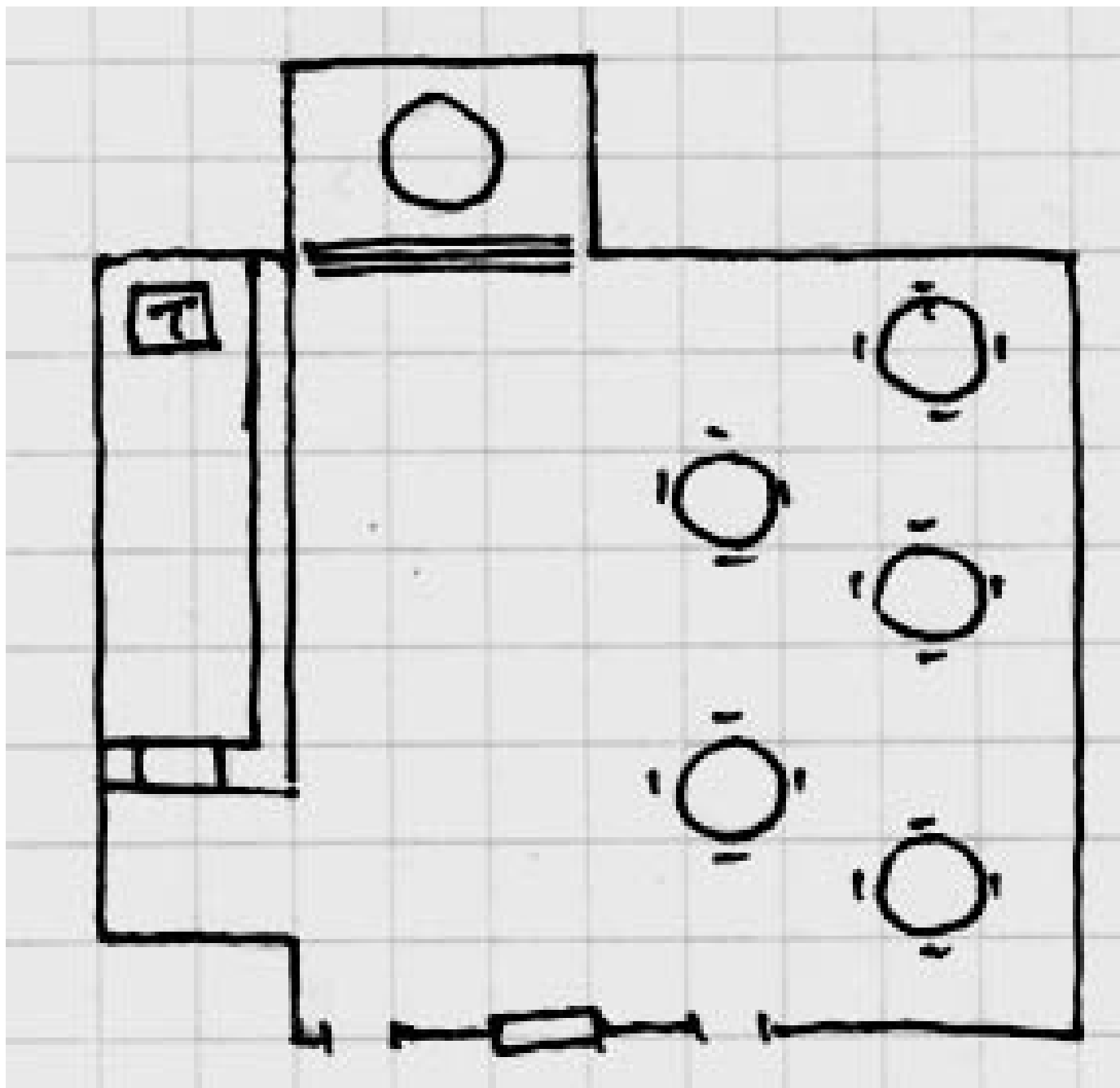
Judge Aid #2: Map of the Market Alley



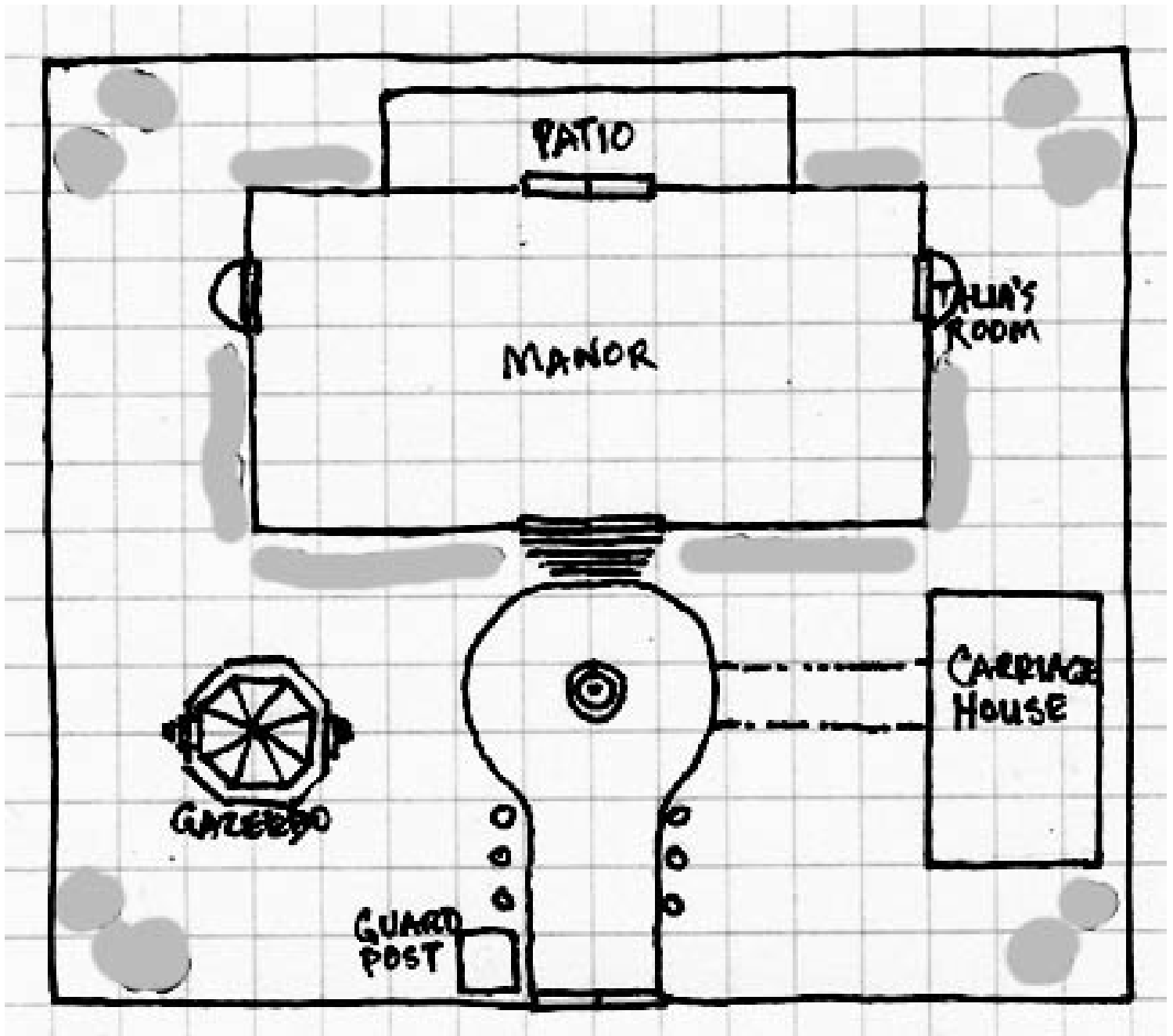
Judge Aid #3: Map of Lord Berle's Residence



Judge Aid #4: Map of the Bottomless Inn



Judges Aid #5: Map of Schrie Manor



Player Handout 1: Leukish

Leukish is the capital of the Duchy of Urnst and its largest city with a population of over 26,000 (approx. 19,000 human, 2,500 dwarf, 2,500 gnome & 2,000 halfling). The majority of the human populous is Suel. Leukish is also the home of the largest gathering of Renee barge folk in the Duchy. The Renee do not like the favoritism the Suel show towards other Suel and the merchant class. The majority of Leukish looks unfavorably upon the Renee.

In 200 CY, Leukish was formed as a trading post along the Nyr Dyv by the mouth of the Lower Lukala River. It was to accommodate trade between Furyondy and Nyronde. In 237 CY, the capital of the Duchy of Urnst moved from Seltaren to Leukish. Since that time, Leukish has become the seat of political power in the Duchy. It is here that His Most Lordly Grace Karll Lorinar, the Duke of Urnst, Warden of the Abbor-Alz, at the suggestion of the Honorable Chamber, decrees the laws for the Duchy. Mayor-Governor Lady Annora Mirathol, a noble from a minor house with ties to House Lorinar, runs the city of Leukish. Lady Mirathol is in her forties, iron-gray hair, short, stout, but still physically fit. Lady Mirathol still maintains her training from her days as an officer in the Ducal Guard. Duke Karll appointed Annora Mirathol to the post after the previous Mayor-Governor Hadric was imprisoned for life on charges of corruption.

Located on the Nyr Dyv, Leukish has also become a great port city, handling tones of cargo that is to be shipped to most foreign lands throughout Oerth. As a result, Leukish's main source of income comes from selling and shipping foodstuffs, metals and gems brought in from other parts of the Duchy. Leukish also builds ships, and has naval docking facilities. It usually builds galleys, merchant ships and barges, and occasionally warships. Leukish people also earn a living fishing. This is reflected in the diet of the average Leukishite. Fish, shrimp and fresh water crab are all common meals.

Leukish is not only a home of the navy, with 1,500 men on naval patrol duty but it is also home to the ground force of the Duchy (the cavalry is located in Seltaren) that Duke Karll uses to protect Duchy borders. Over 2,000 soldiers and marines defend and patrol Leukish and its streets. This may account for the lack of organized thieves guild in the city. While thievery is a common crime, there is no organized force behind it. Bribery, once a common crime, has become less commonplace since the removal of former Mayor-Governor Hadric. Duke Karll has made it a point to weed out corruption in the government and has largely been successful in doing so. Rumor has it that he has formed a secret police to track and monitor such activities in the city.

Anyone caught committing a crime will be incarcerated at the jail (a large castle) 15 miles south of the city until such time as the busy court system can try the offender. Mostly poorer common folk see trial as richer and well-connected offenders (ie. nobles or wealthy Suel) simply bribe their way to freedom. However, violent crimes are severely looked down upon and difficult to bribe out of.

Standard Punishments for Common Offenses:

- bribing an official or city employee: 2 weeks per offence (2 TU per offence)
- illegal access to restricted city property: 2 weeks (2 TU) or 200 gp fine
- assaulting (threatening) a city employee or official: 1 month per offence (4 TU per offence)
- battery (attacking) a city employee or official: 2 months per offence (8 TU per offence)
- assaulting member of ducal guard: 5 months per offence (20 TU per offence)
- battery of ducal guard: 10 months per offence (40 TU per offence)
- attempted murder: life imprisonment at hard labor
- murder: death by magic.
- minor theft (100 gp or less): two weeks per offence (2 TU per offence)
- major theft (101 gp or more): 6 months per offence (26 TU per offence)

The buildings of Leukish all seemed tall and narrow, with pointy arches and square towers. Columns and pillars are everywhere and roofs and towers steeply peaked. There are several unique areas to Leukish including the docks, the government section (which houses the honorable chamber), the temple section and the famed Leukish gardens which are now restricted access. A pass, purchased at the government building (10 gp per person or a group rate of 30 gp for parties of 4 or more), will allow visitors to view the spectacular flora from the hours of dawn till dusk.

Leukish also sports a government funded hospital for the poor, run mainly by non-clerics as well as an alchemist. And what capital city would be complete without entertainment? A racing arena provides entertainment, up to 5000 spectators. Each Freeday, 12 races involving 8 horses each are held. Betting on one horse per race is allowed with magical wards in place to prevent cheating, magic or otherwise.

Of note, the old temple section of Leukish is receiving new life with the dust of the Temple Coalition Revolt beginning to settle. Most Suel deities as well as some of the more popular Duchy religions are represented here. Parishioners of Lendor, Kord, Lydia, Wee Jas, Norebo, Osprem & Xerbo, Phaulkon, Phyton, Ehlonna, St. Cuthbert, Pelor and Myhriss will all find major places of worship, though only those gods in the Seul Pantheon will be located in the temple section of the city.