

URD5-I02 MM-B1

Extreme Makeover

A One-Round D&D LIVING GREYHAWK[®] Duchy of Urnst Regional Mini-Mission

Version 1.1

Round 1 by Ian Seale

Hope. So precious, yet so fragile. When hope is extinguished, sometimes it takes a hero to rekindle it. A mini-mission well suited for those with silver tongues and kind hearts. For APL's 2-12.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Adventure Background

Lady Leara Tarnel is in need of an extreme makeover. Leara is a shy bookworm with a passion for military history. She also has a crush on Lord Ellis. When Leara learned that Lord Ellis was to attend the Coriner gala, she screwed up enough courage to try and meet him. Unfortunately, her party dress and jewelry were stolen earlier today. House Tarnel does not have an estate in Leukish, so Leara is forced to buy what she needs in Leukish.

Lady Nali Saevil wants Lord Ellis's power and influence. She is a gold digger with friends in low places. Nali is more than happy to crush a potential rival for Lord Ellis' affections. She has the money and connections to make things difficult for anyone who crosses her.

Murthok Koraris is the finest tailor available in Leukish. As a result, Murthok has been chronically overworked, especially with the Coriner gala coming up.

Marilaen is a dressmaker in Leukish. She was commissioned to create a fancy dress by a mysterious female client. For reasons unknown, the client failed to collect the dress. Now Marilaen is stuck with a dress that she cannot sell.

Oron Vulfas is a jeweler working for House Saevil. He has been instructed by Nali to charge outrageous prices for his goods until after the gala. Being a greedy man, Oron was happy to comply.

Faerdal Glittereye is a gnomish jeweler working for House Burlondin. Due to the prejudice against non-Suel, business has been slow. Faerdal would offer master work jewelry at a discount to someone who would wear it to the gala.

Many of the city watch have been transferred from their usual duties to provide additional security for the Coriner gala. A band of street thugs grows bold with the opportunity.

Adventure Summary

The PCs meet Leara Tarnel at Murthok's tailor shop. Leara's hopes of attending the Coriner gala are crushed by Lady Nali Saevil. The PCs improve Leara's state of mind. Leara needs a fancy dress and some jewelry. The PCs acquire a dress for Leara (likely from Marilaen). The PCs acquire some jewelry for Leara (likely from

Faerdal or Oron). (Optional Encounter) While the PCs are taking care of these tasks, they may encounter a gang of street thugs.

Preparation for Play

Leara Tarnel is fascinated by military battles in general and the exploits of Lord Ellis Lorinar in particular. She will be particularly interested in PCs who have played any of the following scenarios:

- URD1-09 On the Rocks
- URD2-08 Freedom's Price
- URD3-01 Stoneheart
- URD3-05 Plague of Rage
- URD4-04 Water Stilled
- URD4-05 Shaken Not Stirred
- URD4-09 Lucky's Bane

Or any of the following interactives:

- Siege of the Vale
- Assault on the Iron Citadel
- URD5-102 Amongst the Hills

Introduction

Read or paraphrase the following:

Leukish is positively alive with activity. And not surprising, what with the Coriner Gala just a few hours away. Servants scurry to and fro with last minute errands. Nobles rush home to their estates in order to properly prepare themselves. There is a nervous tension in the air, and rightly so, for it is at the Coriner Gala that status can be gained and just as easily lost.

Ask the PCs why they would need the services of a tailor. One possibility would be to acquire proper clothing for the gala. If nothing else, some minor damage to the PCs fancy clothing needs to be repaired.

Encounter One: A Stitch in Time

Read or paraphrase the following:

The sign outside of the store declares “Koraris’ Fine Tailoring – Established CY 515”. It is a large, well maintained building. A noble carriage bearing the symbol of a golden hand sits parked outside. A bored looking coachman, wearing a red and blue uniform, sits atop the carriage.

Solan: Male Suel Commoner 5 (Profession (Coachman) +8, Handle Animal +8, see *DMG*, page 108).

Solan is waiting for his employer, the Lady Nali Saevil. He is happy to talk to the PCs, but knows nothing of importance.

A Knowledge: Nobility, Knowledge: Local or Bardic Knowledge check reveals the following:

- DC 10 – House Saevil is a major noble house. Their symbol is a golden hand and their house colors are red, blue and gold.
- DC 15 – House Saevil is a wealthy house, famous for its jewelry.
- DC 20 – House Saevil used to be a merchant house and bought their way into nobility in CY 589.
- DC 30 – Lady Nali Saevil is an influential socialite who attends all the right social gatherings. People who earn her disfavor learn to regret it.

When the PCs decide to enter the store, read or paraphrase the following:

As you enter the tailor shop, a small bell rings on the door. A Suel man pokes his head into the room from behind a curtained door and says, “Welcome to Koraris’ Fine Tailoring. I will be with you in just a few minutes.” With that, he disappears behind the curtain.

A quick survey of the store reveals that it is clean with simple, elegant furnishings. Four curtained doorways exit from this room. Bolts of fine cloth hang from rods attached to the walls. A number of tall mirrors are strategically located throughout the room. Twenty mannequins are arranged in a circle around the center of the room. Fancy clothing hangs from a few of the mannequins, but most are naked. Business must certainly be brisk.

A ring from the bell draws your attention to a young Suel woman entering the tailor shop. She wears a brown and grey traveler’s outfit over a fine chain shirt. A master quality rapier

hangs at her left side and a leather satchel from her right. Her cheekbones have a light dusting of freckles and her eyes are a pale violet color. Her blonde hair, tinted with a hint of red, is tied behind her head in a tight bun.

The woman notices your attention and smiles shyly at you. After a moment, her expression brightens and her smile broadens. She asks excitedly, “By chance, were you involved in the Siege upon the Vale?”

Lady Leara Tarnel: Female Suel Aristocrat 5 (see *Appendix One*).

Leara will introduce herself as Leara Tarnel (she leaves off the appellation “Lady”). A Spot check, DC 10, will reveal that Leara wears a signet ring bearing a red sword pointing downwards.

The PCs can make a Knowledge: Nobility, Knowledge: Local or Bardic Knowledge check:

- DC 10 – House Tarnel is a minor noble house. Their symbol is a red sword pointing downwards and their house colors are red and silver.
- DC 15 – House Tarnel is an honorable house, known for its skilled warriors.
- DC 20 – Some members of House Tarnel venerate Pelor and Meyehaine rather than the Suel Pantheon.
- DC 30 – Leara Tarnel is a wallflower who only attends major social gatherings. She spends more time with books than with people.

Leara will ask the names of each of the PCs in turn. Leara is fascinated by military battles in general and the exploits of Lord Ellis Lorinar in particular. PCs who have played in certain scenarios (see *Preparation for Play*) will capture Leara’s interest. Leara will ask a lot of questions about these events and listen intently to the PCs responses. A Sense Motive check, DC 10, will reveal that Leara is very interested in Lord Ellis Lorinar. A DC 15 check will reveal that Leara has a crush on Lord Ellis.

After the PCs have spent a few minutes talking with Leara, read or paraphrase the following:

An older, balding Sueloise man emerges from behind the curtain. He wears an immaculate, perfectly tailored, courtier’s outfit. The scissors in his pocket and the pins stuck in his lapel hint that he is indeed the tailor. He quickly strides across the room towards your

group. Slightly out of breath, he says, “Sorry for the delay... I am Murthok Koraris. How may I assist you?”

Murthok Koraris: Male Suel Expert 8 (Profession (Tailor) +11, Craft (Clothing) +11, see DMG, page 109).

Murthok will help the PCs to the best of his ability. He is too tired to be snobby about the PCs race or state of dress. He just wants to get his work done so that he can get some well-earned rest. A Spot check, DC 10, will reveal that Murthok’s eyes are puffy with not enough sleep. A Sense Motive Check, DC 10, will reveal that Murthok is more than a little stressed out, despite his professional demeanor.

Murthok has enough Courtiers’ Outfits for each of the PCs (both genders). He has two Male Noble’s Outfits and a single Female Noble’s outfit.

If the PCs insist that Murthok help Leara before them, Leara will defer, stating that the PCs were there first.

When Murthok begins to help Leara or the PCs are about to leave the store or one of the PCs is about to buy the Female Noble’s Outfit, begin Encounter Two.

Encounter Two: Hope Extinguished

Read or paraphrase the following:

The curtain that Murthok emerged from suddenly slides back. A pair of Suel women, with athletic builds, enters the room. They are wearing red and blue uniforms over chain shirts. Each has a buckler on their left arm and long sword at their hip. One carries a large bundle wrapped in paper and tied with string.

Following behind the two guards, a Suel woman clad in a luxurious dress saunters into the room. Her skin is pale, her eyes are an icy blue and her long hair is golden. Expensive jewelry adorns her ears, neck and fingers. In a voice smooth as silk, she says “Oh Murthok! I had almost forgotten that I need two dresses, rather than just one. It’s not my first choice, but since you only have the one left, I am forced to take it.” With that, she points at the sole remaining fancy dress in the shop.

Leara seems taken aback by this turn of events. “Umm... Nali, I was just about to buy that dress.”

Nali replies, “Leara, darling, I hadn’t noticed you there. With you dressed like that, I had mistaken you for a commoner. It is a shame that there is only one left, but I was here first. I do hope you understand.”

Leara, clearly upset, says “Nali, I need that dress for the Coriner Gala tonight.”

With a tight smile Nali responds, “My dear, getting ready at the last minute is not very clever. I suggest that next time you start earlier”. With that she turns towards Murthok, “Please wrap up my purchase, I must be going... now!”

Somewhat startled, Murthok moves over to the mannequin and begins removing the dress.

Leara stares for a moment, and then bolts out of the tailor shop, sobbing.

Lady Nali Saevil: Female Suel Aristocrat 5 (see Appendix One).

Adina and Zolicine – Saevil House Guards: Female Suel Ranger 1/Fighter 4 (see Appendix One).

If the PCs go to speak with Leara:

Go to Encounter Three.

If the PCs do not interfere with Nali:

Nali will collect her dress, pay for it and depart for the Saevil estate.

If the PCs try to reason with Nali:

Nali doesn’t care about the last dress in the shop. However, she does care about crushing Leara’s spirit. Due to her social status, Nali is immune to bribery or intimidation. Diplomacy can earn Nali’s favor, but will not convince her to help Leara.

If the PCs try to convince Murthok to help them:

Nali will remind Murthok that she could make his life difficult if he goes against her wishes (she has done it before). Murthok has no desire to earn Nali’s wrath again. There is not enough time for Murthok to create another Noble’s Outfit before the Coriner Gala begins. If the PCs make a DC 10 Diplomacy check, Murthok will suggest the PCs try looking in for a seamstress, though he doubts it will do them any good.

If the PCs try to steal the dress:

If the PCs are caught in the act, the interactive is over for them. The PCs involved in the theft will be arrested by the Leukish Watch. The TU cost of jail time is left to the event coordinator's discretion. If Nali sees the dress being worn at the Coriner Gala, she will publicly accuse the wearer of theft, with the resulting social scandal.

If the PCs are about to resort to violence or spellcasting against Nali:

Remind the PCs that they could be thrown into jail just for threatening a noble, let alone assault. If they persist, the interactive is over for the PCs involved in the violence. If Nali survives, she will be vindictive and have the PCs arrested on exaggerated charges. If she dies, the PCs will be arrested on legitimate charges. The TU cost of jail time is left to the event coordinator's discretion. In addition, the PCs will have earned the Enmity of House Saevil.

Encounter Three: Hope Rekindled

Read or paraphrase the following:

There is a small enclosed park not far from Koraris' Fine Tailoring. Leara is sitting upon an ornate bench with her head in her hands.

She does not appear to notice your approach. Between snuffles, you hear her say to herself, "I don't know why I even bothered to try."

If the PCs ask what is bothering her, Leara will miserably tell the PCs about her desire to see Lord Ellis, her stolen dress and jewelry and her current plan to return home without going to the gala.

Leara will require some words of support from the PCs in order to change her mind about attending the gala. Encourage the PCs to role-play their attempts to cheer up Leara. Convincing role-playing aimed at boosting Leara's self-confidence is worth a +2 circumstance modifier. Outstanding role-playing is worth a +4 circumstance modifier. The absence of role-playing is worth a -2 circumstance penalty. If the PC has played one of the scenarios listed in *Preparation for Play*, they gain a +2 circumstance bonus. The Bardic Music ability Inspire Courage grants a circumstance bonus equal to the morale bonus normally granted.

Leara's initial state of mind depends on the party APL:

- APL 2 – Down, no modifier

- APL 4 – Discouraged, -2 circumstance penalty to attempts to cheer Leara up
- APL 6 – Upset, -4 circumstance penalty to attempts to cheer Leara up
- APL 8 – Miserable, -6 circumstance penalty to attempts to cheer Leara up
- APL 10 – Crushed, -8 circumstance penalty to attempts to cheer Leara up
- APL 12 – Devastated, -10 circumstance penalty to attempts to cheer Leara up

Casting *Calm Emotions* or *Good Hope* on Leara will negate the circumstance penalty for her emotional state.

Have one PC make a Diplomacy or Bluff check. Up to five other PCs may use the Aid Another option (see *PHB*, page 65). Apply all relevant circumstance modifiers. The result of the check will determine Leara's mood for the remainder of the interactive. PCs may not Take 10 or Take 20. There are no retries for this skill check.

- DC 4 or less – Leara is depressed. She will immediately leave. The mini-mission is over for the PCs.
- DC 5 – Leara doubts herself. She will reluctantly complete the mini-mission, but will chicken out just before the gala.
- DC 10 – Leara is determined. She will attend the gala.
- DC 15 – Leara is encouraged. Not only will she attend the gala, but she receives a +1 circumstance bonus to all social skill checks.
- DC 20 – Leara is confident. Not only will she attend the gala, but she receives a +2 circumstance bonus to all social skill checks.
- DC 25 – Leara is buoyant. Not only will she attend the gala, but she receives a +3 circumstance bonus to all social skill checks.
- DC 30 – Leara is inspired. Not only will she attend the gala, but she receives a +4 circumstance bonus to all social skill checks.

Once Leara is in better spirits, she thanks the PCs for their kind words. Leara will ask the PCs for their help acquiring a fancy dress and jewelry appropriate for the gala. Leara has the gold to pay for such things, but she doesn't know where to find them. If the PCs ask for compensation, Leara

will apologetically inform the PCs that she cannot afford to pay them at the time.

If the PCs seek another fancy dress:

Have the PCs make a Gather Information check. PCs who are members of the Rogues of Seltaren or who have favor with the Rogues of Seltaren gain a +2 circumstance bonus. PCs may retry twice before running out of time.

- DC 10 – Koraris' Fine Tailoring is the finest tailor shop in Leukish. The other tailor shop capable of the same quality of work burned down mysteriously last month. However, there are a number of dress makers in the city.
- DC 15 – Marilaen, at "Seams Like Old Times", is one of the more talented dress makers in Leukish.
- DC 20 – Marilaen has recently been trying to sell a fancy dress, with little success.

If the PCs go to Seam's Like Old Times, go to Encounter Four.

If the PCs seek jewelry:

Have the PCs make a Gather Information check. PCs may retry twice before running out of time.

- DC 10 – Saevil Jewelers sells high quality jewelry.
- DC 15 – House Burlondin operates a jewelry store, called "All That Glitters".
- DC 20 – All that Glitters has not been doing much business lately.
- DC 25 – Saevil Jewelers has recently raised the price of jewelry.

If the PCs go to **All That Glitters**, go to Encounter Five.

If the PCs go to **Saevil Jewelers**, go to Encounter Six.

Encounter Four: What to Wear?

Read or paraphrase the following:

Seams Like Old Times is located in the Lower Market Square. A fresh coat of paint on the sign indicates that the owner still takes pride in their establishment. However, the cracked window panes and scratches around the door

lock suggest that the local residents don't make it easy.

The door to the shop is opened by a lean, middle-aged Sueloise woman. She gestures you inside and announces, "Well, come on in. Don't be shy. What brings yah here? Shirt? Dress? Maybe a nice scarf to go with that outfit of yers. I can patch holes and stitch rips good as new. So what do yah need?"

Marilaen: Female Suel Expert 7 (Profession (Seamstress) +10, Craft (Clothing) +10, see *DMG, page 109*).

Marilaen is a forceful and boisterous woman. She is a skilled salesperson, constantly mentioning items or services she can provide. If the PCs ask Marilaen for a Noble's Outfit, she will be overjoyed. She will retrieve the dress from the back room where she keeps it to prevent it from getting stolen. Marilaen will extol the fine craftsmanship and suggest that the dress will look perfect on any female characters present.

The dress is composed of silver and white silks. It is a sturdier, more practical design than a typical Sueloise Noble's Outfit, though it does have an exotic cast to it. A Knowledge (Local) check, DC 15, will reveal that the dress borrows elements from Rhenee clothing styles (Marilaen was inspired by a Rhenee wedding that she observed). While the dress will definitely raise a few eyebrows, the quality and expense of its design is undeniable.

If Marilaen is asked where the dress came from, she will proudly admit that she made it herself. Marilaen will explain that a female noblewoman commissioned her over a month ago to create the dress. However, the noblewoman failed to pick up the dress when it was completed. Marilaen will complain about wasting three long weeks of hard work. If asked for details about the noblewoman, Marilaen will only remember that she was Sueloise, she paid half in advance and she smelled strongly of roses.

Marilaen will sell the dress for 75 gold dukes, which Leara is willing to pay. Marilaen will offer to alter the dress to fit Leara's measurements. It will take an hour of Marilaen's time, which means it will be ready just in time for the gala.

Encounter Five: All That Glitters

Read or paraphrase the following:

All That Glitters is located in a trim, well-kept building. A silver plate bearing a small pickaxe is affixed to the doorframe.

Sitting at a small table in front of the store is a middle-aged male Gnome. He is scrutinizing a platinum ring through a jeweler's lens, occasionally running a tiny metal file over its surface, then blowing off the dust. He gives the ring one last critical appraisal, before turning his attention to you.

"Welcome to my establishment, honored guests. I am Faerdal Glittereye. How may this humble artisan serve you today?"

Faerdal Glittereye: Male Gnome Expert 8 (Profession (Jeweler) +12, Craft (Jewelry) +12, see *DMG*, page 109).

Faerdal is humble, soft-spoken and scrupulously honest. He prefers to let the quality of his work speak for itself. Faerdal crafts jewelry for the joy of creation, rather than for profit.

Faerdal will display his best work for the PCs, saying nothing, allowing them to reach their own conclusions. Each piece is a work of art in its own right. Leara will be interested in a fire opal pendant and matching earrings. However, she will be crestfallen when Faerdal mentions the price of 200 gold dukes.

If any of the PCs is a Gnome, has a favor with House Burlondin or makes a DC 20 Diplomacy check, Faerdal will offer them a special deal. Faerdal will sell his best pieces at half price, if the PCs agree to wear them to the Coriner gala and mention Faerdal's store if anyone asks. Leara and each of the PCs can acquire a set of masterwork jewelry (worth 200 GP) for 100 GP. The jewelry is adventure access, one per customer, resale value 100 GP. If the PCs do not get the special deal, they can still acquire jewelry at normal prices.

Encounter Six: Saevil Jewelers

Read or paraphrase the following:

Saevil Jewelers is a posh building, surrounded by a well manicured shrub border. A sign, written in flowing calligraphy, states, "Saevil Jewelers – By appointment only." The door bears an ornate brass door knocker and a small hinged window covered with a cast iron grill.

The door is locked (Good quality lock, DC 30). If the PCs knock on the door, read or paraphrase the following:

There is the sound of a latch being removed and the small window in the door opens. An older Sueloise man peers out at you. In a brusque tone, he asks, "Do you have an appointment?"

Oron Vulfas: Male Suel Expert 8 (Profession (Jeweler) +11, Craft (Jewelry) +11, see *DMG*, page 109).

It will take a Bluff, Diplomacy or Intimidate check, DC 15, to get Oron to let the PCs into the store. The DC drops to 10 if any of the PCs paid for Luxury Lifestyle, wear a Noble's Outfit or convinces Oron that they are nobles.

Oron will show the PCs a wide selection of high quality jewelry. Oron will speak about the status of wearing the Saevil trademark. Oron does not mention prices, believing that if you need to ask the price, you cannot afford to pay. Oron will charge double price for his jewelry. If the PCs make a DC 15 Appraise check, they will realize that they are being overcharged.

The PCs can make a Bluff, Diplomacy or Intimidate check in order to convince Oron to lower the prices. PCs may not Take 10 or Take 20. There are no retries for this skill check.

- DC 4 or less – Oron refuses to sell anything to the PCs. He will demand that the PCs leave his store immediately.
- DC 5 – Oron stands firm at double price.
- DC 15 – Oron lowers his price to 150% of normal market value.
- DC 30 – Oron lowers his price to normal market value.

If the PCs decide to buy jewelry from Oron, Leara is only able to pay 100 GP. If Oron is still charging 150% or 200% price, Leara will have to settle for cheaper, lackluster jewelry.

Encounter Seven (Optional): Mean Streets

Only run this encounter if the PCs are making good time through the rest of the mini-mission or they seem bored with role-playing.

This encounter can take place before the PCs reach Seams Like Old Times, after they leave the store or when they return for the altered dress.

Read or paraphrase the following:

Compared to the bustle of the upper-class neighborhoods, the slums are relatively tranquil. The denizens seem quite indifferent to the rarified concerns of the nobility. Many working class men make their way home, or to the tavern, depending on their preference.

A gang of street thugs has taken an unhealthy interest in the PC's party. They think that such a well armed group must be guarding something valuable. They're also allied with House Szabo and they think that the PCs are helping House Meissel by assisting Leara.

APL 2 (EL 5)

Aryn, Brolo, Conor and Dago – Street Thugs:
Male Suel Rog 1; see *Appendix Two*.

APL 4 (EL 7)

Aryn, Brolo, Conor and Dago – Street Thugs:
Male Suel Rog 1/Ftr 2; see *Appendix Two*.

APL 6 (EL 9)

Aryn, Brolo, Conor and Dago – Street Thugs:
Male Suel Rog 3/Ftr 2; see *Appendix Two*.

APL 8 (EL 11)

Aryn, Brolo, Conor and Dago – Street Thugs:
Male Suel Rog 4/Ftr 2/StrFtr 1; see *Appendix Two*.

APL 10 (EL 13)

Aryn, Brolo, Conor and Dago – Street Thugs:
Male Suel Rog 4/Ftr 2/StrFtr 3; see *Appendix Two*.

APL 12 (EL 15)

Aryn, Brolo, Conor and Dago – Street Thugs:
Male Suel Rog 4/Ftr 2/StrFtr 5; see *Appendix Two*.

Aryn and Brolo are tailing behind the PCs. Conor and Dago are hiding in an alley ahead of the PCs. Their plan is to attack from surprise from the front and back at the same time.

There are enough other people on the street that the thugs can effectively tail the PCs. Have the PCs make a Spot check.

- DC 15 + thugs' Hide skill – The thugs are surprised. Any PCs who made the roll have a surprise round. The thugs begin 60' away from the PCs.
- DC 10 + thugs' Hide skill – Conor and Dago are surprised. Any PCs who made the roll, and Aryn and Brolo, have a surprise round. The thugs begin 30' away from the PCs
- DC 5 + thugs' Hide skill – Any PCs who made the roll and all of the thugs have a surprise round. The thugs begin 15' away from the PCs.
- DC 4 + thugs' Hide skill or less – All of the thugs have a surprise round. The thugs begin a 5' step away from the PCs.

Tactics: Aryn and Brolo start off by attacking the most vulnerable looking PC (low armor class). Conor and Dago start by attacking the strongest looking PC (biggest weapon). Leara may be a potential target if present. The thugs attack in pairs whenever possible, attacking two separate targets. The thugs will always strike for non-lethal damage, usually with their saps. The thugs will try to get a Sneak attack whenever possible. They will coordinate their attacks, readying and delaying so that they can flank opponents. The thugs will use Improved Feint if they cannot flank an opponent. At APL 2, the thugs fight until unconscious or dead. At APL 4 or higher, a thug will flee if their HP's drop to 10 or less, running down alleys and hiding.

If the thugs defeat the PCs, they are unable to complete the robbery because the city watch will arrive just in the nick of time. The PCs have two hours to recover non-lethal damage before the gala begins.

If the PCs defeat the thugs, they find small tokens of their allegiance to House Szabo in the form of golden bell cuff studs. A DC 10 Knowledge Nobility and Royalty or a DC 15 Knowledge Local will reveal this association.

Conclusion

Read or paraphrase the following:

The Golden Stag Inn is a high-class hotel. It is here that Leara has a room.

As you are about to part company in front of the inn, Leara says to you, "My thanks to you my friends. You have done so much to help

me. I will find a way to reward you for your kindness. Fare thee well."

With that, Leara hurries inside the Golden Stag Inn, to get prepared for the Coriner Gala this evening.

The DM will need to report the degree of success of the mini-mission to the event coordinator.

- Is Lady Leara Tarnel going to attend the Coriner gala?
- What is Leara's state of mind?
- What outfit is Leara wearing? Marilaen's exotic dress? Murthok's dress? Something else?
- What kind of jewelry is Leara wearing? Faerdal's masterwork jewelry? Normal jewelry? Cheap jewelry? Something else?
- Did anything significant happen to Nali Saevil?

The End

Appendix One – All APL's

Lady Leara Tarnel: Female Suel Aristocrat 5; CR 4; Medium Humanoid [Human]; HD 5d8+5; hp 33; Init +0; Spd 30 ft.; AC 14 (+4 chain shirt), touch 10, flat-footed 14; BAB/Grp: +3/+4; Atk: +5 melee (1d6+1, rapier); Full Atk: +5 melee (1d6+1, rapier); AL LG; SV Fort +2, Ref +1, Will +5; Str 12, Dex 10, Con 12, Int 15, Wis 13, Cha 12.

Skills: Speak Ancient Sueloise, Baklunish, Common, Dwarven, Elven, Old Oeridian, Rhopan; Diplomacy +9, Knowledge (Geography) +10, Knowledge (History) +13, Knowledge (Local) +10, Knowledge (Nobility) +6, Perform (Oratory) +9, Ride +4, Survival +5

Feats: Combat Expertise, Improved Disarm, Skill Focus (History)

Possessions: Explorer's Outfit, MW Chain Shirt, MW Rapier, Signet Ring of House Tarnel, Silver Holy Symbol of Pelor, Leather Satchel, Military History Books, 200 Gold Dukers

Lady Nali Saevil: Female Suel Aristocrat 5; CR 4; Medium Humanoid [Human]; HD 5d8+5; hp 33; Init +1; Spd 30 ft.; AC 12[13] (+1 Dex, +1 Ring, [+1 Dodge]), touch 12[13], flat-footed 11; BAB/Grp: +3/+3; Atk: +4 melee (1d4, dagger); Full Atk: +4 melee (1d4, dagger); AL LE; SV Fort +2, Ref +2, Will +4; Str 10, Dex 13, Con 12, Int 12, Wis 10, Cha 15 [17].

Skills: Speak Ancient Sueloise, Common; Appraisal +9, Bluff +12 [+13], Diplomacy +6 [+7], Intimidate +12 [+13], Knowledge (Nobility) +5, Perform (Dance) +6 [+7], Perform (Sing) +6 [+7], Sense Motive +8

Feats: Dodge, Mobility, Persuasive

Possessions: Noble's Outfit, MW Jeweled Dagger, Ring of Mind Shielding shaped like a signet ring of House Saevil, Ring of Protection +1, Cloak of Charisma +2, Elixir of Love, 500 GP worth of expensive Jewelry, 500 Gold Dukers

Adina and Zolicine – Saevil House Guards: Female Suel Rgr 1/Ftr 4; CR 5; Medium Humanoid [Human]; HD 1d8+4d10+10; hp 42; Init +2; Spd 30 ft.; AC 19 (+5 Chain Shirt, +2 Buckler, +2 Dex), touch 12, flat-footed 17; BAB/Grp: +5/+7; Atk: +9 melee (1d8+5, long sword); Full Atk: +9 melee (1d8+5, long sword);

SQ Favored Enemy (Human) +2, Wild Empathy; AL LN; SV Fort +8, Ref +5, Will +1; Str 15, Dex 14, Con 14, Int 13, Wis 10, Cha 10.

Skills: Speak Ancient Suel, Common; Climb +10, Intimidate +8, Jump +10, Listen +4, Profession (Bodyguard) +4, Ride +10, Spot +4, Survival +4

Feats: Combat Expertise, Combat Reflexes, Improved Disarm, Improved Trip, Track, Weapon Focus (Long Sword), Weapon Specialization (Long Sword)

Possessions: Saevil Guard Uniform, +1 Long Sword, +1 Chain Shirt, +1 Buckler, Potion of Cure Light Wounds, Signal Whistle

Appendix Two – Encounter Seven

APL 2

Street Thug: Male Human Rog 1; CR 1; Medium Humanoid [Human]; HD 1d6+2; hp 8; Init +3; Spd 30 ft.; AC 17 (+4 Chain Shirt, +3 Dex), touch 13, flat-footed 14; BAB/Grp: +0/+1; Atk: +2 melee (1d6+1, sap); Full Atk: +2 melee (1d6+1, sap); SA Sneak Attack +1d6; AL CN; SV Fort +2, Ref +5, Will -1; Str 12, Dex 17, Con 14, Int 13, Wis 8, Cha 8.

Skills: Speak Common, Rhopan; Bluff +3, Hide +7, Intimidate +3, Knowledge (local, NMR) +5, Listen +3, Move Silently +7, Sense Motive +3, Sleight of Hand +7, Spot +3, Tumble +7

Feats: Combat Expertise, Improved Feint

Possessions: Street Clothes, MW Chain Shirt, MW Sap, Tanglefoot Bag, Thunderstone, Short Sword

APL 4

Street Thug: Male Human Rog 1/Ftr 2; CR 3; Medium Humanoid [Human]; HD 1d6+2d10+6; hp 20; Init +3; Spd 30 ft.; AC 19, touch 14, flat-footed 16; BAB/Grp: +2/+3; Atk: +6 melee (1d6+1, sap); Full Atk: +6 melee (1d6+1, sap); SA Sneak Attack +1d6; AL CN; SV Fort +5, Ref +5, Will -1; Str 12, Dex 17, Con 14, Int 13, Wis 8, Cha 8.

Skills: Speak Common, Rhopan; Bluff +3, Climb +3, Hide +7, Intimidate +5, Jump +3, Knowledge (local, NMR) +5, Listen +3, Move Silently +7, Sense Motive +3, Sleight of Hand +7, Spot +3, Swim +3, Tumble +7

Feats: Combat Expertise, Dodge, Improved Feint, Mobility, Weapon Finesse

Possessions: Street Clothes, +1 Chain Shirt, MW Buckler, MW Sap, Potion of Invisibility, Tanglefoot Bag, Thunderstone, Short Sword

APL 6

Street Thug: Male Human Rog 3/Ftr 2; CR 5; Medium Humanoid [Human]; HD 3d6+2d10+10; hp 31; Init +4; Spd 30 ft.; AC 20, touch 15, flat-footed 16; BAB/Grp: +4/+5; Atk: +9 melee (1d6+2, sap); Full Atk: +9 melee (1d6+2, sap); SA Sneak Attack +2d6; AL CN; SV Fort +6, Ref +7, Will +0; Str 12, Dex 18, Con 14, Int 13, Wis 8, Cha 8.

Skills: Speak Common, Rhopan; Bluff +7, Climb +3, Hide +12, Intimidate +5, Jump +3, Knowledge (local) +5, Listen +3, Move Silently +12, Sense Motive +3, Sleight of Hand +12, Spot 3, Swim +3, Tumble +12

Feats: Combat Expertise, Dodge, Improved Feint, Mobility, Weapon Finesse

Possessions: Street Clothes, +1 Chain Shirt, MW Buckler, +1 Sap, Potion of Invisibility, Tanglefoot Bag, Thunderstone, Short Sword

APL 8

Street Thug: Male Human Rog 4/Ftr 2/StrFtr 1; CR 7; Medium Humanoid [Human]; HD 4d6+2d10+1d8+21; hp 56; Init +5; Spd 30 ft.; AC 22[23] (+5 Chain Shirt, +2 Buckler, +1 Ring, +4 Dex, [+1 Dodge]), touch 15[16], flat-footed 18; BAB/Grp: +6/+7; Atk: +11 melee (1d6+2, sap); Full Atk: +11/+6 melee (1d6+2, sap); SA Sneak Attack +2d6; SQ Always Ready, Streetwise, Uncanny Dodge; AL CN; SV Fort +6, Ref +7, Will +0; Str 12, Dex 18, Con 14, Int 13, Wis 8, Cha 8.

Skills: Speak Common, Rhopan; Bluff +9, Climb +3, Hide +14, Intimidate +9, Jump +3, Knowledge (local) +9, Listen +3, Move Silently +14, Sense Motive +4, Sleight of Hand +13, Spot +3, Swim +3, Tumble +14

Feats: Combat Expertise, Dodge, Improved Feint, Improved Toughness, Mobility, Weapon Finesse

Always Ready (Ex): +1 competence bonus to Initiative (included in stat block).

Streetwise (Ex): +2 competence bonus to Gather Information and Knowledge (Local) checks (included in stat block).

Uncanny Dodge (Ex): See *PHB*, page 50.

Possessions: Street Clothes, +1 Chain Shirt, +1 Buckler, +1 Sap, +1 Ring of Protection, Potion of Invisibility, Tanglefoot Bag, Thunderstone, Short Sword

APL 10

Street Thug: Male Human Rog 4/Ftr 2/StrFtr 3; CR 9; Medium Humanoid [Human]; HD 4d6+2d10+3d8+27; hp 72; Init +7; Spd 30 ft.; AC 22[23] (+4 Studded Leather, +2 Buckler, +1 Ring, +5 Dex, [+1 Dodge]), touch 16[17], flat-footed 17; BAB/Grp: +8/+9; Atk: +14 melee

(1d6+2, sap); Full Atk: +14/+9 melee (1d6+2, sap); SA Sneak Attack +3d6; SQ Always Ready, Stand Tough, Streetwise, Uncanny Dodge; AL CN; SV Fort +8, Ref +10, Will +2; Str 12, Dex 19[21], Con 14, Int 13, Wis 8, Cha 8.

Skills: Speak Common, Rhopan; Bluff +11, Climb +3, Hide +17, Intimidate +11, Jump +3, Knowledge (local) +11, Listen +3, Move Silently +17, Sense Motive +4, Sleight of Hand +14, Spot +3, Swim +3, Tumble +17

Feats: Combat Expertise, Dodge, Improved Feint, Improved Toughness, Mobility, Staggering Strike (See below), Weapon Finesse

Always Ready (Ex): +2 competence bonus to Initiative (included in stat block).

Stand Tough (Ex): 1/day. When struck by a weapon or natural attack (but not a spell or special ability), the character can make a Fortitude save with a DC equal to the amount of damage dealt. If successful, the character takes no lethal damage from the blow, instead taking non-lethal damage equal to half the damage dealt.

Streetwise (Ex): +2 competence bonus to Gather Information and Knowledge (Local) checks (included in stat block).

Uncanny Dodge (Ex): See *PHB*, page 50.

Staggering Strike (Feat): See *CV*, page 112. If the character damages an opponent with a melee Sneak Attack, the opponent must make a Fortitude save with a DC equal to the amount of damage dealt. If the opponent fails the save, they are staggered for 1 round. A DC 15 Heal check or receiving at least 1 HP from magical healing will remove the staggered condition.

Possessions: Street Clothes, +1 Studded Leather, +1 Buckler, +1 Sap, +1 Ring of Protection, +2 Gloves of Dexterity, +1 Cloak of Resistance, Potion of Invisibility, Tanglefoot Bag, Thunderstone, Short Sword

APL 12

Street Thug: Male Human Rog 4/Ftr 2/StrFtr 5; CR 11; Medium Humanoid [Human]; HD 4d6+2d10+5d8+44; hp 99; Init +8; Spd 30 ft.; AC 22[23] (+4 Studded Leather, +2 Buckler, +1 Ring, +5 Dex, [+1 Dodge]), touch 16[17], flat-footed 17; BAB/Grp: +10/+11; Atk: +16 melee (1d6+2, sap); Full Atk: +16/+11 melee (1d6+2, sap); SA Sneak Attack +3d6; SQ Always Ready, Improved Uncanny Dodge, Stand Tough,

Streetwise, Uncanny Dodge; AL CN; SV Fort +10, Ref +10, Will +2; Str 12, Dex 19[21], Con 14[16], Int 13, Wis 8, Cha 8.

Skills: Speak Common, Rhopan; Bluff +13, Climb +3, Hide +19, Intimidate +13, Jump +3, Knowledge (local) +13, Listen +3, Move Silently +19, Sense Motive +4, Sleight of Hand +14, Spot +3, Swim +3, Tumble +19

Feats: Combat Expertise, Dodge, Improved Feint, Improved Toughness, Mobility, Staggering Strike (See below), Weapon Finesse

Always Ready (Ex): +3 competence bonus to Initiative (included in stat block).

Improved Uncanny Dodge (Ex): See *PHB*, Page 50.

Stand Tough (Ex): 2/day. When struck by a weapon or natural attack (but not a spell or special ability), the character can make a Fortitude save with a DC equal to the amount of damage dealt. If successful, the character takes no lethal damage from the blow, instead taking non-lethal damage equal to half the damage dealt.

Streetwise (Ex): +2 competence bonus to Gather Information and Knowledge (Local) checks (included in stat block).

Uncanny Dodge (Ex): See *PHB*, page 50.

Staggering Strike (Feat): See *CV*, page 112. If the character damages an opponent with a melee Sneak Attack, the opponent must make a Fortitude save with a DC equal to the amount of damage dealt. If the opponent fails the save, they are staggered for 1 round. A DC 15 Heal check or receiving at least 1 HP from magical healing will remove the staggered condition.

Possessions: Street Clothes, +1 Studded Leather, +1 Buckler, +1 Sap, +1 Ring of Protection, +2 Gloves of Dexterity, +2 Amulet of Health, +1 Cloak of Resistance, Potion of Invisibility, Tanglefoot Bag, Thunderstone, Short Sword

