

URD5-I02 MM-B4

# The Gift

## A One-Round D&D LIVING GREYHAWK<sup>®</sup> Duchy of Urnst Regional Mini-Mission

Version 0.2

### Round 1

by Ian Seale

Politics is a dangerous game in the Duchy of Urnst. Even the simple act of giving a gift can have serious repercussions. A mission well suited for those with larcenous skills and loose ethics. For APL's 2-12.

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

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## Adventure Background

House Szabo wants to garner favor with the Lorinar family. They are planning to present three matching gold rings, each set with a large sapphire, to Ellis, Jolen and Broden Lorinar. However, they suspect a plot to steal the rings. So House Szabo is shipping a set of counterfeit rings to Leukish as bait. Meanwhile, the real rings are brought to the city by more clandestine means.

Tamryn Uthalek is a spy working for Telek Szabo. He has been instructed to formulate a plot to discredit House Meissel.

Tamryn plans to hire the PC's, disguised as an agent of House Meissel, to switch the counterfeit rings with a second set of counterfeit rings. Tamryn plans on accusing the PC's of the theft and getting them to betray House Meissel. Not only will  make House Meissel look bad, it will also make House Szabo look very competent.

Tamryn has spent a few days establishing a cover identity as Tevan Ullaz, an agent of House Meissel. In order to accomplish his plan, Tamryn has acquired a number of scrolls.

The counterfeit set of rings is currently being stored in a Szabo warehouse in Leukish. Malam Szabo does not know that the rings are counterfeit. Malam has decided to look after the rings personally. As a result, Malam has brought a number of hirelings with him to aid in guarding the rings. Malam is unaware of Tamryn's machinations.

## Adventure Summary

The PC's are hired by Tamryn Uthalek, disguised as Tevan Ullaz, to switch a set of rings located in a Lower Seltaren warehouse. The PC's break into the warehouse and switch the rings. Later, Tamryn, disguised as Taergad Uridan, accuses the PC's of the crime. The PC's may see through Tamryn's disguise and capture him. If the PC's fail to penetrate Tamryn's lies, they will likely look for clues of House Meissel's involvement. The PC's locate the evidence planted by Tamryn.

## Preparation for Play

Players with exceptionally moral (Good) or ethical (Lawful) characters may have trouble accepting the plot hook for this mini-mission. Such players should be encouraged to play an alternate character or participate in a different mini-mission.

The mini-mission will require a number of secret skill checks. Have the PC's write down their skill bonuses and ten d20 rolls before the mini-mission begins.

## Introduction

Read or paraphrase the following:

***Leukish is positively alive with activity. And not surprising, what with the Coriner gala scheduled for this evening. Servants scurry to and fro with last minute errands. Numerous carriages, many from out of town, drive up and down the streets, ferrying their noble cargo.***

***Your group is approached by a young Sueloise boy. "A message for you sir". He hands you a rolled piece of parchment sealed with the symbol of a lantern.***

Give the players Player Handout One.

**Haddon:** Male Suel Commoner 1; see *DMG*, page 108.

If the PC's ask Haddon about his employer, he will say that a nice older man at the Golden Stag Inn paid him a Gold Duke to find people matching the PC's description and deliver the message.

If the PC's choose to go to the Golden Stag Inn, go to Encounter One:

## Encounter One: Lunch and Larceny

Tamryn Uthalek is disguised as Tevan Ullaz, an agent of house Meissel.

**Tamryn Uthalek:** Male Suel Rog 5/Spy 3; see *Appendix One*.

Tamryn will be under the effect of a number of spells cast from scrolls in his possession:

- *Alter Self*, *PHB* page 197, CL 6<sup>th</sup>, duration 60 minutes.
- *Glibness*, *PHB* page 235, CL 7<sup>th</sup>, duration 70 minutes.
- *Nondetection*, *PHB* page 257, CL 6<sup>th</sup>, duration 6 hours.

In addition, Tamryn is under the following effects due to his Spymaster class features:

- *Undetectable Alignment*, *PHB* page 297, duration permanent.

- All of Tamryn's magic items are concealed with a Nystul's Magic Aura, PHB page 257, duration 3 days.

If the PC's use Detect Magic, Arcane Sight or similar divination magics against Tamryn, make a secret caster level check against Tamryn's Nondetection spell, DC 21. If questioned about the magic auras, Tamryn will lie that they are simple protective magics.

Tamryn's Bluff skill plus the Glibness spell means that it is effectively impossible (DC 47 + d20) for the PC's to pierce Tamryn's lies.

Tamryn's Disguise skill plus the Alter Self spell plus Cover Identity means that it is very difficult for the PC's to see through Tamryn's disguise. Make a secret Spot check for each PC against Tamryn's Disguise (DC 32 + d20).

Tamryn will use his Scroll of Detect Law to scan the PC's prior to speaking to them.

Read or paraphrase the following.

***The Golden Stag is a high class hotel located in Upper Seltaren. It is where the well-to-do stay in town if they do not have an estate of their own.***

***The dining room is an elegant affair. A number of the city's wealthy socialites dine here. The hot topic of conversation is the Coriner gala and who will be there.***

***An older, overweight Sueloise man, wearing black and silver courtier's clothing, approaches your group. "Ah, good. I'm glad to see that you have decided to hear my proposal. I am Tevan Ullaz. I have taken the liberty of arranging a private room for our discussion."***

A headwaiter will lead Tamryn and the PC's into a comfortable private dining room. Tamryn will buy the PC's a Rich Lifestyle meal. The headwaiter takes the PC's orders and then exits. Tamryn will ask each PC in turn what their name is and what their specialty is. Tamryn stands and addresses all PC's present.

Read or paraphrase the following:

***I have a delicate matter that needs attention and soon. There is a certain set of items that my employer wishes to be acquired and replaced with duplicates. These items are well-guarded. This operation needs to be discrete with a minimum of bloodshed. I know this task will be difficult, but that is why I***

***contacted you. In exchange for your efforts, you will be well rewarded. Are you interested?***

Tamryn will look for a sign of assent from each of the PC's. Tamryn will use his Sense Motive to assess the PC's willingness to proceed. As long as the PC's do not seem particularly suspicious or outraged, Tamryn will answer their questions.

*Who is your employer?*

***"I am an agent of House Meissel. That is all you need to know"***

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

- DC 10 – House Meissel is a noble merchant house. Their symbol is a silver lantern and their house colors are silver and black.
- DC 15 – House Meissel is a wealthy house that trades in silver, electrum and gems.
- DC 20 – House Meissel is rivals with House Szabo.
- DC 25 – Lord Urmen Meissel is one of the most adept merchants in the Duchy of Urnst.
- DC 30 – Lord Urmen's health is failing. His three sons, Wefreid, Aldor and Uthor, are vying for control of House Meissel.

*What items are to be removed?*

***"There is a matched set of three gold rings, each topped with a sapphire."***

*Do you have the duplicates?*

***Tevan pulls a small wooden box out from under his cloak. He opens it revealing three gold rings, each set with a sparkling sapphire. Tevan says, "These are counterfeit, nothing more than gold plating and cut glass."***

*Who is guarding the rings?*

***"Your target is guarded by agents of House Szabo."***

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

- DC 10 – House Szabo is a noble merchant house. Their symbol is a gold cup and their house colors are gold and blue.
- DC 15 – House Szabo is a moderately wealthy house that trades in semi-precious gems.

- DC 20 – House Szabo is rivals with House Meissel.
- DC 25 – House Szabo used to own a rich vein of corundum gems. However, forty years ago, the mine ran dry. House Szabo was forced to maintain their power with lesser gemstones.
- DC 30 – Recently, House Szabo has been trying to acquire favor with House Lorinar.

*Where are the rings located?*

***“The rings are currently in a small warehouse near the docks.” Tevan gives you directions for how to get there.***

*How much are we getting paid?*

***“I can offer you (25 x APL) Gold Dukes in advance and an additional (50 x APL) Gold Dukes when you deliver the rings to me.”***

*Where do we deliver the rings?*

***“Deliver the rings to me here tonight, at the Golden Stag Inn, after the Coriner gala is complete.”***

*What happens if there are complications?*

***“With a matter as sensitive as this, House Meissel will be forced to disavow any involvement in this affair.”***

Once the PC's have run out of questions, Tamryn will add the following:

***“I wish to stress that this is not to be a slaughter. Under no circumstances is anyone to be killed. Do I make myself clear?”***

Once the PC's have agreed to do the job, Tamryn will give the PC's the fake rings and their payment up front. Tamryn will leave the PC's to finish their meals. Once Tamryn is out of sight, he will disguise himself as a servant and depart the Golden Stag Inn.

If the PC's decide to go ahead with the heist, proceed to Encounter Two.

If the PC's accuse Tamryn of lying or attack him, Tamryn will attempt to flee, using his Scroll of Dimension Door if able. If Tamryn is captured, go to Encounter Four.

## Encounter Two: The Warehouse

Read or paraphrase the following:

***Compared to the bustle of Upper Seltaren, the slums below are relatively tranquil. The denizens of Lower Seltaren seem quite indifferent to the rarified concerns of the nobility.***

***Teamsters, stevedores and bargemen work hard to move the large volume of goods that flow through Leukish. The warehouse you seek is located near the western end of the docks district. The doors are all closed and each is branded with the symbol of a cup.***

Give the players Player Handout Two.

**Street Traffic:** Every 2d4 minutes some people wander by the warehouse. Roll d%

- 01-25 – A teamster drives a loaded cart down the street.
- 26-50 – A pair of stevedores carry a heavy load down the street.
- 51-60 – A crew of Rhenee sailors pole a barge into or out of the harbor.
- 61-70 – A lone rider on horseback gallops by.
- 71-80 – A pair of drunkards stagger along the waterfront, singing off key.
- 81-90 – A suspicious looking character lurks in a nearby alley for a minute, and then skulks away.
- 91-00 – A small patrol of five city watch march by.

**Walls:** Wooden; hardness 5; hp 60; 20' Tall, Climb DC 21.

**Small Doors:** Strong wooden; hardness 5; hp 20; Break DC 25. Average Lock, DC 25.

**Large Wooden Doors:** Strong wooden; hardness 5; hp 30; Break DC 25. Barred from the inside.

**Windows:** 1' x 1' panes, ¼ inch thick, set in wooden frame; hardness 1; hp 1; Break DC 5. All windows are 15' above the ground, except the windows connected to the office. The office windows are at ground level. The windows are dusty and soot-stained. They bestow an (APL - 2) circumstance penalty to Spot checks.

**Illumination:** The gloomy interior of the warehouse is lit by pale shafts of light coming from the dirty windows. All characters without a light source inside the warehouse are considered to

have bright illumination out to 15' and shadowy illumination out to 30'.

The rings are kept in a small ornate wooden box concealed inside a barrel of apples near the office. The Search DC is 8 + APL. It will take 5 minutes to do a quick search of the entire warehouse. A specific 5' square takes a full round action to search. Scraps will be lying beside the barrel.

The wooden box is locked (Average Lock, DC 25) and trapped (Poison Needle, Search DC (18 + APL), Disable DC (13 + APL), Melee Attack + (8 + APL) to hit, 1 point of damage plus Blue Whinnis poison (See *DMG*, page 297)).

If the PC's examine the rings closely, make a secret Appraise, Craft (Jewelry) or Forgery check, DC 20. A successful check reveals that the rings from the warehouse are also counterfeit.

#### APL 2 (EL 1)

**Tyso the Watchman:** Male Suel Com1; see *Appendix Two*.

**Scraps:** Small Dog, see *MM*, page 271.

#### APL 4 (EL 3)

**Tyso the Watchman:** Male Suel Com3; see *Appendix Two*.

**Scraps:** Riding Dog, see *MM*, page 272.

#### APL 6 (EL 5)

**Tyso the Watchman:** Male Suel Com5; see *Appendix Two*.

**Scraps and Digger:** Riding Dog x2, see *MM*, page 272.

#### APL 8 (EL 7)

**Oswold, Szabo Guard:** Male Suel War5; see *Appendix One*.

**Tyso the Watchman:** Male Suel Com5; see *Appendix Two*.

**Scraps and Digger:** Riding Dog x2

#### APL 10 (EL 9)

**Malam Szabo:** Male Suel Ari7; see *Appendix Two*.

**Oswold, Szabo Guard:** Male Suel War5; see *Appendix One*.

**Tyso the Watchman:** Male Suel Com5; see *Appendix Two*.

**Scraps and Digger:** Riding Dog x2

#### APL 12 (EL 11)

**Norice, Szabo Security Expert:** Female Suel Exp9; see *Appendix Two*.

**Malam Szabo:** Male Suel Ari7; see *Appendix Two*.

**Oswold, Szabo Guard:** Male Suel War5; see *Appendix One*.

**Tyso the Watchman:** Male Suel Com5; see *Appendix Two*.

**Scraps and Digger:** Riding Dog x2

Tyso will spend most of his time sitting on a barrel near the northwestern small door, whittling a stick. Once every hour, Tyso will walk around the outside perimeter of the warehouse to stretch his legs. He will then take a short break to smoke his pipe out on the dock.

Scraps has been commanded by Tyso to guard the box containing the rings. Scraps will growl at anyone coming within 10' of the box. If the intruder doesn't leave immediately, Scraps will start barking. A Handle Animal or Wild Empathy check, DC 15 will keep Scraps quiet. Scraps is hungry and will easily be distracted for a round or two by a chunk of meat.

Digger, if present, will accompany Tyso wherever he goes.

Oswold, if present, is sleeping in the back of the wagon. His sleep is fitful (-5 to Listen Checks). A Lullaby, Sleep or Deep Slumber spell automatically succeeds against Oswald. A character who makes a Perform (Sing) check, DC 10 will send Oswald into peaceful slumber (-10 to Listen checks).

Malam, if present, will be in the office. He will be practicing quick-drawing his rapier and shadow dueling. Every half-hour, Malam will go and check on the rings.

Norice, if present, will be hidden on top of the stack of crates south of the office, keeping an eye on the rings. Every fifteen minutes, Norice walks around the interior of the warehouse, checking the doors and windows.

Encounter Two ends when one of the following conditions is met:

- The PC's successfully switch the rings.
- The PC's give up.
- The PC's are caught.

- After four hours of game time have elapsed.
- Fifteen minutes of real time before the end of the mini-mission.

If Encounter Two ends before the PC's have switched the rings, House Szabo will remove the rings from the warehouse. A carriage bearing the markings of House Szabo will arrive to pick up the rings. The carriage will contain any NPC's that were not present at the warehouse. Oswald, Malam and Norice will take the rings and depart, leaving Tyso, Scraps and Digger at the warehouse.

Once Encounter Two has ended, proceed to Encounter Three.

## Encounter Three: To Catch a Thief

One hour after the rings are removed from the warehouse, Tamryn will approach the PC's and accuse them of stealing the rings (or at least trying to).

Tamryn knows which inn the PC's were staying at, since he sought them out in the first place. If the PC's avoid returning to the same inn, Tamryn will use a Scroll of Locate Object in order to track down whichever set of counterfeit rings are in the PC's possession. If Tamryn cannot locate the PC's, he will try to seek out the PC's at the Coriner gala, just before it begins.

Read or paraphrase the following:

***You are approached by a young, slender Suel man wearing a blue and gold uniform. He is flanked by four guards wearing uniforms with matching colors.***

***His voice is cool and even as he says, "I would like to speak to you about a warehouse in the docks district. I want to know why you did it and who you are working for."***

**Tamryn Uthalek:** Male Suel Rog 5/Spy 3; see *Appendix One*.

**Four Szabo Guards:** Male Suel War5; see *Appendix One*.

Tamryn will be disguised as Taergad Uridan, an agent of House Szabo.

- Tamryn is no longer under the effects of Glibness. He only had one scroll, so is forced to rely on his natural Bluff skill (DC 17 + d20).

- Tamryn is no longer under the effects of Alter Self, but he will be using his Hat of Disguise. Taergad Uridan is not a Cover Identity, so Tamryn's Disguise score is lower (DC 28 + d20).
- The Nondetection spell will still be functioning unless Tamryn is forced to find the PC's at the Coriner gala.

*If the PC's did not switch the rings:*

Tamryn will claim that there was a witness who saw the PC's break into the warehouse. The PC's may become suspicious if they didn't actually break in.

*If the PC's did switch the rings:*

Tamryn will claim that he used a Locate Object spell in order to track the PC's down. The PC's may become suspicious if they stored the rings in a lead-lined container or extra-dimensional space.

*If the PC's mention that the rings in the warehouse were fakes or the PC's ask how he found out about the switch so quickly:*

Tamryn will explain that House Szabo suspected there might be trouble with the rings. So they arranged for a set of counterfeit duplicates to be shipped to Leukish. Meanwhile, the real rings were brought by a more clandestine route (truth). The counterfeit rings each bear a tiny mark to distinguish them from the real ones (truth).

Tamryn's goal is to get the PC's to confess that they were working for House Meissel. He will "let them off easy" if they agree to find evidence of House Meissel's involvement. He will even offer (50 x APL) GP each for their assistance.

If the PC's accuse Tamryn of lying or attack him, Tamryn will attempt to flee, using his Scroll of Dimension Door if able. The Szabo Guards know nothing about the Tamryn's plot, nor his real identity. The guards will defend Tamryn as best they can, but will surrender if badly hurt. If Tamryn is captured, go to Encounter Four.

If the PC's agree to find evidence against House Meissel, go to Encounter Five.

## Encounter Four: Tables Turned

Tamryn is loyal to House Szabo. He will not betray them unless he thinks his life is in danger.

If the PC's interrogate Tamryn, have them make an Intimidate check. Each check takes one hour of game time. Reducing Tamryn to 10 hit points or less will give the PC's a +5 circumstance bonus.

- DC 9 or less – Tamryn refuses to talk.
- DC 10 – Tamryn persists that he works for House Meissel (lie).
- DC 15 – Tamryn will claim that he in fact works for House Saevil and that this was a plot to discredit House Meissel (lie).
- DC 20 – Tamryn will claim that this heist was his own idea because he has a personal grudge against Urmen Meissel (lie).
- DC 25 – Tamryn will crack and admit that he works for House Szabo (truth).
- DC 30 – Tamryn is broken. He tearfully confesses that he is working for Telek Szabo (truth).

## Encounter Five: Gone without a Trace

Have the PC's make a Gather Information check:

- DC 10 – Tevan Ullaz has a room at the Golden Stag Inn.
- DC 15 – Tevan Ullaz has been making inquiries all over Leukish looking for talented adventurers.
- DC 20 – Tevan Ullaz arrived in Leukish a week ago.
- DC 25 – Tevan Ullaz purchased a number of scrolls both from the Temple of Lydia and from Stonor Baelvore, a powerful transmuter in Seltaren.
- DC 30 – Tevan Ullaz even had a scroll commissioned from a Bard.
- DC 35 – Tevan Ullaz was an agent of House Meissel. However, he died of a heart attack over a year ago.

*If the PC's investigate the Golden Stag Inn:*

The innkeeper will inform the PC's that Tevan Ullaz is staying in room eight and that Tevan paid him a week in advance. The innkeeper will also mention that a messenger arrived for Tevan not more than an hour ago.

The innkeeper will be reluctant to let the PC's into Tevan's room or show them the message. A Bluff, Diplomacy or Intimidate check, DC 15, will convince the innkeeper to give the message to the PC's (give them Player Handout #3). Make a secret Forgery check against Tamryn's Forgery skill (16 + d20). A successful check will reveal that the message is in fact a clever forgery.

A DC 30 Bluff, Diplomacy or Intimidate check will convince the innkeeper to let the PC's into Tevan's room. In the room is a spare set of silver and black courtier's clothes. A search of Tevan's room, DC 15, will locate a cloak clasp, shaped like a silver lantern, between the bed frame and the wall. The clothing and the clasp were planted in the room by Tamryn.

No one knows Tevan Ullaz's current whereabouts. It is as if he disappeared without a trace.

If the PC's turn the evidence over to Tamryn, he will pay them the promised sum of gold. Tamryn will warn the PC's against accepting work from House Meissel in the future.

## Conclusion

The DM needs to inform the Event Coordinator about the outcome of the mini-mission:

- Did the PC's switch the rings?
- Did the PC's do anything overt at the warehouse?
- Was House Meissel implicated in the crime?
- Was House Szabo's plot uncovered?
- Did the PC's discover the truth about Tamryn Uthalek?
- Was Tamryn Uthalek captured or killed?
- Was Malam Szabo permanently harmed?

## The End

## Appendix One – All APL's

**Tamryn Uthalek:** Male Suel Rog 5/Spy 3; CR 8; Medium Humanoid [Human]; HD 8d6; hp 28; Init +0; Spd 30 ft; AC 10, touch 10, flat-footed 10; BAB/Grp: +5/+5; Atk: +6 melee [1d6+1, dagger]; Full Atk: +6 melee [1d6+1, dagger]; SA Sneak Attack +4d6; SQ Cover Identity, Evasion, Magic Aura, Quick Change, Scrying Defense, Trap Sense, Uncanny Dodge, Undetectable Alignment; AL N; SV Fort +2, Ref +7, Will +4; Str 10, Dex 10, Con 10, Int 16, Wis 14, Cha 14[16].

**Skills:** Speak Ancient Sueloise, Flan, Old Oeridian, Rhopan; Bluff +17, Diplomacy +18, Disguise +18, Forgery +16, Gather Information +14 (+16 in NMR), Intimidate +11, Knowledge (Local, NMR) +14, Listen +13, Sense Motive +16, Sleight of Hand +13, Spellcraft +10 (+12 to decipher scrolls), Spot +13, Use Magic Device +16 (+18 to activate scrolls)

**Feats:** Deceitful, Magical Aptitude, Skill Focus (Bluff), Skill Focus (Sense Motive).

**Cover Identity (Ex):** Tamryn gains a +4 circumstance bonus to Disguise checks and a +2 circumstance bonus to Bluff and Gather Information checks while using a specific cover identity. Tamryn's current cover identity is Tevan Ullaz, an agent of House Meissel.

**Evasion (Ex):** Tamryn takes no damage if he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save. He does not gain this benefit if helpless.

**Magic Aura (Sp):** Able to use Nystul's Magic Aura at will. Caster level 3.

**Quick Change (Ex):** Able to don a disguise in one-tenth the time (1d3 minutes).

**Scrying Defense (Ex):** Gains a +3 bonus to Will saves against Divination (Scrying) spells. Also gains a +3 to Spot checks made to notice magical sensors.

**Trap Sense (Ex):** Tamryn gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

**Uncanny Dodge (Ex):** Tamryn retains his dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker.

**Undetectable Alignment (Ex):** Acts as an Undetectable Alignment spell, except that it is always on.

**Possessions:** Courtier's Clothes, Cloak of Charisma<sup>1</sup> +2, Hat of Disguise<sup>1</sup>, Small Wooden Box containing Three Counterfeit Sapphire Rings, 300 x APL GP, +1 Dagger coated with Blue Whinnis<sup>1,2,3</sup>, Scroll Case<sup>2</sup> x 2, Scroll of Alter Self<sup>1,2</sup>, Scroll of Detect Law<sup>1,2</sup>, Scroll of Detect Magic<sup>1,2</sup> x 2, Scroll of Dimension Door<sup>1,2</sup>, Scroll of Glibness<sup>1,2</sup>, Scroll of Invisibility<sup>1,2</sup> x 2, Scroll of Knock<sup>1,2</sup>, Scroll of Locate Object<sup>1,2</sup>, Scroll of Nondetection<sup>1,2</sup>, Scroll of Silence<sup>1,2</sup> x 2

1) Covered with Nystul's Magic Aura to appear non-magical.

2) Concealed. See PHB, page 81.

3) Poison. See DMG, page 297.

### Physical Description:

As Tevan Ullaz, mid-thirties, slightly overweight Suel male, wearing silver and black courtier's clothes.

As Taergad Uridan, early-twenties, slim build Suel male, wearing a gold and blue uniform.

As Tamryn Uthalek, late-twenties, average build Oeridian-Suel male, wearing non-descript street clothing.

**Szabo Guard:** Male Suel War5; CR 4; Medium Humanoid [Human]; HD 5d8+5; hp 27; Init +0; Spd 20 ft.; AC 17 (Breastplate +5, Shield +2), touch 10, flat-footed 17; BAB/Grp: +5/+6; Atk: +7 melee [1d8+1, long sword]; Full Atk: +7 melee [1d8+1, long sword]; AL N; SV Fort +5, Ref +1, Will +1; Str 13, Dex 11, Con 12, Int 10, Wis 10, Cha 8.

**Skills:** Climb +9, Intimidate +7, Ride +8.

**Feats:** Endurance, Run, Weapon Focus (Long Sword)

**Possessions:** House Szabo Uniform, Breastplate, Large Wooden Shield, Long Sword, Signal Whistle.

## Appendix Two – Encounter Two

### APL 2

**Tyso the Watchman:** Male Suel Com1; CR 1/2; Medium Humanoid [Human]; HD 1d4; hp 2; Init +0; Spd 30 ft.; AC 12 (Leather +2), touch 10, flat-footed 12; BAB/Grp: +0/+0; Atk: +0 melee [1d6, light mace]; Full Atk: +0 melee [1d6, light mace]; AL N; SV Fort +0, Ref +0, Will +0; Str 11, Dex 10, Con 11, Int 10, Wis 11, Cha 10.

*Skills:* Handle Animal +4, Listen +6, Spot +6

*Feats:* Alertness, Light Armor Proficiency

*Possessions:* Commoner's Outfit, Leather Armor, Light Mace, Signal Whistle, 1 lb Tobacco, Clay Pipe, Warehouse Keys.

### APL 4

**Tyso the Watchman:** Male Suel Com3; CR 2; Medium Humanoid [Human]; HD 3d4; hp 7; Init +0; Spd 30 ft.; AC 12 (Leather +2), touch 10, flat-footed 12; BAB/Grp: +1/+1; Atk: +1 melee [1d6, light mace]; Full Atk: +1 melee [1d6, light mace]; AL N; SV Fort +1, Ref +1, Will +1; Str 11, Dex 10, Con 11, Int 10, Wis 11, Cha 10.

*Skills:* Handle Animal +9, Listen +8, Spot +8

*Feats:* Alertness, Light Armor Proficiency, Skill Focus (Handle Animal)

*Possessions:* Commoner's Outfit, Leather Armor, Light Mace, Signal Whistle, 1 lb Tobacco, Clay Pipe, Warehouse Keys.

### APL 6 - 12

**Tyso the Watchman:** Male Suel Com5; CR 4; Medium Humanoid [Human]; HD 5d4+5; hp 17; Init +0; Spd 30 ft.; AC 12 (Leather +2), touch 10, flat-footed 12; BAB/Grp: +2/+2; Atk: +2 melee [1d6, light mace]; Full Atk: +2 melee [1d6, light mace]; AL N; SV Fort +2, Ref +1, Will +1; Str 11, Dex 10, Con 12, Int 10, Wis 11, Cha 10.

*Skills:* Handle Animal +11, Listen +10, Spot +10

*Feats:* Alertness, Light Armor Proficiency, Skill Focus (Handle Animal)

*Possessions:* Commoner's Outfit, Leather Armor, Light Mace, Signal Whistle, 1 lb Tobacco, Clay Pipe, Warehouse Keys.

### APL 10 - 12

**Malam Szabo:** Male Suel Ari7; CR 6; Medium Humanoid [Human]; HD 7d8; hp 31; Init +5; Spd 30 ft.; AC 16, touch 12, flat-footed 14; BAB/Grp: +5/+5; Atk: +7 melee [1d6, rapier]; Full Atk: +7 melee [1d6, rapier]; AL N; SV Fort +2, Ref +3, Will +5; Str 10, Dex 13, Con 10, Int 10, Wis 10, Cha 12.

*Skills:* Diplomacy +11, Knowledge (Nobility) +10, Listen +10, Sense Motive +10, Spot +10

*Feats:* Dodge, Improved Initiative, Quick Draw, Weapon Focus (Rapier).

*Possessions:* Noble's Outfit, MW Chain Shirt, MW Rapier, House Szabo Signet Ring, Small Ornate Key for wooden box.

### APL 12

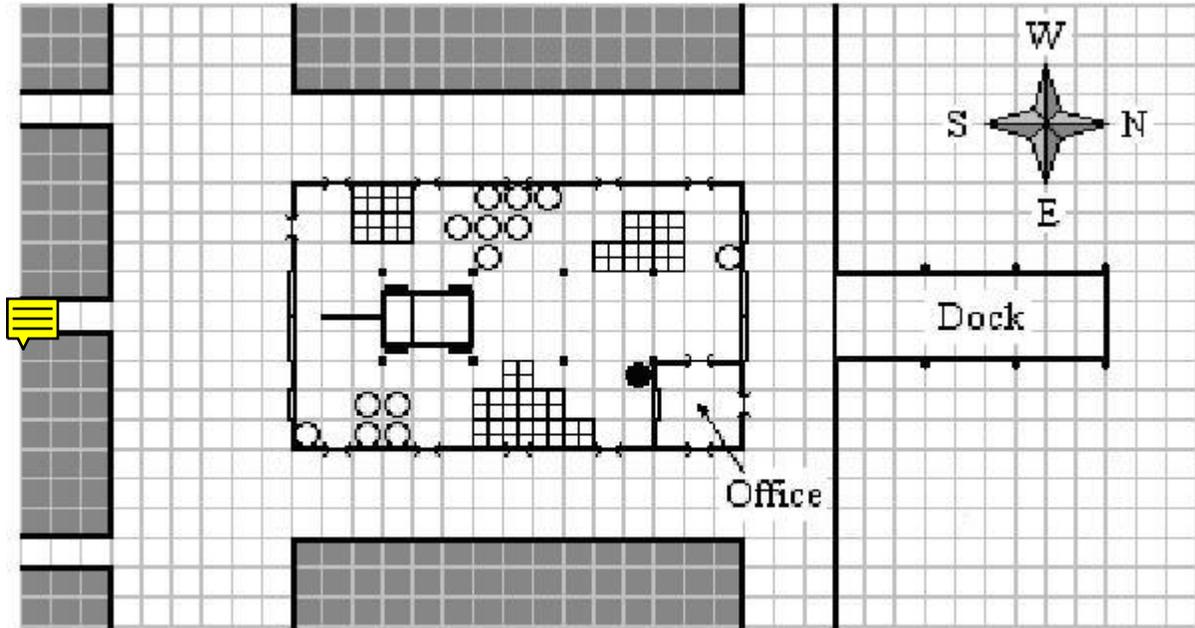
**Notrice, Szabo Security Expert:** Female Suel Exp9; CR 8; Medium Humanoid [Human]; HD 9d6; hp 31; Init +0; Spd 30 ft.; AC 15, touch 12, flat-footed 13; BAB/Grp: +6/+6; Atk: +8 ranged [1d8, light crossbow] or +6 melee [1d6, light mace]; Full Atk: +6/+6/+1 ranged [1d8, light crossbow] or +6/+1 melee [1d6, light mace]; AL N; SV Fort +3, Ref +4, Will +6; Str 10, Dex 13, Con 10, Int 12, Wis 10, Cha 10.

*Skills:* Speak Ancient Sueloise; Craft (Trapmaking) +13, Disable Device +13, Hide +13, Listen +12, Move Silently +13, Open Lock +13, Search +13, Spot +12

*Feats:* Dodge, Point Blank Shot, Precise Shot, Rapid Reload, Rapid Shot.

*Possessions:* Explorer's Outfit, MW Studded Leather, MW Light Crossbow, 20 Bolts, Light Mace, MW Thief's Tools.

# Judge Aid – Szabo Warehouse Map



Door | Window † Crates ⊞ Barrel ○ Barrel with Rings ●

## Player Handout #1

*Esteemed Adventurers,*

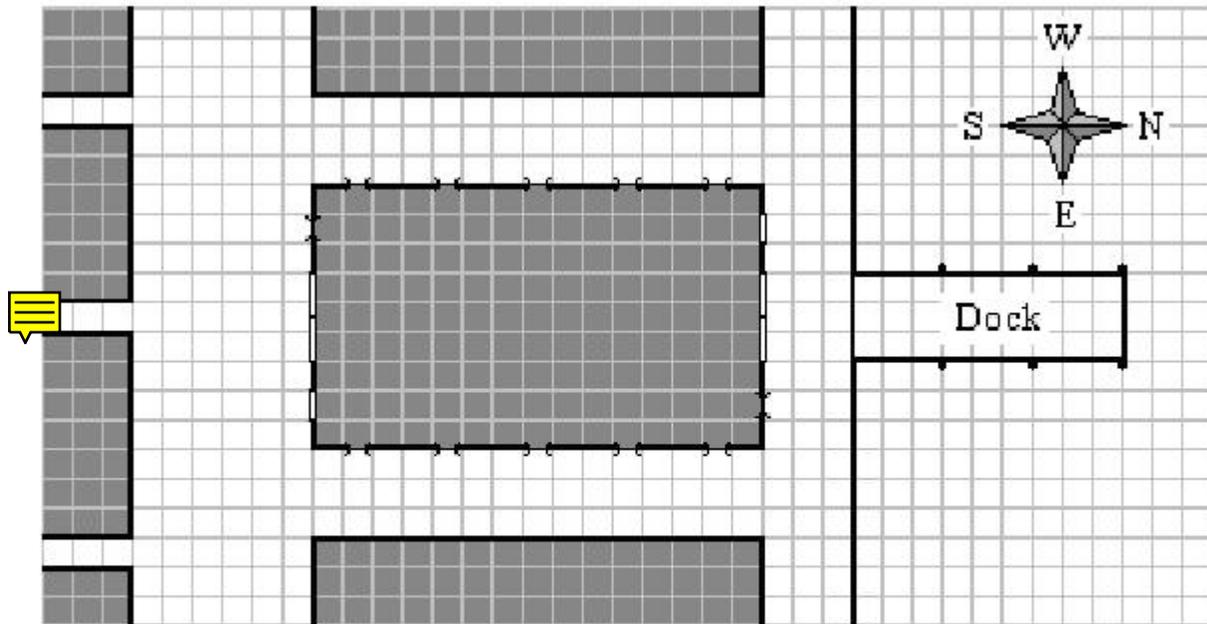
*I have some difficult business that needs attending to. I have been told that you possess unique skills well suited to the task.*

*Please come to the Golden Stag Inn at midday. We will discuss the particulars of the matter over lunch.*

*Sincerely,*

*Jevan Ullaz*

# Player Handout #2



- || Door
- ⋈ Window

## Player Handout #3

This rolled up parchment is sealed with the symbol of House Meissel.

*My servant, Tevan Ullaz*

*How goes our plan to steal the rings right out from under the noses of those dullards of House Szabo? I wish I could see their faces when they find out their "gift" is worthless.*

*Send the rings to me as soon as you have acquired them. Make sure to silence any dupes involved in the affair. We can't have any of this getting out.*

*Soon we shall be rid of those accursed churches and return to the golden age of Justinian once again.*

*Skeptically,*

*Wefried Meissel*