

PAL03-02I

STOLEN CLOAKS AND SILENT DAGGERS

**A One-Round D&D Living Greyhawk[®]
Pale Regional Adventure**

Version 1

Round 1

By Thomas Sleeper

Some church cloaks have been stolen from a local craftsman. With the trouble from the Tenhites the Church Militant and Watch are too busy so they look for a few fresh faced adventure's to help out.

Part one of The Disturbing Cycles

An adventure for 1st level PC's

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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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, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment 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 three 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. 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 gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Reporting

Introductory modules are not reported to the RPGA.

Living Greyhawk

This is a Living Greyhawk Adventure. As a Living Greyhawk 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* and *Living Greyhawk Campaign Sourcebook (LGCS)*.

Living Greyhawk Levels of Play

Because players bring their own characters to Living Greyhawk games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs

trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
6	6	8	9	10	
7	7	9	10	11	

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 free 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.

Time Units and Upkeep

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: Living Greyhawk adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a Living Greyhawk adventure. If your group is APL 1 there are two things that you can do to help even the score.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding

This is a standard one-round Regional adventure, set in the Pale. Characters native to the Pale 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.

Adventure Background

Recently a group of Hextorites have come to the city of Spiral hoping to further weaken the stronghold of Pholtus. One cell of the Hextorites was ordered to find a way to interfere with a coming ceremony to Pholtus. To do this they broke into the Blinding Light Tailors and stole a dozen cloaks and robes to impersonate clerics of Pholtus during the ceremony.

Over the next day they began sending some of these cloaks to other groups in the city that would participate in the upcoming fiasco. The leader of the group is expecting someone to come after them to retrieve the stolen garments and is trying to disperse them as quickly as possible without bringing attention to themselves. If the party does not hurry then the cloaks will be distributed through the other cells and this one will disappear to find a new base from which to work in order to throw people of their trail.

Adventure Summary

Encounter 1: Here the PC's will be eating dinner where they can introduce themselves and role play some to get the feel of their new characters. They will then have an Acolyte of the Church of Pholtus come to them and request that they come

with him to meet the City Watch who is looking to hire adventures to help them at this time.

Encounter 2: Here the PC's will be taken to the Captain of the Watch who will explain that the Watch is being overly taxed due to the presence of the many refugees from Tenh. The Captain will inform them of the stolen items and ask that they look into the matter. He will offer them payment for their services and in the end request that they take the cloaks and anyone they capture to the Church Militant to be dealt with since the cloaks and robes were ordered by the Church.

Encounter 3: In this encounter the PC's will come upon Brother Nolan scolding the orphan Olevar before returning to the orphanage. They can speak to Olevar for a small amount of time to find out what he knows before Brother Nolan comes and sends Olevar back inside. He will tell the PC's that Olevar is a liar and not to be trusted. After this the PC's will not be able to speak to Olevar again. Brother Nolan's position in the Church is to sound for the PC's to try to go around him to speak to Olevar again. They can then go into the tailors and speak to Sister Sharee and learn what they can from her over what was taken.

Encounter 4: Here Muller and his thugs have set up an ambush for the PC's. Once the PC's have won they will find the tattoo Muller has. Asking around about it will send PC's to the Searing Light Tavern.

Encounter 5: Here the PC's have come to the Searing Light Tavern and while talking to the Innkeeper they see or hear that someone is sneaking out the back. When they run down the person they find out he is Talorin, a snitch that has been aiding the Hextorites. He claims to not know that they were Hextorites and offers to show them to the hide out of the Hextorites immediately if the PC's agree to release him and not mention him to the Church Militant.

Encounter 6: Talorin has led the PC's to the secret hide out that at first appears empty. Searching around a little lets the PC's locate a trap door that leads down to a secret temple of Hextor. There the PC's fight the Cleric of Hextor and some of his minions. If they win they locate half of the missing cloaks and robes. If they fail the Hextorites flee and find a new spot in the city where they can plot against Spiral.

Conclusion: The party reports back to the Church Militant either holding the lost cloaks and robes or just to gain aid in stopping the Hextorites. If they PC's go for aid then the Hextorites escape. The PC's must also decide whether or not to turn Talorin in. **Note: Any mention of Talorin being in league or aiding the Hextorites in any way will cause his arrest and earn his disfavor.**

Introduction

Today was a beautiful day in the city of Spiral, and you find yourself in the Lightbringer Inn relaxing between your adventures. It is a busy night as many of the citizens of Spiral have also come to seek the hospitality of the Pious Pilgrim. Looking around you see several other people seated at your table who also wear the garb of adventurers. It appears that they will be joining you for dinner on this fine night.

Encounter One - Dinner at the Lightbringer Inn

At this point the party should introduce each other. As a first level adventure it is unlikely that many of the PC's will actually know each other.

As you finish the food that the innkeeper brought you and continue to make conversation with your dinning companions, an Acolyte of the church enters the Inn. He pauses and slowly scans the crowd. Soon his eyes rest upon you and those sitting at your table. Moving as quickly as he can through the bustling crowd, he arrives somewhat out of breath at your table.

“Good evening, I am Acolyte Seandor, and I am searching for some adventurers to help with a problem of the Watch. I noticed that you appeared to be a group of such individuals and I was wondered if you would come with me. The Watch would greatly appreciate your aid in this matter.”

The Acolyte is searching for a group to look into some stolen items for the Watch. He was not told what was stolen, but tells the party that a Watch Lieutenant will be able to give them all of the information they need as soon as they arrive at the Watch headquarters. He assures any who ask that

the Watch will pay for their services, although he seems a little put off that someone would ask the Church and Watch for money to find stolen goods. Seandor is young and idealizes the church.

If the party is reluctant to go he will try and convince them that this is something that needs to be done, but he does not have the power to force the party to do anything. If they refuse to go and see the Watch then the module is over as they will not find out about the stolen cloaks and they will not have a reason to find out about them.

When the party agrees to go Seandor will smile and be in a rush to have them follow him out. It is a short distance to the headquarters of the Watch in this section of town and the party will soon find themselves being shown into the watch building. At this point Seandor will leave them and they will be escorted by a female half elf to see the Watch Captain.

Encounter 2 - To Watch for the Watch

The Acolyte leads you quickly through the streets of Spiral. Soon you find yourself in the building that houses the Watch for this section of the city. Acolyte Seandor smiles at you and gestures to a female half-elf that is striding confidently towards you. As she approaches you see a strange, hairy humanoid behind her being escorted in heavy manacles by several of the City Watch. It wears robes and has two horns, one of which appears to be adorned with a ribbon of bright red.

She looks stonily at you as she approaches. Seandor introduces her as Leilira Skybreeze, a Sergeant in the City Watch. And says she will take you to the Lieutenant.” Leilira is a slender half elf that stands just over five feet. She is dressed in chain mail armor and wears a bastard sword on her back. As the Acolyte turns to go she motions you to follow her without a word and leads you back into the building. The building seems filled with half-elves that move quietly through the halls and make way for your party as Leilira guides you to an oak door. She knocks and a commanding voice orders her to enter. She opens the door and motions your party into the room.

Entering the room you find yourself before another half-elf. He wears the uniform of a Lieutenant of the Watch and rises as you enter. He is broader than most half-elves you have seen. With a nod he dismisses Leilira and says, “Please, be seated.” Motioning to some chairs that are placed before his desk as he sits back down. “Thank you for coming. It seems that the watch is in need of some help in a small matter, and it was thought that perhaps a few adventures might be able to help out.” He pauses for a few moments looking at each party member with intense concentration. Seemingly satisfied he continues “Earlier today several items intended for an official function were stolen from a local craftsman Would you be willing to aid the City Watch and Spiral find these items? I will need your answer and assurance of discretion before I can give out any more information.”

Note: The hairy humanoid is a Yak Folk who was accidentally teleported to the Pale when a spell went wrong. No one is familiar with what he is but he surrendered with little needed persuasion and so he was brought here until the Church Militant can prepare suitable accommodations to find out what he is and where he comes from. At this time no one in the City Watch has a remote idea what he is. Some speculate that he may be some kind of small minotaur.

The Watch Lieutenant’s name is Lesandar Thornian. He only gives it if asked by the party. He wishes to see how observant they are. If the party does not ask his name he does not offer it and considers less of them, worrying that sending a group that does not even care what their employers name out to find stolen property is a foolhardy act, but will follow his orders which state that he needs the party to go and look into the matter. He will not answer any question until everyone in the party agrees to help. Admitting that items meant for the church were stolen is an embarrassment to the Lieutenant. Each person must also promise not to run around giving out the details to the case unless absolutely required to in order to regain the lost items. When the party has all agreed he continues on. He does offer to compensate the party for their time whether or not they find the items.

The lieutenant continues, “A dozen ceremonial

cloaks and robes for the Church were stolen last night. Now generally the Watch, or more likely the Church Militant, would investigate such a crime. But with the refugees from Tenh that flood our lands, and the chaos that brings, we find ourselves over taxed stopping many of the more grievous crimes. Because of this the Church has suggested that a group of adventurers might look into this matter so that we can free up members of the Watch to keep an eye on those from Tenh. An idea I wholeheartedly support since I know how resourceful adventures can be.

“The theft occurred sometime last night at the Blinding Light Tailoring. We wanted you to go and investigate this crime and bring anyone bold enough to commit such a crime to the Church Militant for trial.”

Lesandar can also answer the following questions:

- If asked if the criminals must be brought in alive read the following “**Every effort must be made to bring them in alive for trial. That’s the official word from my superiors.**” He pauses for a moment and says in a slightly hushed tone “That being said, you should in no way endanger yourself to do it. I would hate to lose anyone with the courage to aid the church in a time of need because they were being merciful to someone dumb enough to steal from the church.” Make it obvious that he’s going out on a limb telling the party this, but he won’t tell them that he is.

- He can tell the party where the Blinding Light Tailor shop is located. He suggests they go there in the morning since no one will be there at night.

- If asked about the tailors he can tell them that it is a government-funded facility that gives work to orphans. It handles much of the Churches orders for robes. It is ran by Sister Sharee Nicola who also aids with the caring of the orphans.

- The orphans live in a building across the street and are cared for by Brother Nolan and Sister Sharee.

- The robes that were stolen were meant for an important ceremony to Pholtus that is coming up. He doesn’t know when or what ceremony it was for.

- He will offer the party 80 GP each for the job, but only if asked

When the party is done Lesandar will rise and call Leilira back in to escort them out. At this point the party can go and find the Tailors but there is no obvious signs of breaking in and no one at the Tailors.

Encounter 3 - They Don’t Make Clothes Like They Used To

The next morning as you approach the Blinding Light Tailor you find yourself on a small road that seems to have very few occupants. At the moment you can see an older man in robes berating a Rhennee boy who is sweeping the front walkway of a large building across the street from the Blinding Light Tailor. As you move closer you hear the man say, “... Useless ... When will you learn that you must follow the rules boy? This is not some silly game. I promise you...if you do not straighten up you will be sweeping this walk every day and night until you leave this place. Mark my words boy...” And with that the man turns and storms back into the building.

When the party gets closer they see that the boy is actually closer to a young man. If they decide to talk to him Olevar will admit that he was out here the night before and that he did see some shapes moving around. It will require some money (but not much) and diplomacy rolls to get him to help out. But Olevar is a kid, so a few silver is enough to give the party a big bonus on diplomacy checks. If the party starts throwing gold out Olevar will start off answering their questions easily, but if the party asks to many questions he will try and milk them to see how much he can get

Note: if the PC’s give Olevar 10 gp or more he tells them everything he knows, and they receive the Favor of Olevar from Spiral.

If asked about what he got in trouble for Olevar will at first respond defensively with something along the lines of “Why, you writing a book?”, “Why, this your day to hold his leash?”, etc. Basically give the kid a little attitude he’s about to be too old

to stay at the orphanage and is just biding his time.

Eventually if the party keeps talking and convinces him that they aren't here to hassle him he'll tell him he got caught sneaking back into the orphanage last night.

If asked why he was sneaking out he implies he was meeting a cleric's daughter (Diplomacy DC 10) but he was really at the market square looking for dropped coins, he's about to get kicked out of the orphanage because he's too old. So he's trying to get some coins up to make it on his own (Diplomacy DC 15) and this is true.

If asked if he saw anything and offered cash or a Diplomacy roll is made (DC 21, hey the kid needs some money) Olevar will give out the following info in the order listed.

- The boy managed to sneak up close enough to see that there were five people involved. Three entered the building while two more waited outside.

- Olevar did not manage to catch sight of any of their faces but he did see that one had a tattoo of a clenched gauntlet. The third guy who went in had it on his right arm. He saw it when the guy came out carrying what appeared to be clothes.

- Olevar has heard rumors about a new guy in town with a similar tattoo, or maybe the same. A friend thought it was cool and mentioned it. The person who it belonged to was seen around the Searing Light Tavern. If anyone has knowledge: Local then they have heard of the inn. It is considered a din of chaos and it is rumored that the only reason it is left open is to make the Church Militant's job of finding the chaotic's easier. If not Olevar will be willing to mention it. He seems to find the place interesting if anyone senses motive while he talks about it.

As Olevar finishes his last comment a voice comes from behind you. "What is the meaning of this? Why are you here?" Turning you see the older man coming up to you. He moves up behind Olevar and frowns down at him before looking over the party.

This is Brother Nolan who watches out for the orphans. If the party mentions the robbery he will immediately order Olevar to go into the building and clean the kitchen. He will inform the party that

he knows nothing about the robbery and that they would be wise to go and speak to Sister Sharee if they have any questions. If anyone says they wish to speak to Olevar again Brother Nolan will insist that he is a liar and that the party will not gain anything of interest to him. A sense motive check on this will show that Brother Nolan is concerned that Olevar will be in trouble. There is nothing the party can say or do that will be able to move him in this. If they attempt to throw their weight around Brother Nolan will point out his rank in the church and politely but coldly ask them to leave the orphanage.

When the party goes up to the Tailors, whether or not they have talked to Olevar read the following.

The Blinding Light Tailor is a large one-story building. Looking around you find no sign of obvious break in. Either the shop was quickly repaired or the people that broke in did so without any obvious signs. As you enter the building you see it is one large room. A woman in robes is sitting at a desk directly in front of the door. The walls have racks where various clothes all in white, silver and gold hang. Children of various ages fill the large room going about the business of creating the different clothes needed by the church. Looking around it is easy to tell how the room is divided by ages where the older girls and boys (13-15 year's old), are responsible for the finer clothing and the younger children (9-12 year's old) carry the bolts of cloth and other needed materials around for those who actually make the clothing. The tailor appears very orderly and little mess is accumulated even as the children work.

Looking up as you enter, the middle age woman at the desk frowns slightly at the sight of armed and armored people entering her establishment and says, "Hello, I am Sister Sharee. May I ask what your business is?"

If asked why they have children working Sister Sharee will explain that the children are not over worked and that this is the only way that the church could feed and cloth all the children, after the explosion of orphans caused by the tragedies in Tenh.

Sister Sharee will answer any questions the party has, but is reluctant to let them speak to the

children. She will insist that they know nothing, as they were all in the orphanage across the way asleep when the clothes were stolen.

Sharee knows the following:

- The Church ordered A dozen robes and cloaks. They were highly decorative and ceremonial, but were obviously meant for the Phultan church and would be easily recognized if seen. She can show the party several other robes and cloaks that were completed to give them an idea of what the clothes looked like. She knows they were meant for an upcoming ceremony but can not tell the party which one as she doesn't know.

- Sister Sharee has no idea why anyone would take the robes. They did not take all of the robes and there is still quite a bit of time before the order is due. As the clothes are highly stylized they cannot be worn without being noticed and if they wished to stop the ceremony they should have taken either all the robes and cloaks and waited longer to do it since the Tailors have time to replace the missing items if they have to.

None of the children in here will know anything about the thefts other than they happened last night. Sharee will allow the party to question the children but watches carefully from a discrete distance to ensure the safety of her kids and give the party some privacy in their investigation.

Encounter 4 - When Thugs Attack

Whether or not the party has decided to speak to Olevar their presence has been noted. The Hextorites knew that the Pholtans would quickly send someone to investigate the stolen clothes. To stop this before anyone got to close the thieves left one of their number and several thugs to stop them.

The party should all receive a Spot check at DC 15 to see the ambush. If anyone specifies as they leave the orphanage that they are expecting an attack the Spot DC drops to 10.

TACTICS: Muler and his thugs will attack the party as they turn the corner from the Orphanage. Muler is a large bulky man who will try and disarm opponents at first and then let the thugs drop them when they are disarmed. If Muler's flail is taken from him he will target the person who disarmed him and use his light flail to actually attack the target. Muler will target large fighters with two handed weapons first, then fighters, then clerics and finally mages. The thugs will attack with cudgels and seek to flank when possible. They have orders to attack mages first, then anyone Muler has disarmed, then clerics, then fighters. Muler is a fanatic and will fight until he is dead or unconscious. The thugs will automatically believe that anyone working for the Pholtans is a Pholtan and so will not parlay. If Muler and 2 of the thugs drop the other two will try and flee but not surrender. No thug will leave while Muler is alive out of fear of Muler and his friends.

What the Party can find out:

- Muler will bite off his own tongue before he talks to the party. He is a fanatic. He also bears the tattoo that Olevar described assuming the party talked to him and got that information. If the party did not talk to Olevar they can do a Gather Information check to try and find out about Muler and his tattoo. The DC is 15 and takes 5 hours to find. For every 1 over the DC the time is cut down by half an hour. It will take the party at least half an hour to find out where the tattoo. The Gather Information check will send them to the Searing Light Tavern.

- If the party manages to subdue and question a thug they will say they were hired at the Searing Light Tavern. They only know Muler, but believe that they had seen some other men with him at occasions in the tavern.

At this point the party should be pointed to the Searing Light Tavern.

Encounter 5 - The Searing Light Tavern

The Searing Light Tavern is a small establishment. It is as clean as any of the other

buildings along the narrow streets of Spiral, but as you enter you can almost feel the difference. It is darker in this building than almost any other building in all of Spiral. The patrons to the establishment eye you somewhat warily as you make your way in. A muscled man wearing an off white apron approaches you. He has the scars on his arms and face that show he probably lived the life of an adventurer before he started working at an inn. "Good day, can I offer ye some ale?" He asks as he looks you over."

The man is Rodney Melhin. He is the owner and bartender of the Searing Light Tavern. He has worked very hard to keep his place open and in truth his establishment is not nearly as bad as rumors have it being. If it was, Rodney knows he would have lost his business long ago. Because of this he goes out of his way to not have trouble with the Church. Rodney knows nothing of the robbery at the tailors. If they mention that tattoo, Rodney will nod and tell them that the man who had the tattoo was named Muler. He would come by the inn now and then for a drink. He also had several friends who would come in now and then, but they seemed to avoid talking to anyone other than Muler and Rodney does not know where they are located.

At this point everyone in the party should make a spot check. The DC is 15 for anyone not talking directly to Rodney and a DC of 20 for those who are. Read the following to the PC's.

As you are talking to Rodney there is a small movement to your right near the bar. Rodney whirls and points at a man that is about to enter the kitchen and yells, "Talorin, ye old fool. Don't be thinkin' ye can get out on yer tab. Get back here." The man throws his mug at the party and run's for the back door pointing at the party and yelling "I ain't gonna pay for this dish water, sides it's on them. "

Anyone that made a Spot check can choose to roll initiative to try and catch Talorin before he gets out of the inn. If they do not then Talorin will get to move on the surprise round in order to escape. Talorin is a short and more than slightly overweight. If the party decides to run him down it is only a matter of time before they catch him. When they do he immediately surrenders. He has

no noticeable weapons.

If the party doesn't go after Talorin have him come up to them as they leave the tavern. If they do they catch him and he offers to help them as long as they do not turn him into the Church Militant. In the end Talorin is a coward and can be threatened into showing them the way to the thieves, but he insists on showing them and leaving the Watch and the Church Militant out of it if the party suggests that they just turn him in.

Talorin knows the following:

Note: The text assumes that the party chases him, if they don't adjust as neccasy.

- Talorin knows Muler and had dealings with him, although he did not know they planned to steal from the church. When he over heard the party he thought it might be a good idea to relocate to a new town for a while.

- Talorin knows that Muler's friends live in a small building not far from where the PC's are now. He can show them in exchange for going free.

Talorin is an excellent liar. It is most unlikely that any PC will be able to tell that he is lying. Talorin fears the Church Militant but knows that the Hextorites are just as bad if not worse. He will agree to show the party where they are somewhat reluctantly but in truth it is his job to take them there. He will use bluff to make it seem like he is reluctantly taking them.

Encounter 6 - A New Foe

Talorin leads you through the back allies of Spiral. Even here the order of Pholtus can be seen. Almost no trash can be seen in even the smallest and darkest of the allies. Soon he leads you to the mouth of an ally and points to a small one-story house. The two windows that you see are both shuttered tightly. A single door can be seen in the front.

Talorin looks around nervously before ducking back into the ally and whispering to

the group. "Muler told me to go to that house when I heard anything strange. I have never been inside. Can I go now? I promise that I have told you everything I know."

Talorin has told them everything he knows. It is now up to the party to decide if they want to let him go or not. It will be easy to subdue and tie him up. If the party lets him go Talorin will thank them and quickly run off. If they choose to hold him for now and let him go after they check out the house he will still grant them the favor. If they let him go now but tell the Church Militant about his part in the affairs later then they will have him arrested and the party will earn his disfavor.

The house has one door in the front. It's only windows are both shuttered and also located in the front of the house. The party can easily break into the house and the street they are on appears deserted. Once inside they will find a large front room with a small table and 6 chairs scattered around the room. There are two smaller rooms in the back. The first has a set of bunk beds and two small chests that hold some sturdy pairs of clothes. The second room is similar except it also has a trap door under a carpet in between the two beds.

Opening the trap door you see a small staircase leading down. It goes about fifteen feet down and leads down a small tunnel. At the end of the tunnel a door stands slightly open. Inside you hear light chanting and a faint noise of some squeaking animal.

The Cleric of Hextor, Davoren, is aware that someone is coming. He has his two acolytes with him and he is pretending to do a pretend ceremony. He has a marmot in a cage on the altar waiting to sacrifice it when the PC's come into the room. The room is a small shrine to Hextor. Muler failed to check in at the appointed time so Davoren knew that soon someone would be stopping by. He has two rogues in the room also. Both rogues are hiding and completely out of sight from the door hiding behind some crates and barrels at the back of the room.

TACTICS Davoren will target any fighters first in

the hopes of breaking their will. The rogues will ready actions and both attempt to flank and take out any mages or clerics that cast spells the first round. The warriors are positioned between the Cleric and the party. They will attempt to keep everyone away from the cleric while he casts. Everyone in the room is fanatical and will fight to the death.

Encounter 7 - An Ending?

After the last of your foes falls you begin to look around. A stone symbol of a spiked gauntlet clenched around four barbed arrows rests before a small pedestal behind which the cleric had been chanting. A similar sigil is on a necklace that the cleric is wearing. In the back of the room there are several crates. In one you find 6 robes and cloaks that match the ones you were sent to find. Turning to leave you are left to wonder... are there more of these clerics hiding in the area and what happened to the remaining cloaks.

Conclusion

If the PC's win they must now determine if they will allow Talorin to go free for helping them or if they will turn him into the Church Militant for his part in working with the Hextorites. Note: As far as any PC can tell, Talorin did not know they were Hextorites. If the PC's arrive at Conclusion C they still gain the favor or disfavor of Talorin based upon whether or not they mention him to the Church Militant. If they do not paraphrase the letter arriving from Conclusion A. If they do not then paraphrase what they hear about Talorin's rise in stature from Conclusion B.

Conclusion A: (Assuming Talorin is set free and he is not mentioned to the Church Militant). After you have finished off the last of the Hextorites you take the stolen property and go to the Church Militant to report. After hearing your tale you are paid for your services and they ask, rather forcefully, that no word of the Hextorites inside the city be sent out. Later that night as you are eating a small boy approaches you and gives you a letter.

Opening it you find a letter from Talorin thanking you for sparing him and promising you aid in the future if you need him as repayment.

Conclusion B: (Assuming PC's win but turn Talorin into the Church Militant or they mention him when turning in the Cloaks). After you have finished off the last of the Hextorites you take the stolen property and go to the Church Militant to report. After hearing your tale you are paid for your services and they ask, rather forcefully, that no word of the Hextorites inside the city be sent out. Not long after your excursion you hear that Talorin, although arrested after your adventure, has been freed and is now a respected member of the church. But some how you know that no matter how well this turned out for Talorin, he will not forget that you were the ones that turned him in.

Conclusion C: (The PC's flee from the Hextorites). Having fled the Hextorites to save your lives and perhaps your very souls you rush to get the Church Militant. Hearing your tale they quickly gather a force and have you lead them back to the where the Hextorites had been a short time before. Arriving there you find that everything from the lower room is removed with the exception of a few empty crates. The Church Militant is greatly angered that the threat of the Hextorites was allowed to escape, but pays you for the work you did do and then leaves you to your own means. Still, you know that somewhere in Spiral the Hextorites are rebuilding...and they know who you are.

THE END

Experience Point Summary

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

Encounter Three

Speak to Olevar and find out what he knows about the theives.

APL2 50 xp.

Encounter Four

Defeat Muller and his thugs

APL2 100 xp.

Encounter Five

Capture Talorin and get him to show them the hide out of the Hextorites

APL2 50 xp.

Encounter Six

Defeat Davoren and his men

150

Story Award

Informed the Church Militant of what they know and return the stolen Cloaks and Robes:

APL2 50 xp.

Discretionary roleplaying award

APL2 0-50 xp.

Total possible experience:

APL2 450 xp.

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they

pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Four:

APL 2: L: 116 gp; C: 0 gp; M: 0 gp

Encounter Five:

APL 2: L: 1 gp; C: 0 gp; M: 0 gp

Encounter Six:

APL 2: L: 209 gp; C:1000 gp; M: 0 gp

Encounter Seven:

APL 2: L: 0 gp; C: 1200 gp; M: 0 gp

Total Possible Treasure :

400 GP

Appendix I - Enemy Stats

Encounter 4

Muler, Human Fighter 1: Hit Dice: 1D10+2, HP 12, Movement 20ft, Initiative +2, AC 18 (+5 Breastplate, +2 Dex); Attacks +4 Melee (1d10+4 Heavy Flail or 1d8+4 Flail), Disarm Check +8, Grapple +4; Face/Reach 5ft by 5ft/5ft; AL: LE; Saves Fort +4, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 13, Will 10, Cha 8; Skills: Jump +7, Climb +7, Intimidate +3, Swim +7; Feats: Combat Expertise, Improved Disarm, Quick Draw; Equipment: Breastplate, Heavy Flail, Light Flail

Thugs, Human War1 (4): Hit Dice 1D10+1, HP 11, Movement 30ft, Initiative +7, AC 16 (+3 Studded Leather, +3 Dex); Attacks +4 Melee (1d6+2 club), +3 Melee (1d4+2 Dagger), Grapple +3; Face/Reach 5ft by 5ft/5ft; AL: LE; Saves: Fort +3, Ref +3, Will +1; Str 14, Dex 16, Con 14, Int 9,

Will 12, Cha 9; Skills: Climb +6, Jump +6; Feats: WF-club, Improved Initiative; Equipment: Club, dagger, Studded leather armor

Encounter 5

Talorin, Human Exp3: Hit Dice 3D6. HP 14, Movement 30ft, Initiative +1, AC 11 (+1 Dex); Attack +2 Melee (1d4 dagger), +2 Grapple; Face/Reach 5ft by 5ft/5ft; AL: N; Saves: Fort +1, Ref +2, Will +3; Str 10, Dex 12, Con 10, Int 12, Will 10, Cha 16; Skills: Bluff +11, Diplomacy +11, Disguise +9, Forgery +7, Gather Info +9, Listen +6 Sense Motive +8, Spot +6; Feats: Negotiator, Persuasive; Equipment: Dagger

Encounter 6

Davoren, Human Clr2: Hit Dice 2D8+4, HP 19, Movement 20ft, Initiative +5 AC 18 (+5 Breastplate, +2 large wooden sheild, +1 Dex); Attacks- +2 Touch, +3 Melee (1d8+1 Flail), +2 Grapple; Face/Reach 5ft by 5ft/5ft; SA: Command Undead, Destruction Domain/Smite Power +4 to hit and +2 to damage once per day and must be declared before the attack is made; Saves: Fort +4, Ref +1, Will +6; Str 12, Dex 12, Con 14, Int 10, Wis 16, Cha 14; Skills- Concentration +9, Diplomacy +7, Knowledge: Religion +5; Feats: Skill Focus: Concentration, Improved Initiative, WF- Flail; Domains: Destruction*, War* Spells: 0-lvl: Detect Magic, Detect Poison, Cure Minor Wound (2) 1-lvl: Inflict Light Wounds*, Bane, Cure Light Wounds, Obscuring Mist; Equipment: Breastplate, Flail, Silver Holy symbol of Hextor, large wooden sheild.

Acolytes, Human War1 (2): Hit Dice 1D10+1, HP 11, Movement 30ft, Initiative +7, AC 16 (+3 Studded Leather, +3 Dex); Attacks +4 Melee (1d8+2 long sword), +3 Melee (1d4+2 Dagger), Grapple +3; Face/Reach 5ft by 5ft/5ft; AL: LE; Saves: Fort +3, Ref +3, Will +1; Str 14, Dex 16, Con 14, Int 9, Will 12, Cha 9; Skills: Climb +6, Jump +6; Feats- WF-long sword, Improved Initiative; Equipment: long sword, dagger, Studded leather armor

Roges, Human Rog1 (2): Hit Dice 1d6+1, HP: 7,

Movement 30ft, Initiative +7, AC 16 (+3 Studded Leather, +3 Dex); Attacks +2 Melee (1d6+2 Rapier), +2 Grapple; Face/Reach 5ft by 5ft/5ft; AL: LE; SA: Sneak Attack +1d6, Trap finding; Saves: Fort +1, Ref +5, Will +0, Str 14, Dex 16, Con 12, Int 12, Will 10, Cha 10; Skills: Bluff +4, Disable Device +5, Hide +9, Intimidate +4, Listen +4, Move Silent +9, Open Locks +7, Sleight of Hand +7, Spot +4, Tumble +7; Feats- Improved Initiative, Stealthy; Equipment: Rapier, Studded Leather armor, dagger.