

# Obvious Suspect

## A One-Round Dungeons & Dragons® Living Greyhawk™ Sunndi Regional Adventure

Version 1.0

by Pieter Sleijpen

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As in every war, food is in short supply for the common men and when hunger threatens, trouble is afoot. So what to do when strange sounds are heard coming from a warehouse with its guards missing? Sequel of SND6-02M *Angel's Share*. A one-round Sunndi regional adventure set in the town of Pitchfield for characters level 1-12 (APLs 2-10).

Resources for this adventure [and the authors of those works] include *Cityscape* [Ari Marmell, C.A. Suleiman], *Complete Adventurer* [Jesse Decker], *Complete Arcane* [Richard Baker], *Complete Mage* [Skip Williams, Penny Williams, Ari Marmell, Kolja Raven Liqueite], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Fiendish Codex II: Tyrants of the Nine Hells* [Robin D. Laws and Robert J. Schwab], *Living Greyhawk Gazetteer* [Gary Holian, Erik Mona, Sean K Reynolds, Frederiek Weining], *Races of Stone* [Jesse Decker, Michelle Lyons, David Noonan], *SND4-04 By a Moonlight Shadow* [Pieter Sleijpen], *SND6-02M Angel's Share* [Auke Teeninga], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor], *Sunndi Meta-Gaming Guide Book* [Pierre van Rooden], and *The Pit* [Mark Langereis].

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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## RPGA® SANCTIONED PLAY

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This adventure retires from RPGA-sanctioned play on December 31, 2008.

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## PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

## PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in

this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

## LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To calculate the Average Party Level (APL), follow the process below:

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing

this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

## TIME UNITS AND UPKEEP

This is a standard one-round Sunndi regional adventure, set in the town of Pitchfield. Characters native to Sunndi pay 1 Time Units per round. All other characters pay 2 Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

## ADVENTURE BACKGROUND

The common man feels all wars even far from the actual battlefields through demand for soldiers, and a shortage of basic commodities. The current war in southern Sunndi is no exception, and the inhabitants feel its effects everywhere. In the bigger towns, such as Pitchfield, the war is especially problematic due to a shortage of food and a surge of refugees. While as of yet there is no famine, things look grim for the poor and trouble is brewing unless something is done quickly.

As always there are also people that make a profit on misery. One of these people is the owner of the Pit, an infamous tavern, gambling hall and arena, the halfling Makarios. People are always willing to pay for entertainment, especially during difficult times, and his influential position in Pitchfield's criminal circles helps as well. In fact, the arrival of the refugees and the troubles of the war have placed him in a great position to become the crime lord of Pitchfield. A situation he is taking advantage of, and while the authorities are not too happy about it, there is little they can do about it. A small comfort is the fact that there are worse alternatives, and while greedy and callous, he is not completely heartless and seems to have iron self-control.

Such a rise to power always goes at the expense of others, and when thugs in the service of Makarios are found destroying the supplies in the warehouse of a

debtor, it is easy to believe he is guilty even though he denies it. Is it fear to be convicted of treason, or is he really innocent? After all, it was only coincidence somebody walked by when his thugs were crashing the place with heroes nearby to hear the cries for help. Had these heroes not been present, people would not have looked beyond the obvious suspects: the Wastrians, especially since they have destroyed other warehouses before. Or is it all a set-up by Makarios to make it so obvious he appears innocent?

Throughout this twisted story runs the story of Verdann, the pitmaster of the Pit, good friend of Makarios and storyteller extraordinaire. He was the one hiring the orcs in name of Makarios, or so it appears. To learn more the PCs need to find him, but they might get an unexpected surprise. Not too long ago he made a deal with a devil, a deal he has all forgotten about, but which is still not fulfilled. So when he says Makarios is guilty, does the devil clouded his judgment, or is he speaking the truth? Even with him in custody the questions remain.

## ADVENTURE SUMMARY

SND7-02 *Obvious Suspect* is a 1-round regional adventure set in the town of Pitchfield. At its core it is an investigative scenario, but people can approach the adventure as a relatively straightforward combat adventure and still enjoy it.

**Introduction:** The PCs are enjoying a pleasant night of relaxing at the Broken Manacles when a civilian barges in, yelling that Wastrians are trashing Ikkar's Warehouse around the corner.

**Encounter 1 [Thugs at Work]:** When the PCs go to the warehouse, they learn that somebody is indeed trashing the place. The culprits are not Wastrians, but a small group of orc barbarians.

**Encounter 2 [The Watch Arrives]:** Shortly after the fight a Watch patrol arrives. With the ease for which the Sunndian authorities are so renowned sergeant Markos immediately requests the PCs to take charge of the investigation. Orcs are not particularly common, and they do not usually work for the Wastrians. It looks as if there is more going on than meets the eye.

**Encounter 3 [The Investigation Starts]:** There are a few clues to be found, such as talking with the orc thugs (whether dead or alive), tracing them down or talking with the drugged warehouse guards. All eventually lead to Makarios and the Pit, or at least Makarios' right hand Verdann.

**Encounter 4 [A Violent Message]:** The day after the fight at the warehouse a group of thugs approaches the PCs with a message for the PCs to not stick their noses where they do not belong. They use force to bring the

message home unless the PCs manage to diffuse their anger through diplomacy and bribes or intimidation.

**Encounter 5 [Denial]:** Makarios is more than willing to speak with the PCs. He is quietly surprised by their accusations, and denies having anything to do with either the attack on the warehouse or on the PCs. He asks the PCs to start working for them, offering good money for delivering the culprit behind the attacks to him and keeping the authorities in the dark.

**Encounter 6 [Resisting Arrest]:** At some point the PCs should realize Verdann is the person to go to. Regardless of whether the PCs come to arrest him, or to just talk with him, possessed by a fiend he assumes the worst and tries to kill the PCs with the aid of a couple of devils.

**Conclusion:** The adventure ends with Makarios thanking the PCs, telling them he has some ideas and that he is likely to need the PCs real soon for another job. If the PCs told everything to the authorities, it ends with a court case in which the PCs are asked to testify. Just before things can go to court, Verdann is either found dead in his cell, his corpse burnt to cinders or if dead his corpse goes missing.

## PREPARATION FOR PLAY

The halfling entrepreneur Makarios, owner of the Pit and leader of the Makarios Pit Fighters meta-organization has a central role in this adventure. More information on the Pit Fighters can be found in the *Sunndi Meta-Game Guidebook*. Note down any PC who is a member of the Makarios Pit Fighters since they gain special benefits throughout the adventure. Makarios also played a part in *SND6-02M Angel's Share* and the PCs might have earned his gratitude in said adventure.

The adventure starts in the tavern "The Broken Manacles". The tavern was first used in *SND1-01M Freedom of Speech*, which can be freely downloaded from [sunndi.org](http://sunndi.org). Although enough information is provided in this scenario, if you want additional details you can check *SND1-01M* beforehand. It is unlikely that you need it, especially when you are running the adventure in a time-sensitive environment.

During Encounter 2 the PCs also meet sergeant Markos. The NPC appeared in *SND4-04 By a Moonlight Shadow*, during which he met the PCs shortly after they killed a pack of dangerous otherworldly dogs. While not important for this adventure he recognizes PC if he met them before, and changes his attitude accordingly (most likely to one of respect).

Since the adventure is set in Pitchfield, residents of this small city gain a +2 circumstance modifier on any Gather Information checks made in town. They also gain minor bonuses throughout the adventure.

## THE LAWS OF PITCHFIELD

The adventure *SND7-02 Obvious Suspect* takes place in the town of Pitchfield, which is one of the more law-abiding and civilized parts of Sunndi despite, or perhaps because of, the war in the south. The consequence of this is that the PCs are much more likely to clash with the local authorities. During their investigations they run the risk of being accused of trespassing, violation of privacy, theft, vandalism, slander or even more serious crimes such as assault, the use of forbidden magic or impersonating a governmental official. Keep a close eye on the actions of the PCs during the game, and whether there are witnesses or not when they commit a crime. For fairness it is important to make sure the players are aware of both the laws and punishments of Sunndi even if their characters are not.

More detailed information on the laws and punishments of Sunndi can be found in the *Sunndi Meta-Gaming Guide Book* or at <http://www.sunndi.org/policies/law.html>. Note that these are guidelines. Use them at your discretion. Any punishment that might result in the (semi-) permanent removal of a character from play within Sunndi (hard labor longer than 1 year, death and banishment) should be brought to the Triad's attention after the session to be validated. If a player thinks punishment is unfair, that player can contact the Triad as well: in game the PC is appealing to a higher court.

There are a few specific laws that require special attention. Like in most parts of Sunndi carrying arms is not illegal in Pitchfield, though weapons must be peace-bound unless you have a special dispensation (like official licensed bodyguards and members of a Sunndian based military organization). The guards do not enforce this law very strictly, and the peace-bound weapons are not sealed. In theory a guard can confiscate weapons that are not peace-bound, or ask a fine of 5 gp. In practice all they do is give a warning.

Chances are that the PCs want to use enchantment spells such as *charm person* and *suggestion* during the investigation. While such magic is not illegal by definition, it tends to fall under the law that forbids the magic that would intervene with personal integrity. If used on anybody, or for anything else than to quickly dispatch an attacker, it leads to 1 month (4 TU) of hard labor *\*if\** the spell was used in the pursuit of justice (e.g. charming an uncooperative witness). Punishment can be as high as 6 months (24 TU) of hard labor if used for frivolous reasons, especially when used on government officials (e.g. making a guard act like a chicken).

Another danger of adventuring in the city is the fact that many of the more dangerous spells have a tendency to do a lot of collateral damage. Fire spells are especially feared in a city. Adventurers should take real care what spells they use, and even in a slightly anarchic country like Sunndi, guards can react rather harshly to fools casting *fireballs* left and right. Most of the time the PC only need to pay a fine double the damages caused. When using fire magic, or spells that directly endanger the

public, a PC can be charged with the reckless use of magic. This can be punished with 1 to 6 weeks of hard labor (1 to 6 TU). If an actual fire is started, the PCs can be accused of arson, which has a minimum penalty of 5 years of hard labor. If people actually die in the fire punishment is death without chance of resurrection. Note that fire spells with instantaneous duration only set readily burnable things on fire and even then the PCs should have enough time to douse the flames. As long as they do not cast it in haystacks, the local brewery or in a lamp oil shop chances are slim of starting a raging bonfire although the fire could destroy fragile items.

Minor crimes, those that fall under the Noble's Laws, do not lead to an immediate arrest. It is best to deal with it at the end of the game. If there were witnesses or the PCs left behind solid evidence of their guilt, they eventually face trial and punishment. Otherwise they get away with it. Serious crimes (especially murder, grievous assault and the use of forbidden magic) lead to an immediate arrest, and most likely to the end of the adventure for that particular PC. Note that the authorities use spells like *Speak with Dead* and other divination magic in case of such crimes and hence it is much more likely that the guilty PC eventually gets caught for the act (though without witnesses this most likely happens at the end of the adventure).

By the end of the scenario it is possible the PCs have earned a favor with the Pitchfield authorities. This favor can be immediately spent to remove any punishment for minor crimes and impersonating government officials. The punishment for major crimes is unavoidable. Obviously, killing a criminal in self-defense (especially a criminal working with devils) is not murder and trespassing in the criminal's private home is not be punished either (as long as there is reasonable evidence of the guilt of the criminal – even if obtained after the fact). Sunndi is a neutral good state that tends to look favorably upon vigilantes as long as the vigilantes act against the guilty and within the limits of decency. Killing a pickpocket is still murder.

## INTRODUCTION

The adventure starts in the tavern The Broken Manacles, a famous establishment in the small city of Pitchfield. It is a gathering place for adventurers and potential employers seek out Vella Ironbeard, the owner, as a liaison. Most adventures looking for a job spend their nights here, enjoying the high quality food and drink and the company of fellow thrill-seekers. Unless one or more PCs are very good friends, the PCs are split up at the start of the adventure, each sitting with his own friends.

Make sure you know what spells the PCs have usually running. The PCs cannot yet cast spells on each other, nor can they exchange equipment. Even if they are good friends, they just met each other again this evening and they had no intention to go out adventuring the same night.

*It is late night, and you are enjoying a well-deserved night of relaxing at the famous Broken Manacles tavern in Pitchfield. You have a good seat from where you can see most of the tavern and enjoy your drink the way you prefer. It is late, and since the last hour it has quieted down considerably. There are still a few customers, mostly adventurers or wannabe adventurers and their fawning fans - those who do not have to rise early in the morning or who simply do not care.*

*The carousing is rudely interrupted when the front door is slammed open and an older Oeridian male with graying hair and middle-class clothes rushes in. He is panting heavily and an expression of panic is clearly visible on his face. The bouncer blocks his passage, but stops when he notes the man's expression. He looks questioningly at Vella Ironbeard. Before she can react the man yells in between gasps for breath: "WASTRIANS... IKKAR'S WAREHOUSE... QUICK... DESTROYING FOOD..."*

The man is the cobbler Gerrand, a local who rarely visits the Broken Manacles, preferring quieter and cheaper taverns. Vella recognizes him as a local, as does the bouncer, although they don't know his name. He is in panic, and if adventurers do not jump into action quickly, he rushes over to the closest adventurer (one of the PCs) and tries to drag him towards the door, all the while blabbering about Wastrians destroying valuable supplies and starting a bonfire. His panic is genuine.

It requires a DC 15 Diplomacy or Intimidate check to calm him down enough to talk (or in case of Intimidate shut up long enough for somebody else to say something). He is still very nervous, and because of this he has a tendency to sprout irrelevant information. If none of the PCs calm him down, Vella does so in a rather brisk abrupt manner.

If questioned, he can tell that he was going home from The Stuffed Rooster when he walked past Ikkar's Warehouse. He noted that the guard posted at the front door was gone because he usually has a chat with the good man. Suspicious because of attacks on other warehouses by Wastrians recently (or at least the rumors blame the Wastrians), he started to look around. At that time he heard a loud crashing noise followed by loud hoarse laughter. He did not recognize the voices, and immediately ran to get help. He never saw who was inside the warehouse, but he is convinced it is a group of Wastrian saboteurs. Vella concurs it is highly unlikely Ikkar is conducting business at this hour.

If the PCs are still at the tavern instead of running towards the warehouse, she asks them to investigate immediately before the culprits are gone. In the meantime she will send one of her maids to get the Watch. If the PCs demand a reward, she looks visibly aghast. The food in Ikkar's Warehouse is for the common man, and due to war and previous attacks on warehouses there already is a shortage. Do the PCs really want a famine? She also reminds members of a Sunndian

military organization that not helping might be considered derelict of duty, which is severely punished in times of war. If the PCs still refuse, she just shakes her head and asks other adventurers to investigate. The adventure is over for that particular PC.

**Gerrand:** Male human (Oeridian) commoner 3 (NG).

**Appearance:** Gerrand is a middle aged Oeridian male with short curly brown hair, well shaven and an olive colored skin. His hair is graying and he wears practical middle-classed clothing.

**Personality:** Gerrand is a man of habits who hates unexpected surprises and has a tendency to panic when confronted by such. He is otherwise a polite good-humored man who is pleasant company as long as you don't make any unexpected moves or start spouting nonsense.

**Knowledge on Ikkar:** Vella and Gerrand can tell that Ikkar is a merchant specializing in bulk food such as grain, beans and olives. He has a reputation as a fair trader with a soft spot for the ladies. Members of the Pitchfield Merchant Guild know this automatically as well. Others can make a DC 30 Knowledge (local: the Splintered Suns) check. Pitchfield residents gain a +10 circumstance bonus.

Members of the Makarios' Pit Fighters remember with a DC 15 Intelligence or Knowledge (local: the Splintered Suns) check that they have seen Ikkar often enough in the Pit. They remember that he has a bit of a gambling problem, and has a debt with Makarios. They also know that Makarios would love it when one of his employers would aid Ikkar, increasing his hold on the poor merchant even more.

**Development:** Allow the players to describe their characters to each other while on the way to Ikkar's Warehouse. They have a few rounds to cast some spells while rushing to the Warehouse. If they dally too long, they come too late. Proceed with Encounter 1.

## 1: THUGS AT WORK

Ikkar's Warehouse is roughly 300 feet away from the Broken Manacles. See DMs' Aid 1 for a map of the warehouse.

*It is a clear night with light provided by the stars and a half full moon. Away from the main road there are no lanterns and at this time of the night most buildings are covered in darkness. The streets are made out of packed earth, clean and empty except for the occasional rat that scurries away when you rush past.*

*Ikkar's warehouse is like most buildings in this neighborhood: broad, squat, made out of stone and with a flat roof. It is two stories high and flanked by similar buildings, apparently a smithy and another*

*warehouse. The walls are dirty and the paint on the doors and shutters is cracked. You see a 10 feet wide 10 feet high double door as well as a normal sized door. There are two windows on ground floor and four on the second floor; all are closed with wooden hatches.*

*At first glance there appears to be nothing out of the ordinary, but then you hear a loud crashing noise followed by the sound of rushing liquid and a loud guttural curse in what sounded like Orcish.*

Three orc thugs and a half-orc marshal are trashing the place. As long as the PCs arrive within 10 minutes of the warning in the Broken Manacles, the orcs are still inside destroying the crates, barrels and amphorae. They try to do so as silently as possible, but fail to do so once in a while. They gained entrance to the building through the backdoor.

Roll Listen checks for the thugs inside the warehouse if the PCs approach the building, but don't forget the -5 circumstance penalty for being distracted, an additional -5 circumstance penalty for the closed door as well as any potential penalties for distance. Unless a PC is actively trying to be silent, assume the PCs 'Take 10' on their Move Silently check, and don't forget to apply any penalties if they moved at full speed. Casting a spell requires a loud and clear voice, which is a base DC 0 Listen check to hear (DC 5 to recognize as spell casting).

The doors are closed, and most are locked, except the door at the back, which has been bashed open with brute force. More details are provided below in the Terrain section.

**Terrain:** The road at the front is 15 feet wide and is made out of packed earth. There is a small dirty overgrown courtyard behind the warehouse surrounded by a 10 feet high stone wall. A wooden gate locked with a simple lock leads to a 3 feet wide alley.

The outer walls of the warehouse are 1 foot thick grey stone. Like most buildings in Pitchfield it has a flat roof. Its many small windows are closed with wooden hatches, bared from the inside. There is no glass in the windows. Instead a piece of thin leather provides cover against the wind. The 1st floor windows have iron bars. The 2nd floor ones' don't have bars and a medium sized character could step through. The 2nd floor windows are 15 feet above the ground. The outer doors are sturdy strengthened wooden doors and they have good quality locks.

There is little free space available inside the warehouse. The office and waiting room floor are covered with wooden boards, the warehouse itself with packed earth. The ceiling is 10 feet high and is made out of wood. A large opening above the double doors at the front lead to the 2nd floor, and a crane in this space allows cargo to be lifted from wagons below up onto the floor above. A ladder provides quick access, although there is also a set of wooden stairs in the office.

The office and waiting room are spartanly furnished with simple sturdy furniture. There is nothing of real value to be found. Even the ledger is kept at Ikkar's home.

☛ **Wagon:** Climbing on the wagon costs a move action (triggering an AoO) or a DC 10 Jump check (DC 5 when a running jump is possible). Those standing on the wagon gain a +1 bonus on their attack roll to people standing on the floor due to higher ground. Pushing the wagon requires a DC 15 Strength check, which increases by 5 for each character standing on the wagon. If the wagon is moved everybody on top must make a DC 10 Balance check or fall prone. Falling off the wagon deals 1d6 points of damage.

☛ **Ladder:** hardness 5; hp 15; Climb DC 0.

☛ **Outer Doors:** strong wooden door; 2 in. thick; hardness 5; hp 20; Break DC 25; Open Lock DC 30. Note that the big double doors do not have a lock, but are barred from the inside.

☛ **Inner Doors:** simple wooden door; 1 in. thick; hardness 5; hp 10; Break DC 13 (not locked).

☛ **Hatches:** simple wooden hatches; 1 in. thick; hardness 5; hp 10; Break DC 15 (barred from the inside).

☛ **Bars:** 2 in. thick iron; hardness 10; hp 60; Break DC 28.

☛ **Outer Walls:** 1 ft. thick masonry; hardness 8; hp 90; Break DC 35; Climb DC 20.

☛ **Inner Walls and Floor:** 6 in. thick wood; hardness 5; hp 60; Break DC 20.

**Creatures:** Three orcs and a half-orc are trashing the place. Argoth, the half-orc leader, is a short stocky man with brown curly hair, green eyes and perfectly white teeth and tusks. He wears fine and expensive clothing, and his weapons and armor are clean and well oiled. He looks more like a dandy, as far as a half-orc can look like one, than a warrior. Under this veneer of civility hides a tough, ambitious man with a violent temper. Argoth desperately wants to be the pitmaster at The Pit and he is willing to do almost anything to get that job. So when Verdann (Makarios' right hand) asked him to trash Ikkar's Warehouse he didn't think twice despite the risks.

The three orcs are typical members of their race, although they are much better equipped and slightly less violent and vile. Strong, stubborn and dim-witted, they are armed with large mauls and look somewhat old for orcs. They are former members of Ivid's armies who stayed behind after their armies defeat. Makarios offered them a job, food and a home and they are extremely grateful. So when Argoth told them to do something, and

said it was to help Makarios they did so regardless of the risk. Their names are Lorsh, Pargath and Torg.

**Orcs in Pitchfield:** PCs who wonder about the presence of orcs in Pitchfield can make a DC 15 Knowledge (local: the Splintered Suns) check, residents of Pitchfield gain a +5 circumstance bonus and they can make it untrained. If successful that character realizes a handful of orcs call Pitchfield home, deserters of Ivid's army during the final days of the Greyhawk Wars. They are considered pariahs, not necessarily because of their past, but more due to their violent behavior and bad temper. They earn a living with begging and menial work that requires strength. If they succeed by 5 or more, they remember that virtual all orcs in Pitchfield work for Makarios, the owner of the infamous Pit. If they succeed by 10 or more, and their characters are the type to visit an establishment like the Pit, they actually recognize one or more of the orcs.

Makarios' Pit Fighters automatically know that Makarios has several orcs in his employ as bouncers, and they might recognize one or more of the orcs with a DC 10 Intelligence check.

#### APL 2 (EL 4)

☛ **Argoth:** Male half-orc marshal 1; hp 9; see Appendix 1.

☛ **Lorsh, Pargath and Torg (3):** Male orc fighter 1; hp 12 each; see Appendix 1.

#### APL 4 (EL 7)

☛ **Argoth:** Male half-orc marshal 3; hp 24; see Appendix 1.

☛ **Lorsh, Pargath and Torg (3):** Male orc fighter 2/barbarian 1; hp 30 each; see Appendix 1.

#### APL 6 (EL 9)

☛ **Argoth:** Male half-orc marshal 4/bard 1; hp 42; see Appendix 1.

☛ **Lorsh, Pargath and Torg (3):** Male orc fighter 2/barbarian 3; hp 48 each; see Appendix 1.

#### APL 8 (EL 11)

☛ **Argoth:** Male half-orc marshal 4/bard 3; hp 56; see Appendix 1.

☛ **Lorsh, Pargath and Torg (3):** Male orc fighter 2/barbarian 5; hp 64 each; see Appendix 1.

#### APL 10 (EL 13)

☛ **Argoth:** Male half-orc marshal 4/bard 5; hp 70; see Appendix 1.

☛ **Lorsh, Pargath and Torg (3):** Male orc fighter 4/barbarian 5; hp 89 each; see Appendix 1.

(Note that the fact that the orcs quaffed some potions beforehand has been taken into account)

**Tactics:** The tactics of the orcs are simple and straightforward: hit fast, hit hard. They focus on a single

opponent, but they do not work together very well, and are likely to each focus on a target of their own. At first they try to lure any opponents into the warehouse, using the wagon to get the higher ground bonus and the crates and walls to prevent being outflanked. Only when the opponents do not come to them, do they come out. They are fanatically loyal to Argoth, and quite willing to spend an action in an attempt to destroy the ladder or use a tanglefoot bag to try and entangle a PC climbing it.

Argoth is no coward, but he knows he is not a particular good fighter. He remains upstairs, trying to direct the fight from there, while shooting at enemies below. As soon as somebody threatens to climb the ladder, he switches weapons, hoping to pin that person down on the stairs. At higher APLs he starts the fight with his bardic song to inspire courage, followed by the more appropriate spells.

The three orcs are convinced that what they are doing is considered treason, which is punishable by death. Since they are also fully aware that they are easy to track down, they try to kill any witnesses. They never surrender, fighting to the death.

Argoth realizes that it is unlikely they will be executed over this crime even in time of war, but he does not want to spend a long time at the front or in labor camps. He is also fully aware the orcs are easy to track to Makarios. Unlike the orcs though he is not willing to fight to the death. He flees if two of the orcs are out of action or when he is at 25% of his hit points. If fleeing is impossible, he tries to hide and finally surrender.

#### **Treasure:**

Looting Argoth and the thugs:

**APL 2:** Loot 223 gp; Coin 2 gp; Magic 8 gp; *potion of cure light wounds* (4 gp), *potion of expeditious retreat* (4 gp); Total 233 gp.

**APL 4:** Loot 327 gp; Coin 2 gp; Magic 8 gp; *potion of cure light wounds* (4 gp), *potion of expeditious retreat* (4 gp); Total 336 gp.

**APL 6:** Loot 326 gp; Coin 2 gp; Magic 579 gp; 3x *cloak of resistance +1* (83 gp each), mithral heavy shield (85 gp), *potion of cure light wounds* (4 gp), *potion of expeditious retreat* (4 gp), 3x *potions of remove blindness* (63 gp each), 6x *potions of shield of faith* (8 gp each); Total 907 gp.

**APL 8:** Loot 676 gp; Coin 2 gp; Magic 683 gp; 3x *cloak of resistance +1* (83 gp each), mithral heavy shield (85 gp), *potion of cure light wounds* (4 gp), *potion of cure moderate wounds* (25 gp), *potion of expeditious retreat* (4 gp), 4x *potions of remove blindness* (63 gp each), 8x *potions of shield of faith* (8 gp each); Total 1,361 gp.

**APL 10:** Loot 714 gp; Coin 2 gp; Magic 841 gp; 3x *cloak of resistance +1* (83 gp each), mithral heavy shield (85 gp), *potion of cure light wounds* (4 gp), 4x *potions of cure moderate wounds* (25 gp each), *potion of expeditious retreat* (4 gp), 4x *potions of remove blindness* (63 gp each), 8x *potions of shield of faith* (8 gp each), *vest of resistance +1* (83 gp); Total 1,557 gp.

**Detect magic results:** *Cloak of resistance +1* (Faint Abjuration), *potion of cure light wounds* (Faint Conjunction),

*potion of cure moderate wounds* (Faint Conjunction), *potion of expeditious retreat* (Faint Transmutation), *potion of remove blindness* (Moderate Conjunction), *potion of shield of faith* (Faint Abjuration), *vest of resistance +1* (Faint Abjuration)

**Development:** It is possible that PCs who are members of Makarios' Pit Fighters recognize the orcs and either don't know what to do or actually decide to help the orcs. Remind these PCs that Makarios' doesn't have an iron control over the orcs and that orcs are known for their unpredictability and urge to prove themselves through violence. They might be operating independently. What is more, the orcs don't really care and they attack that PC with lethal force regardless of the PC's alliance even if the PC appears to be helping them. As far as the orcs are concerned, if the PCs truly worked for Makarios, Makarios would have warned them to stay away. Allow these PCs also a DC 15 Intelligence check (if the players themselves have not come to the same conclusion yet) to realize that if Makarios really wanted to hurt Ikkar, he would have send in less conspicuous thugs to do the job, although one can never be sure whether Makarios might have other reasons to use the orcs. Makarios is anything but predictable...

However, if the group does contain a Pit Fighter, the PCs might actually convince them to flee the scene by changing their attitude from Hostile to Friendly through Diplomacy or Intimidate as per the rules in the PH. If so convinced, they are even willing to agree to a meeting later that night at a neutral place. They cannot be convinced to surrender. A PC could pose as a member with a successful Bluff check, but remember members have a tattoo on their biceps and they tend to be rough looking fighting types. Without a member it is impossible to influence the thug's attitude unwilling as they are to believe the PCs' good intentions.

Once the fight is over allow the PCs a few rounds to heal themselves up or talk with any prisoners. They should not be able to get any worthwhile information from the orcs before the Pitchfield Watch arrives. The Watch is not particularly quiet, and the PCs hear them coming long before they see them. Those who want to flee can. Proceed with Encounter 2 once the guards arrive. Information on what the orcs know, and how they can be convinced to talk can be found in Encounter 3.

It is possible that Argoth has fled into the city and that the PCs want to chase him down. Doing so is not just a matter of speed, although PCs considerably quicker than him will be more likely to catch him than those that are slower. Otherwise you could let each chasing PC make 3 Dexterity checks opposed by Argoth's Dexterity checks. Residents of Pitchfield (including Argoth) gain a +2 circumstance bonus on this roll. For each 10 ft. head start Argoth has you should grant him a +2 modifier. PCs with a speed 10 ft. higher than Argoth gain a +4 modifier, while PCs 10 ft. slower gain a -4 modifier. Each successful check by the PCs grants them a cumulative +4 bonus on the check. Each successful check by Argoth grants him a cumulative +4 bonus. Whoever wins the last check wins.

Once this happens, tracking Argoth down becomes a matter of investigation, which is detailed in Encounter 3.

**The Warehouse Guards:** Four guards and a dog were posted at the warehouse. The dog has been killed, and its corpse lies in Room 4. One of the guards lies slumped over the table in Room 3, while another lies next to the table as if he tried to get up and fell on the floor. A third is unconscious in Room 5 and the fourth lies in Room 4 on the bench. They have all been drugged and are unconscious. The poison can be found in their ale with a *detect poison* or at an alchemist lab with a DC 15 Craft (alchemy) check). The ale is of a very good quality. The guards can be revived with a *neutralize poison* otherwise the PCs have to wait for the drug's effects to wear off sometime the following morning. More information on these guards and what they can tell can be found in Encounter 3.

**Troubleshooting:** If a PC still insists on switching sides point out that doing so would be a crime heavily punished even in Sunndi (especially considering the current war situation). Even if Makarios is behind this attack, he will NOT help any captured or wanted PC. It would be better to either capture the orcs alive or allow them to escape while keeping up the pretence to be working for the guard, and to contact Makarios as quickly as possible to find out what he wants. If that still does not help, roll with the flow, but that PCs becomes wanted in Sunndi.

## 2: THE WATCH ARRIVES

Shortly after the fight a Pitchfield Watch patrol arrives. Vella Ironbeard alerted them about the warehouse, as well as the presence of adventurers. The PCs hear them coming in advance, and can choose to flee the scene or approach them in the open. The guards approach the warehouse cautiously, ready for trouble, with their leader shouting for attention once nearby.

Read aloud the text below once the PCs see the guards for the first time:

*Five well-armed humans cautiously approach the warehouse. All five wear chain mail, two are armed with crossbows, ready to fire and two with shields and swords. The fifth, a small stout man, has a halberd in his hand and he carries a short sword and sap clearly visible at his belt and a shield on his back. He is the only one who looks calm, and the others seem to look for reassurance at him. One glance is enough to realize the four greatly respect him. All wear the uniform of the Pitchfield watch.*

The short stout man is sergeant Markos. He is blunt and direct with the PCs, but he has a lot of respect for adventurers, having had very good experiences with them in the past. PCs who have played SND4-04 *By a Moonlight Shadow* recognize him as the officer of the

watch patrol that arrived on the scene shortly after their battle with pseudonatural dogs. They remember him as a no-nonsense kind of man who does not let pride stand in the way of common sense. Markos also remembers them, and greets them with enthusiasm (assuming the PC in question did not do something unexpected at the time). He is cautious, and he prefers that the PCs keep their weapons lowered while talking with him. If any of the PCs looks heavily wounded, he has no problems with them tending their wounds, and he is willing to send one of his men to the temple of Pelor or Trithereon to get help.

Markos starts the conversation with the usual questions, beginning with asking for their names, a short report on what happened at the warehouse and whether any of the warriors guarding the house have been found. Throughout the conversation he is more than willing to answer some of the questions the PCs might have as long as they are related to his profession or the case and they answer his. He can relate the following:

- The war with the Wastrians and bullywugs is going on for over two years now, and it is causing a shortage of food and other basic commodities. Prices rise, and there is unrest brewing among the poor, who are hungry and afraid. The large amount of refugees does not help.
- He is irritated about the fact that the authorities are doing so little, but he understands that they are more concerned with the army of bullywugs marching on Pitchfield. He is even more irritated about the Merchant Guild who are earning a lot of money over the back of the poor (whether this is true or not does not matter, Markos believes it is).
- The last couple of weeks a few warehouses went up in flames or the supplies were stolen. They suspect a cell of Wastrian saboteurs is operating in the city, but so far they had no luck in finding the culprits, so instead they have posted guards at the warehouse. Since that time no new warehouse has been attacked.
- He finds it a bit hard to believe that Wastrians (or orcs when he knows about them) would be able to drug the regular guards without some inside help. He might not have much respect for most private guards, but even they would not be as foolish to accept food and drink from strangers.
- If confronted with the orcs, he is very surprised. Orcs are definitely not Wastrians. In that case, he suspects this attack is not related to the earlier sabotage attempts. He doubts the orcs are operating on their own, or on a whim. Orcs are not organized enough to drug the guards, and they stand little to gain by destroying the loot. It is likely they are hired.
- Some PCs might remember the Wastrians have made use of orcs and worshippers of Erythnul in the past (SND4-06 *Bren's Men*). Markos does not know about this, and it would cause some doubt about

whether or not the orcs are allied with the Wastrians or not.

- Markos knows the same things about orcs as with a DC 15 Knowledge (local: the Splintered Suns) as described in Encounter 1.

🔪 **Sergeant Markos:** Male human (Suel) fighter 4 (NG; Intimidate +10).

**Appearance:** Sergeant Markos is a small, but broad-shouldered man with short red-blond hair, and a well-groomed beard. He has a loud, somewhat hoarse voice. Forty years of age, he is a seasoned veteran, and has several scars to prove it.

**Personality:** Markos is a grim man of little words. One angry glare of his tells volumes, and he rarely has to resort to violence when dealing with the low-life of Pitchfield. While respected, he is not well liked by his officers and the rich, since he is a bit too honest for their comfort. Still, they do not doubt his loyalty to the town and his fervor with which he does his best to keep it safe.

🔪 **Pitchfield Watch (4):** Female and male human (Oeridian) warrior 2.

**Development:** The City Watch is stretched thin as it is and like always in Sunndi they have no problems with asking adventurers for help. Assuming the PCs make no utter fools of themselves and treated Markos with at least a basic level of respect, he asks them to investigate the attack. He cannot offer money right now, but he will see what he can do to make it official the following morning. He suspects the city is going to be paying them the usual fees which amounts to APL gp per day in employ of the city and a bonus of [25 x APL] gp on successful completion (and of course the cities gratitude).

If the PCs accept, Markos is grateful and tells them to come to the local Watchpost for details on the rewards the coming morning (where they get temporary badges and Markos confirms the reward). If the PCs have prisoners, he offers to take them to the cells and allow the PCs to interrogate them the next morning as well. If they are dead, he suggests transporting them to the Sun's Rest (the temple of Pelor) for questioning in the morning, either with the PCs' own magic or that of the Pelorites. He has no problems with switching to the temple of Trithereon, or the Samryntar, but advises against any other temple (either because they don't have powerful enough clerics at hand or because they frown on the use of *speak with dead*). He also will arrange that the unconscious guards are brought to the hospital at the temple of Pelor and the warehouse guarded against intrusion until the investigations are finished.

Once everything has been settled, he tells the PCs to catch some sleep and to start the investigation the following morning. Tired people make mistakes, and most people are sleeping at the moment, making the investigation problematic as well. If Argoth escaped, he alerts the guards (especially at the gates), but reassures the PCs not to trouble themselves too much with it.

Those things happen, and tracking him down now is virtually impossible, and since the city gates are closed it is not like he is going to leave the city and if he could, there is no way the PCs would catch up with him regardless of whether they start the chase now or tomorrow.

If the PCs refuse the mission, which is not an option for members of the Sunndi military, the Jade Mask or the Pitchfield Merchant Guild, Markos reacts irritated. In that case he wants to know where they are staying, ordering them to remain in the city until the investigations are finished in case they are needed as witnesses. If there are any prisoners, he sends them of to the cells and the PCs are not allowed to talk with them, and they are also forbidden from entering the warehouse. They can still contact the guards of the warehouse, although doing so requires a bit more work and convincing. Of course, this all assumes the PCs proceed investigating the attack in a non-official manner, because if they don't the adventure is over.

**Troubleshooting:** If members of Makarios' Pit Fighters have recognized the orcs, they might not be willing to work for the city authorities before consulting Makarios. Remind them that if they are involved in an official capacity it is much easier to help their boss than while on the side-line. Of course, Makarios does expect to be contacted about it soon, but certainly not after closing hours and the Pit is closed at this moment. If the PCs do go to the Pit, they find its doors closed. There is a night watch, but Makarios or anybody in the know is at home. Waking them up for such a minor thing is certainly not going to endear the PCs, and men like Makarios are dangerous enemies. Information on how Makarios reacts can be found in Encounter 5. In that case the invitation for a meeting as in Encounter 4 proceeds as planned, but remember that the writer of that note is aware of the PCs' antics during the night (the maid let it slip she was awakened in the middle of the night).

## 3: THE INVESTIGATION STARTS

It is assumed the PCs start the investigation the morning after the attack in Encounter 1. You might need to adapt things if the PCs decide to start earlier or later. Just remember that most people sleep at night or even until late in the morning in case of Makarios. Regardless of whether the PCs decide to start this morning or wait 1 day, Encounter 4 takes place in the early afternoon after Encounter 1.

Makarios has friends in many places. If the authorities are aware of the orcs, he soon hears about the incident. He quickly learns about the PCs' involvement, and will arrange a real meeting as discussed in Encounter 5. If he is not aware of the PCs, or the PCs do nothing, he starts his own investigation which takes 2 days. He quickly finds out about Verdann's involvement and deals

with him in private. The PCs can still do the investigation, and talk with Makarios (even getting involved in Encounter 4). Verdann has disappeared, and Encounter 6 does not take place. In effect the PCs have 2 days to contact Makarios or else the adventure is over.

**DM's note:** Remember that divine spellcasters who prepare spells at sunrise cannot prepare the spells cast during Encounter 1 since sunrise is less than 8 hours later. Arcane spellcasters do not suffer this problem, since they can simply rest until later that day.

Also assume that each section of investigation costs a minimum of 2 hours, including the trip to the various locations. It can last longer depending on the PCs actions and whether or not NPCs are willing to meet the PCs.

## QUESTIONING THE ORCS

The state of the orcs depends on the PCs actions in Encounter 1 and 2. If dead, they require a *speak with dead* spell to get information from them. If the PCs do not have such available, the City Watch is willing to arrange a meeting with a cleric of Pelor or Trithereon to cast the spell on cost of the city. The orcs' Will saving throw modifiers are given in Appendix 1.

If alive, the PCs have to coerce them into talking. To do so the PCs have to succeed at an Intimidate check as described in the *Player's Handbook* or to turn their attitude into Friendly (starting attitude is likely Hostile unless the PCs let them go earlier and made a deal at the time; see Encounter 1) and promising to let them go. The PCs can use magic, although if they use Enchantment spells such as *charm person* you should remember Sunndian's hostile attitude towards such magics. Like with divine magic the PCs can hire a NPC spellcaster to cast such spells for them, but unlike clerics they ask the normal fee and the City does not compensate the PCs. The highest-level arcane spell-caster for hire is 7<sup>th</sup> level.

In any event, depict the orcs as simple thugs by avoiding difficult words and by acting tough, constantly threatening the PCs. They don't see anything wrong with their actions, and the only regret they feel is for getting caught. They don't try to make excuses for their actions, they just don't want to tell who hired them and why (and they are not smart enough to come up with a believable excuse). When truly pressed they express fear that their boss will kill them.

Argoth is brighter, but he tries to keep up the same act (opposed Bluff check vs. the PCs' Sense Motive skill check to note this). He actually tries to act as a true simpleton who was only in it because he followed his fellow orcs, the only ones who accept him as an equal. He tries to act as if he simply did not know he was acting against the law. Only when confronted with his bluff does he eventually give in. He craves attention and he wants to be famous, and using this is a great way to get him to talk.

Regardless of how the PCs coerce the orcs into revealing what they know, they can tell the following:

- Argoth, part-time pit master in the Pit, ordered them to help him smash stuff in the warehouse.

- They don't know who owned the warehouse, or why they were ordered to smash stuff. They were not paid to ask questions.
- Argoth works for the boss, so they work for the boss.
- The big boss (although he is actually little) is Makarios.

Argoth knows a little bit more:

- Makarios never told him to smash the stores in Ikkar's Warehouse, although Argoth does assume he is the real source of the orders.
- Makarios' right-hand Verdann "suggested" it. He never directly ordered Argoth to assault Ikkar's Warehouse, but the way he said that Ikkar needed a warning left little to the imagination as far as Argoth is concerned.
- It is not money that Argoth wants. He was looking for a permanent job as a Pit Master in The Pit and this job looked like a ticket in.
- Getting the orcs to help him was easy even without official permission from Makarios.
- Argoth does not know exactly why Makarios wants Ikkar's place trashed, but he has heard rumors of Ikkar's big gambling debts with Makarios and he assumes that has something to do with it.
- He was planning to let it look like sabotage by the Wastrians.

**Escaped:** It is possible that one or more orcs escaped and that the PCs try to track them down. If any of the PCs has the Urban Tracking feat use the rules of said feat. Pitchfield is a small city, and while the orcs do lay low, they also do not match the community's primary racial demographic. Without the feat it requires a DC 25 Gather Information check for 4 hours of searching (assuming the PCs do not simply start at the Pit, in which case you should run Encounter 4 and 5). The PCs can make a new check every 4 hours.

If the PCs alerted the authorities and gave a good description, they gain a +4 circumstance bonus on the check. The thugs leave town after 8 hours of continued search. If caught they react as detailed above.

## THE WAREHOUSE GUARDS

Due to the war most able-bodied warriors are drafted for the army, leaving the less able for jobs in town. The guards posted at the warehouse are a young man, Almand, and three men in their sixties, Daris, Kallen and Mirgoth. All four are of mixed Oeridian-Suel decent. They are not the best of guards, although they are the last persons to admit it. Almand wants to become a hero, but he is a bit of a coward and somewhat lazy. He asks all kinds of questions from the PCs once he learns they are adventurers. The three elderly guards are quite glad that they are not at the front, and they expected an easy job in town. They are a bit shocked they were wrong, but they try to act bigger than they are.

Note that unless told they do not know they were drugged. They feel rather ashamed of having fallen asleep on the job, and are really relieved when told it was due to poison.

☛ **Almand:** Male human (Oeridian-Suel) warrior 1.

☛ **Daris, Kallen and Mirgoth:** Male human (Oeridian-Suel) warrior 3.

When revived they can tell that they don't know how they were poisoned. All they know is that suddenly felt very sleepy. Kallen remembers hearing the dog barking, and wanting to get up, but he just fell to the ground and lost consciousness. If told that the ale was poisoned, they say they don't remember who brought the ale, but if pressed confess that it was Almand. They cannot believe he would work for the saboteurs. Almond is a fine lad, a bit lazy perhaps, but much too smart to throw away his career by such an act and always talking about how he wanted to join the army, but being too young for it. If the PCs do not tell the ale was poisoned, they freely mention Almand brought it. He had won it at the Red Hawk, and being the good lad he is, he wanted to share it with his mates instead of drinking it all by him self.

When asked about the ale, Almand's reaction depends on whether or not the PCs mention there was something wrong with it. If they do so, he denies knowing anything about it, but if pressed admits that he took it with him. If he is unaware the ale was poisoned, he freely tells about the ale since he is rather proud of it. He had won the ale at his usual tavern, *The Red Hawk*, for a bet with the owner and the owner had paid it yesterday during dinner. He wanted to share it with his fellow guards, especially since it was his turn to provide the drinks. He knows he could have bought cheaper ale, and kept the good quality stuff for him self, but it is not as if he needed the whole keg and ale tastes so much better when shared with friends.

Note that in reality it was a stranger (Verdann in disguise) who used a *suggestion* spell (on scroll at lower APLs) to get him to share that ale that same night. The PCs will have to visit *The Red Hawk* and talk with the owner though to learn this, and if confronted with the fact about the stranger Almand freely admits that the stranger suggested it, but he was going to do so anyway, so he never realized it would be important. Since a *suggestion* spell is gone once full filled, there is no magical aura left on Almand by the time the PCs arrive at the warehouse.

### The Red Hawk

The Red Hawk lies in the River Quarter, the poorer region of Pitchfield and is an average tavern which caters to the locals. Food and drink are cheap, but of a reasonable quality. The owner, a human woman named Jireena, is helpful, especially to soldiers, since her husband and son serve at the front and she sympathizes with colleagues of her family. She is more aloof towards

people obviously belonging to the upper class (rich upkeep or better).

If asked, she immediately says that she gave the keg of ale to Almand, a nice lad that reminds her of her son. The bet was about Almand never getting a job as a soldier, and it was an incentive to get Almand to actually apply instead of constantly talking about it. She doesn't know exactly why she gave the keg now, she was planning to do so for some time and Almand reminded her of that bet each night. In fact, she doesn't even know why she gave that particular keg since she got it from a stranger.

She is mortified if she learns that the ale was poisoned, and very angry if told that it is likely that the stranger enchanted her to give the ale to Almand. She saw that same stranger talk with Almand just before Almand left. It was a typical Oeridian man of average height, short curly brown hair and a short beard with a pleasant voice. It was dark, and she was in a hurry and never got a good look. She had never seen him before. The description fits Verdann, but also dozens of others.

## TALKING WITH IKKAR

Ikkar is a wealthy food-merchant who lives in the Merchant District. The PCs can go to his house and office, his warehouse (were he is during the whole morning) or arrange a meeting at the Pitchfield Merchant Guild. If the PCs make it clear they want to talk about the act of sabotage in his biggest warehouse, he immediately makes the time to speak with them. He is a busy man, and doesn't have much time, especially since he has to somehow compensate the losses of the previous night. Otherwise they need to make an appointment, either for that evening if a PC is a member of the Merchant Guild, or the following day during lunch if not.

☛ **Ikkar:** Male human (Suel) expert 3 (AL NG).

*Appearance:* Ikkar is a tall thin man with blond hair and a pale skin. He is growing bald. He typically wears a practical artisan's outfit with no jewelry except a wedding ring and a signet ring.

*Personality:* Ikkar used to be a friendly outgoing man, but recent troubles have made him grim and he has not slept well for weeks. He is nervous, and hasty, quick to anger and even quicker to ask for forgiveness for his outbursts. His recent troubles have not cured him of his urge to flirt with human and elves of the opposite sex – all harmless of course, he is after all a married man with three healthy children.

What Ikkar knows:

- He delivers food to all kinds of companies, such as taverns, bakers and even on occasion the army. He only sells in bulk, so he rarely sells to individuals for private use.
- He has on occasion sold food to Makarios, although he only mentions this if directly asked. He doesn't see the relevance otherwise.

- He has no enemies. Of course, he has competitors, but none that would use such tactics, not even to raise the prices even more.
- He is angry about the sabotage, and not only because of the money it costs him, but more importantly since it will raise the prices of food even more and it is already so difficult for the people of Pitchfield.
- Ikkar assumes it were the Wastrians who are behind the attack, and he is quite glad the authorities finally saw fit to hire adventurers to find the culprits. It is not that he thinks the City Watch is incompetent; he knows their resources are stretched thin as it is, and he also knows that most adventurers are actually at the front as well.
- He honestly dislikes the war, and if people accuse him of earning money at the cost of the poor, he becomes angry. He is forced to raise the prices, simply because the farmers ask more, and because transport and security costs have soared. His net profit is actually lower than before the war.
- If told about the orcs he is surprised, because the Wastrians are unlikely to use orcs and as far as he knows all orcs in the city work for Makarios either as a bouncer or a pit-fighter.
- If pressed, but only when confronted with the rumor, he admits he has a debt with Makarios due to losses in the arena of the Pit.
- If pressed even more, he also admits to some indiscretions with the ladies that Makarios knows off.
- Makarios has not put any pressure on him neither to pay the money back nor to blackmail him.

**Talking with Ikkar's employees and family:** This functions exactly as a Gather Information check as described below in "Talk on the Streets", except that it does not cost any gold, only takes 1 hour and the PCs gain a +2 circumstance bonus on the check. If the PCs get a low result, they simply did not find anybody willing to say much more than the basics. This assumes the PCs have a good excuse to talk about Ikkar (such as the investigation), otherwise nobody gossips about him.

Note that his wife is well aware of Ikkar's dalliances, but she keeps it to herself.

## KNOWLEDGE ABOUT MAKARIOS

At one point or another, the PCs come across the name of Makarios during their investigations. Since Makarios is a relatively famous person in Pitchfield the PCs might have heard of him before. Let them roll a Knowledge (local: the Splintered Suns) check. Citizens of Pitchfield gain a +2 circumstance bonus on this check. Members of Makarios' Pit Fighters gain a +5 circumstance bonus and automatically know the DC 10 and 15 bits. Non-Sunndians gain a -5 penalty on the check, and cannot make the DC 10 check untrained. The same information can be gathered with a Gather Information check.

- DC 10: Makarios is the owner of the tavern and gamble-house the Pit in Pitchfield. The Pit is an infamous place that features all kinds of gambling, and even an arena.
- DC 15: Makarios controls a large part of the underworld of Pitchfield. He is greedy, manipulative and perhaps a bit callous, but not heartless. He abhors violence outside the ring, preferring more subtle methods to earn money.
- DC 20: Makarios recently had some problems with a devil of some sort. Apparently the previous owner had made some kind of deal that went wrong. Makarios had made sure though to have a couple of adventures present to deal with the angry devil.
- DC 25: Makarios has contacts all over Sunndi and according to rumors even among the Jade Mask. Rumors do not agree on whether he is a member, or merely somebody in the know.

## DIVINATIONS

**Augury:** The spell is fairly ineffective for the big questions during the adventure since it only covers 30 minutes into the future. You should be able to deal with any questions covered with this spell.

**Commune and contact other plane:** These two spells essentially function the same, they allow the caster to ask a few simple questions that are answered with 'yes', 'no' or 'unclear'. If the question is whether or not Makarios is the mastermind behind the attack, the answer is 'no'. The PCs get the same answer though if they ask the same question about Verdann. He is not the mastermind even though he might appear to have given the orders.

If the question is whether Makarios is involved with the attack, the cause of the assault or responsible for it, the answer is 'yes', although if the power that answers the question values justice or truth, it also clarifies that involvement, cause or responsibility does not equal intent or even active knowledge about it. Makarios did not order the orcs to attack the warehouse, nor did he order Verdann to do so. Whether or not he insinuated such an assault results in the answer 'unknown'. More information on Makarios can be found in Encounter 5.

Verdann on the other hand did order the orcs, he did poison the ale of the night guards and he did hire the ruffians in Encounter 4. If asked whether or not it was Verdann's idea the answer is 'unclear'. It could be the idea of the devil that possesses him or it could have been himself. In case of responsibility it hardly matters since Verdann made the deal voluntarily. Regardless, the devil is partially responsible and devils always have higher-ranking bosses (more information see Encounter 6).

Finally, if asked whether it is a good idea to keep the authorities in the dark or not, the answer depends entirely on the deity contacted. Use your judgment, but keep in mind that it is not always straightforward. A deity like Zagyg might favor informing the authorities because of the chaos it creates, while a deity like Lendor would be

against it since it is an awfully rash action considering what little proof there is actually only confuses matters.

**Divination:** The *divination* spell gives advice about a specific goal, event, or activity that is to occur within one week. As such it cannot answer questions about the past. If a PC asks whether or not it would be a good idea to arrest Makarios, the reply is: *"What matters Truth when Power is at stake? A friend, a foe; whichever choice you make."*

**Legend Lore:** Since neither of the involved characters or objects has a legendary status, this spell is effectively useless. The exception is when the PCs use it on the slime dripping devils in Encounter 6, but the same information can be gained through Knowledge (the planes) much cheaper and quicker. See Encounter 6 for more details.

## TALK ON THE STREETS

Gathering information on the streets of Pitchfield works as per the Gather Information skill use. It requires 1d4+1 hours and it costs 1d4 gp. The PCs can gather generic information or on specific subjects as detailed below. Citizens of Pitchfield gain a +2 circumstance bonus on this check.

### Generic:

DC 10: Wastrians have been sabotaging the food supplies, and what little remains is taken by the army or sold for a king's ransom. If things do not change quickly, the poor might start a riot.

DC 15: Ahlissa has promised to send a caravan of food and basic supplies. They are to arrive in a couple of weeks.

DC 15: Soldiers are abandoning their posts. Apparently they have lost hope and flee before it is too late. People speculate whether this is a Wastrian lie to lower morale, or whether there is any truth to it.

DC 20: The Sunndian Army is preparing defenses south of the city. They are trying to keep it hidden, but apparently they are expecting the bullywugs to attack the city.

DC 20: A few people whisper that they heard the Masters of Dullstrand discussing hiring the Pax Mercuri from Perrenland to help Sunndi in the war. If true that would be great news. The Masters are bound to add less strings than any aid coming from Ahlissa.

### On orcs:

Note that the Gather Information check can be replaced with a Knowledge (local: the Splintered Suns) check albeit with a +5 penalty on the DC for PCs not from Sunndi.

- DC 10: Only a handful of orcs live in Pitchfield, all deserters of Ivid's armies. They are aggressive, have a

bad temper and are all thugs, although they are obviously nowhere nearly as bad as wild orcs.

- DC 15: Most orcs don't have a real job, earning money with beating up people and things. A few though work for Makarios as bouncers.
- DC 20: Virtually all orcs work for Makarios, mostly as bouncers, although a few earn a few coins on the side as thugs and bodyguards.

### On Ikkar:

- DC 10: Ikkar is a merchant specializing in bulk food such as grain, beans and olives. He has a reputation as a fair trader with a soft spot for the ladies.
- DC 15: Ikkar used to be a friendly outgoing man, but the war is troubling him, and he has become withdrawn and grim. He has developed a temper, but he always quickly asks for forgiveness afterwards.
- DC 20: Ikkar likes to gamble at the Pit. Until recently the gambling was not much of a problem, but since the war it seems to have become a bit of an obsession and there are rumors that he has debts with Makarios, the owner of the Pit.
- DC 25: Ikkar not only has a gambling problem, he also cheats on his wife occasionally. Mind you, he says he loves his wife and children, and he does try to keep his dalliances a secret, but it is only a matter of time before his wife finds out...

### On Verdann:

A Bardic Knowledge can replace the Gather Information check, albeit at a +5 modifier to the DC and it doesn't provide the DC 25 information.

- DC 10: Verdann is the main pitmaster of the infamous the Pit.
- DC 15: Verdann is a pitmaster for the fun and adulation. His real income comes from performances for the rich and powerful of Pitchfield.
- DC 20: Verdann has many friends in high places. He is a welcome guest at their parties, and a few people whisper he knows a few things that would greatly embarrass some of the high and mighty. Others believe that this rumor is just made by those jealous of his success.
- DC 25: Verdann is working on a new musical piece, and has withdrawn himself in seclusion. This result also reveals his address at a servant's house at the back of the gardens of the property of the noble's family Derania, or to be more precise colonel Berizia Derania.

### On the Derania family:

The Gather Information check can be replaced with a Knowledge (local: the Splintered Suns) or Knowledge (nobility and royalty) at a +5 modifier to the DCs. Members of the Sunndian military can make a Profession

(soldier) check. Sunndians gain a +2 bonus on the check, while residents of Pitchfield gain a +5 bonus.

- DC 10: The Derania family is a minor noble family with several estates around Pitchfield. They are known for several important military officers.
- DC 15: The Derania families original name was Derax, and they changed it before the Congress of Lords required to do so and many died during the Greyhawk wars, chief among which is colonel Berizia's husband who was executed by the Hextorites. Their loyalty to the crown of Sunndi is beyond doubt.
- DC 20: Colonel Berizia is the official owner of the family's mansion in Pitchfield. She is currently away at the front line. Her cousin Messilina lives at the place together with her children. Messilina's husband serves under Berizia and is at the front as well.
- DC 20: The famous Verdann has rented a cottage at the mansion's property. A few people whisper there is more about it than a simple contract, but considering the cold relation between Berizia and Verdann most consider that extremely unlikely.

## CONSULTING SAGES

A few people in Pitchfield earn a living by providing information. These sages are more than willing to provide the requested knowledge for a price. Throughout the adventure the PCs are most likely to require information on Knowledge (local: the Splintered Suns), Knowledge (religion) and Knowledge (the planes). Finding the proper sage requires a Gather Information check with a DC 10 finding the first sage, and a DC 15 the second. Name, price, knowledge and personalities of these sages are provided below.

Note that members of the Established Church of Pelor or Trithereon, the Samryntar or the Eliatraiir can visit their own temples to acquire the information on Knowledge (religion) up to DC 20 and Knowledge (the planes) up to DC 15 for free (although it does require 1d4 hours). Members of the Disciples of the Phoenix can do the same for Knowledge (the planes) in regards to the devils.

### Knowledge (local: the Splintered Suns)

☛ **Harnn the Drunk:** Male human expert 2 (Knowledge (local: the Splintered Suns) +10, Knowledge (nobility and royalty) +7); Cost 5 gp (only DC 20 or lower); Harnn used to be a herald, but he got addicted to alcohol and lost his job and wife. He is wallowing in self-pity when he is not roaring drunk or sleeping.

☛ **Darius:** Male human rogue 5 (Knowledge (local: the Splintered Suns) +15); Cost 50 gp (only DC 25 or lower); Darius is an agent of the Veil, a broker in information with a nationalistic streak, a strong dislike for Ahlissans and Wastrians and a weakness for elven ladies.

### Knowledge (religion)

☛ **Naleen the Pious:** Female half-elf monk 3 (Knowledge (religion) +10); Cost 20 gp (to be donated to a good cause) (only DC 20 or lower); Naleen is an aesthetic who swore a vow of poverty and who helps the poor while preaching about her faith. She worships Pelor.

☛ **Allendoreigh Silverwater:** Male grey elf expert 7 (Knowledge (religion) +15, Knowledge (the planes) +15); Cost 100 gp (only DC 25 or lower); Proud and aloof, Allendoreigh is a studious intensely curious and wealthy man. He lives in a house in the merchant district, and asks 5 gp just to speak with him. This is deducted from the normal price if the PCs actually employ him.

### Knowledge (the planes)

☛ **Dirna Stoneface:** Female dwarf wizard 3 (Knowledge (the planes) +10); Cost 20 gp (free for members of the Olsamman); Short, stocky and proud, Dirna is polite and precise, making very sure she understood the question correctly. She is an elementalists, but through her studies she also learned bits and pieces about demons and devils.

☛ **Allendoreigh Silverwater:** See above under Knowledge (religion).

## 4: A VIOLENT MESSAGE

During the early afternoon of the day directly after Encounter 1 the PCs are approached by a large group of rough looking men. Since the men have to find the PCs, and do not approach the PCs while they are inside a building (or near a watch post) the exact time varies. Let the PCs make a DC 15 Spot check to see whether they are surprised or not, and paraphrase the text below when it happens, but add some details on the terrain depending on the district the PCs are in.

One or more of the PCs succeeded in the Spot check:

***Your attention is drawn to some minor commotion down the street. A small group of rough looking Oeridian men wearing studded leather armor are pushing their way through the crowded street. The men look grim and determined, refugees from the south no doubt. While such sights are not uncommon in Pitchfield now-a-days, the fact that they seem to be staring directly at you and your companions and they are walking towards you with grim determination is that makes it different. It seems a few ruffians are looking for trouble...***

Give the PCs 1 round to react. If they run away, the men will start a chase, but the PCs can easily outrun them. Two to three hours later the same group approaches the PCs again unless the PCs take proper precautions to remain hidden. If the PCs stay, the thugs approach and react as described below.

No PC succeeded at the Spot check:

*All of the sudden you realize that a group of Oeridian men are blocking your way. The men look grim and determined, wearing studded leather and armed with saps. They look like refugees from the south, and ruffians like these are rather common now-a-days. Their behavior leaves little doubt about the fact that they are looking for a fight with you and your friends. Others on the streets seem to sense the same thing, and the streets are emptying within seconds.*

*One of the thugs, a short stocky man with a crooked nose, grins at you while slapping his sap slowly in his open hand, "What do we have here? People who stick their noses where they do not belong! Let's teach them a lesson!"*

Their leader, Brim, tries to buy a few more seconds to allow his men to surround the PCs before initiating the fight. Roll the initiative as normal, and move the figures of the thugs around the PCs on their initiative account. They will not attack this round unless the PCs already attacked them or one PC had cast a spell. Brim will just insult the PCs while delaying.

These men are only in it for the money. They are not hardened criminals even though they try to appear like them. The PCs could try to defuse any violence by a rushed Diplomacy or Intimidate check on their turn as long as no violence has been committed yet. Their initial attitude is Hostile. If changed to Indifferent the state that it is nothing personal and that they are in it just for the money. Giving [APL] gp per thug diffuses the situation, and allows the PCs to talk with the ruffians. If turned to Friendly no gold is required, although it is still appreciated. A rushed Intimidate requires a DC [NPC character level + target's Wisdom bonus + 20\*] Intimidate check and turns the thugs' attitude into Friendly (although they will be much more groveling and much less freely with answering questions). Use Brim as the target of the Intimidate. See Development below on what the thugs know.

\* Including the penalty for a rushed job.

**Terrain:** The fight is most likely set on the streets of Pitchfield. Unless the PCs happen to be on one of the main avenues, these are 10 to 20 feet wide and made out of packed earth. On the side of the streets there are various stone buildings, all with flat roofs and sturdy doors. In the poorer quarters there are various heaps of garbage and junk which count as difficult terrain. Due to the war the streets are not as clean as they used to be. In richer neighborhoods the streets are still clean and open. Alleys, side-streets and open doors offer ample of opportunity for PCs and thugs to seek cover.

**Creatures:** The Oeridian men are poorly equipped, and look like they have not had a decent meal in days. Others look like they have seen the bottom of a tankard too often

for their own good. They try to hide their despair behind a thin veneer of bravado in a vain attempt to keep up their self-respect. None of them looks remarkable, and except for his behavior, there is nothing that sets Brim forwards as the leader of the bunch.

#### APL 2 (EL 4)

☛ **Brim:** Male human rogue 1; hp 8; see Appendix 1.

☛ **Thugs (5):** Male human warrior 1; hp 9 each; see Appendix 1.

#### APL 4 (EL 4)

☛ **Brim:** Male human rogue 2; hp 14; see Appendix 1.

☛ **Thugs (7):** Male human warrior 2; hp 17 each; see Appendix 1.

#### APL 6 (EL 6)

☛ **Brim:** Male human rogue 3; hp 20; see Appendix 1.

☛ **Thugs (5):** Male human fighter 1/rogue 1; hp 16 each; see Appendix 1.

#### APL 8 (EL 8)

☛ **Brim:** Male human rogue 4; hp 26; see Appendix 1.

☛ **Thugs (5):** Male human fighter 1/rogue 2; hp 25 each; see Appendix 1.

#### APL 10 (EL 10)

☛ **Brim:** Male human rogue 6; hp 38; see Appendix 1.

☛ **Thugs (5):** Male human fighter 2/rogue 3; hp 40 each; see Appendix 1.

**Tactics:** The thugs have never faced coordinated resistance, and they approach fights rather simple by beating on somebody until that person stops moving. If possible, they try to focus on one opponent at a time with one or two persons trying to grapple and the rest kicking on the grappled victim. They are cowards at heart and surrender of flee when at 25% or below of their maximum hit points.

Note that they will not use lethal force until after the PCs do so. The punishment for assault is much lower than for murder.

#### Treasure:

Looting thugs:

**APL 2:** Loot 17 gp; Coin 2 gp; Total 17 gp.

**APL 4:** Loot 23 gp; Coin 5 gp; Total 28 gp.

**APL 6:** Loot 45 gp; Coin 6 gp; Total 51 gp.

**APL 8:** Loot 45 gp; Coin 8 gp; Total 53 gp.

**APL 10:** Loot 45 gp; Coin 10 gp; Total 55 gp.

**Development:** Throughout the fight, the thugs are not particular talkative. All they do is to spout insults at the PCs. Once defeated, those able quickly flee, while those imprisoned beg for their lives, offering all kinds of excuses for their behavior. The most common excuse is that they needed the money to feed their wife and kids, which for most is a lie. They are quick to answer

questions if the PCs apply pressure, or promise to let them go.

All the thugs know is that an Oeridian man offered them good gold (APL gp per thug) if they would give the PCs a beating and told the meddlesome adventurers not to get involved with Makarios' business. They have worked for Makarios before, and know him to pay well. The person who contacted them was not the usual contact, but his gold was good and they have seen him at the Pit. The description they give is rather generic, and fits the description given at the Red Hawk (see Encounter 3). They feel cheated by this man, since he had described the PCs as inexperienced and easy prey, although they do not volunteer this information. If asked how they were able to find the PCs, they tell that Brim brought them here. Brim is an expert in finding people quickly by asking around, and a group of adventurers is not particularly difficult to trail. If the PCs allow the thugs to go without taking their equipment, and actually giving them money they get the AR item "**Merciful Reputation**".

Shortly after the combat a watch patrol (4 soldiers and a sergeant) arrive on the scene. They look tired, and they want to deal with the problem as quickly as possible. If nobody was killed, they offer to take the thugs with them for a night in the cell and a quick fine as compensation for the PCs taken from the thugs' possessions. If the PCs object, they let the thugs go unmolested. They have better things to do than deal with a couple of ruffians who just got a beating by adventurers – the beating is more of a punishment than they would otherwise have had. Otherwise they take the ruffians with them after a quick statement by the PCs.

If there are deaths it becomes more problematic. In that case they want to know exactly what happened to ascertain whether the survivors were acting out of self-defense or not. If it is just the PCs' word against that of the thugs, the guards favor the PCs. The guards do not ignore physical evidence though, such as the PCs only having non-lethal damage or no damage at all. In that case it is clear the lives of the PCs were never threatened, and any deaths on the thugs' side is at the very least the result of excessive force.

As long as the PCs are working on an official city business, they are allowed to go, but their actions are reported. They all lose 1 extra TU after the adventure and the spokesperson of the group must make a Bluff (if lying), Diplomacy or Profession (lawyer) check. If they succeed at a DC 30 check they get acquitted. If they get a result of 15 to 29 they get a fine of APL x 25 gp. If the check is failed they get a fine of APL x 50 gp and 4 TU imprisonment in a labor camp or military service (their choice). Only those who actually used lethal damage get punished. It also assumes that the PCs did not commit cold-blooded murder by killing helpless targets. If that is what happened, you should contact the Sunndian triad since that would be murder, which would permanently remove a character from the campaign (punishable by life long imprisonment or death). If they were acting on their

own, they are arrested and the adventure is over leading to the same punishments as described above.

Note that if the guilty PCs refuse to comply with the authorities they become wanted criminals. Note down the PCs name, player name, player's contact information and E-mail the Sunndi Triad with this information as well as what exactly happened. It might result in that PC getting a wanted AR and more severe punishment. Also do this when the PCs were especially cruel towards the thugs.

## 5: DENIAL

Since most evidence points in the direction of Makarios, or at the very least people in his employ, it is very likely the PCs want to talk with the halfling at some point during their investigations. The easiest method to contact Makarios is by visiting the Pit, which is open from roughly 5 pm until midnight (except during special occasions which are announced long in advance). Makarios himself is usually present from noon until 1 hour after closing, although there always is a 20% chance he is away on business during daylight hours. At the remaining time of the day he is at home, and he does not like being disturbed there.

### THE PIT

Finding the Pit requires a DC 10 Gather Information check or a DC 20 Knowledge (local: the Splintered Suns) check. Characters native to Sunndi gain a +5 circumstance bonus on the Knowledge check. Residents of Pitchfield and members of Makarios' Pit Fighters know where the Pit is automatically.

*Slowly working your way through the various back streets of Pitchfield, they seem to get more and more shady. Surprisingly, amid the shadiest of streets, one particular alleyway seems to be recently cleaned up. Were it not for the complete absence of litter, drifters and rats, you would normally think this to be one of those parts of Pitchfield you wouldn't want to be at night. At the end of the alleyway you can make out a heavy metal door. The building itself does not appear out of the ordinary and there is no sign the door actually leads to one of the more infamous taverns, gambling halls and arena called the Pit.*

[Add the following when the PCs arrive during opening hours:] *After watching the door for a few seconds, you note a richly dressed Oeridian man armed with a longsword and a slightly less well-dressed lady walk towards the iron door. Two lightly armored warriors, bodyguards no doubt, escort the pair. The man knocks on the door, and a small hatch opens, is quickly closed, and a few seconds later the door is opened. You hear the sounds typical of a lively tavern, before it is cut short when the door closes behind the four humans.*


Read aloud the following when the PCs enter the Pit:

***You enter the infamous 'Pit', a circular building with a similarly shaped gaping hole in the floor leading to a lower floor. This floor is designed as an arena, and a solid looking metal cage surrounds it. There is a big bar on the northern side of the room, and the rest of the area around the cage is filled with tables. Stairs lead to the second floor, and several private booths for more exclusive games and customers. [During opening times:] The place is filled with people both rich and poor playing all kinds of games. The smell of ale, sweat, wet straw and smoke hangs heavily in the room. You hear muffled laughter coming from upside, noting a heavily build orc sitting on a comfortable chair.***

**Note:** At opening times Makarios uses the orcs as bouncers. They are grim, and really rude towards the PCs if they actually arrested or killed their fellows. The difference with their normal behavior is hard to notice though.

When the PCs arrive between 1 am and sunrise they find all latches and doors closed and barred. There are a couple of night guards present, but these blunt, grumpy sturdy humans tell the PCs to return at a later date. They really don't care who the PCs are or why they are here. PCs who are adamant about checking the Pit and succeed at a DC 20 Intimidate or DC 25 Diplomacy check are given a quick tour to verify there is nobody there. They are not allowed to give the place a thorough search, but even if they come up with a good method to do so undetected, they will find nothing incriminating. If they succeed at a DC 40 Diplomacy check the guards provide the PCs with the address of Makarios as long as they promise not to tell that they gave it.

If the PCs arrive between sunrise and opening hours they find that there is a lot of activity going on. The place is being cleaned and the supplies are delivered in the morning while fighters practice and preparations are made in the afternoon. As long as they are polite, they are directed to Karaq, the quartermaster of the Pit. Karaq is a hardworking no-nonsense man of Oeridian decent. He is polite towards the PCs, and as long as they tell the truth about why they want to talk Makarios, he arranges a meeting immediately. When Makarios is not present, whether on business or still at home, the PCs needs to succeed at a DC 30 Diplomacy check to get him to send a runner to arrange a meeting within the hour otherwise the PCs need to wait 2d4 hours (or possibly until the next day). PCs who pay for rich upkeep or better, or who hold a favor with Makarios gain a +10 circumstance bonus on this check. Members of Makarios' Pit Fighters gain a +5 circumstance bonus check that does not stack with the bonus due to upkeep or favor.

 **Karaq:** Male human (Oeridian-Suel) expert 4.

**Appearance:** Average height and build with short brown curly hair, well-shaven and dressed. He has a crooked nose.

**Personality:** Hardworking, no-nonsense, strict to his employees and polite to strangers and guests.

Karaq can tell the following him self:

- Verdann is a great bard who is known to perform for the rich and famous. He likes the action of the ring though which is why he works so often at the Pit especially during special events.
- The last time he saw Verdann was six days ago. This is not strange, since Karaq works during the day and Verdann tends to arrive in the early evening. There also has not been a special event in the last week, and it wouldn't surprise Karaq that Verdann performed at other places if at all.
- Makarios is a good boss and Karaq has no complaints. He also knows better than to gossip.
- He is not aware of any arguments between Ikkar and Makarios.
- He considers any accusations of Makarios (or Verdann for that matter) being involved with the sabotage as garbage.
- He does not know where Verdann lives, directing the PCs to discuss this with Makarios.

If the PCs arrive during opening hours they are directed to the bouncers. The bouncers are blunt and aggressive orcs and they are not very talkative. If Makarios is present, they want to know why the PCs want to speak with him and then approach Makarios to check whether he wants to receive the PCs or not. Unless the PCs give a silly reason Makarios gladly receives the PCs for a short chat, curious about what a group of adventures want of him (assuming he does not already know). He receives them upstairs in a private room that has a glassteel floor in the middle giving a great view on the arena below. The room is furnished with comfortable chairs, and there is a cabinet with small kegs and flasks filled with more expensive ales, wines and strong liquors. If Makarios is not present at the Pit, they state so, telling that if the PCs remain at the Pit they will contact them when Makarios arrives (which he does after 1d4 hours). Otherwise they will need to try it another day.

## AT HOME


Makarios lives in the better parts of what is known as the Highland District. It is the area where most of Pitchfield's halflings, gnomes and dwarves live. It was originally a human district, but many of the buildings have been adapted to their new smaller occupants by adding floors and changing door and window sizes. It is mostly a resident district with a few taverns and small shops catering to the local residents (and taller folk looking for something exotic). The streets consist mostly of packed earth, but they are clean, and the crime rate is low except for the occasional practical joke at the expense of tall folk.

Makarios lives in a house of his own, a tall narrow house typical for a wealthy merchant, although like the rest of the houses in the street adapted to small sized inhabitants. The house looks like any other house in the street. Every person living in the street is in Makarios' employ and strangers are eyed wearily by the locals. The neighborhood watch –a group of 5 halfling rogues– always approaches heavily armed groups, curious about that group's intentions. They know Makarios prefers not to do business at home, and advice people to go to the Pit at opening hours. Once their curiosity is satisfied, they leave the PCs alone.

The PCs reception at Makarios' house depends on the time of their arrival. During daylight hours the PCs are treated politely. If they want to speak with Makarios, and it is before noon they need to succeed at a DC 25 Diplomacy check, otherwise they are told to meet Makarios 1 hour after noon at the Pit (in which case he is always there). If the PCs mention they are deputized, they gain a +5 circumstance bonus on the check. If they want to speak with his wife, and give a good reason (use your judgment), they need to succeed at a DC 15 Diplomacy check. The wife is loyal to her husband, and will reveal nothing worthwhile. Reception during the night is much colder, and the DC to speak with Makarios and/or his wife is respectively 50 and 40.

## TALKING WITH MAKARIOS

Once the PCs finally have arranged a meeting with the infamous Makarios, they learn he is a cheerful and polite halfling, skilled at making people feel at ease. He appears to be enjoying life, and he is quiet eager to share, that is, as long as he thinks he can use a particular person, or else he becomes much colder and keeps a close hand on his pouch. Luckily for the PCs, he is aware that he can always use adventurers, if not now then certainly at some future time. Besides, adventurers make bad enemies, they are difficult to frighten and require an immense amount of resources to remove once they pose a threat. He likes chitchat, but after the necessary pleasantries he does prefer to get to business. On the other hand, he equally despises people that cut down the chase immediately, considering it rude and taking away the pleasure of the conversation.

 **Makarios:** Male halfling rogue 12 (Bluff +20, Diplomacy +24).

Makarios relates the following to the PCs:

- He never gave anybody the order to destroy Ikkar's warehouse. In fact, he has no reason to do so. The man is a good customer, and angry customers do not spend money.
- If pressed, he admits Ikkar has some outstanding debts with Makarios, but those are legal, and it would have been easier to let the authorities confiscate Ikkar's supplies. Or in this case, ask Ikkar to deliver the stuff without much fuss since Ikkar would prefer to keep knowledge on these debts

secret for the sake of his wife (and to prevent his wife from forbidding him to get to the Pit).

- Destroying valuable commodities is hardly smart. Assuming he is indeed capable of such despicable acts, wouldn't it be more in line to steal the stuff and sell it on the black market?
- Makarios has access to a lot of muscle, why use orcs, who are closely associated with the Pit?
- In fact, he acts rather insulted if the PCs honestly believe he is behind it. First of all, he is a good Sunndian, despising the Wastrians and the thought of doing something that helps those religious fanatics is downright repulsive. If that is not enough, why make the trail so obvious to follow? Do the PCs really think he is that stupid?
- If asked who would gain by framing him, he thinks the Wastrians are behind it. The attack serves their purpose directly by destroying the supplies, and indirectly by harming the reputation of non-humans. He even goes so far, to suggest that the PCs arrival at the warehouse was unlikely to be coincidence. Well, the fact that it were the PCs probably was coincidence, but the arrival of a group of adventurers was not. Jargo's warehouse is remarkably close to the Broken Manacles, and isn't Gerrand a man of habit?
- Verdann is a good friend, and Makarios cannot believe he would betray Makarios (at least not this openly). Besides, the man is rich, and has absolutely nothing to gain. Are the PCs certain the orcs were not deceived with magic? Perhaps they should talk with Verdann?
- Makarios would greatly appreciate it if the PCs kept this whole affair under the lid. He is innocent, but in his line of business reputation is everything, and if such a thing became public it would be a serious blow to his business. He also reminds them that sometimes it is better to remain subtle when dealing with enemies who are all too eager to frame him, because going to the authorities is exactly what they want.
- If any of his employs is behind the crime, he will punish them, and the PCs can witness any such punishment. He prefers to get the culprit behind the attack alive, but a corpse will do as well. The dead can talk after all.

**Troubleshooting:** It is certainly possible the PCs will talk with Verdann before talking with Makarios. In that case they are very likely to report to the authorities without ever talking with Makarios, or they decide to talk with Makarios afterwards. This is no problem, but it is too late for a deal. Only when they have not yet handed Verdann over to the authorities and neither shared their finding, can they still earn Makarios' favor. They still earn his disfavor – members of the Pit Fighters should know better than to go to the authorities with what is an

internal matter (see the Conclusion though for circumstances that can remove the disfavor).

## 6: RESISTING ARREST

At some point the PCs will want to talk with Verdann. Before they can do so, they need to acquire his address.

The easiest way to get the address is by asking sergeant Markos. He doesn't have the address at hand immediately, giving you a good tool to postpone the meeting with Verdann at least until after Encounter 4 and perhaps even Encounter 5. The PCs can use this time to do some more background research as discussed in Encounter 3. Markos does recognize the name though, and he is aware Verdann has some powerful friends. So he warns the PCs to be careful, not everybody in power cares as much about the truth and justice as about friendships and influence. The PCs should try to get some solid evidence before messing with the man.

PCs with a decent Gather Information check can also get the address by asking around on the streets. See Encounter 3 for details. Finally, the PCs can acquire the address from Makarios, as long as they promise to work for him. See Encounter 5 for details.

## RESIDENTS OF THE MANSION

Verdann rents a house from the Derania family which is located at the edge of their property in Pitchfield. While his house is separated from the main garden by a large hedge, the gardener and housekeeper of the family does take care of Verdann's house and the children do have a tendency to sneak closer and spy on the man. So if the PCs approach the residents of the mansion with some questions about Verdann, they can learn the following if they succeed at a DC 15 Diplomacy check. Otherwise all they hear is that Verdann is the perfect tenant, keeping to him self, rarely complaining and always paying the rent on time.

- Verdann is a pleasant fellow who usually doesn't mind visitors. He is a great storyteller, and he is always willing to make some time for the children or even the servants. The ladies of the house, both Berizia and Messilina, hardly ever have any dealing with the man and Verdann does not visit the mansion.
- Two weeks ago Verdann requested that the servants and children would stay away since he needs the privacy to write a new story. While not particular common, this has happened in the past and doesn't raise any questions from the servants.
- The maid delivers his meals twice per day. She knocks on the door, and leaves it there, while taking the dishes of the previous meal and some coin with her. She has not seen Verdann since he started with writing his story.
- Regardless of what the PCs might believe, neither Berizia nor Messilina have a love interest with Verdann.

- The housekeeper can also tell that Verdann recently acquires a beautiful grand piano – a gift from an admirer. This is rather odd since Verdann cannot even play the piano. He is a storyteller and knows a few things about playing the harp and lyre.
- The gardener and the children heard beautiful grand piano music coming from the house.
- Children being children, they of course have sneaked close to the house despite orders to the contrary. If the PCs promise not to punish, nor laugh, they tell that they know Verdann has a couple of male visitors over at his place. There is also a strange stench not unlike that of the garbage heap behind the gardener's shed. At APL 2 and 4 they also mention the visitors acted rather strangely. At APL 2 they reminded them of those stories told about bad wizards who used walking corpses and APL 4 they remember a scene in which the three acted exactly identical. This is precious little to go on, and the PCs are free to speculate, but it does warn them to be careful.

## VERDANN'S HOUSE

Verdann's house stands at the corner of the garden, the farthest away from the mansion. It is has a door both to the street and the garden. The windows are all towards the garden. The street is a cobbled street, as are most streets in the neighborhood, but it is a side street leading to servant entrances for a couple of mansions. A map of the house can be found in the Map's section.

### Street Side

Read aloud or paraphrase the following when the PCs approach the building from the street:

*To get to Verdann's house you need to turn into one side street that, as all streets in the neighborhood, is cobbled and clean. From this direction the house is unassuming, blending in with the simple 10 feet high grey wall that surrounds the gardens of the Derania Mansion except that it is two stories high. The house has a sloped roof made out of slaps of dark grey limestone overgrown with colorful lichens with a small chimney as well and some kind of small tower no higher than the house with a distinct pointed roof. Except for two very small windows at the corner there are no windows facing the street. The door is made out of solid dark painted wood with a small hatch and a black iron door handle.*

The street is quiet at all times, although the occasional wagon or servant rides by. At night there is hardly anybody except for the occasional watch patrol. Once the PCs get closer to the front door, there is a distinct but faint smell of rotting garbage.

The walls surrounding the garden are 1 feet thick, 10 feet high and they are topped with pits of sharp steel and

glass. The two windows are too small for a person to fit through, even a halfling, and have stained glass. The glass is not clear enough to look through, but when broken gives a view on the wooden stairs and the room beyond. The door is locked with a good quality lock.

☛ **Garden walls:** 1 ft. thick masonry; hardness 8; hp 90; Break DC 35; Climb DC 20 (glass on top functions as caltrops).

☛ **Outer doors:** 2 in. thick wood; hardness 5; hp 20; Break DC 25; Open Lock DC 30.

### Garden Side

Read aloud or paraphrase the following if the PCs approach the house from the garden:

*Walking through a simple well-kept garden you enter a patch of dense bushes and trees that blocks sight between the mansion and Verdann's house. Once past the bushes you look over a small field of yellow grass at a white plastered two-story house. Under the shadows of the bushes you also note a small wooden out-house. There is a small tower, no higher than the house, attached to the corner of the house with a distinct pointed roof and many windows with red painted latches. The main building also has several windows and similarly painted latches as well as a sturdy red door. The latches are all closed. The walls are overgrown with vines, and under the windows you note flowerpots. The plants look somewhat withered, as if they have not received as much care in the last couple of days as usual. On the grass you note a beautiful white painted metal table and several wooden garden chairs.*

Like on the street side, if the PCs approach the house they smell the distinct but faint odor of rotting garbage. It clearly comes from the house and not from the outhouse. Due to the vines climbing the walls of the house is easier, only requiring a DC 15 Climb check. The outer walls otherwise have the same stats as the garden walls. The door on this side is the same as on the street side. It is impossible to peek through the latches, and they have to be broken open to look inside. The windows are made out of glass, and they are easy to break once the latches are open.

☛ **Latches:** 1.5 in. thick wood; hardness 5; hp 10; Break DC 18.

### Room 1: 1st Floor

Read aloud or paraphrase the following once the PCs get a good look at this room (note that the presence of Verdann and the devils have been kept out of the description on purpose, add these when present, see 'Approaching Verdann' for details):

*The first floor consists of only one big room. It has a stone floor, and a wooden ceiling supported by big oak beams. An open wooden staircase leads up to the second floor in the corner. A large fireplace dominates the street side of the house, but it doesn't show much signs of recent use, being filled with a large heap of ash. In front of the fireplace are a small heavy wooden table and 4 beautifully decorated wooden chairs. A large double door wooden closet, equally beautiful decorated, stands to the wall next to the street door. Several woodcarvings and paintings hang on the wall, clearly showing the wealth of Verdann as well as his taste in romantic art and natural scenes. A low plush bench stands along the walls of the small tower surrounding a low table creating a small comfortable looking sitting corner.*

The odor of garbage is much more pungent inside the building, causing the PCs' eyes to water as well as starting gag reflexes. There is no obvious cause of the stench though. Astute PCs note a rolled up carpet under the stairs that used to lie on the floor. The floor also shows several smudges of filth that have been cleaned recently. PCs that succeed at a DC 20 Survival check realize that the filth has been cleaned repeatedly but somehow kept returning.

The closet contains cooking gear, eating utensils, several crystal goblets, chinaware platters and cups. There is a wooden latch under the stairs which leads to a very small cellar which is used to store food and drinks.

**Troubleshooting:** There are a lot of valuable items here, and the PCs could take one or two pieces of art as a memento with them. Most of their value comes from their artistic value and not the materials. Selling these does not fall within the scope of the adventure, especially since they are too hot to sell on the legal market. Instead advice the players with the larcenous PCs to go for after-adventure earnings (see 'Benefits from Nonadventuring Activity' in the LGCS) through an untrained Craft check (or if they have Sleight of Hand with that skill) with a +5 circumstance bonus. Failing the check has the same rules as with Sleight of Hand, resulting in possible arrests and fines.

### Room 2: 2nd Floor

Read aloud or paraphrase the following once the PCs get a good look at this room (note that the presence of Verdann and the devils have been kept out of the description on purpose, add these when present, see 'Approaching Verdann' for details):

*The second floor consists of one big room which is dominated by a huge four-poster bed made out of black Mahoney and decorated with alls kinds of woodcarvings of satyrs, nymphs and other fey-like creatures in one corner of the room and an equally beautiful grand piano in the tower. Right next to the*

*grand piano stands an equally beautiful harp. Further furnishing of the room consists of a heavy desk covered by all kinds of writing gear and a double-door closet. Large bushes of dried lavender hang on the wooden ceiling and thick green carpet covers the floor. The fireplace is clean with a bright polished brass poke and a small shovel standing next to it. Unlike the room below there are no pieces of art decorating the walls or the mantelpiece.*

The rotting odor is less strong here, hidden behind the strong smell of lavender and incense. There are also no smudges on the floor – assuming the PCs did not fight the devils on this floor.

The harp is of masterwork quality. Inside the closet they find many sets of courtier's outfits, expensive, beautiful and just right for a bard in those circles. The papers on the desk contain the notes of a story not even remotely finished. A PC who takes the time to read them carefully and succeeds at a DC 15 Sense Motive check realizes that the hero of the story takes several morally questionable acts that seem to favor a lawful evil mindset. If they compare the style to some of the other stories designed by Verdann they note distinct differences. Some notes on the side of the paper also suggests Verdann was obsessed with it, and seemed to take advice from some kind of woman although he never mentions a name, let alone how she looks like.

**Treasure:**

Taking the harp:

All APLs: Loot 8 gp.

## APPROACHING VERDANN

The exact location of where Verdann is when the PCs approach the house depends on the time. Most of the time, Verdann sits behind his desk either obsessively writing, or staring at the wall behind his desk while muttering to himself. He starts early in the morning and works into the late hours of the night. He eats at irregular hours, limiting himself to food that the maid delivers. In the early evening around sunset he starts playing the grand piano for an hour or two before he resumes writing. The remaining few hours he spends sleeping. There always seem to be two servants with him, which are not from the house. The third is sitting or standing on the first floor. See below for more details.

What happens next depends entirely on how the PCs approach the house. The devil bodyguards are always listening for odd sounds, such the noise of armored people marching down the street. Assume they 'take 10' on their Listen check, and do not forget to apply the -5 penalty they take for the closed doors (or -10 at the 2nd floor towards the streets due to the lack of windows) as well as any penalties for distance. If they hear the PCs or any spy approaching the house, they telepathically warn Verdann who immediately goes down while the devils start doing things you would expect of servants.

Remember that devils do not need sleep and they are awake at all times.

PCs who break into the house and are seen or heard are immediately attacked, although if they do so at the right time and have been sneaky enough Verdann is likely to be still asleep.

PCs who politely knock on the door, hear a shout by Verdann to go away since he is busy. If they keep bothering him, they hear him stumble downstairs, and they can speak a few words with him through the closed door.

- He is working on a new masterpiece and wants to be left alone [True].
- He has not left the house for days [False].
- He has never given anybody the orders to attack Ikkar's warehouse [False].

If the PCs press matters, and insist on personally speaking with Verdann, he threatens to call the guards. If the PCs mention they are the guards, he is silent for a few moments, after which point a servant opens the door and he allows the PCs to enter. There is madness in his eyes though, and PCs who succeed at a Sense Motive check opposed by his Bluff skill modifier realize he is on the verge of attacking. During the conversation he denies any charges, but refuses to do so while in a *zone of truth*. As soon as the PCs recognize the servants are not human the servants immediately attack, forcing Verdann to take action as well.

It should be noted that while Verdann does not want to fight the PCs, realizing fully well they have no real evidence, it is in the devils' best interest to do so. They want Verdann implicated, and the fiend possessing Verdann makes it difficult for him to think straight. Still, as long as the devils are not recognized (or at least not aware they are recognized) or Verdann is not driven over the edge by insistent accusations, the devils do not attack. They prefer to let Verdann start any hostilities, making it appear Verdann is the one leading them and not the fiend possessing Verdann.

**Creatures:** Verdann is an Oeridian man of average height with short curly brown hair, an olive colored skin and dark brown eyes. He usually is clean-shaven, and well-dressed, but right now he has a disheveled look about him, and he appears not to have shaven himself in days. He smells strongly of perfume, which is not too surprising if you take his current companions in mind. It is important to keep in mind that he is possessed by a fiend, but that it is voluntarily. The devil grants him a +4 profane bonus to Charisma, although she can switch it to another attribute once per round on Verdann's turn. *Protection from evil* and *protection from chaos* suppresses this effect, and the fiend can be exorcised through the regular means (the easiest method would be *dispel evil*). Because of the fiend Verdann also detects as moderately evil.

His three (two at APL 2) companions look like ordinary male Oeridian servants, but their behavior is odd and they smell strongly of rotting garbage. They

radiate a faint aura of Illusion magic. If a character directly interacts with them, they get a DC 11 Will save to look through the illusion and see the devils true form. Otherwise a Spot check is required opposed by the fiends Disguise check (assume they 'took 10') with a +10 bonus due to the magic. As soon as combat starts, they start dripping slime and filth and the disguise is immediately shattered. At APL 2 this filth and the stench is merely cosmetic, at APL 4 it results in the effects described in the Brand of Nine Hells and Mark of Maladomini feats.

Note that the fiend possessing Verdann telepathically communicates with these devils giving the impression they can read Verdann's mind. They never speak. If the PCs surprise the devils, they might catch one torturing a rat, enjoying the squealing. They are itching for some action, and relish the opportunity to fight some do-gooder adventurers.

These effects are really distinct, and a PC that succeeds at a DC 20 Knowledge (the planes) check realizes that this likely means they directly serve a very specific arch-devil. If the check was passed by 5 or more, the character realizes it is Baalzebul, ruler of Maladomini, the 7th layer of the Nine Hells, Lord of Flies whose devils are known for their skill in corrupting kingdoms. A DC 20 Knowledge (religion) check is needed to know that Baalzebul is worshipped as the patron of strength and guile.

#### APL 2 (EL 4)

☛ **Verdann:** Male human bard 2; hp 12; see Appendix 1.

☛ **Lemures (2):** hp 9 each; see *Monster Manual* page 57.

#### APL 4 (EL 7)

☛ **Verdann:** Male human bard 4; hp 22; see Appendix 1.

☛ **Legion devils (3):** hp 19 each; see Appendix 1.

#### APL 6 (EL 9)

☛ **Verdann:** Male human bard 6; hp 32; see Appendix 1.

☛ **Bearded devils (3):** hp 45 each; see *Monster Manual* 52 (replace *summon baatezu* spell-like ability with the feats Brand of the Nine Hells (Baalzebul) and Mark of Maladomini).

#### APL 8 (EL 11)

☛ **Verdann:** Male human bard 8; hp 50; see Appendix 1.

☛ **Bearded devils, advanced (3):** hp 76; see Appendix 1.

#### APL 10 (EL 13)

☛ **Verdann:** Male human bard 10; hp 62; see Appendix 1.

☛ **Bone devils (3):** hp 95 each; see *Monster Manual* 51 (replace *summon baatezu* spell-like ability with the feats

Brand of the Nine Hells (Baalzebul) and Mark of Maladomini).

**Tactics:** Verdann's house is small, and ill-suited for a fight. Verdann tries to use this to his advantage by using the devils to block any direct path to him. At low APLs he immediately activates his *medal of gallantry* gaining the protection of *sanctuary* cast at 3<sup>rd</sup> level with a DC 11 Will save to penetrate. He does not care about the potential -1 morale penalty on the attack roll if he breaks the spell himself, since if he gets into melee he is in big trouble anyway. Instead, he focuses on buffing the fiends, starting with using his scroll of *darkness* (devils can see perfectly fine even in magical darkness) and his bardic song (properly boosted with *inspirational boost*), although at higher APLs he uses his area spells that would disable the PCs. At these APLs he waits with activating the medal until after having tried *calm emotions* or *confusion*, both properly boosted by the Captivating Melody feat. If aware of the PCs approach, he also has cast *sonorous hum* beforehand if available so that he does not have to concentrate on *calm emotions*. In this case his next action is inspire courage, followed by his attack spells that directly affect single PCs.

Meanwhile his devils try to protect Verdann to the best of their ability, fighting to the death if necessary. At APL 6+ one or more might teleport outside the house to assault the PCs from behind depending on whether or not those inside can still block the path to Verdann. Do not forget that the devils cannot summon reinforcements, but instead create an overwhelming stench and due to the dripping grease are very difficult to run past.

Verdann fights to the death and so do the devils. The exception is when the fiend's possessing powers are suppressed or she is exorcised. In that case he tries to flee when at 10% of hit points, or when fleeing is impossible surrenders. The devils keep fighting, and they try to make his flight impossible. Astute PCs might note that they appear to want to get Verdann killed by the PCs.

#### Treasure:

Looting Verdann (and devils on APL 4, 6 and 8):

**APL 2:** Loot 55 gp; Coin 10 gp; Magic 113 gp; *medal of gallantry* (92 gp), 2x *potions of shield of faith* +2 (4 gp each), *scroll of darkness* (13 gp); Total 168 gp.

**APL 4:** Loot 138 gp; Coin 10 gp; Magic 225 gp; +1 *chain shirt* (104 gp), *medal of gallantry* (92 gp), 2x *potions of shield of faith* +2 (4 gp each), 2x *scrolls of cure light wounds* (arcane) (4 gp each), *scroll of darkness* (13 gp); Total 373 gp.

**APL 6:** Loot 36 gp; Coin 10 gp; Magic 542 gp; +1 *chain shirt* (104 gp), *amulet of natural armor* +1 (167 gp), *hat of disguise* (150 gp), *medal of gallantry* (92 gp), 2x *potions of shield of faith* +2 (4 gp each), 2x *scrolls of cure light wounds* (arcane) (4 gp each), *scroll of darkness* (13 gp); Total 588 gp.

**APL 8:** Loot 36 gp; Coin 10 gp; Magic 875 gp; +1 *chain shirt* (104 gp), *amulet of natural armor* +1 (167 gp), *cloak of charisma* +2 (333 gp), *hat of disguise* (150 gp), *medal of gallantry* (92 gp), 2x *potions of shield of faith* +2 (4 gp each),

2x scrolls of cure light wounds (arcane) (4 gp each), scroll of darkness (13 gp); Total 921 gp.

**APL 10:** Loot 36 gp; Coin 10 gp; Magic 1,042 gp; +1 chain shirt (104 gp), amulet of natural armor +1 (167 gp), cloak of charisma +2 (333 gp), hat of disguise (150 gp), medal of gallantry (92 gp), 2x potions of shield of faith +4 (50 gp each), 2x scrolls of cure light wounds (arcane) (4 gp each), scroll of darkness (13 gp), wand of blur (10 charges) (75 gp); Total 1,088 gp.

**Detect magic results:** +1 chain shirt (Faint Abjuration), amulet of natural armor +1 (Faint Transmutation), cloak of charisma +2 (Moderate Transmutation), hat of disguise (Faint Illusion), medal of gallantry (Faint Abjuration), potions of shield of faith +2 and +4 (Faint Abjuration), scrolls of cure light wounds (arcane) (Faint Conjunction), scroll of darkness (Faint Evocation), wand of blur (10 charges) (Faint Illusion).

**Development:** If Verdann is killed or knocked unconscious in the resulting fight, PCs with the ability to look into the Ethereal Plane note a gray cloudy shape vaguely like a woman with swan-wings leave his body. Any devils still remaining keep fighting. When they are killed, their corpses remain as clear evidence they were gated and not summoned. Alert PCs (as do knowledgeable PCs who are aware that the devils at APL 6+ can teleport away) might note that it is almost as if they wanted to be killed even if they could easily flee. It is rather useful though since the presences of devil corpses make explaining the fight with Verdann a lot easier.

Whether alive or dead, Verdann can tell the PCs the following things (under proper pressure):

- He did hire the orcs, and he did disable the guards of the warehouse.
- Makarios did order him to do so... not directly since Makarios is much too smart for that, but certainly indirectly [whether true or not is beside the point, Verdann believes it to be the truth].
- Verdann does not know why, but he assumes it is as a warning to Ikkar and other people with a debt with Makarios.
- He thinks he needed to use the orcs, because it made the trail so obvious to follow, that no sane person would ever believe Makarios is guilty.
- He received the grand piano from Lady Naleen after he mentioned how he loved to play the instrument, but did not have the money to buy it.
- He met a lady a couple of weeks ago who inspired him to write a masterpiece of a novel. When asked for a description about this lady, he cannot do so. He is not sure where he met her, nor when. All he knows is that she was beautiful and helped him make the story even better so that he would become as famous with it as Mordekainen or Tenser.

In any event, nobody seemed to have heard the fight, and the PCs now have to decide what to do with the

information they have. Do they go to Makarios, before going to the authorities, or do they give a complete report to the authorities? What happens next depends on the choice they make and is detailed in the Conclusion below.

## CONCLUSION

At this point the PCs have two basic choices. Proceed with Informing Makarios if they choose to talk with Makarios first. If they immediately inform the authorities, and that includes calling the city watch at the end of Encounter 6, proceed with 'Informing the Authorities'.

## INFORMING MAKARIOS

Assuming the PCs have made a deal with Makarios, they are received immediately regardless of the time of the day. Makarios is anxious for news, and assumes it must be important if they contact him at ungodly hours. If the PCs tell him the truth, he looks visibly upset over the betrayal and perhaps death of his erstwhile friend (although that could be just an act). He tries to convince the PCs to keep this news from the authorities and the public, using the following arguments:

- If Verdann is alive, why condemn a good man to death without learning what went on and death is what he will receive when handed over to the authorities? He will make sure he gets proper treatment. If the PCs ask for clarification, he mentions punishment or true treatment at the temple of Pelor depending on what he thinks the PCs' preferences are. He also promises that the PCs can speak with him at any time in the future, via Makarios of course.
- If Verdann is dead, Makarios asks why they would want to besmirch the name of a dead man just for the sake of publicity?
- Telling the guards/city authorities is like telling the whole city? It would ruin any chance for future investigations into the details of these crimes, because whoever is behind it has shown signs of being subtle manipulators indeed.
- Many people will never believe his innocence, so it will hurt his reputation and business, but worse, it will ruin the reputation of all halflings and increase tension between humans and non-humans. As such it will play right into the hands of what the Wastrians want.
- He can arrange for any evidence of the fight at Verdann's house to disappear and to make sure nobody will miss Verdann. In short, there is no reason to worry about the authorities blaming the PCs for anything, even failure.
- If the PCs insist, he allows them to talk with the Disciples of the Phoenix about the incident, although he prefers to tell them himself.\*

- He is willing to compensate Ikkar's losses in name of his friend\*.
- The PCs will earn his favor, and if they want [APL x 50] gp\*.
- If they do go to the authorities and tell the truth they earn his enmity. Is that really what the PCs want?\*

\* Makarios prefers not to provide these arguments, especially the threat, and only does so when necessary to convince the PCs to comply.

If the PCs accept his proposal, and decide to keep their findings (in particular Verdann's involvement with devils) between Makarios and them he is grateful. He quickly makes sure any evidence of a fight at Verdann's house is removed. Out of gratitude he pays either [25 x APL] gp if the PCs did not ask for money, or [50 x APL] gp if that is what he needed to promise, and the PCs also gains his favor. To gain the special Pit Fighters additional reward a PC must be a member at the start of the adventure or join directly afterwards. In this case they do NOT gain the Mayor's favor, or Makarios' Disfavor.

If they refuse, or worse, if they make the deal and still tell the authorities, than he becomes a lot colder. He accepts their decision, but the PCs earn his disfavor and not his favor. See 'Informing the Authorities' for what happens next. Note that he privately contacts any PC who argued in his behalf as well as members of the Pit Fighters MO. He can understand they cannot force the others to comply, but they can help him by speaking in Makarios' favor in court or any public meeting to alleviate the problems. If the PCs accept, those PCs do not gain his disfavor, but nor do they get the favor of the mayor. Instead they gain his favor as described above.

## INFORMING THE AUTHORITIES

If the PCs choose to inform the authorities, or take it public (which is effectively the same thing), they need to give a short report on what happened. If they have Verdann, or his corpse is in a condition for *Speak with Dead*, they conclude there is enough proof against Makarios for a court-case. The PCs are called upon to testify as well, but before the case goes to court Verdann or his body disappear. The PCs are sent home, they get their promised gold and the Mayor's favor. Without Verdann there simply is not enough evidence against Makarios for a legal court. Of course, rumors about Makarios working with devils and destroying food to raise the prices spread like wild-fire increasing the tension between halflings and humans. This is also what happens if the PCs do inform the authorities if there wasn't a corpse to begin with. In that case though, they do not earn the Mayor's favor or the gold. It is one thing to accuse a wealthy influential inhabitant of Sunndi of a crime with solid evidence, and than that evidence gets destroyed by the fault of others, it is another to do so without any evidence.

## DISCIPLES OF THE PHOENIX

Assuming members of the Disciples give a full report about their activities (as they should considering the presence of fiends) you should read aloud or paraphrase the following:

*After you have given a detailed report of recent events, your superior looks worried at you from behind his massive desk. "Thank you for this report. This is the second time that we have got reports about fiends showing an interest in Makarios' affairs. The first time it looked like Makarios suffered a stroke of bad luck, but I think it is time for a full fledged investigation. Perhaps it is nothing, but when it comes to fiends, we can better be safe than sorry. Since you have proven yourself to be able to handle devils quite well, we might call upon you in the near future for this investigation. Be ready when we do."*

In the eyes of the character's superiors the character has proven to be ready to take the fight to the devils that seem to plague Pitchfield. So they offer the character access to some useful items in this struggle. They gain the AR item "**Gift of the Phoenix**". Note that only PCs that are already a member at the start of the adventure, or who join directly after the adventure gain this access.

## CAMPAIGN CONSEQUENCES

This scenario has "Campaign Consequences"; that is the outcome of this module will directly affect future events in the course of the campaign. The answers to some of the questions below may seem trivial or pointless, but because of the complex nature of the back-story and campaign all information requested is vital.

Please send your answers to [poc@sunndi.org](mailto:poc@sunndi.org) as soon as possible. General comments about the module are also welcomed at this address.

1. What APL did you play?
2. What happened to Verdann?
3. To whom did the PCs reveal their findings?
4. Did the PCs fool the authorities?
5. Did the PCs testify for Makarios at court?
6. Did the PCs realize Verdann was possessed by something?

## 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 role-playing) to each character.

### 1: Thugs at Work

Defeat the thugs

APL 2	120 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP

### 4: A Violent Message

Deal with the ruffians (except by just fleeing)

APL 2	120 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP

### 6: Resisting Arrest

Defeating the devils:

APL 2	120 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP

### Discretionary roleplaying award

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP

### Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 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.

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

### 1: Thugs at Work

Looting Argoth and the thugs:

**APL 2:** Loot 223 gp; Coin 2 gp; Magic 8 gp; *potion of cure light wounds* (4 gp), *potion of expeditious retreat* (4 gp); Total 233 gp.

**APL 4:** Loot 327 gp; Coin 2 gp; Magic 8 gp; *potion of cure light wounds* (4 gp), *potion of expeditious retreat* (4 gp); Total 336 gp.

**APL 6:** Loot 326 gp; Coin 2 gp; Magic 579 gp; 3x *cloak of resistance +1* (83 gp each), mithral heavy shield (85 gp), *potion of cure light wounds* (4 gp), *potion of expeditious retreat* (4 gp), 3x *potions of remove blindness* (63 gp each), 6x *potions of shield of faith* (8 gp each); Total 907 gp.

**APL 8:** Loot 676 gp; Coin 2 gp; Magic 683 gp; 3x *cloak of resistance +1* (83 gp each), mithral heavy shield (85 gp), *potion of cure light wounds* (4 gp), *potion of cure moderate wounds* (25 gp), *potion of expeditious retreat* (4 gp), 4x *potions of remove blindness* (63 gp each), 8x *potions of shield of faith* (8 gp each); Total 1,361 gp.

**APL 10:** Loot 714 gp; Coin 2 gp; Magic 841 gp; 3x *cloak of resistance +1* (83 gp each), mithral heavy shield (85 gp), *potion of cure light wounds* (4 gp), 4x *potions of cure moderate wounds* (25 gp each), *potion of expeditious retreat* (4 gp), 4x *potions of remove blindness* (63 gp each), 8x *potions of shield of faith* (8 gp each), *vest of resistance +1* (83 gp); Total 1,557 gp.

#### 4: A Violent Message

Looting thugs:

**APL 2:** Loot 17 gp; Coin 2 gp; Total 17 gp.

**APL 4:** Loot 23 gp; Coin 5 gp; Total 28 gp.

**APL 6:** Loot 45 gp; Coin 6 gp; Total 51 gp.

**APL 8:** Loot 45 gp; Coin 8 gp; Total 53 gp.

**APL 10:** Loot 45 gp; Coin 10 gp; Total 55 gp.

#### 6: Resisting Arrest

Taking the harp:

**All APLs:** Loot 8 gp.

Looting Verdann (and devils op APL 4, 6 and 8):

**APL 2:** Loot 55 gp; Coin 10 gp; Magic 113 gp; *medal of gallantry* (92 gp), 2x *potions of shield of faith* +2 (4 gp each), *scroll of darkness* (13 gp); Total 168 gp.

**APL 4:** Loot 138 gp; Coin 10 gp; Magic 225 gp; +1 *chain shirt* (104 gp), *medal of gallantry* (92 gp), 2x *potions of shield of faith* +2 (4 gp each), 2x *scrolls of cure light wounds* (arcane) (4 gp each), *scroll of darkness* (13 gp); Total 373 gp.

**APL 6:** Loot 36 gp; Coin 10 gp; Magic 542 gp; +1 *chain shirt* (104 gp), *amulet of natural armor* +1 (167 gp), *hat of disguise* (150 gp), *medal of gallantry* (92 gp), 2x *potions of shield of faith* +2 (4 gp each), 2x *scrolls of cure light wounds* (arcane) (4 gp each), *scroll of darkness* (13 gp); Total 588 gp.

**APL 8:** Loot 36 gp; Coin 10 gp; Magic 875 gp; +1 *chain shirt* (104 gp), *amulet of natural armor* +1 (167 gp), *cloak of charisma* +2 (333 gp), *hat of disguise* (150 gp), *medal of gallantry* (92 gp), 2x *potions of shield of faith* +2 (4 gp each), 2x *scrolls of cure light wounds* (arcane) (4 gp each), *scroll of darkness* (13 gp); Total 921 gp.

**APL 10:** Loot 36 gp; Coin 10 gp; Magic 1,042 gp; +1 *chain shirt* (104 gp), *amulet of natural armor* +1 (167 gp), *cloak of charisma* +2 (333 gp), *hat of disguise* (150 gp), *medal of gallantry* (92 gp), 2x *potions of shield of faith* +4 (50 gp each), 2x *scrolls of cure light wounds* (arcane) (4 gp each), *scroll of darkness* (13 gp), *wand of blur* (10 charges) (75 gp); Total 1,088 gp.

#### Conclusion

Reward Pitchfield authorities:

**APL 2:** Coin 50 gp.

**APL 4:** Coin 100 gp

**APL 6:** Coin 150 gp

**APL 8:** Coin 200 gp

**APL 10:** Coin 250 gp

Or reward Makarios:

**APL 2:** Coin 100 gp.

**APL 4:** Coin 200 gp

**APL 6:** Coin 300 gp

**APL 8:** Coin 400 gp

**APL 10:** Coin 500 gp

#### Treasure Cap

**APL 2:** 450 gp

**APL 4:** 650 gp

**APL 6:** 900 gp

**APL 8:** 1,300 gp

**APL 10:** 2,300 gp

#### Total Possible Treasure

Note that it is unlike the PCs gain maximum possible treasure.

**APL 2:** Loot 303 gp; Coin 114 gp; Magic 121 gp; Total 538 gp.

**APL 4:** Loot 496 gp; Coin 217 gp; Magic 233 gp; Total 996 gp.

**APL 6:** Loot 415 gp; Coin 318 gp; Magic 1,121 gp; Total 1,855 gp.

**APL 8:** Loot 765 gp; Coin 420 gp; Magic 1,558 gp; Total 2,743 gp.

**APL 10:** Loot 803 gp; Coin 522 gp; Magic 1,883 gp; Total 3,208 gp.

## ADVENTURE RECORD ITEMS

☛ **Favor of Makarios:** By keeping the affair from the authorities you have earned Makarios' trust. In return he is willing to provide you with one of the following (chosen at the signing of the AR):

\_\_Arrange a positive recommendation for joining the Jade Mask or remove a disfavor with the Jade Mask.

\_\_Gain regional access to an upgrade of a weapon with the *merciful* enhancement.

\_\_Offer access to his network of contacts in Sunndi. By spending 5 gp and 1 hour you can gain the information/knowledge equal to a DC 25 Gather Information check or a DC 20 Knowledge (local: the Splintered Suns) check. This can be done 5 times: [ ] [ ] [ ] [ ] [ ]

\_\_Regular favor for as of yet undetermined future use.

☛ **Makarios' Pit Fighters:** If you gained Makarios' favor you automatically gain 1 notch as if you won a fight. In addition you gain for 1 calendar year a +4 circumstance bonus on your Perform checks made to earn money after a Sunndi regional at the Pit.

☛ **Disfavor of Makarios:** You are never allowed to enter the Pit unless disguised. If you are a member of the Pit Fighters you are kicked out immediately. In addition you gain a -4 circumstance penalty on Diplomacy and Gather Information check with NPCs from the Underworld while within Sunndi. The disfavor can be removed by spending any favor of Makarios, although he does not forget what you did.

☛ **Favor of Mayor Myrana:** This favor can be used as a regular favor (e.g. for knighthood or to remove punishment for a lesser crime in Sunndi). In addition it can be spend to gain one-time access to buy one of the following items from Pitchfield's Watch vaults (normal market price must still be paid): *dimensional shackles*, *iron bands of binding*, *merciful* weapon enhancement, *rope of entanglement*, up to 10 *screaming bolts*, a *stone of alarm*, a *wand of hold person* or a *wand of web*.

☛ **Merciful Reputation:** You have gained a good reputation among the poor of Pitchfield as being merciful and generous. This might have consequences in future scenarios.

☛ **Gift of the Phoenix:** Disciples of the Phoenix gain regional access to *elixir of vision*, *elixir of truth*, *silversheen* and a *wand of detect evil*.

## ITEM ACCESS

APL 2:

- *Medal of gallantry* (Adventure; CV)

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

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

- *Hat of disguise* (Adventure; DMG)
- Mithral heavy shield (Adventure; DMG)

APL 8 (all of APLs 2-6 plus the following):

APL 10 (all of the APLs 2-8 plus the following):

- *Wand of blur* (10 charges) (Adventure; CL 3; 900 gp; PHB)

## APPENDIX 1: APL 2

### 1: THUGS AT WORK

#### ARGOTH

CR 1

Male half-orc marshal 1  
*Miniatures Handbook* 11  
CN Medium Humanoid (orc)  
**Init** +6; **Senses** Darkvision 60 ft.; Listen +3, Spot +3  
**Aura** Motivate Dex (60 ft. radius, allies only, +2 bonus)

**Languages** Common, Orc

**AC** 17, touch 10, flat-footed 17  
(+0 Dex, +5 armor, +2 shield)

**hp** 9 (1 HD)

**Fort** +3, **Ref** +0, **Will** +1

**Speed** 20 ft. in breastplate (4 squares), base movement 30 ft.

**Melee** long sword +2 (1d8+2/19-20)

**Ranged** light crossbow +0 (1d8/19-20)

**Base Atk** +0; **Grp** +2

**Atk Options**

**Special Actions**

**Combat Gear** *potion of cure light wounds, potion of expeditious retreat, tanglefoot bag*

**Abilities** Str 14, Dex 10, Con 13, Int 10, Wis 8, Cha 14

**SQ** Auras

**Feats** Improved Initiative, Skill Focus (Diplomacy)

**Skills** Climb -3, Diplomacy +9, Listen +3, Perform (oratory) +6, Spot +3.

**Possessions** combat gear plus long sword, dagger, light crossbow, quiver, 20 bolts, mwk breastplate, hvy wooden shield

**Auras (Ex)** The marshal exerts an effect on allies (including himself) within 60 feet. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies. Projecting an aura is a swift action, dismissing one a free action, and only 1 minor and 1 major aura can be continually active.

**Motivate Dexterity (minor)** +2 bonus on Dexterity checks, Dexterity-based skill checks, and initiative checks. (Active at the start of the encounter and hence included.)

#### ORC THUG

CR 1

Male orc fighter 1  
CN Medium Humanoid (orc)  
**Init** +3; **Senses** Darkvision 60 ft.; Listen +0, Spot +0  
**Languages** Common, Orc

**AC** 17, touch 11, flat-footed 16  
(+1 Dex, +6 armor)

**hp** 12 (1 HD)

**Fort** +4, **Ref** +1, **Will** +2

**Weakness** Light sensitivity

**Speed** 20 ft. in banded mail (4 squares), base movement 30 ft.

**Melee** Mwk great club +7 (1d10+6)

**Ranged** light crossbow +2 (1d8/19-20)

**Base Atk** +1; **Grp** +5

**Atk Options**

**Special Actions**

**Combat Gear** 2x smokesticks, 2x alchemist fire, tanglefoot bag

**Abilities** Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6  
**SQ**

**Feats** Iron Will, Weapon Focus (great club).

**Skills** Climb -1, Intimidate +2, Jump -8.

**Possessions** combat gear plus mwk great club, longsword, dagger, sap, light crossbow, quiver, 20 bolts, banded mail.

**Light Sensitivity (Ex)** Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

### 4: A VIOLENT MESSAGE

#### BRIM

CR 1

Male human rogue 1  
CN medium humanoid (human)  
**Init** +2; **Senses** Listen +2, Spot +2  
**Languages** Common

**AC** 15, touch 12, flat-footed 13  
(+2 Dex, +3 armor)

**hp** 8 (1 HD)

**Fort** +4, **Ref** +4, **Will** +0

**Speed** 30 ft. in light armor (6 squares), base movement 30 ft.

**Melee** sap +1 (1d6+1 non-lethal) or

**Melee** club +1 (1d6+1)

**Ranged** sling +2 (1d4+1)

**Base Atk** +0; **Grp** +1

**Atk Options** Sneak attack +1d6

**Special Actions**

**Combat Gear**

**Abilities** Str 13, Dex 15, Con 14, Int 8, Wis 10, Cha 12

**SQ** Trapfinding

**Feats** Iron Fortitude, Urban Tracking

**Skills** Bluff +5, Diplomacy +1, Gather Information +5, Intimidate +5, Hide+5, Listen +2, Move Silently +5, Slight of Hand +5, Spot+2, Tumble +5.

**Possessions** combat gear plus club, 3x daggers, sap, sling, 10x bullets, studded leather.

#### THUGS (5)

CR 1/2

Male human warrior 1  
CN Medium Humanoid (human)  
**Init** +1; **Senses** Listen +0, Spot +0  
**Languages** Common

**AC** 16, touch 11, flat-footed 15  
(+3 armor, +1 Dex, +2 shield)

**hp** 9 (1 HD)

**Fort +3, Ref +1, Will -1**

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**Speed** 30 ft. in studded leather (6 squares), base movement 30 ft.

**Melee** sap +2 (1d6+1 nonlethal) or

**Melee** club +2 (1d6+1)

**Ranged** sling +2 (1d4+1)

**Base Atk** +1; **Grp** +6

**Atk Options** Improved grapple

**Special Actions**

**Combat Gear**

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**Abilities** Str 12, Dex 13, Con 13, Int 10, Wis 9, Cha 8

**SQ**

**Feats** Improved Grapple, Improved Unarmed Strike

**Skills** Handle Animal +3, Intimidate +3, Ride +2, Swim -3.

**Possessions** combat gear plus club, dagger, sap, sling, 10x bullets, studded leather, heavy wooden shield.

## 6: RESISTING ARREST

**VERDANN**

**CR 2**

Male human bard 2

CN (detects as Evil) Medium Humanoid (human)

**Init** +6; **Senses** Listen +4, Spot +4

**Languages** Ancient Sueloise, Common, Elf, Oeridian

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**AC** 16, touch 12, flat-footed 14

(+2 Dex, +4 armor); 5 ranks Balance, 5 ranks

Tumble

**hp** 12 (2 HD)

**Fort** +1, **Ref** +5, **Will** +3 (+7 vs. mind affecting spells and spell-like abilities)

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**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.

**Melee** Mwk rapier +1 (1d6-1/18-20)

**Ranged** light crossbow +3 (1d8/19-20)

**Base Atk** +1; **Grp** +0

**Atk Options**

**Special Actions** Bardic music 2/day (countersong, fascinate, inspire courage +1)

**Combat Gear** tanglefoot bag, *medal of gallantry*, 2x *potion of shield of faith* +2, *scroll of darkness*

**Bard Spells Known** (CL 2nd):

1st (1/day)—*inspirational boost*, *Tasha's hideous laughter* (DC 15)

0 (3/day)—*dancing lights*, *detect magic*, *ghost sound*, *message*, *prestidigitation*

† Already cast

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**Abilities** Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 19

**SQ** bardic knowledge (+3)

**Feats** Force of Personality, Improved Initiative

**Skills** Balance +8, Bluff +7, Diplomacy +13, Disguise +6, Jump +5, Listen +4, Perform (oratory) +9, Speak Modern Languages -, Spot +4, Tumble +8.

**Possessions** combat gear plus mwk chain shirt, mwk rapier, dagger, light crossbow, 20 bolts

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## 1: THUGS AT WORK

### ARGOTH

CR 3

Male half-orc marshal 3

*Miniatures Handbook* 11

CN Medium Humanoid (orc)

**Init** +6; **Senses** Darkvision 60 ft.; Listen +5, Spot +5

**Aura** Minor (60 ft. radius, allies only, +2 bonus), Major (60 ft. radius, allies only, +1 bonus)

**Languages** Common, Orc

**AC** 18, touch 10, flat-footed 18

(+0 Dex, +6 armor, +2 shield)

**hp** 24 (3 HD)

**Fort** +4, **Ref** +1, **Will** +2

**Speed** 20 ft. in breastplate (4 squares), base movement 30 ft.

**Melee** mwk long sword +5 (1d8+2/19-20)

**Ranged** light crossbow +2 (1d8/19-20)

**Base Atk** +2; **Grp** +4

**Atk Options**

**Special Actions** Auras

**Combat Gear** *potion of cure light wounds*, *potion of expeditious retreat*, tanglefoot bag

**Abilities** Str 14, Dex 10, Con 13, Int 10, Wis 8, Cha 14

**SQ** Auras, bardic knowledge

**Feats** Improved Initiative, Improved Toughness, Skill Focus (Diplomacy)

**Skills** Bluff +4, Climb +0, Diplomacy +9, Listen +5, Perform (oratory) +8, Spot +5.

**Possessions** combat gear plus mwk long sword, dagger, light crossbow, quiver, 20 bolts, mwk breastplate (+1 due to *oil of magic vestment*), hvy wooden shield.

**Auras (Ex)** The marshal exerts an effect on allies (including himself) within 60 feet. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies. Projecting an aura is a swift action, dismissing one a free action, and only 1 minor and 1 major aura can be continually active.

**Motivate Attack (major)** +1 bonus on melee attack rolls.

**Motivate Dexterity (minor)** +2 bonus on Dexterity checks, Dexterity-based skill checks and Initiative checks. (Active at the start of the encounter and hence included.)

**Motivate Strength (minor)** +2 bonus on Strength checks, and Strength-based skill checks.

### ORC THUG

CR 3

Male orc fighter 2/barbarian 1

CN Medium Humanoid (orc)

**Init** +3; **Senses** Darkvision 60 ft.; Listen +4, Spot +0

**Languages** Common, Orc

**AC** 20 (18), touch 11 (9), flat-footed 19 (17)

(+1 Dex, +7 armor, +2 shield)

**hp** 30 (3 HD) (36)

**Fort** +7 (+9), **Ref** +1, **Will** +2 (+4)

**Weakness** Light sensitivity

**Speed** 30 ft. in full plate (6 squares), base movement 40 ft.

**Melee** Mwk maul +8 (+10) (1d10+6 (+9)/x3)

**Ranged** light crossbow +4 (1d8/19-20)

**Base Atk** +3; **Grp** +7 (+9)

**Atk Options** Power attack

**Special Actions** Rage 1/day

**Combat Gear** 2 smokesticks, 2 alchemist fire, tanglefoot bag

**Abilities** Str 19 (23), Dex 13, Con 14 (18), Int 8, Wis 10, Cha 6

**SQ**

**Feats** Improved Buckler Defence, Iron Will, Power Attack, Weapon Focus (maul).

**Skills** Climb +1 (+3), Intimidate +2, Jump +1 (+3), Listen +4.

**Possessions** combat gear plus mwk maul, longsword, dagger, light crossbow, quiver, 20 bolts, sap, banded mail (+1 due to *oil of magic vestment*), buckler (+1 due to *oil of magic vestment*).

**Light Sensitivity (Ex)** Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

**Rage (Ex)** 1/day +4 Strength, +4 Constitution and +2 bonus on Will saves, lasts 3 + new Con modifier rounds, fatigued afterward. The values between brackets are while raging.

## 4: A VIOLENT MESSAGE

### BRIM

CR 2

Male human rogue 2

CN medium humanoid (human)

**Init** +2; **Senses** Listen +2, Spot +3

**Languages** Common

**AC** 15, touch 12, flat-footed 13

(+2 Dex, +3 armor); 5 ranks Tumble

**hp** 14 (2 HD)

**Resistance** Evasion

**Fort** +4, **Ref** +5, **Will** +0

**Speed** 30 ft. in light armor (6 squares), base movement 30 ft.

**Melee** sap +2 (1d6+1 non-lethal) or

**Melee** club +2 (1d6+1)

**Ranged** sling +3 (1d4+1)

**Base Atk** +1; **Grp** +2

**Atk Options** Sneak attack +1d6

**Special Actions**

**Combat Gear**

**Abilities** Str 13, Dex 15, Con 14, Int 8, Wis 10, Cha 12

**SQ** Trapfinding

**Feats** Iron Fortitude, Urban Tracking

**Skills** Balance +3, Bluff +6, Diplomacy +3, Gather Information +6, Intimidate +8, Jump +2, Hide+6, Listen +2, Move Silently +6, Slight of Hand +8, Spot +3, Tumble +6.

**Possessions** combat gear plus club, 3x daggers, sap, sling, 10x bullets, studded leather.

## THUGS (7)

CR 1

Male human warrior 2

N Medium Humanoid (human)

**Init** +1; **Senses** Listen +0, Spot +0

**Languages** Common

**AC** 16, touch 11, flat-footed 15  
(+3 armor, +1 Dex, +2 shield)

**hp** 17 (2 HD)

**Fort** +4, **Ref** +1, **Will** -1

**Speed** 30 ft. in studded leather (6 squares), base movement 30 ft.

**Melee** sap +3 (1d6+1 nonlethal) or

**Melee** club +3 (1d6+1)

**Ranged** sling +3 (1d4+1)

**Base Atk** +1; **Grp** +7

**Atk Options** Improved grapple

**Special Actions**

**Combat Gear**

**Abilities** Str 12, Dex 13, Con 13, Int 10, Wis 9, Cha 8  
**SQ**

**Feats** Improved Grapple, Improved Unarmed Strike

**Skills** Handle Animal +4, Intimidate +4, Ride +6, Swim -3.

**Possessions** combat gear plus club, dagger, sap, sling, 10x bullets, studded leather, heavy wooden shield.

## 6: RESISTING ARREST

### VERDANN

CR 4

Male human bard 4

CN (detects as Evil) Medium Humanoid (human)

**Init** +6; **Senses** Listen +4, Spot +4

**Languages** Ancient Sueloise, Common, Elf, Oeridian

**AC** 17, touch 12, flat-footed 15  
(+2 Dex, +5 armor); 5 ranks Balance, 5 ranks Tumble

**hp** 22 (4 HD)

**Fort** +2, **Ref** +6, **Will** +4 (+9 vs. mind affecting spells and spell-like abilities)

**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.

**Melee** Mwk rapier +3 (1d6-1/18-20)

**Ranged** light crossbow +5 (1d8/19-20)

**Base Atk** +3; **Grp** +2

**Atk Options**

**Special Actions** Bardic music 4/day (countersong, fascinate, inspire competence, inspire courage +1)

**Combat Gear** tanglefoot bag, *medal of gallantry*, 2x *potion of shield of faith* +2, *scroll of darkness*, 2x *scroll of cure light wounds* (arcane)

**Bard Spells Known** (CL 4th):

2nd (1/day)—*calm emotions* (DC 17), *tactical precision*

1st (4/day)—*cure light wounds*, *inspirational boost*, *Tasha's hideous laughter* (DC 16)

0 (3/day)—*dancing lights*, *detect magic*, *ghost sound*, *message*, *prestidigitation*, *summon instrument*

† Already cast

**Abilities** Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 20

**SQ** bardic knowledge (+5)

**Feats** Captivating Melody, Force of Personality, Improved Initiative

**Skills** Balance +8, Bluff +12, Concentration +5, Diplomacy +14, Disguise +7, Jump +5, Listen +4, Perform (oratory) +12, Speak Modern Languages -, Spellcraft +5, Spot+4, Tumble +10.

**Possessions** combat gear plus +1 *chain shirt*, mwk rapier, dagger, light crossbow, 20 bolts

## LEGION DEVILS (3)

CR 3

\* *Fiendish Codex 2* 122

LE Medium Outsider (baatezu, evil, extraplanar, lawful)

**Init** +3; **Senses** Darkvision 60 ft.; Listen +0, Spot +0

**Aura** Mark of Maladomini (10 ft., DC 13 Fort or sickened for 10 rds.)

**Languages** Infernal; telepathy 100 ft.

**AC** 21, touch 13, flat-footed 18  
(+3 Dex, +3 armor, +3 shield, +2 natural); Mobility

**hp** 19 (3 HD); DR 5/magic; legion's strength

**Immune** fire, poison, fear

**Resist** acid 10, cold 10; evasion

**Fort** +5, **Ref** +6, **Will** +5

**Speed** 30 ft. (6 squares)

**Melee** mwk longsword +8 (1d8+3/19-20) and Shield arm bash +1 (1d6+1 plus 1d6 acid)

**Ranged** longbow +6 (1d8/x3)

**Base Atk** +3; **Grp** +10

**Atk Options** legion's battle skill

**Special Actions** legion's advance, mark of maladomini

**Abilities** Str 17, Dex 17, Con 15, Int 6, Wis 10, Cha 10

**SQ**

**Feats** Brand of Nine Hells, Iron Will, Mark of Maladomini, Mobility, Weapon Focus (longsword)

**Skills** Climb +8, Craft (weaponsmithing) +4, Heal +6, Intimidate +6, Jump +8, Ride +9.

**Possessions** combat gear plus studded leather armor, masterwork longsword, longbow with 20 arrows.

**Legion's Advance (Su)** As a move action, a legion devil can immediately teleport to a space adjacent to any other legion devil within 100 feet. The legion devil can continue its turn after using this ability as normal.

**Legion's Battle Skill (Ex)** This power proved to be too strong at APL 4. To keep it sensible, it should not be used.

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**Legion's Defenses (Su)** If a spell, supernatural ability, or other effect that allows a saving throw targets more than one legion devil, all the devils use the highest d20 result rolled by the group.

**Legion's Mind (Su)** If a mind-affecting spell of ability targets a single legion devil, the devil and all other devils within 60 feet make saving throws against it. If any devil succeeds, all the devils succeed. If all the devils fail, they all suffer the effect of a failed save.

**Legion's Strength (Su)** Legion devils combine their physical vitality into one single pool of strength. Legion devils combine their hit points into one large pool. Any damage that a legion devil takes comes from this pool. If the pool is reduced to 0, all the legion devils in it immediately die. A legion devil gains the pool's benefits as long as it remains within 100 feet of the rest of the group. By the same token, if any devil receives healing apply it to the devils' total pool.

**Mark of Maladomini (Ex)** Any creature that enters or leaves a square adjacent to you must succeed on a DC 13 Balance check or immediate stop moving/ A creature that fails this check and attempt to keep moving immediately falls prone in it current space.

**Shield Arm (Ex)** The left arm of a legion devil is enlarged and heavily armored, providing it with a +3 shield bonus to its Armor Class. A legion devil can also use this arm to make a bashing attack as a secondary weapon. A legion devil does not lose its arm's shield bonus when it attacks in this manner.

Note: legion devils look like red skinned humans with sharp pointed teeth and their left arm ends in a shield like underarm with a shriveled hand.

## 1: THUGS AT WORK

### ARGOTH

CR 5

Male half-orc marshal 4/bard 1

*Miniatures Handbook* 11

CN Medium Humanoid (orc)

**Init** +6; **Senses** Darkvision 60 ft.; Listen +6, Spot +6

**Aura** Minor (60 ft. radius, allies only, +2 bonus), Major (60 ft. radius, allies only, +1 bonus)

**Languages** Common, Orc

**AC** 19, touch 10, flat-footed 19

(+0 Dex, +6 armor, +3 shield)

**hp** 42 (5 HD)

**Fort** +6, **Ref** +3, **Will** +5

**Speed** 20 ft. in breastplate (4 squares), base movement 30 ft.

**Melee** mwk long sword +6 (1d8+2/19-20)

**Ranged** light crossbow +3 (1d8/19-20)

**Base Atk** +2; **Grp** +5

**Atk Options**

**Special Actions** Auras, bardic music 1/day (counter song, inspire courage: +1, fascinate), grant move action 1/day

**Combat Gear** *potion of cure light wounds*, *potion of expeditious retreat*, tanglefoot bag

**Bard Spells Known** (CL 1st):

0 (2/day)—*detect magic*, *message* † †, *prestidigitation*, *read magic*

† Already cast

**Abilities** Str 14, Dex 10, Con 14, Int 10, Wis 8, Cha 14

**SQ** Auras, bardic knowledge

**Feats** Improved Initiative, Improved Toughness, Skill Focus (Diplomacy)

**Skills** Bluff +7, Climb -1, Diplomacy +11, Knowledge (arcana) +2, Listen +6, Perform (oratory) +9, Spellcraft +2, Spot +6.

**Possessions** combat gear plus mwk long sword, dagger, light crossbow, quiver, 20 bolts, mwk breastplate (+1 due to *oil of magic vestment*), mithral heavy shield (+1 due to *oil of magic vestment*)

**Auras (Ex)** The marshal exerts an effect on allies (including himself) within 60 feet. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies. Projecting an aura is a swift action, dismissing one a free action, and only 1 minor and 1 major aura can be continually active.

**Motivate Attack (major)** +1 bonus on melee attack rolls.

**Motivate Dexterity (minor)** +2 bonus on Dexterity checks, Dexterity-based skill checks, and initiative checks. (Active at the start of the encounter and hence included.)

**Motivate Strength (minor)** +2 bonus on Strength checks, and Strength-based skill checks.

**Grant Move Action (Ex)** 1/day as a standard action the marshal may grant an extra move action to any or all of his allies within 30 feet (but not himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over.

### ORC THUG

CR 5

Male orc fighter 2/barbarian 3

CN Medium Humanoid (orc)

**Init** +3; **Senses** Darkvision 60 ft.; Listen +6, Spot +0

**Languages** Common, Orc

**AC** 20 (18), touch 11 (9), flat-footed 19 (17)

(+1 Dex, +7 armor, +2 shield); Uncanny Dodge

**hp** 48 (5 HD) (58)

**Fort** +9 (+11), **Ref** +3, **Will** +4 (+6)

**Weakness** Light sensitivity

**Speed** 30 ft. in full plate (6 squares), base movement 40 ft.

**Melee** +1 *maul* +12 (+14) (1d10+9 (+11)/x3)

**Ranged** light crossbow +6 (1d8/19-20)

**Base Atk** +5; **Grp** +10 (+12)

**Atk Options** Power Attack

**Special Actions** Rage 1/day

**Combat Gear** *potion of remove blindness*, 2x *potions of shield of faith* +2, 2x smokesticks, 2x alchemist fire, tanglefoot bag

**Abilities** Str 20 (24), Dex 13, Con 14 (18), Int 8, Wis 10, Cha 6

**SQ**

**Feats** Improved Buckler Defence, Iron Will, Power Attack, Weapon Focus (maul).

**Skills** Climb +2 (+4), Intimidate +4, Jump +0 (+2), Listen +6.

**Possessions** combat gear plus mwk maul (+1 due to *oil of greater magic weapon*), longsword, dagger, light crossbow, quiver, 20 bolts, sap, banded mail (+1 due to *oil of magic vestment*), buckler (+1 due to *oil of magic vestment*), *cloak of resistance* +1.

**Light Sensitivity (Ex)** Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

**Rage (Ex)** 1/day +4 Strength, +4 Constitution and +2 bonus on Will saves, lasts 3 + new Con modifier rounds, fatigued afterward. The values between brackets are while raging.

## 4: A VIOLENT MESSAGE

### BRIM

CR 3

Male human rogue 3

CN medium humanoid (human)

**Init** +2; **Senses** Listen +3, Spot +3

**Languages** Common

**AC** 15, touch 12, flat-footed 13

(+2 Dex, +3 armor); Dodge, 5 ranks Tumble

**hp** 20 (3 HD)

**Resistance** Evasion

**Fort** +5, **Ref** +5, **Will** +1

**Speed** 30 ft. in light armor (6 squares), base movement 30 ft.

**Melee** sap +3 (1d6+1 non-lethal) or

**Melee** club +3 (1d6+1)

**Ranged** sling +4 (1d4+1)

**Base Atk** +2; **Grp** +3

**Atk Options** Sneak attack +2d6

**Special Actions**

**Combat Gear**

**Abilities** Str 13, Dex 15, Con 14, Int 8, Wis 10, Cha 12

**SQ** Trapfinding, trap sense +1

**Feats** Dodge, Iron Fortitude, Urban Tracking

**Skills** Balance +3, Bluff +7, Diplomacy +3, Gather Information +7, Intimidate +9, Jump +2, Hide+7, Listen +3, Move Silently +7, Slight of Hand +9, Spot +3, Tumble +7.

**Possessions** combat gear plus club, 3x daggers, sap, sling, 10x bullets, studded leather.

## THUGS (5)

CR 2

Male human fighter 1/rogue 1

CN Medium Humanoid (human)

**Init** +1; **Senses** Listen +4, Spot +4

**Languages** Common, Elf

**AC** 16, touch 11, flat-footed 15

(+1 Dex, +3 armor, +2 shield); 5 ranks Tumble

**hp** 16 (2 HD)

**Fort** +4, **Ref** +3, **Will** +2

**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.

**Melee** sap +3 (1d6+2 non-lethal) or

**Melee** throwing axe +3 (1d6+2/x3)

**Ranged** throwing axe +2 (1d6+2/x3) or

**Ranged** sling +2 (1d4+2)

**Base Atk** +1; **Grp** +7

**Atk Options** Improved grapple

**Special Actions** Sneak attack +1d6

**Combat Gear** tanglefoot bag

**Abilities** Str 15, Dex 13, Con 14, Int 12, Wis 10, Cha 8

**SQ** Trapfinding

**Feats** Improved Grapple, Improved Unarmed Strike, Iron Will

**Skills** Balance +4, Bluff +3, Climb +3, Hide +2,

Intimidate+1, Jump +5, Listen +4, Move Silently +2, Sleight of Hand +5, Spot +4, Tumble +3.

**Possessions** combat gear plus sap, 3x throwing axe, sling, 10x bullets, studded leather, heavy wooden shield

**Init** +6; **Senses** Listen +4, Spot +4

**Languages** Ancient Sueloise, Common, Elf, Oeridian

**AC** 18, touch 12, flat-footed 16

(+2 Dex, +5 armor, +1 natural); 5 ranks Balance, 5 ranks Tumble

**hp** 32 (6 HD)

**Fort** +3, **Ref** +7, **Will** +5 (+10 vs. mind affecting spells and spell-like abilities)

**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.

**Melee** Mwk rapier +4 (1d6-1/18-20)

**Ranged** light crossbow +6 (1d8/19-20)

**Base Atk** +4; **Grp** +3

**Atk Options**

**Special Actions** Bardic music 6/day (countersong, fascinate, inspire competence, inspire courage +1, suggestion)

**Combat Gear** tanglefoot bag, *medal of gallantry*, 2x *potion of shield of faith* +2, *scroll of darkness*, 2x *scroll of cure light wounds* (arcane)

**Bard Spells Known** (CL 6th):

2nd (3/day)—*calm emotions* (DC 18), *sonorous hum*, *tactical precision*

1st (5/day)—*cure light wounds*, *grease* (DC 16), *inspirational boost*, *Tasha's hideous laughter* (DC 17)

0 (3/day)—*dancing lights*, *detect magic*, *ghost sound*, *message*, *prestidigitation*, *summon instrument*

† Already cast

**Abilities** Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 20

**SQ** bardic knowledge (+7)

**Feats** Captivating Melody, Force of Personality, Improved Initiative, Spell Focus (enchantment)

**Skills** Balance +8, Bluff +12, Concentration +9, Diplomacy +18, Disguise +21, Jump +5, Listen +4, Perform (oratory) +14, Speak Modern Languages -, Spellcraft +5, Spot+4, Tumble +12.

**Possessions** combat gear plus +1 *chain shirt*, mwk rapier, dagger, light crossbow, 20 bolts, *amulet of natural armor* +1, *hat of disguise*

## 6: RESISTING ARREST

VERDANN

CR 6

Male human bard 6

CN (detects as Evil) Medium Humanoid (human)

## 1: THUGS AT WORK

### ARGOTH

CR 7

Male half-orc marshal 4/bard 3

*Miniatures Handbook* 11

CN Medium Humanoid (orc)

**Init** +7; **Senses** Darkvision 60 ft.; Listen +6, Spot +6

**Aura** Minor (60 ft. radius, allies only, +3 bonus), Major (60 ft. radius, allies only, +1 bonus)

**Languages** Common, Orc

**AC** 19, touch 10, flat-footed 19

(+0 Dex, +6 armor, +3 shield); 5 ranks Balance, 5 ranks Tumble

**hp** 56 (7 HD)

**Fort** +7, **Ref** +4, **Will** +6

**Speed** 20 ft. in breastplate (4 squares), base movement 30 ft.

**Melee** mwk long sword +8 (1d8+2/19-20)

**Ranged** light crossbow +5 (1d8/19-20)

**Base Atk** +2; **Grp** +7

**Atk Options**

**Special Actions** Auras, bardic music 3/day (counter song, inspire courage: +1, fascinate, inspire competence), grant move action 1/day

**Combat Gear** *potion of cure moderate wounds*, *potion of expeditious retreat*, 2x *potions of shield of faith* +2, tanglefoot bag

**Bard Spells Known** (CL 3rd):

1st (2/day)—*cure light wounds*, *grease*, *inspirational boost*

0 (3/day)—*detect magic*, *mending*, *message* ‡, *prestidigitation*, *read magic*

‡ Already cast

**Abilities** Str 14, Dex 10, Con 14, Int 10, Wis 8, Cha 16

**SQ** Auras, bardic knowledge

**Feats** Battle Caster, Improved Initiative, Improved Initiative, Skill Focus (Diplomacy)

**Skills** Balance +2, Bluff +8, Climb -1, Diplomacy +12, Knowledge (arcana) +2, Listen +6, Perform (oratory) +12, Spellcraft +2, Spot +6, Tumble +2.

**Possessions** combat gear plus mwk long sword, dagger, light crossbow, quiver, 20 bolts, mwk breastplate (+1 due to *oil of magic vestment*), mithral heavy shield (+1 due to *oil of magic vestment*).

**Auras (Ex)** The marshal exerts an effect on allies (including himself) within 60 feet. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies. Projecting an aura is a swift action, dismissing one a free action, and only 1 minor and 1 major aura can be continually active.

**Motivate Attack (major)** +1 bonus on melee attack rolls.

**Motivate Dexterity (minor)** +3 bonus on Dexterity checks, Dexterity-based skill checks, and initiative checks. (Active at the start of the encounter and hence included.)

**Motivate Strength (minor)** +3 bonus on Strength checks, and Strength-based skill checks.

**Grant Move Action (Ex)** 1/day as a standard action the marshal may grant an extra move action to any or all of his allies within 30 feet (but not himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over.

### ORC THUG

CR 7

Male orc fighter 4/barbarian 3

CN Medium Humanoid (orc)

**Init** +4; **Senses** Darkvision 60 ft.; Listen +6, Spot +0

**Languages** Common, Elf, Orc

**AC** 23 (21), touch 11 (9), flat-footed 22 (20)

(+1 Dex, +10 armor, +2 shield); Uncanny Dodge

**hp** 64 (7 HD) (78)

**Fort** +9 (+11), **Ref** +3, **Will** +4 (+6)

**Weakness** Light sensitivity

**Speed** 30 ft. in full plate (6 squares), base movement 40 ft.

**Melee** +1 *maul* +12/+7 (+14/+9) (1d10+11 (+13)/x3)

**Ranged** light crossbow +8 (1d8/19-20)

**Base Atk** +7; **Grp** +12 (+14)

**Atk Options** Power Attack

**Special Actions** Rage 1/day

**Combat Gear** *potion of remove blindness*, 2x *potions of shield of faith* +2, 2x smokesticks, 2x alchemist fire, tanglefoot bag

**Abilities** Str 20 (24), Dex 13, Con 14 (18), Int 8, Wis 10, Cha 6

**SQ**

**Feats** Heavy Armor Optimization, Improved Buckler Defence, Iron Will, Power Attack, Weapon Specialization (maul), Weapon Focus (maul),

**Skills** Climb +5 (+7), Intimidate +6, Jump +5 (+7), Listen +6.

**Possessions** combat gear plus mwk maul (+1 due to *oil of greater magic weapon*), longsword, dagger, light crossbow, quiver, 20 bolts, sap, mwk full plate (+1 due to *oil of magic vestment*), buckler (+1 due to *oil of magic vestment*), *cloak of resistance* +1.

**Light Sensitivity (Ex)** Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

**Rage (Ex)** 1/day +4 Strength, +4 Constitution and +2 bonus on Will saves, lasts 3 + new Con modifier rounds, fatigued afterward. The values between brackets are while raging.

## 4: A VIOLENT MESSAGE

BRIM

CR 4

Male human rogue 4  
 CN medium humanoid (human)  
**Init** +3; **Senses** Listen +3, Spot +3  
**Languages** Common

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**AC** 16, touch 13, flat-footed 13  
 (+3 Dex, +3 armor); Dodge, Uncanny Dodge, 5 ranks Tumble  
**hp** 26 (4 HD)  
**Resistance** Evasion  
**Fort** +5, **Ref** +7, **Will** +1

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**Speed** 30 ft. in light armor (6 squares), base movement 30 ft.  
**Melee** sap +4 (1d6+1 non-lethal) or  
**Melee** club +4 (1d6+1)  
**Ranged** sling +6 (1d4+1)  
**Base Atk** +3; **Grp** +4  
**Atk Options** Sneak attack +2d6  
**Special Actions**  
**Combat Gear**

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**Abilities** Str 13, Dex 16, Con 14, Int 8, Wis 10, Cha 12  
**SQ** Trapfinding, trap sense +1  
**Feats** Dodge, Iron Fortitude, Urban Tracking  
**Skills** Balance +4, Bluff +8, Diplomacy +3, Gather Information +8, Intimidate +10, Jump +2, Hide +9, Knowledge (local: the Splintered Suns) +0, Listen +3, Move Silently +9, Slight of Hand +11, Spot +3, Tumble +9.  
**Possessions** combat gear plus club, 3x daggers, sap, sling, 10x bullets, studded leather.

## THUGS (5)

CR 3

Male human fighter 1/rogue 2  
 CN Medium Humanoid (human)  
**Init** +1; **Senses** Listen +5, Spot +5  
**Languages** Common, Elf

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**AC** 16, touch 11, flat-footed 15  
 (+1 Dex, +3 armor, +2 shield); 5 ranks Balance, ranks Tumble  
**hp** 25 (3 HD)  
**Resistance** Evasion  
**Fort** +4, **Ref** +4, **Will** +2

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**Speed** 30 ft. in studded leather (6 squares), base movement 30 ft.  
**Melee** sap +4 (1d6+2 non-lethal) or  
**Melee** throwing axe +4 (1d6+2/x3)  
**Ranged** throwing axe +3 (1d6+2/x3) or  
**Ranged** sling +3 (1d4+2)  
**Base Atk** +2; **Grp** +8  
**Atk Options** Improved grapple  
**Special Actions** Sneak attack +1d6  
**Combat Gear** tanglefoot bag

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**Abilities** Str 15, Dex 13, Con 14, Int 12, Wis 10, Cha 8  
**SQ** Trapfinding  
**Feats** Improved Grapple, Improved Toughness, Improved Unarmed Strike, Iron Will

**Skills** Balance +5, Bluff +4, Climb +4, Hide +3, Intimidate +3, Jump +6, Listen +5, Move Silently +3, Sleight of Hand +5, Spot +5, Tumble +6.  
**Possessions** combat gear plus sap, 3x throwing axe, sling, 10x bullets, studded leather, heavy wooden shield

## 6: RESISTING ARREST

### VERDANN

CR 8

Male human bard 8  
 CN (detects as Evil) Medium Humanoid (human)  
**Init** +6; **Senses** Listen +6, Spot +6  
**Languages** Ancient Sueloise, Common, Elf, Infernal, Oeridian, Orc

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**AC** 18, touch 12, flat-footed 16  
 (+2 Dex, +5 armor, +1 natural); 5 ranks Balance, 5 ranks Tumble  
**hp** 50 (8 HD)  
**Fort** +4, **Ref** +8, **Will** +6 (+12 vs. mind affecting spells and spell-like abilities)

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**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.  
**Melee** Mwk rapier +6/+1 (1d6-1/18-20)  
**Ranged** light crossbow +8 (1d8/19-20)  
**Base Atk** +6; **Grp** +5  
**Atk Options**  
**Special Actions** Bardic music 8/day (countersong, fascinate, inspire competence, inspire courage +2, suggestion)  
**Combat Gear** tanglefoot bag, *medal of gallantry*, 2x *potion of shield of faith* +2, *scroll of darkness*, 2x *scroll of cure light wounds* (arcane)  
**Bard Spells Known** (CL 8th):  
 3rd (2/day)—*confusion* (DC 20), *haste*, *insignia of healing*  
 2nd (5/day)—*calm emotions* (DC 19), *sonorous hum*, *suggestion* (DC 19), *tactical precision*  
 1st (5/day)—*cure light wounds*, *grease* (DC 17), *inspirational boost*, *Tasha's hideous laughter* (DC 18)  
 0 (3/day)—*dancing lights*, *detect magic*, *ghost sound*, *message*, *prestidigitation*, *summon instrument*  
 † Already cast

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**Abilities** Str 8, Dex 14, Con 14, Int 12, Wis 10, Cha 22  
**SQ** bardic knowledge (+9)  
**Feats** Captivating Melody, Force of Personality, Improved Initiative, Spell Focus (enchantment)  
**Skills** Balance +8, Bluff +15, Concentration +12, Diplomacy +21, Disguise +22, Jump +5, Listen +6, Perform (oratory) +17, Speak Modern Languages -, Spellcraft +5, Spot +6, Tumble +14.  
**Possessions** combat gear plus +1 *chain shirt*, mwk rapier, dagger, light crossbow, 20 bolts, *amulet of natural armor* +1, *cloak of charisma* +2, *hat of disguise*

## BEARDED DEVILS (ADVANCED) CR 7

LE Medium Outsider (Baatezu, Evil, Extraplanar, Lawful)

**Init** +8; **Senses** Darkvision 60 ft., see in darkness; Listen +12, Spot +12

**Aura** Mark of Maladomini (10 ft., DC 19 Fort or sickened for 10 rds.)

**Languages** Infernal; telepathy 100 ft.

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**AC** 21 (19), touch 14 (12), flat-footed 17 (15) (+4 Dex, +7 natural)

**Miss Chance**

**hp** 76 (8 HD) (92); DR 5/silver or good

**Immune** fire, poison

**Resist** acid 10, cold 10; **SR** 17

**Fort** +11 (+13), **Ref** +10, **Will** +7 (+9)

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**Speed** 40 ft. (8 squares)

**Melee** Glaive +14 (+16) (1d10+7 (+10)/x3 plus infernal wound) or

**Melee** claws +13/+13 (1d6+5 (+7) plus 1d6 acid)

**Base Atk** +8; **Grp** +16 (+18)

**Atk Options** beard, power attack

**Special Actions** battle frenzy 2/day, mark of Maladomini

**Combat Gear**

**Spell-Like Abilities** (CL 12th):

At will—*greater teleport* (self plus 50 pounds of objects only).

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**Abilities** Str 20 (24), Dex 18, Con 20 (24), Int 6, Wis 12, Cha 8

**SQ**

**Feats** Brand of the Nine Hells, Improved Initiative, Mark of Maladomini, Power Attack, Weapon Focus (glaive).

**Skills** Climb +16 (+18), Diplomacy +1, Escape Artist +8, Hide +16, Listen +12, Move Silently +16, Sense Motive +12, Spot +12 .

**Possessions** combat gear plus glaive

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**Battle Frenzy (Ex)** 2/day, a bearded devil can work itself into a battle frenzy similar to the barbarian's rage (+4 Strength, +4 Constitution, +2 bonus on Will saves, -2 AC). The frenzy lasts for 6 rounds, and the bearded devil suffers no ill effects afterward. The values between brackets are while in battle frenzy.

**Beard (Ex)** If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8+2 plus 1d6 acid damage and must succeed on a DC 19 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fortitude saves, the disease is cured magically, or the creature dies.

**Infernal Wound (Su)** The damage a bearded devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 16 Heal check, a *cure* spell, or a *heal* spell. However, a character

attempting to cast such a spell on a creature damaged by a bearded devil's glaive must succeed on a DC 16 caster level check, or the spell has no effect on the injured character. The infernal wound is a supernatural ability of the bearded devil, not of the weapon.

**Mark of Maladomini (Ex)** Any creature that enters or leaves a square adjacent to you must succeed on a DC 19 Balance check or immediate stop moving. A creature that fails this check and attempt to keep moving immediately falls prone in it current space.

## 1: THUGS AT WORK

## ARGOTH

CR 9

Male half-orc marshal 4/bard 5

*Miniatures Handbook* 11

CN Medium Humanoid (orc)

**Init** +7; **Senses** Darkvision 60 ft.; Listen +10, Spot +6**Aura** Minor (60 ft. radius, allies only, +3 bonus), Major (60 ft. radius, allies only, +1 bonus)**Languages** Common, Orc**AC** 21, touch 10, flat-footed 21(+0 Dex, +6 armor, +2 natural (*potion of barkskin* +2), +3 shield); 5 ranks Balance, 5 ranks Tumble**hp** 70 (9 HD)**Fort** +8, **Ref** +6, **Will** +8**Speed** 20 ft. in breastplate (4 squares), base movement 30 ft.**Melee** mwk long sword +9/+4 (1d8+2/19-20) and**Ranged** light crossbow +6 (1d8/19-20)**Base Atk** +2; **Grp** +8**Atk Options****Special Actions** Auras, bardic music 5/day (counter song, inspire courage: +1, fascinate, inspire competence), grant move action 1/day**Combat Gear** *potion of cure moderate wounds*, *potion of expeditious retreat*, 2x *potions of shield of faith* +2, tanglefoot bag**Bard Spells Known** (CL 5th):2nd (2/day)—*battle hymn*, *glitterdust* (DC 15), *swift fly*1st (4/day)—*cure light wounds*, *feather fall*, *grease*, *inspirational boost*0 (3/day)—*detect magic*, *light*, *mending*, *message* †, *prestidigitation*, *read magic*

† Already cast

**Abilities** Str 14, Dex 10, Con 14, Int 10, Wis 8, Cha 17**SQ** Auras, bardic knowledge**Feats** Battle Caster, Improved Initiative, Improved Toughness, Skill Focus (Diplomacy)**Skills** Balance +2, Bluff +10, Climb -1, Diplomacy +16, Knowledge (arcana) +2, Listen +10, Perform (oratory) +14, Spellcraft +2, Spot +6, Tumble +2.**Possessions** combat gear plus mwk long sword, dagger, light crossbow, quiver, 20 bolts, mwk breastplate (+1 due to *oil of magic vestment*), mithral heavy shield (+1 due to *oil of magic vestment*), *vest of resistance* +1.**Auras (Ex)** The marshal exerts an effect on allies (including himself) within 60 feet. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies. Projecting an aura is a swift action, dismissing one a free action, and only 1 minor and 1 major aura can be continually active.**Motivate Attack (major)** +1 bonus on melee attack rolls.**Motivate Dexterity (minor)** +3 bonus on Dexterity checks, Dexterity-based skill checks, and initiative checks. (Active at the start of the encounter and hence included.)**Motivate Strength (minor)** +3 bonus on Strength checks, and Strength-based skill checks.**Grant Move Action (Ex)** 1/day as a standard action the marshal may grant an extra move action to any or all of his allies within 30 feet (but not himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over.

## ORC THUG

CR 9

Male orc fighter 6/barbarian 3

CN Medium Humanoid (orc)

**Init** +5; **Senses** Darkvision 60 ft.; Listen +6, Spot +0**Languages** Common, Elf, Orc**AC** 24 (22), touch 11 (9), flat-footed 23 (21)

(+1 Dex, +11 armor, +2 shield); Uncanny Dodge

**hp** 89 (9 HD) (107)**Fort** +11 (+13), **Ref** +6, **Will** +6 (+8)**Weakness** Light sensitivity**Speed** 30 ft. in full plate (6 squares), base movement 40 ft.**Melee** +1 *maul* +16/+11 (+18/+13) (1d10+12 (+15)/x3)**Ranged** light crossbow +11 (1d8/19-20)**Base Atk** +9; **Grp** +15 (+17)**Atk Options** Power Attack**Special Actions** Rage 1/day**Combat Gear** *potion of cure moderate wounds*, *potion of remove blindness*, 2x *potions of shield of faith* +2, 2x smokesticks, 2x alchemist fire, tanglefoot bag**Abilities** Str 22 (26), Dex 14, Con 14 (18), Int 8, Wis 10, Cha 6**SQ****Feats** Greater Heavy Armor Specialization, Heavy Armor Specialization, Improved Buckler Defence, Improved Toughness, Iron Will, Power Attack, Weapon Focus (maul), Weapon Specialization (maul)**Skills** Climb +10 (+12), Intimidate +6, Jump +10 (+12), Listen +6.**Possessions** combat gear plus mwk maul (+1 due to *oil of greater magic weapon*), longsword, dagger, light crossbow, quiver, 20 bolts, sap, mwk full plate (+1 due to *oil of magic vestment*), mwk buckler (+1 due to *oil of magic vestment*), *cloak of resistance* +1.**Light Sensitivity (Ex)** Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.**Rage (Ex)** 1/day +4 Strength, +4 Constitution and +2 bonus on Will saves, lasts 3 + new Con modifier

rounds, fatigued afterward. The values between brackets are while raging.

#### 4: A VIOLENT MESSAGE

##### BRIM

CR 6

Male human rogue 6

CN medium humanoid (human)

**Init** +3; **Senses** Listen +4, Spot +4

**Languages** Common

**AC** 16, touch 13, flat-footed 13

(+3 Dex, +3 armor); Dodge, Uncanny Dodge, 5 ranks Tumble

**hp** 38 (6 HD)

**Resistance** Evasion

**Fort** +6, **Ref** +8, **Will** +2

**Speed** 30 ft. in light armor (6 squares), base movement 30 ft.

**Melee** sap +7 (1d6+1 non-lethal) or

**Melee** club +5 (1d6+1)

**Ranged** sling +7 (1d4+1)

**Base Atk** +4; **Grp** +5

**Atk Options** Sneak attack +3d6

**Special Actions**

**Combat Gear**

**Abilities** Str 13, Dex 16, Con 14, Int 8, Wis 10, Cha 12

**SQ** Trapfinding, trap sense +2

**Feats** Dodge, Iron Fortitude, Urban Tracking, Weapon Finesse

**Skills** Balance +4, Bluff +10, Diplomacy +3, Gather Information +10, Intimidate +12, Jump +2, Hide +11, Knowledge (local: the Splintered Suns) +0, Listen +4, Move Silently +11, Slight of Hand +13, Spot +4, Tumble +11.

**Possessions** combat gear plus club, 3x daggers, sap, sling, 10x bullets, studded leather.

##### THUGS (5)

CR 5

Male human fighter 2/rogue 3

CN Medium Humanoid (human)

**Init** +1; **Senses** Listen +7, Spot +7

**Languages** Common, Elf

**AC** 16, touch 11, flat-footed 15

(+1 Dex, +3 armor, +2 shield); 5 ranks Balance, ranks Tumble

**hp** 40 (5 HD)

**Resistance** Evasion

**Fort** +6, **Ref** +4, **Will** +3

**Speed** 30 ft. in studded leather (6 squares), base movement 30 ft.

**Melee** sap +7 (1d6+3 non-lethal) or

**Melee** throwing axe +7 (1d6+3/x3)

**Ranged** throwing axe +5 (1d6+3/x3) or

**Ranged** sling +5 (1d4+3)

**Base Atk** +4; **Grp** +11

**Atk Options** Improved grapple, power attack

**Special Actions** Sneak attack +2d6

**Combat Gear** tanglefoot bag

**Abilities** Str 16, Dex 13, Con 14, Int 12, Wis 10, Cha 8

**SQ** Trapfinding

**Feats** Improved Grapple, Improved Toughness, Improved Unarmed Strike, Iron Will, Power Attack

**Skills** Balance +5, Bluff +4, Climb +7, Hide +4, Intimidate +7, Jump +9, Listen +7, Move Silently +4, Sleight of Hand +7, Spot +7, Tumble +8.

**Possessions** combat gear plus sap, 3x throwing axe, sling, 10x bullets, studded leather, heavy wooden shield

#### 6: RESISTING ARREST

##### VERDANN

CR 10

Male human bard 10

CN (detects as Evil) Medium Humanoid (human)

**Init** +7; **Senses** Listen +8, Spot +8

**Languages** Ancient Sueloise, Celestial, Common, Elf, Infernal, Oeridian, Orc

**AC** 19, touch 13, flat-footed 16

(+3 Dex, +5 armor, +1 natural); 5 ranks Balance, 5 ranks Tumble

**hp** 62 (10 HD)

**Fort** +6, **Ref** +11, **Will** +8 (+14 vs. mind affecting spells and spell-like abilities)

**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.

**Melee** Mwk rapier +7/+2 (1d6-1/18-20)

**Ranged** light crossbow +10 (1d8/19-20)

**Base Atk** +7; **Grp** +6

**Atk Options**

**Special Actions** Bardic music 10/day (countersong, fascinate, inspire competence, inspire courage +2, inspire greatness, suggestion)

**Combat Gear** tanglefoot bag, *medal of gallantry*, 2x *potion of shield of faith* +4, *scroll of darkness*, 2x *scroll of cure light wounds* (arcane), *wand of blur* (10 charges)

**Bard Spells Known** (CL 10th):

4th (1/day)—*freedom of movement*, *hold monster* (DC 21)

3rd (3/day)—*confusion* (DC 20), *dispel magic*, *haste*, *insignia of healing*

2nd (5/day)—*calm emotions* (DC 19), *sonorous hum*, *suggestion* (DC 19), *tactical precision*

1st (5/day)—*cure light wounds*, *grease* (DC 17), *inspirational boost*, *Tasha's hideous laughter* (DC 18)

0 (3/day)—*dancing lights*, *detect magic*, *ghost sound*, *message*, *prestidigitation*, *summon instrument*

‡ Already cast

**Abilities** Str 8, Dex 16, Con 14, Int 12, Wis 10, Cha 22

**SQ** bardic knowledge (+11)

**Feats** Captivating Melody, Force of Personality, Improved Initiative, Spell Focus (enchantment), Versatile Performer

**Skills** Balance +9, Bluff +17, Concentration +15, Diplomacy +23, Disguise +22, Jump +5, Listen +8,

Perform (oratory) +19, Perform (stringed instruments) +19, Speak Modern Languages -, Spellcraft +5, Spot+8, Tumble +17.

**Possessions** combat gear plus +1 *chain shirt*, mwk rapier, dagger, light crossbow, 20 bolts, *amulet of natural armor* +1, *cloak of charisma* +2, *hat of disguise*

## APPENDIX 2: NEW RULES ITEMS

### FEATS

#### Battle Caster

*Complete Arcane* 75

Building on your existing training allows you to avoid the chance of arcane spell failure when you wear armor heavier than normal.

**Prerequisite:** Ability to ignore arcane spell failure chance from armor.

**Benefit:** You are able to wear armor one category heavier than you can normally wear while still avoiding the chance of arcane spell failure. For example, if you have the ability to normally wear light armor without incurring a chance of spell failure, you can wear medium armor and continue to cast spells as normal. This ability does not extend to shields, nor does it apply to spells gained from spellcasting classes other than the class that provides the ability to cast arcane spells while in armor.

#### Brand of the Nine Hells

*Fiendish Codex II: Tyrants of the Nine Hells* 53

You gain an infernal brand, a symbol proclaiming you as the property of an archdevil. This brand might be a physical symbol, or it could be a strange change in your body's structure.

**Prerequisites:** Lawful evil, devil.

**Benefit:** When you select this feat, choose an archdevil to whom you have worn fealty. You gain a +2 bonus on Bluff, Diplomacy, and Sense Motive checks made against denizens of that archdevil's layer, but take a -2 penalty on the same checks made against denizens of other layers. In addition, you gain a +2 bonus on Intimidate checks.

**Baalzebul:** This brand causes your body to sweat a glistening slime. You gain a +4 bonus on grapple and Escape Artist checks. Your natural attacks deal an extra 1d6 points of acid damage.

#### Captivating Melody

*Complete Mage* 40

You can expend some of your musical abilities to increase the potency of your enchantment or illusion spells.

**Prerequisites:** Bardic music, ability to cast arcane spells.

**Benefit:** As a swift action before casting a spell, you can attempt a Perform check (DC 15 + the level of the spell you intend to cast). If you succeed, you can sacrifice one of your daily used of bardic music to increase the save DC of the next enchantment or illusion spell you cast in the same round by 2. If the Perform check fails, you still lose one daily use of bardic music but gain no benefit.

You can apply Captivating Melody only to spells cast by the same class that grants you your bardic music ability.

#### Force of Personality

*Complete Adventurer* 109

You have cultivated an unshakable belief in your self-worth. Your sense of self and purpose are so strong that they bolster your willpower.

**Prerequisites:** Cha 13.

**Benefit:** You add your Charisma modifier (instead of your Wisdom modifier) to Will saves against mind-affecting spells and abilities.

#### Greater Heavy Armor Optimization [Fighter]

*Races of Stone* 141

You have mastered the use of heavy armor, maximizing its protective qualities while moving more easily in it.

**Prerequisites:** Armor Proficiency (heavy), Heavy Armor Optimization, base attack bonus +8.

**Benefit:** When you are wearing heavy armor, lessen the armor check penalty of the armor by 2 and increase the armor bonus by 1. Both of these effects stack with the benefit of the Heavy Armor Optimization feat, for a total lessening of the armor check penalty by 4 and a total increase to the armor bonus of 2.

#### Heavy Armor Optimization [Fighter]

*Races of Stone* 141

You have trained extensively in heavy armor, and you have learned to take advantage of the protection it offers.

**Prerequisites:** Armor Proficiency (heavy), base attack bonus +4.

**Benefit:** When you are wearing heavy armor, lessen the armor check penalty of the armor by 1 and increase the armor bonus by 1.

#### Improved Buckler Defense [Fighter]

*Complete Warrior* 100

You can attack with an off-hand weapon while retaining a buckler's shield bonus to your Armor Class.

**Prerequisite:** Shield Proficiency

**Benefit:** When you attack with a weapon in your off hand, you may still apply your buckler's shield bonus to your Armor Class.

**Normal:** Without this feat, a character wielding a buckler who attacks with an off-hand weapon loses the buckler's shield bonus to AC until his or her next turn.

#### Improved Toughness [General]

*Complete Warrior* 101

You are significantly tougher than normal.

**Prerequisites:** Base Fortitude save bonus +2.

**Benefits:** You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level) you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

**Special:** A fighter may select Improved Toughness as one of his fighter bonus feats.

### Mark of Maladomini

*Fiendish Codex II: Tyrants of the Nine Hells* 84

Maladomini is a sinking mire of corruption and filth. Those who serve the Lord of Flies acquire some of his most unsavory characteristics. You exude stinking ichor like your master.

**Prerequisites:** Brand of the Nine Hells, allegiance to Baalzebul.

**Benefit:** You share the curse of your foul master, Baalzebul. Your body issues forth a steady stream of filth that collects about you. Any creature that enters or leaves a square adjacent to you must succeed on a Balance check (DC 10 + ½ your HD + your Con modifier) or immediately stop moving. A creature that fails this check and attempts to keep moving immediately falls prone in its current space. In addition, this slime reeks of decay, excrement, and worse, on a Fortitude save (DC 10 + ½ your HD + your Con modifier) or become sickened for 10 rounds. Regardless of the outcome of the save, a creature cannot again be affected by your stench for 24 hours.

### Urban Tracking

*Cityscape* 64

You can track down the location of missing persons or wanted individuals within communities.

**Benefit:** To find an individual's trail, or to follow a trail for 1 hour, requires a Gather Information check. You must make another Gather Information check every hour you search, as well as each time the trail becomes more difficult to follow, such as when it takes you to a different part of town. The DC of the check, and the number of checks required to track down your quarry, depends on the community size and the prevailing conditions. If you fail a check, you can retry after 1 hour of questioning; the DM should roll the number of checks required secretly, so that the player doesn't know exactly how much time the task will require. You can cut the time between Gather Information checks in half (from 1 hour to 30 minutes), but you take –5 penalty on the check. Obviously, this feat will not allow you to locate someone who has gone beyond the boundaries of the community, but it could inform you that they've done so.

**Normal:** Characters without this feat can use Gather Information to find out about specific individuals, but each check takes 1d4+1 hours and doesn't allow for effective trailing.

**Special:** A character with 5 ranks in Knowledge (local) gains a +2 bonus on the Gather Information check to use this feat.

### Versatile Performer

*Complete Adventurer* 112

You are skilled at many kinds of performances.

**Prerequisites:** Perform (any) 5 ranks

**Benefit:** Pick a number of Perform categories equal to your Intelligence bonus (minimum 1). For the purpose of making Perform checks, you are treated as having a number of ranks in those skills equal to the highest number of ranks you have in any Perform category. You cannot change these categories once you have picked them, but your score in them automatically increases if you later add additional ranks in your highest-ranked Perform category. You gain new categories of your choice if your Intelligence bonus permanently increases.

In addition, you gain a +2 bonus on a combined Perform check when using two or more forms of performance at the same time, such as bard strumming a lute while singing. In such cases, add the bonus to the higher of your two Perform skill modifiers.

## MAGIC ITEMS

### Medal of Gallantry

*Complete Adventurer* 134

This silver sun-shaped brooch grants its wearer a +2 bonus on Diplomacy checks but imposes a –2 penalty on Bluff checks. This penalty remains for 24 hours after the medal is removed.

Three times per day the wearer can use *sanctuary* on himself as a swift action. If the wearer attacks while protected by this effect, he takes a –1 morale penalty on that attack and all subsequent attacks for 1 hour afterward.

Faint Abjuration; CL 3<sup>rd</sup>; Craft Wondrous Item, *sanctuary*; Price 1,100 gp.

## MUNDANE EQUIPMENT

### Maul

*Complete Warrior* 157

One-handed Exotic Weapon

Maul 15 gp 1d10 x3 - 20 lb. Bludgeoning

A maul is too large to use in one hand without special training (the appropriate Exotic Weapon Proficiency feat). A character can use a maul two handed as a martial weapon.

## SPELLS

### Battle Hymn

*Spell Compendium* 25

Enchantment (Charm) [Mind-Affecting]

**Level:** Bard 2, sorcerer/wizard 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Targets:** All allies within 30 ft.

**Duration:** 1 round/level

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

**Spell Resistance:** Yes (harmless)

This spell brings forth a stirring martial tune that inspires all creatures within the area who are friendly to you. These creatures can reroll one Will save that they have just made each round for the duration of the spell. The reroll must be made before the DM declares whether the roll results in success or failure, and the result of the second roll must be used, even if it is a lower result.

### **Fly, Swift**

*Spell Compendium* 96

Transmutation

**Level:** Bard 2, druid 3, sorcerer/wizard 2

**Components:** V

**Casting Time:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** 1 round

This spell functions like *fly* (PH 232), except as noted above.

### **Insignia of Healing**

*Races of Destiny* 166

Conjuration (Healing)

**Level:** Bard 3, cleric 3

**Components:** V, S, F

**Casting Time:** 1 standard action

**Duration:** Instantaneous

**Saving Throw:** Will half (harmless); see text

**Spell Resistance:** Yes (harmless); see text

This spell works just like *insignia of alarm* except the insignia wearers are instead healed by positive energy. The spell cures 1d8 points of damage +1 point per caster level (maximum +10) to all wearers of the insignia.

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. Any undead creature can apply spell resistance and attempt a Will save to take half damage.

*Focus:* A specially prepared insignia (10 gp).

### **Inspirational Boost**

*Spell Compendium* 124

Enchantment (Compulsion) [Mind-Affecting, Sonic]

**Level:** Bard 1

**Components:** V, S

**Casting Time:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** 1 round or special; see text.

While this spell is in effect, the moral bonus granted by your inspire courage bardic music increases by 1.

The effect lasts until your inspire courage effect ends. If you don't begin to use your inspire courage ability before the beginning of your next turn, the spell's effect ends.

### **Sonorous Hum**

*Spell Compendium* 196

Evocation [Sonic]

**Level:** Bard 2, cleric 3, sorcerer/wizard 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level (D)

After you cast this spell, the next spell you cast within the duration that requires concentration to maintain is maintained for you until the *sonorous hum* spell expires. This effect allows you to cast other spells, even another spell that also requires concentration. If the spell maintained by the *sonorous hum* has a shorter duration than that of this spell, the maintained spell expires as it normally would, and you gain no further benefits from this casting of *sonorous hum*. The sound created by the spell is as loud as a person in armor walking at a slow pace trying not to make noise (normally a DC 5 Listen check to detect). You can end the spell as a free action.

### **Tactical Precision**

*Spell Compendium* 218

Divination [Mind-Affecting]

**Level:** Bard 2

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Targets:** One creature/level, no two of which are more than 30 ft. apart

**Duration:** 1 round/level

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

**Spell Resistance:** Yes (harmless)

When you cast this spell, you grant your allies greater insight into one another's actions, allowing them to better coordinate their attacks. If two affected allies flank the same creature, each gains a +2 insight bonus on melee attack rolls and deals an extra 1d6 points of damage against the flanked creature. Creatures not subject to extra damage from sneak attacks are immune to this extra damage.

*Material Component:* A toy soldier.

## IKKAR'S WAREHOUSE

(1 square is 5 ft.)

1. 1<sup>st</sup> Floor Storage
2. 2<sup>nd</sup> Floor Storage
3. Waiting Room
4. Office
5. Toilet
6. Closet

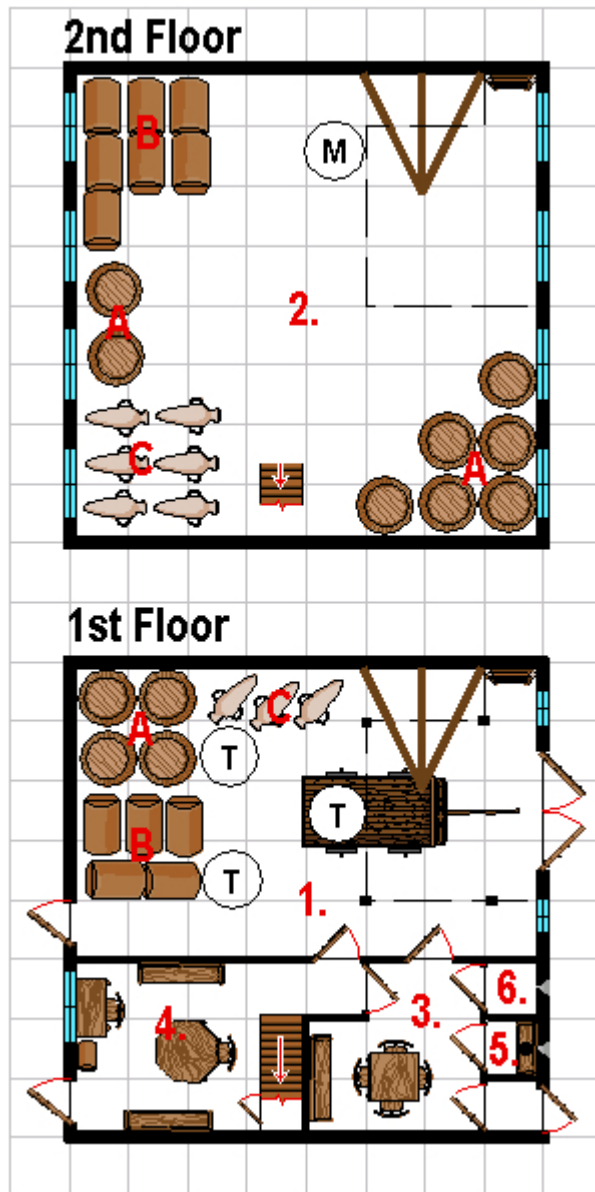
A. Barrels

B. Chests

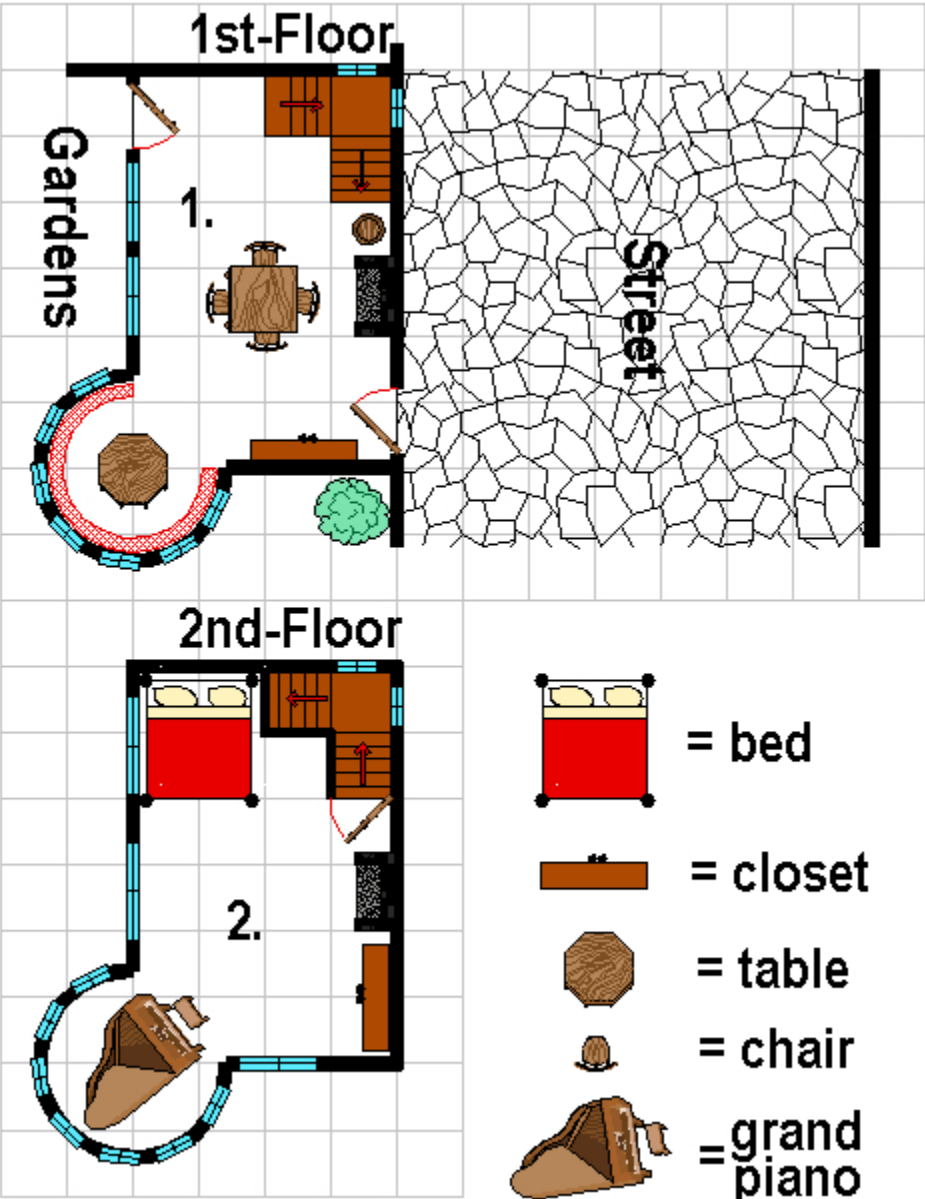
C. Sacks.

M = Argoth, the marshal

T = Thugs



VERDANN'S HOUSE



## CAMPAING CONSEQUENCES

Thank you for judging SND7-02 Obvious Suspect. If you run this at a convention or game-day before 1 May 2007 please fill out this form and give it to the head judge coordinator or mail it to [poc@sunndi.org](mailto:poc@sunndi.org).

At what APL did you play?      APL 2    APL 4    APL 6    APL 8    APL 10

What happened to Verdann's?      (a) He was killed, but his corpse was kept intact.  
(b) He was killed, but his corpse was destroyed  
(c) He was captured.  
(d) The PCs never confronted him

To whom did the PCs gave Verdann?(a) Nobody  
(b) Makarios  
(c) The authorities  
(d) Somebody else: \_\_\_\_\_

Did the PCs realize Verdann was possessed by something?      YES      NO

Did the PCs tell the authorities about what they learned?      YES      NO

Did the PCs tell anybody else? If so whom?      \_\_\_\_\_

Did the PCs testify in favor of Makarios at court?      YES      NO

Did any PC died? If so at what encounter?      \_\_\_\_\_