

VEL6-02

Scum and Villainy

A One-Round D&D® LIVING GREYHAWK™

Veluna Regional Adventure

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In uncertain times, uncertainty itself becomes the enemy. The only certainty is that loyalties will be questioned and that those whose loyalties are questioned will be brought to heel. An adventure for character levels 1 to 10. (APLs 2-8). Tables should be formed with characters that would not come into conflict over Church and Pack allegiances.

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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For questions specific to this document and your region please e-mail your triad point of contact (POC) at veluna_poc@thejohnsons.cc for LIVING GREYHAWK campaign questions email rpgahq@wizards.com

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

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This adventure retires from RPGA-sanctioned play on December 31, 2007.

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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 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. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table 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).

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 determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. 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. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for 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.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

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.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Veluna. PCs native to Veluna pay one Time Units per round, all others pay two Time Units.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. PCs 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 PC who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the PC possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the PC 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 PC has at least four ranks in Craft (bowmaking). The PC 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

Veluna has just finished a long and costly war with the undead, infernal, and orcish forces of Herion, the former Canon of Veluna turned lich. A diocese has seceded, the north and northeastern parts of Veluna are razed. Swan Hill is destroyed. Castle Sepher requires some rebuilding. Whitehale is in shambles.

The Church is now starting to take a more proactive hand in rooting out evil. They see how agents of Herion, as well as the cult of Marduk, worked in Veluna for century's right under their noses. No longer can they sit by idly and let such cancers fester in the heart of Luna's Vale. Thus, the eye of the powers that be have begun actively seeking out secretive organizations, and their focus has now turned towards the Pack.

The main thieves' guild in Veluna, the Pack, has kept its work clandestine and been left alone. The Pack has played by certain rules: don't kill anyone and the powers that be will leave us alone; if there's a bad apple, turn him over to the authorities. These guidelines have worked for a long time – but now it seems that the authorities have decided they cannot let any organization exist which disrespects the law of the Church, or could harbor forces that might undermine the safety of Veluna.

Bishop Dorasio of the Diocese of Devarnish has been an outspoken proponent of bringing the Pack to heel for quite some time. Until recently his suggestions had fallen on deaf ears, but now he has found sympathetic ears in the councils, and operations necessary to bring the Pack to justice are underway.

Adventure Summary

Before you start play, have the players write down any meta-orgs to which they belong, and in what tier of the org they rank. The only orgs you will really need to be aware of are the Pack or the Church of Rao/St Cuthbert/Heironeous, Mitrik Temple Guard, Brotherhood of the Vale, Knights of Salvation or Knights of Whitehale (ie the authorities), but the players need not know that.

As mentioned in the blurb, there is potential for a lot of intra-party conflict if there are characters on opposite sides of the 'government vs. Pack' conflict at the same table. Every effort should be made to avoid such a situation.

The adventure begins when the PCs stumble onto a Mitrik Temple Guard raid on a Pack house in Devarnish. Right away, they must decide which “side” of the conflict they are on.

From this point on, each encounter is presented from two different points of view (with the details varying to facilitate game play), depending on whether the PCs are on the side of law and order or on the side of the thieves’ guild. To make things easier to keep track of, the two different versions of encounters will be numbered the same, except for an “A” (the law and order version) or a “B” (the thieves’ guild version).

If at some point in the adventure, the PCs wish to “switch sides”, that is fine. For the most part, that just means using the other version of encounters from that point forward, but some possibilities are discussed in Appendix 3.

Once past a meeting with a representative of whichever side they supported in **Encounter 1**, the adventure becomes very PC-driven, with multiple paths they could take at almost every turn. For this reason it is very important that the DM be familiar with the various options and how they impact each other.

Law and Order path

The PCs who help the Church will meet with Bishop Marquin Dorasie who will expect the PC’s help with a raid on the Pack headquarters in Devarnish. PCs who ask the right questions may be given the opportunity to help guard a Pack informant.

If they help on the raid, the next day they meet with Guard Captain Booth and his lieutenants and raid the HQ, being assigned to a side tunnel that is a known escape tunnel. Rumontas escapes, and the PCs must go back to Dorasie to report their failure.

If they help guard the Pack informant, then they are besieged by Pack members that night who use devices that create a fog to cover their retrieval of the informant. This branch is not given to the PCs as an option automatically... only if they tell Dorasie that they may be better suited to guarding the informant do they gain the possibility of doing this mission.

After the PCs complete their missions, they meet again with Dorasie. He informs them that Rumontas has fled to Jarl. The PCs go after him and must hunt down an informant to tell them where he is. After finding Rumontas, he runs again, and the PCs give chase.

The Pack path

The PCs who help the Pack will go to the Pack HQ in the sewers of Devarnish. There they will meet

Rumontas, head of the Pack in Devarnish. He will elicit their help to move the HQ. If he knows them (through Pack affiliations or favors) he will also ask them to help on a raid to recover an informant. He tells them that if anything goes wrong, they are to meet up in Jarl.

If they help at the HQ, while they are helping pack things up, the Guard will raid the headquarters. The PCs will have to fight and then escape.

If the PCs help on the raid, they will attack the safe house where the informant is held, and then they will have to deliver him to a specified place. Once there, they will learn that the HQ has been compromised.

The PCs then go to Jarl, where they will have to find out the whereabouts of Rumontas. Once they meet up with him, the Guard will come to arrest him. The PCs will have to face down the Guard to allow Rumontas to escape and run for the hills.

Special Note: If any PC kills a Mitrik Temple Guardsman in this adventure, AND a witness survives to tell about it, they will end up wanted by the law in Veluna. In addition, any other PC who the witness would claim aided the murder will also be charged with the crime. This is entirely up to the discretion of the DM and the DM should keep track of who has become an outlaw while playing the adventure for resolution in the conclusion.

Treasure Distribution: In this adventure the PCs are working with either the Mitrik Temple Guard, or the Pack. Both organizations will claim the bulk of any loot the PCs may recover, and give the PCs a fair share. To reflect this, this adventure has a special rule: Any over the cap gold is claimed by the respective organization. The PCs can earn NO over the cap gold in this adventure. This is a simplification to ease play.

Introduction

It is a cold winter’s day as you stroll the streets of Devarnish. Despite the bitter chill in the air and the snow on the ground, people still bustle hither and yon on business – making deals, bartering, trading, or just casually shopping.

The crowds press in from all sides. Turning down a side street, the sounds of the crowd can be heard diminishing. As the sound of the crowd lessens, you hear a different sound – the sound of conflict. Raised voices shouting. The breaking of

glass. The scuffling of feet. It sounds as if it is just ahead, down around the corner.

It is assumed that the PCs, being the nosey lot they always are, will go to see what the trouble is. If by some chance they don't, they have a good time in Devarnish, maybe pick up a bauble or two, and then their adventure is over.

If they do investigate, continue on:

As you round the corner to an alleyway, you see a pitched battle ensuing. Several men are fighting in the alley while sounds from a nearby building indicate a fracas within.

If you are running a table with Pack members, anyone who is a member of the Pack will know that this is a fence in Devarnish. Pass them a note to let them know that, as you continue:

You can make out two groups of combatants, mainly discernible by the quality of weapons they are wielding. One disheveled looking man, who looks to be part of the larger group, shouts out, "You sneaks! You tricked us! We didn't do anything!"

The man he is fighting, a broad shouldered man with a long mustache, replies, "You're scum! You're villains! You all should be thrown in the pillory! Repent your ways!"

There is a loud crash as a window in the building breaks. A dirty looking man struggles with an armored man. "We can't 'old 'em much longer! We need 'elp in 'ere!"

The disheveled man looks your way, having spied you amidst the combat. Ducking under the swing of his opponent's club, he shouts "Don't just stand there, get in there and help us!"

The man with the long mustache shouts to you, "Do not be fooled! We are Mitrik Temple Guardsmen and they are criminals – members of the Pack! We need your assistance out here! Help us bring them to justice!"

The PCs have stumbled onto some guardsmen conducting an undercover raid of a Pack fencing operation. The guardsmen have no obvious outward signs of their affiliation (they do have papers tucked away on their persons), but they do have noticeably nicer equipment than the Pack members.

Go to **Encounter 1**, and let the players choose which side they will support (if either). (If at some point during the adventure, they decide to switch sides, that's okay. See Appendix 3.)

Encounter 1: Bad Boys, Bad Boys...

When describing the scene around you, remember that there are many more people than described in the stat blocks fighting here and in the building, but once the players defeat 3 opponents the fight is over. Defeating an opponent here is defined as one of four things: 1) knocking them unconscious, 2) killing them, 3) pinning them in a grapple and holding it for two consecutive rounds, 4) putting them under the effect of a spell that makes them helpless (i.e. *sleep*, *hold person*, etc.).

In total there are 9 undercover MTG agents and 9 Pack flunkies present in this scuffle. Out in the street, 6 flunkies are struggling against 3 agents. In the building 6 agents are scuffling with 3 flunkies. If the PCs move to assist one side or the other, they will have to deal with 3 opponents from the larger group who peel off to deal with the PCs. Assume the rest of the agents/flunkies are fighting each other 1-on-1 and once the PCs incapacitate their last foe, the other 3 foes in that group are dropped by their opponents. It is suggested that all figures be represented on the battle map, but don't roll for the NPCs not involved with the PCs, just 5 step them around a little bit at the end of each round.

Whichever group the PCs don't help will automatically be won by the larger group as soon as the PCs win their fight. If the PCs choose to fight both sides, go ahead and play it out.

Setting: The side street is 15 ft. wide. While it is snowing, the ground is not covered and is not slippery. See **DM Map 1** in Appendix 4.

APL 2 (EL 3 – includes -1 since opponents will be using non-lethal)

☛ **Undercover Agents (3):** human Ftr1; hp 12; see Appendix 1.

Or

☛ **Pack Flunkies (3):** human Rog2; hp 11; see Appendix 1.

APL 4 (EL 5 – includes -1 since opponents will be using non-lethal)

☛ **Undercover Agents (3):** human Ftr3; hp 28; see Appendix 1.

Or

☛ **Pack Flunkies (3):** human Rog4; hp 21; see Appendix 1.

APL 6 (EL 7 – includes -1 since opponents will be using non-lethal)

☛ **Undercover Agents (3):** human Ftr5; hp 44; see Appendix 1.

Or

☛ **Pack Flunkies (3):** human Rog6; hp 32; see Appendix 1.

APL 8 (EL 9 – includes -1 since opponents will be using non-lethal)

☛ **Undercover Agents (3):** human Ftr7; hp 60; see Appendix 1.

Or

☛ **Pack Flunkies (3):** human Rog8; hp 42; see Appendix 1.

Tactics: The Pack members and MTG are using saps (non-lethal force) against each other. The MTG because they want to capture the Pack members, the Pack because they don't want to get into any more trouble than they already are. If at any time the PCs should use lethal force against either side (including spells such as *magic missile*, etc.), that side will draw their weapons and respond in kind.

Developments:

Helping the Guard: If the PCs help the undercover Mitrik Temple Guardsmen, most of the Pack members will be arrested, while only a handful will make good on an escape plan.

As another opponent drops unconscious, the Guard in the house suddenly come rushing out of the building and join the fray. Within moments, the remaining Pack members raise their hands in defeat and give up.

If the players used lethal force that resulted in the death of an opponent, the Mitrik Temple Guardsmen, while thankful for the help, will attempt to arrest the PCs for killing citizens of Veluna. If the player(s) resist, there should be enough Mitrik Temple Guardsmen present to make good on their threats of arrest. If there are PCs being arrested, the player(s) will be brought before Bishop Dorasie in the next encounter and given a reprieve if they play nice, go to **Encounter 3A:** The Summons.

If the PCs are not arrested, go to **Encounter 2A:** Helping the Fuzz.

Helping the Pack: If the PCs help the Pack, the Mitrik Temple Guard will retreat after the PCs defeat three of their number.

As another guard drops, defeated by your group, you hear a shout from the street: "Fall back!"

Moments later, the guard in the building make an orderly retreat out the front door.

Go to **Encounter 2B:** Run to Ground.

Attacking both sides: If the PCs attack both sides, the Guard will consider them guilty by association, therefore closing off the MTG hook (not the entire story line, just the hook). Any MTG agents left after the ones inside the building are defeated will flee the scene. This does not preclude the PCs from switching sides later. Close out the encounter with the boxed text above as if from helping the Pack then go to **Encounter 2b:** Run to Ground.

Ogden (the Pack member they will talk to below) thinks the PCs were putting up a front of helping the MTG to ultimately help them, so he will not hold it against the PCs if they also fought Pack flunkies.

Note: In the following encounters, the "A" encounters are the encounters for the PCs on the side of law and order, while the "B" encounters are for PCs helping the criminal organization.

Treasure:

Helping the Pack:

APL2: L: 198 gp per character; C: (0 gp); M: (0gp).

APL4: L: 198 gp per character; C: (0 gp); M: 3 x *ring of protection +1* (167 gp per character).

APL6: L: 135 gp per character; C: (0 gp); M: 3 x *ring of protection +1* (167 gp per character), 3 x *chain shirt +1* (104 gp per character), 3 x *elixir of truth* (42 gp per character).

APL8: L: 12 gp per character; C: (0 gp); M: 3 x *ring of protection +1* (167 gp per character), 3 x *bastard sword +1* (195 gp per character), 3 x *chain shirt +1* (104 gp per character), 3 x *light wooden shield +1* (96 gp per character), 3 x *elixir of truth* (42 gp per character).

Helping the Guard:

APL2: L: 93 gp per character; C: (0 gp); M: 3 x *elixir of hiding* (21 gp per character), 3 x *elixir of sneaking* (21 gp per character).

APL4: L: 132 gp per character; C: (0 gp); M: 3 x *ring of protection +1* (167 gp per character), 3 x *elixir of hiding* (21 gp per character), 3 x *elixir of sneaking* (21 gp per character).

APL6: L: 51 gp per character; C: (0 gp); M: 3 x *rapier +1* (193 gp per character), 3 x *ring of protection +1* (167 gp per character), 3 x *elixir of hiding* (21 gp per character), 3 x *elixir of sneaking* (21 gp per character).

APL8: L: 6 gp per character; C: (0 gp); M: 3 x *rapier +I* (193 gp per character), 3 x *chain shirt +I* 104 gp per character), 3 x *cloak of resistance* (83 gp per character), 3 x *ring of protection +I* (167 gp per character), 3 x *elixir of hiding* (21 gp per character), 3 x *elixir of sneaking* (21 gp per character), 3 x *quall's feather whip* (42 gp per character).

Encounter 2A: Helping the Fuzz

As you catch your breath from the fighting, the man with the long mustache approaches your group and bows deeply.

"I am indebted to you. I am Guard Sergeant Powers, son of Hildric. If not for your timely intervention, those rogues might have overrun us. I want to mention your assistance in my report to the Bishop, so I would like to know your names."

He pauses for the PCs to introduce themselves, getting out a pad and pen to write down their responses.

"Well met. I would ask that you not leave the city for a couple days. We may need to get statements from you."

The PCs may wish to ask him some questions. Role-play this out as much as you want. They were here to break up a Pack fencing ring (that means stolen goods, not a fight club).

What he WILL tell them:

- They had an undercover operation to root out a Pack hideout.
- The arrested men will get a trial.
- The Pack members were part of a fencing operation that operated out of this building.
- The guard are on a mission sanctioned by Bishop Marquin Dorasie.

What he WILL NOT tell them:

- That there are more investigations under way.
- How they found out about the hideout.

If the PCs question him on a subject that he will not discuss with them, he will simply say "No comment..." or tell them that he is not at liberty to discuss the details of this or any other investigation that may be under way.

Once the PCs are done talking to the Captain, go to **Encounter 3A:** The Summons.

Encounter 2B: Run to Ground

The guardsmen turn tail and run after you step in to help the Pack members, not liking the odds now that you have joined the fight.

"That's right! You tuck your tails 'tween yer legs an' don' look back you sods!" Shouts the disheveled looking man.

He turns to your group. "Well met, guv'nas. My name is Ogden. Glad ye stumbled down this way. I hope yer not lookin' fer a safehouse, cuz this ones done outlived it's usefulness. Know what I mean?"

"I see ye got questions, but we ain't got time. They'll be back wit' more friends a'fore long. We gotta move. 'Sides, the boss'll wanna talk ter ya. Follow us."

Ogden leads you back into the hide house to collect some things, then opens a secret panel which leads to a set of stairs. Before long, you are in the sewers, being led along a twisting path by your new found friends.

The PCs can ask questions of Ogden while he is leading them through the sewers. The following sample questions should cover the most obvious questions about what has just happened.

If the PCs ask questions outside of these, he isn't the smartest man in the world, but is a fine smuggler. He most likely won't know the answer.

- **So what just happened?** "They tricked us. They made out like they was looking to fence goods through the Pack. They approached with the right call signs an' ev'rythin'. We thought it a bit strange that they had nicer weapons and all... but I thinks to meself, well, they jus' got their 'ands on some nice stuff an' decided to keep some of it fer theselves." "Then, as we lets 'em in, they up and says we're under arrest by authority o' the Bishop. Then you all came."
- **Is this common?** "Naw. We usually 'r left alone by the 'thorities. We stay b'neath ther notice. We always turn over the bad apples. A buddy o' mine told me 'e 'eard of some raids in

the Valkurl area recently. This is the first I ‘erd of it ‘ere.”

- **Where are you taking us?** “Someplace safe, with the boss. ‘E needs ter know wot ‘appened, an e’ll prolly like ta meet some new friends. Place is a secret ye know? So’s we gots ter take ya on a sir-cue-tous route.”

When the PCs are done asking questions, go to **Encounter 3B: Friends in Low Places.**

Encounter 3A: The Summons

If any PCs were arrested:

The night passes in your cold, drafty jail cell. Fortunately, the guards left you with your warm clothes when they took the rest of your equipment. The steady drip of water, the chattering of rats, and the periodic outbursts from other unseen prisoners have made it difficult at best to get a good night’s sleep. In the morning, a guard comes to your cell door and unlocks it with a giant ring of keys.

“Get up!” The man shouts, “The Bishop wants to see you. This isn’t a request.”

Go to The Bishop

On the off chance some dim bulb decides to try to fight his way out of the prison... they will fail, and the lot of them will be imprisoned for quite some time (10 TU penalty on this AR and the adventure is done for those PCs).

If the PCs were not arrested:

Early the next day, even before the roosters have had a chance to call to the morning, there comes a loud knock at the door of your room.

If the PCs take a while to open the door, the Guard will call out for the PCs to open the door as the Bishop requests their presence. When the PCs open the door:

Before you stand six Temple Guardsman in full livery. The one in front salutes and addresses you:

“Good morning! His grace, Bishop Marquin Dorasie has requested an audience with you. We are here to accompany you to the Church of Rao. Please gather your things and come with us.”

The PCs are brought to the church of Rao to meet the Bishop. Prior to meeting him, the PCs will be scanned with *detect evil*, *detect chaos* and *true seeing*, all pre-cast by clerics as the PCs approach (i.e., the PCs will not see any spell casting). Any PCs who radiate as evil will not be allowed into the private meeting with the Bishop. Even if they radiate it from an item or a curse, even if it is something that they received involuntarily, even if they can rid themselves of it – they will not be allowed in to see the bishop for security reasons.

If any PC shows as something else through *true seeing* (either through a curse, a *hat of disguise*, or Wild Shape, etc), they will be required to expose their true self before meeting the bishop. If they cannot comply for some reason, they will be told to wait here under scrutiny until their fellow PCs return from the meeting.

If any PC detects as chaotic one Temple Guardsman will escort each PC that detected chaotic. The Temple Guardsmen will be watching that PC (DC 10 Sense Motive to notice). This should simply serve to make the PC in question a little uncomfortable during this encounter.

The Bishop

When the PCs are finally brought before the Bishop, read or paraphrase the following, paraphrasing to account for anyone who was arrested (notably, he offers them a pardon to help, or they can rot in jail.):

You are brought into a small chamber where a middle aged man sits behind a desk looking over some papers. Around his neck he has a holy symbol of Rao with the white heart, but on it there is an extra device of a torch with a sunburst halo surrounding the flame in the center of it. As you enter, he motions for you to enter and sit. Shortly, he looks up from his papers and studies you intently, steeping his fingers in front of him.

The Bishop will have been informed if any PCs detected as chaotic from the scans performed upon entering. He will seem to study those PCs more intently than others (again, DC 10 Sense Motive to notice the extra attention).

PCs can try a Knowledge (Religion) check (DC 20) to recognize the extra device on his holy symbol as symbolic of an Inquisitor of Rao.

“Thank you for coming. I don’t like beating about the bush, so I’ll get right to the point. You were witness yesterday to the Temple Guard raiding a Pack hideout, and I hear you gave Sergeant Powers a hand. Well done.

“For far too long the Pack has plagued the lands of Veluna with their contemptible presence. It is time for us to root it out and cut off its head once and for all!” he says, as he slams his fist onto the sturdy wooden table before him.

“You have proven yourselves worthy of facilitating this task. The Pack has grown familiar with my men, so it is getting more difficult to catch them. I need fresh faces to help root them out.

“So... will you help your country, your fellow citizens? Or not?”

It should be obvious that Dorasie is a straight-to-the-point, no-nonsense type of person. Let the PCs answer if they will help. They will most likely ask questions of him. Use the sample questions below to answer those questions. He doesn't deviate to much into answering anything else. He *expects* cooperation.

He will tell them little other than they are the weapon and he will simply point them in the right direction.

- ***So what does this pay?*** “You will feel secure in the knowledge that you helped a people to unshackle themselves from the yoke of the tyranny of organized crime.”
- ***I want gold!*** He sneers, “If money is all you wish, than that is what you will receive. A hundred gold for the cold heart of a mercenary.”
- ***Why the Pack? Why now?*** “The country just survived an attack by the heretic Herion and the undermining forces of the cult of Marduk. Two groups that flourished under our very noses in our indifference.

“Because we were dealing with those issues, we turned a blind eye to the Pack. They tried to avoid our attention, but we usually knew where they were. We just didn't feel the need to dig them out before.

“In light of what has happened recently, my pleas in council to root out the Pack have finally been heard! No longer can we sit by idly while a potential womb for evil hides among us. We can now turn our sights to what is right under our noses. We must never turn a blind eye to potential trouble again. Especially here in Devarnish.”

- ***Why do you say that?*** “We are the Eastern trade hub of Veluna. Herion's forces smuggled in goods and equipment from the East, and it wouldn't surprise me if members of the Pack were helping

them to do so. It's also possible they were getting help from higher places too.”

- ***And what does that mean? You think someone in power was helping? Other than Falswop?*** “I have my suspicions. The head of the Pack here in Devarnish is a man who goes by the name of Rumontas. He runs a smuggling operation. It has come to my attention that he may very well be the cousin of none other than our dear beloved Count Westin Mori,” he says with a visible sneer.

“If this is true, we need to find out as quickly as possible. We must bring Rumontas in for questioning.”

- ***Sounds like you don't like Westin Mori.*** “When his father was in power, I kept the streets of Devarnish safe and free of scum. Now that he is in power, he holds me back. He ties my hands by repealing some of the more effective laws and stifling my attempts to clean up this city. There must be a reason why. Something has to be done!”
- ***Where do you want us to look?*** “We have procured information that the Pack maintains their headquarters in the sewers. A suitable place for such scum... Here is a map – the location of the hideout is clearly marked.”
- ***How did you come by this information?*** “A reformed man from the Pack has decided to help his fellow citizens. He has turned out to be quite useful, especially after we promised to keep him more comfortable and not subject him to a cold cell in the gaol. Apparently he was in some position of power and knows a lot about the various operations in the different cities. No doubt the Pack would love to silence him for cooperating with us.”

- ***Are you sure you don't want us to guard him?*** “I already have some of my top men guarding the man in a secret location. However, if you feel that you would be better put to use guarding him than participating in the raid, I suppose I could see fit to switch the assignments. Is that your wish?”

After the PCs make their decision and are about to leave...

“One last thing. Just remember that no matter how heinous their crimes these are still citizens of Veluna. Just as the Temple Guard follow the rules, you need to as well. I am well aware of how some of you adventurer types like to flout the law.

“Just remember you are not being handed a license to kill. These criminals are worth more to us alive than dead.”

If the PCs elect to guard the stool pigeon, go to **Encounter 4A**: Solitary. If they elect to go on the raid, go to **Encounter 5A**: Wretched Hive of Scum and Villainy.

Encounter 3B: Friends in Low Places

After sloshing around in the muck and the nastiness of the sewers for what seems like hours, you come to a wall with a door that has a peephole.

Ogden knocks at the door in a rhythmic pattern. Heavy footsteps approach the door and the peephole slides open with a rusty squeal. A pair of eyes stares out at you.

“What is it Ogden? You’re supposed to be manning the safehouse.” the eyes say.

“Special delivery fer the boss. These fine gents (and ladies), an’ some information. The hideout is no more.”

You hear a slight grumbling from the other side of the door and the peephole slides shut, followed by the door opening.

You are let in by a large man with skin so pale it looks like he hasn’t been out of the sewers in a long time. He leads your group into a back room. The room has no furnishings except for a desk and chair. A swarthy man sits at the desk, while a man in a green cloak leans over speaking to him. They both look up at your approach.

“Ogden, what are you doing here?” The swarthy man hollers. “And who are these people? You’re bringing unauthorized people HERE?! What are you thinking?!”

“Please sir,” Ogden pleads, “I’ve good reason! The operation was compromised. These blokes helped us fight off the Guard. I brought ‘em ‘ere ‘cause I thought you’d like ter speak to ‘em.”

The man in the green cloak smacks his hand on the desk. “That’s your problem Ogden, you think! But what you don’t think about is...”

“That’s enough Zarathos!” The swarthy man interrupts, “I am capable of handling this by myself. So... why should I believe that you aren’t here as part of some sort of raid? Or as spies?”

If any member of the PCs group is part of the Pack and is in at least the third tier of the meta-org (Burglar) then Rumontas (the swarthy man) will know of them and will not question them. If any of the PCs have the favor of the Pack from **VTF5-04** *Secrets and Lies*, Rumontas will recognize their name when spoken.

Let the PCs tell their version of events. If there are PC members of the Pack, Rumontas and Zarathos will visibly relax, especially if they will vouch for their comrades.

Once the player’s have sufficiently persuaded Rumontas that they are not a threat either by having Pack PCs step forward and vouch for the others, or by succeeding on a Diplomacy check (DC 18 – he is currently between Indifferent and Unfriendly, and needs to be moved to Friendly. A +2 situational modifier is already in place for the PC’s deeds in **Encounter 1**, do not factor that into the roll. Make note if the Diplomacy check is over DC 23, as this could come into play later), he will continue:

The swarthy man stands up, facing your group. “I am Rumontas. Leader of the Rat Pack, and head of the Pack here in Devarnish.”

“What you have told me does not surprise me. I have been getting reports of operations being hit all over Devarnish today. Apparently the same is happening in Falsridge, Kempton and Mitrik.

“It would seem that the ‘robos’ have decided it’s high time they focus on us, and they have the key to getting us.

“I received a message some time ago from the head of operations in Valkurl that the authorities had managed to arrest someone high in our chain of command. It worried us, but really didn’t expect him to rat on us.

“Apparently he did. He has detailed knowledge of all Pack operations. The Alpha Male sent down word that he is to be found and silenced.”

Rumontas paces a bit, deep in thought, then stops and looks at you. “For now it’s too dangerous for you on the surface. We have space here, so make yourselves at home. Needless to say you will be watched. You aren’t a part of my Rat Pack, so I have to keep an eye on you.

“Now, if you’ll excuse me, I must ponder our next course of action.”

The term “robes” is a derogatory term the Pack uses for clerics of Rao (Knowledge (Local) DC 10).

The PCs may stay the night here. Nothing of note will happen during the night. The PCs will simply get a chance to rest and relax. In the morning:

You are summoned back into Rumontas’ office. He looks at your group as you enter.

“Good, you are here. Some of our boys have found out where the stool pigeon is being held. They also heard rumblings that the Guard were preparing another big hit soon. I can only suspect that means they will be raiding our home here in the sewers.”

What he offers to the PCs depends on if any PC is a member of the Pack or has the favor of the Pack from VTF5-04 *Secrets and Lies*.

If yes:

“We’re going to begin packing our things and prepare to move our headquarters to another secure location. To make sure it stays secure, we also need to get the stoolie out of the hands of the ‘robes’.

“So you have a choice... do you want to go get the stoolie from the clutches of the Mitrik Temple Guard and return him to us, or do you want to help us get this HQ moved elsewhere? Both are important to the security of our operation. If it were up to me, I’d have you stick close – but because of your help in the past, I’ll let you pick your assignment.”

If not:

“We’re going to begin packing our things and prepare to move our headquarters to another secure location. We would appreciate your help to prepare for the move. Zarathos will have an assignment for you.”

The PCs may have questions for Rumontas. Use the following as guidelines:

- ***Why do you need us here to help you move the HQ?*** “For two reasons, really. First off, it’s going to be a major operation moving ourselves. We have to move out of the diocese. We have to assume the stoolie ratted about all of our operations. So we have to fall back to our last-resort location in Jarl.

“Secondly, you look like you’re good in a scrap. I expect the guard will be coming after me. Maybe it’s a bit selfish, but I can’t let them get their hands on me.”

- ***Why are you so concerned with them capturing you?***

If any PCs are (a) members of the Pack, (b) have the Favor of the Pack” from VTF5-04 *Secrets and Lies*, or (c) rolled at least a 23 on the previous Diplomacy check to gain Rumontas’ trust: “Not many know this, but I am the cousin of the Count. Rumontas is not my given name. I keep that secret. If the churchies ever got a hold of that information, they could use it to discredit my cousin. He’s the only one that keeps Bishop Dorasie in check.”

If none of the above conditions apply, read this: “I know a lot of things. Dorasie would love to know the things I have in my head.”

- ***So what if he’s your cousin?*** “Well, Westin, his younger brother Rymar, and myself used to run in the same circles when we were younger. Then, Westin decided to succumb to the family calling and learn to be an authority figure. I used to think he was a sell-out. Now Rymar went and became all pious too and is looking to join the Knights of Salvation. We were idealistic in our youth. While Westin’s an authority figure, things are much better around here with him in power than someone else.

“The knowledge I am his cousin could be potentially damaging to him politically. The robes would use it to gain power over him and bring him to heel, making him no more than a puppet.”

- ***Why Jarl?*** “Why not? Each group has a fall back location. From all reports, the heat isn’t on in Jarl as much as it is here, or in the Diocese of Whitehale or Veluna City. And after everything that’s happened in Grayington... I don’t think that’s a viable option either.”

- ***Why does Dorasie need to be kept in check?***

“You’re not from around here, are you? He thinks he has the best interests of the region in mind. He thinks Devarnish is a haven of scum and villainy, vice and corruption.

“Old man Mori used to let him have a much freer reign on policing the streets, going after ‘contraband’, etc. Since Westin succeeded Old Man Mori, he has reigned Dorasie in, and he isn’t happy.

“Besides, who is he to say what is right for me, or you, or anyone else?”

- ***Why is Dorasie so uptight about things?***

“He was a member of the Reasoned Order of Illumination back in the day, before becoming

Bishop of Devarnish. In other words, he was a Church Inquisitor. It was his bread and butter to hunt down unsavory types.

“He’s been after us for a long time. Now that the war is over, he’s apparently got some more support within the Church for his little crusade that wasn’t there before.”

When the PCs run out of small talk:

“Go see to your tasks now. We’ve wasted enough time talking. We have to prepare. Just remember, whatever happens, we are meeting back up in Jarl.”

If the PCs decide to go get the stoolie, go to **Encounter 4B**: You Dirty Rat... . If they help to move the HQ, go to **Encounter 5B**: Evacuate!

Encounter 4A: Solitary

So the PCs have decided to keep watch over the informant. Shortly after their meeting with the Bishop (around noon), they will be led to a safe house where the Guard is keeping him. This safe house is a secret location that Dorasie thinks the Pack does not know about (he is wrong, the Pack has learned of it’s location). Dorasie thinks the informant is safer here with trusted guards than in a regular jail where the Pack knows where to find him and corrupt guards could help spring him. The PCs will have to repel the Pack’s attempt at shutting him up.

After leaving the Bishop and gathering your gear, you are led to a nondescript house on the outskirts of the city. You are told that this location is a secret and thus considered the best place to hide the informant.

Your guide knocks on the door in a complex series of knocks, then the door is opened by the Guardsmen inside. “These are replacements,” your escort says, hooking a thumb in your direction. “Bishop Dorasie wants them to watch over the informant.”

The Guardsman who opened the door steps aside and lets you in. As you enter you see several other Guardsmen at strategic locations in the room all with loaded crossbows pointed at the door. The guard in front of you motions and the others lower their crossbows.

After being updated by your escort, the other guardsmen gather up their things and nod to you as they leave. After they’re gone, the guide turns to you.

“The informant is kept in that room back there. We boarded up the back door and the entrances to adjoining rooms so the only way in or out is through this room. Be careful about drawing attention to yourselves or this house, anything suspicious seen outside might blow the safe house.”

“Any guardsmen coming to relieve you will use the pattern of knocks I used before.” He repeats the pattern for you on the wall. “Got it?”

He looks back at the room. “I’ll tell ya... if you talk to that guy? Be careful what you say. Has a mind like a bear trap. Doesn’t let go of anything. He remembers everyone and everything. Never seen anything like it. It’s creepy.

“Well, he’s all yours. Don’t let anyone get him. To Dorasie, he’s more valuable than anything else. You, me, anything.”

With that, your guide leaves.

The PCs are free to set up their watches however they want, and are free to take whatever precautions they want. Being on the outskirts of town, the house is situated about 100 feet from any other building on the south and east sides, and there is open ground to the west and north (See **DM Map 2**). There is at least one window that faces each direction.

The Informant

The informant is a very intelligent, cunning man with a photographic memory. He is very high up in the Pack and knows everyone in the organization (which is part of the reason the Alpha Male kept him around – because he would be able to tell if someone was out of place).

- If any of the PCs are Pack members, the informant will refer to them by name and be very interested in them, saying to them when he has a chance to do so quietly: “Ahhh... I know you [insert name]. I know you well. Curious that I sit here a prisoner, yet you walk free. I suppose I am the only one being honest of my affiliations?”
- **Who are you?** “My name is Owain.”
- **Why are you informing on your friends?** “Well, that is a pickle isn’t it? You see, I work directly with the Alpha Male. Once Dorasie got his hands on me I knew he would do anything to get what I know, and it is very difficult to deceive a cleric. Is it so strange that I would have a strong sense of self-preservation? That whole honor among thieves bit is a bunch of

bull manure. We all look out for ourselves, and I decided to make the best of the situation and cut a deal.”

- **You’re a coward!** “Perhaps. But at the end of the day I will be alive, and if Dorasie keeps his word, perhaps not in jail for as long as some of my brethren. Better that than go down hard AND give up all the information under duress of his spells.

If any of the PCs speaking to him are Pack members he will look directly at them and say: “Have no false pretenses my friend – there is a reckoning coming. I suppose you, like I, made a choice of what side to be on. Why should that make me a coward?”

- **What do you know of [insert player question they believe a higher up Pack member may know the answer to]?** “If I do know anything of that, I am not going to tell you. Threaten me if you wish, it will not work. I am Dorasie’s prize possession right now. If anything were to happen to me, he would vent his wrath on you. Better you than me I say. I’m keeping my mouth shut except when speaking to Dorasie.”

He will ask questions of the PCs too, seeing if he can find anything out about them to file away for use in the future.

Later that afternoon (at dusk) the Pack will arrive, planning to get the informant out of the safe house. Their spymasters and agents have found out about this location and scouted it out. They will approach from the west, keeping an eye out for anyone on watch, and altering their course if they spot anyone.

One of the retrieval group has a spyglass, and before approaching, will check to see if anyone is watching at the windows. Make two Spot checks (he spends two rounds checking each window) against the Hide skill of any PC watching at a window, -5 to the Spot check for range (modified with the Spyglass). Any PC watching at the window can make a Spot check (-5 for distracted, and -10 for range) against the spotters Hide check to see if they notice a man with a spyglass checking them out. If the spotter spots anything, the groups will wait until dark before approaching the house, using Hide and Move Silently to get close.

See **DM Map 4** in Appendix 4.

APL 2 (EL 5)

🔱 **Frontal Assault Group (4):** Human War1; hp 10; see Appendix 1.

🔱 **Retrieval Group (3):** Human Rog1; hp 7; see Appendix 1.

APL 4 (EL 7)

🔱 **Frontal Assault Group (4):** Human Ftr2; hp 20; see Appendix 1.

🔱 **Retrieval Group (3):** Human Rog2; hp 12; see Appendix 1.

APL 6 (EL 9)

🔱 **Frontal Assault Group (4):** Human Ftr4; hp 36; see Appendix 1.

🔱 **Retrieval Group (3):** Human Rog4; hp 27; see Appendix 1.

APL 8 (EL 11)

🔱 **Frontal Assault Group (4):** Human Ftr6; hp 54; see Appendix 1.

🔱 **Retrieval Group (3):** Human Rog6; hp 32; see Appendix 1.

Tactics: This plan of attack is subject to modification should the groups detect a reason to modify it. (i.e., they will not modify the plan if they don’t see any PCs, but if the entire party is sitting on the roof, the plan may have to change). In any case, the goal of this group is NOT to kill all the PCs, it is to split up and retrieve the informant. The PCs should NEVER be assaulted by both groups at once and the tactics should always be to delay by the frontal assault group and to retrieve the informant by the retrieval group.

The frontal assault group will approach the front of the house and engage the PCs. Upon entering the house (or once the front door is open if they don’t think they will get in) they will throw a *smoke bomb* (See Appendix 2: New Rules Items) to maximize the cover it will give to the retrieval group, then move to grapple and otherwise keep the PCs from going to the back of the house.

Once the assault group is engaged, the retrieval group will sneak to the rear of the house where the barricaded door is. When the *smoke bomb* goes off, they will Use Magic Device on a scroll of *shatter* to break down the door (barricade and all).

The retrieval group will then move in, using their *fogcutter salve* (See Appendix 2: New Rules Items), get the informant and leave with him. They also have *smoke bombs* to help cover their escape. They will retreat to the closest sewer entrance which is 200 ft. away, use their *smoke bomb* to cover where they are going, then go down the sewer entrance and seemingly disappear.

If the retrieval group is forced to engage with the PCs, they will employ their longswords, staying 10 ft. back from the PCs in total concealment in the fog, out of their

sight, and able to employ their sneak attack as long as they see the PCs.

Owain is not keen on going back to the Pack, expecting it to be a death sentence. However, he is not a combatant himself, so he doesn't put up a fight. He hopes that if they do get him out, he can negotiate with the Alpha Male. It's a better chance than him trying to fight the retrieval group and possibly dying when he can live a few more days and try to get himself out of this predicament.

The retrieval group is not designed for melee combat and will only engage with PCs if it is necessary to recover their target and make good their escape with him. None of them will sacrifice their lives needlessly, but will do so to slow down the PCs chasing the retrieval. Once the informant is away, the rest of the Pack members will try to escape, or surrender if it is not possible.

Development:

Once the fighting is over, the PCs will most likely have some unconscious 'perps' to turn over to the Guard. The PCs may wish to interrogate them if the informant escaped. A successful Intimidation check or Diplomacy (DC 25 (starts at unfriendly) at APLs 2-4, DC 35 (starts at hostile) at APLs 6-8) against a member of the strike team will get him to talk (one check each only, no retries, no multiple tries, no aid another):

- **Why are you here?** "The boss sent us to retrieve the rat, orders came from higher up."
- **What were you going to do with him?** "Take him back to the boss."
- **Who is your boss?** (This will require another successful Intimidate check, or Diplomacy (DC 15 at APLs 2-4, DC 25 at APLs 6-8)) "Rumontas."
- **What would your boss do with him?** "I don't know and it's none of my business. He's a rat!"
- **Where is your boss?** (This will require another successful intimidate check, or Diplomacy (DC 15 at APLs 2-4, DC 25 at APLs 6-8)) "His hideout is in the sewers on the east side of town."

If the informant was NOT lost:

In the morning, you find your self called to Dorasie's chambers yet again. He approaches your party, beaming with glee.

"Well done my comrades, well done! I heard the Pack attempted to break their former ally out but were unsuccessful because of you. This makes me a happy man.

"Apparently the Pack has their eyes and ears in more places than I anticipated. We will have to find a more secure location for our citizen helper."

He goes back to his desk and sits down.

"You may or may not have heard that our raid on the sewer complex was not as successful as I would have liked. Rumontas, their leader, got away.

"Divinations have revealed that he has headed to Jarl. Seeing as you were able to handle yourselves so well, I would ask you to go to Jarl and find him. Bring him to justice. I have every confidence in you."

If the informant WAS lost:

In the morning, you find yourself called to Dorasie's chambers yet again. He approaches you, visibly unhappy.

"You lost him. I don't suppose it's hard to see that makes me a very unhappy man."

He holds up a hand to silence any protests. "I don't want excuses. I want results. The simple fact is that you messed up big time. You will, however, have a chance to redeem yourselves.

"Don't let it be said that Dorasie is not a fair man. So here's your chance: I want you to go to Jarl. Our raid last night was a success except for one small detail. Rumontas, their leader, got away. Divinations have revealed that he has fled to Jarl to lay low.

"Find him, and bring him back for justice. Or don't come back to Devarnish."

Either way, go to **Encounter 6A: Do You Know the Way to Jarl?**

Treasure:

APL2: L: 340 gp per character; C: (0 gp); M: 6 x *fogcutter salve** (8 gp per character), 3 x *scroll of shatter* (13 gp per character), 7 x *smoke bomb** (25 gp per character).

APL4: L: 270 gp per character; C: (0 gp); M: 4 x *longsword +1* (193 per character), 6 x *fogcutter salve** (8 gp per character), 3 x *cloak of resistance* (83 gp per character), 3 x *scroll of shatter* (13 gp per character), 7 x *smoke bomb** (25 gp per character).

APL6: L: 74 gp per character; C: (0 gp); M: 4 x *longsword +1* (193 per character), 4 x *banded mail +1* (117 gp per character), 3 x *rapier +1* (193 gp per character), 6 x *fogcutter salve** (8 gp per character), 3 x *cloak of resistance +1* (83 gp per character), 3 x *scroll of shatter* (13 gp per character), 7 x *smoke bomb** (25 gp per character).

APL8: L: 28 gp per character; C: (ogp); M: 4 x *longsword +1* (193 gp per character), 4 x *banded mail +2* (367 gp per character), 4 x *heavy steel shield +1* (98 gp per character), 3 x *rapier +1* (193 gp per character), 3 x *chain shirt +1* (104 gp per character), 6 x *fogcutter salve** (8 gp per character), 3 x *cloak of resistance +1* (83 gp per character), 3 x *scroll of shatter* (13 gp per character), 3 x *dust of tracelessness* (21 gp per character), 7 x *smoke bomb** (25 gp per character).

Encounter 4B: You Dirty Rat...

As you prepare to head for the place the informant is being held, you review the information you were given on the situation.

The house you will be going to is on the outskirts of the city. The closest building is 100 feet away from the target house on the south and east sides. To the west and north is open ground.

They know that the informant is being held in a back room of the house. The back door has been locked and barricaded and the guards stay in the front room, the only apparent way into the area where he is being held. The guards regularly have watches posted at the windows, they estimate between 4 and 6 guards at the house.

APL 2 and 4 only: *Before leaving, Rumontas handed you a small glass sphere with what seemed like a cloudy mass roiling inside of it. "This is a smoke bomb. Simply smash it and it will help cover your retreat, use it wisely.*

"When you get the informant, take him to the alley between the herb shop and the blacksmith on the Merchant Avenue, enter the third door on the left. Good luck."

APL 6 and up: *Before leaving, Rumontas approaches your group. "When you get the informant, take him to the alley between the herb shop and the blacksmith on the Merchant Avenue, enter the third door on the left. Good luck."*

Let the PCs come up with whatever plan of attack they want. Once they are ready to execute it, use the following stats for the defenders. See **DM Map 4** in Appendix 4.

APL 2 (EL 5 – includes -1 because of PC's ability to prepare)

☛ **Guardsmen (5):** Human Ftr1; hp 12; see Appendix 1.

APL 4 (EL 7 – includes -1 because of PC's ability to prepare)

☛ **Guardsmen (5):** Human Ftr3; hp 28; see Appendix 1.

APL 6 (EL 9 – includes -1 because of PC's ability to prepare)

☛ **Guardsmen (5):** Human Ftr5; hp 44; see Appendix 1.

APL 8 (EL 11 – includes -1 because of PC's ability to prepare)

☛ **Guardsmen (5):** Human Ftr7; hp 60; see Appendix 1.

Tactics: The guard's number one concern is protecting the informant. The back door to the house is barricaded, so they aren't too concerned with that:

☛ **Barricaded Back Door:** Break DC 30, Hardness 5, hp 100.

They will attempt to bottle neck PCs in the front doorway. They will not leave the house at any time. There are two guards in the front room at any one time. The other two are keeping watch in the adjacent rooms and will come to their comrades' aid when the combat starts. The last guard is in the room with the informant and will remain there to protect the informant (though he may use his crossbow from the doorway of the room).

At APLs 6-8 the guard in the informant's room has a *stone of alarm* that he will place on the barricaded back door.

The Informant

The PCs may wish to speak with the informant. He is a very intelligent, cunning man with a photographic memory. He is very high up in the Pack and knows everyone in the organization (which is part of the reason the Alpha Male kept him around – he would be able to tell if someone was out of place).

- If any of the PCs are Pack members, the informant will refer to them by name and be very interested in them. "Ahhh... I know you [insert name]. I know you well. I assume that you being here means that while I am leaving the clutches of Dorasie, I am going from the proverbial frying pan into the fire?"
- **Who are you?** "My name is Owain."
- **Why are you informing on your friends?** "Well, that is a pickle isn't it? You see, I work directly with the Alpha Male. Once Dorasie got his hands on me, I knew he would do anything to get what I know, and it is almost impossible to deceive a cleric. Is it so

strange that I would have a strong sense of self-preservation? That whole honor among thieves bit is a bunch of bull manure. We all look out for ourselves in the end, and given the options I chose to make a deal.”

- **You're a coward!** “Perhaps... although if I were to stay in the clutches of Dorasie, I would be better off for telling him what he wanted to know rather than him extracting it from me with spells.”

If any PC gets the bright idea to off him here and now (i.e. murder him in cold blood), it's an evil act. The PC will be taken out of play.

Owain will not be thrilled with going with the PCs, so he will resist. He is not a combatant, so his resistance will be not much more than a refusal to walk under his own power. The PCs will have to transport him in some manner and probably keep him quiet to keep him from yelling for help once he hits the streets. Let any reasonable plan to transport him work without any complications.

When the PCs get him to the designated location (about a half mile away), they will meet with a Pack representative who will let them know what is going on:

As you enter into the safe house with Owain, the representative there approaches you. He seems a little nervous and jumpy.

“Ah, good, you're here. Excellent, now we can move ahead with getting him out of here to be dealt with. Thank you for your help, and if you're smart, you'll get the heck out of here.”

He takes Owain and moves him further back into the safe house.

The PCs may try to ask him questions. Here are some common questions and answers:

- **Why are you so nervous?** “Haven't you heard? We're being hunted down. We all have to get out of here.”
- **Heard what?** “The complex is compromised. While you were off on your raid, the guard raided the complex and arrested everyone. Although I heard Rumontas escaped.”
- **What now?** “Our fall back is Jarl. Best you get out of this city. It's not safe for our kind anymore.”

Once the PCs are done here, go to **Encounter 6B**: Life on the Lam.

Treasure:

APL2: L: 327 gp per character; C: (0 gp); M: 10 x *potion of cure light wounds* (4 gp per character)

APL4: L: 204 gp per character; C: (0 gp); M: 5 x *chainmail +1* (108 gp per character), 10 x *potion of cure light wounds* (4 gp per character)

APL6: L: 131 gp per character; C: (0 gp); M: 5 x *chainmail +1* (108 gp per character), 5 x *heavy steel shield +1* (98 gp per character), 5 x *cloak of resistance +1* (83 gp per character), 10 x *potion of cure light wounds* (4 gp per character), *stone of alarm* (225 gp per character)

APL8: L: (0 gp); C: (0 gp); M: 5 x *longsword +1* (193 gp per character), 5 x *chainmail +1* (108 gp per character), 5 x *heavy steel shield +1* (98 gp per character), 5 x *cloak of resistance +1* (83 gp per character), 10 x *potion of cure light wounds* (4 gp per character), *stone of alarm* (225 gp per character)

Encounter 5A: Wretched Hive of Scum and Villainy

The next day after meeting Bishop Dorasie, you find yourself standing with members of the Mitrik Temple Guard preparing for the sewer raid on the headquarters of the Rat Pack, the main Pack operation in Devarnish.

A large man in breastplate approaches and all the Guardsmen salute him. This must be Guard Captain Booth who you heard was in charge of the raid.

“Everyone! Preparations are almost complete – we will be moving out in thirty minutes! My Lieutenants will be among you handing out orders! I expect the orders to be followed to the letter! Rao willing, when this is over, we will have captured the head of Pack operations in Devarnish!”

A cheer rises from the assembled men.

“Alright, get to it!” says Booth.

The PCs can prepare in any way they wish. Soon a man will approach them.

“Evening, men! I am Lieutenant Barnas. Captain Booth said I should give these orders to you.”

He hands you a missive with a small map of the sewers with one section circled that lies next to the complex shown as the enemy headquarters.

“Your mission is to go down this side branch of the sewers that flanks the compound,” he shakes his

head after saying that. *“I still can’t get over calling it a compound. To think they built all that under our very noses.*

“Anyway, advanced scouting and informants have told us that this tunnel is used as an escape route. You are to go down the tunnel and cut off this avenue of escape. We are not sure where the connecting doorway is, but it leads into this shaft.

“You should keep an eye out for Rumontas, their leader, in case he tries to escape this way. You can recognize him by his darker, tanned complexion. He keeps himself clean shaven and has long dark hair worn in a braid. Good luck.”

Just before the PCs leave on the raid, the Captain will shout out:

“Remember men! Dorasie wants as many of these men alive as possible! Do not kill if you do not need to! Move out!”

The PCs will enter the sewers with the rest of the guard. The main unit of guardsmen will assault the complex. The PCs will need to get around to the side shaft as quickly as possible. The sewer presents a few obstacles to normal movement:

- The sewer is dark. The PCs will need a light source unless they have darkvision.
- The floor of the sewer is a hewn stone floor covered by a small amount of water and is also covered in slick algae and slime with some light debris. Consider the sewer floor difficult terrain.

When the PCs get into the shaft, the fighting in the complex has already started. The main group surprised the Rat Pack while they were packing their things up to move out. Since they were caught unawares, the Pack is fighting a desperate battle. A group of Pack members herd Rumontas out their escape route and right into the PCs!

If any of the PCs make a DC 5 Listen check read the following boxed text. If they all fail the Listen check, they don’t hear the battle until they round the corner, and Rumontas and crew get 1 free round of actions (see below)

As you make your way through the darkness of the sewers, trudging through the slippery muck and mire in the tunnels, you hear a ruckus ahead around a bend. The sounds of shouting and fighting.

The PCs will most likely hurry around the corner. If they bother with buffing or any amount of preparation, the Pack members and Rumontas will be getting a good

head start. Keep track of the rounds the PCs take prepping. Also, the echoes in the sewer (along with the sounds of battle) make it extremely difficult to pinpoint where a sound source is coming from.

On the first round, the Pack members and Rumontas will leave the complex and start to make their way down the tunnel (double move, don’t forget the difficult terrain). On the second round, they will continue to double move down the hall. On the third round, they should be able to take a standard move down the hall and pull the lever, dropping the portcullis and cutting themselves off from the party to make good their escape.

As you round the bend, you light spilling from the wall about 40 feet up ahead on the right, lighting the tunnel with a twilight brightness. Several men carrying torches are exiting from out of the wall itself, shouting at each other and to on the other side of the wall.

Assuming the Pack members spot the PCs approach:

Some see you come around the corner, and yell to a dark complexioned man with a long braid down his back. “Get out of here Rumontas! We’ll hold them back! Go!!”

Rumontas is among this group, and will go to the nearest intersection of tunnels and attempt to lose the PCs. See [Tactics](#) below. (He should have a decent chance – he knows the sewers like the back of his hand, the PCs don’t. Also, the echoes in the sewer (along with the sounds of battle) make it extremely difficult to pinpoint where a sound source is coming from.)

As an added precaution, the Rat Pack has installed a portcullis 60 ft down the tunnel which can be lowered from the other side to prevent pursuit. See [DM Map 3](#) in Appendix 4.

APL 2 (EL 5)

☛ **Pack Defenders (4):** Human Rog2; hp 7; see Appendix 1.

APL 4 (EL 7)

☛ **Pack Defenders (4):** Human Rog3; hp 17; see Appendix 1.

APL 6 (EL 9)

☛ **Pack Defenders (4):** Human Rog3/Ftr1; hp 27; see Appendix 1.

☛ **Zarathos:** Human Rog3/Ftr3; hp 41; see Appendix 1.

APL 8 (EL 11)

☛ **Pack Defenders (4):** Human Rog4/Ftr2; hp 36; see Appendix 1.

☛ **Zarathos:** Human Rog4/Ftr4; hp 54; see Appendix 1.

It is expected that Rumontas will escape this encounter. The PCs may very well come up with something to capture him however. If they do, wonderful. Go to **Conclusion A**.

Tactics: The Pack Defenders will try to delay the PCs to allow Rumontas to escape 60 ft. down the tunnel and close the gate. Rumontas can make the move quite easily.

On round one and two, Rumontas will double move the 60 ft. to the lever. On round three, Rumontas will pull the lever to drop the portcullis which locks when it closes, then round a bend in the tunnel. Rumontas has an *everburning torch* to light his way down the tunnels.

Two rounds after the battle is over, a cleric of Rao will come by and stabilize any dying PCs or NPCs if possible using cure minor wounds spells.

🔒 **Locked Iron Grid Portcullis:** 2 in. thick; hardness 10; hp 60; Lift DC 25; Break DC 28; Open Lock DC 30 (lock on the lever which can only be reached from the other side of the portcullis).

He will reach an intersection (with five tunnels and two ladders) in two more rounds after dropping the portcullis. Unless the PCs are within visual range of him, assume he gets away at this point (he cannot be tracked in the sewers, including by scent).

The winch for raising the portcullis and the locking mechanism is inside the complex (3 rounds to move inside and find it). The winch itself is locked (Open Locks DC 30).

The grid that the bars of the portcullis form is small enough that only creatures of Tiny size or smaller can get through. Some PCs might decide to Wild Shape and follow, or send familiars through. Rumontas is no push over and will fight if he is followed alone. Familiars especially will be susceptible to his *wand of magic missiles*.

Once the portcullis is dropped, the Pack members will fight only until the point it is obvious that they are going to lose, when they will surrender.

At higher levels, Zarathos is in the group with Rumontas and helps to cover Rumontas' escape.

Development:

If Rumontas was captured:

Go to **Conclusion A**.

If Rumontas escaped:

The fight over, and Rumontas escaped, the guard busy themselves with binding the prisoners from the

fight. Several clerics move through the wounded on both sides healing the wounds. Some guards are leaving the complex with boxes of items and papers.

Captain Booth approaches you. "Hail my friends! We dealt the enemy a great blow! So, where is Rumontas? Not dead I hope. Dorasie will be very cross if he died."

Let the PCs explain that they didn't capture him.

"What?! You didn't capture him? How did... what... well..." He brushes his hair back from his face. "Bishop Dorasie won't be happy about this. I wouldn't go anywhere for a while. He'll probably want to see you all again."

The PCs can go back to town and do whatever they want until morning. In the morning another escort will take them to Dorasie.

Once again, your morning sleep is interrupted by a group of Guardsmen knocking on your door. Dispensing with pleasantries this time, they take you immediately to the Church of Rao.

As you enter the Bishop's chambers, he looks perturbed. He is pacing with his hands clasped behind his back. His face is strained and he looks like he hasn't slept.

"I am... not a happy man." He says to you all. "Do you know why I'm not a happy man? Because Rumontas escaped."

He throws himself into his chair and leans forward on his desk, wringing his hands together.

"However, I cannot lay all the blame on you. The Guard are not exactly the most subtle of operatives, and they moved in earlier than planned. It gave Rumontas a chance to make good on his escape before you could be in position to stop him. Such things do happen."

He holds up his hand to stop any protests, "No excuses if you please. I only want results. No one can tell you that Bishop Dorasie is not a fair man though, so you get a chance to make it up to me. Going through their papers has revealed much about their operations here in Devarnish, including a fall back location in Jarl. We don't know exactly where in Jarl, but we know he is somewhere in that city.

"You are to leave for Jarl immediately. Once there, you are to find Rumontas, apprehend him, and bring him back here to me. To assist you, I have prepared this writ made for you. It will announce you as my agents and may grant you some small

measure of assistance there if it is needed. This is only good for a week. But I trust you will succeed before that.

“Just remember that the writ does not give you license to do anything you want. Flouting the law will not be tolerated, writ or no writ.

“One final thing, if you do not bring him back with you, then don’t bother coming back to Devarnish.

“Thank you, you are dismissed.”

The players can make any preparations for the trip they want. Once ready, go to **Encounter 6A**: Do you Know the Way to Jarl.

Treasure:

APL2: L: 382 gp per character; C: (0 gp); M: (0 gp)

APL4: L: 199 gp per character; C: (0 gp); M: 4 x rapier +I (193 gp per character)

APL6: L: 173 gp per character; C: (0 gp); M: 5 x rapier +I (193 gp per character), 4 x studded leather armor +I (97 gp per character), chain shirt +I (104 gp per character), ring protection +I (167 gp per character), cloak of resistance +I (83 gp per character), 4 x smoke bomb* (25 gp per character).

APL8: L: 173 gp per character; C: (0 gp); M: 5 x rapier +I (193 gp per character), 5 x chain shirt +I (104 gp per character), 4 x buckler +I (97 gp per character), amulet natural armor +I (167 gp per character), 5 x ring of protection +I (167 gp per character), cloak of resistance +I (83 gp per character), 4 x smoke bomb* (25 gp per character).

Encounter 5B: Evacuate!

After your meeting with Rumontas, you have spoken with Zarathos and received your orders for helping with the evacuation.

You have been tasked with the glamorous job of packing up inconsequential paperwork and moving the boxes to where others load them on a small cart to be removed from the sewers.

As the day drags on the work seems to be never ending. A short break for meals provides a welcome distraction from the monotony of the work. The work continues into the night and through the next morning. After a short rest, you are returning to your

work when a loud crash at the front of the complex catches your attention.

This is the noise of the Mitrik Temple Guard conducting their raid.

Once the PCs go to investigate, read the following:

You quickly arrive in the main entry chamber of the complex, and see the door is off its hinges and the tall, pale door guard is lying unconscious on the floor.

Standing in the door is a large man with a bright breastplate bearing the insignia of the Mitrik Temple Guard. From the cut of his uniform he must be an officer.

“Arrest them all, men! Bring Rumontas to me!”

And with that, guards begin to spill into the complex like a wave of metal and blue tabards.

“Everyone scatter!” Someone shouts.

“Head for the escape routes!” someone else calls out.

Soon the sounds of fighting are heard everywhere in the complex.

The complex becomes a mass of chaos as Pack members begin to scramble about to escape and guardsmen attempt to apprehend them. Rumontas, along with Zarathos and some guards, will head for a secret door into another tunnel. Guard Captain Booth (the man in the door) will move off after some fleeing Pack members (he does not take part in this combat). The PCs must battle past a small contingent of guards to make their escape. If they don’t choose to escape they can stay and fight wave after wave of these guards until they die or are captured. See **DM Map 2** in Appendix 4.

APL 2 (EL 5)

☛ Guardsmen (5): Human Ftr1; hp 12; see Appendix 1.

APL 4 (EL 7)

☛ Guardsmen (4): Human Ftr3; hp 28; see Appendix 1.

APL 6 (EL 9)

☛ Guardsmen (4): Human Ftr5; hp 44; see Appendix 1.

APL 8 (EL 11)

☛ Guardsmen (4): Human Ftr7; hp 60; see Appendix 1.

Tactics: The guardsmen have strict orders to not kill anyone unless absolutely necessary. Unless the PCs start firing off high damage spells or killing guardsmen themselves, they will use non-lethal force against the PCs (saps, etc).

Two rounds after the battle is over, a cleric of Rao will come by and stabilize any dying PCs or NPCs if possible using cure minor wounds spells.

Once the PCs finish off their group of Guardsmen, they are free to flee the complex. If they go in search of Rumontas, feel free to send extra waves of opponents at the PCs and describe how a never-ending stream of guardsmen seems to be entering the complex until they get the hint to flee. Once they decide to flee, read the following:

In the chaos of the scene, you manage to slip away through an open secret door into an adjacent tunnel. You continue to flee the scene, leaving the sound of battle behind you. You can only hope that Rumontas got out without being caught. You remember his last words to you. If something happened, to fall back to Jarl.

If for some reason they decide to leave it be and not risk their necks anymore, then go Conclusion D. Otherwise, go to **Encounter 6B: Life on the Lam.**

Treasure:

APL2: L: 327 gp per character; C: (0 gp); M: 10 x *potion of cure light wounds* (4 gp per character)

APL4: L: 163 gp per character; C: (0 gp); M: 4 x *chainmail +1* (108 gp per character), 8 x *potion of cure light wounds* (4 gp per character), 4 x *elixir of truth* (42 gp per character)

APL6: L: 160 gp per character; C: (0 gp); M: 4 x *chainmail +1* (108 gp per character), 8 x *potion of cure light wounds* (4 gp per character), 4 x *elixir of truth* (42 gp per character), 2 x *beads of force* (250 gp per character)

APL8: L: 57 gp per character; C: (0 gp); M: 4 x *longsword +1* (193 gp per character), 4 x *chainmail +2* (358 gp per character), 8 x *potion of cure light wounds* (4 gp per character), 4 x *elixir of truth* (42 gp per character), 2 x *beads of force* (250 gp per character)

Encounter 6A: Do You Know the Way to Jarl?

The town of Jarl lies only a day's ride away from Devarnish, on the Velverdyva river near the Dapple Wood. Dorasie made sure his Guard saw that you left bright and early. The trip along the road from Devarnish to Jarl is uneventful.

Jarl is a medium sized port town, an important trade point along the river. Now all you have to do is find Rumontas in this slightly seedy river town...

So, the PCs now have to try to find Rumontas' hideout here in Jarl. There are many things the PCs may try here, some guidelines are below. Any Gather Information checks listed here can be retried (each one takes 1d4+1 hours and 2 gp).

- If the PCs succeed on a DC 30 Gather Information check will get them the name and usual haunts of a local informant who might know what is going on.
- If the PCs go to the local Mitrik Temple Guard post (it is a fairly small one) and show the writ from Dorasie, the guards can give them the name and usual haunts of a local informant who might know what is going on.
- If the PCs try to talk to some of the local trade guilds (HRTC and Silver Star are active here, IRC is out of business), a DC 20 Gather Information check will get them the name and usual haunts of a local informant who might know what is going on.
- The PCs may try to see Trisen Mori, Count Mori's younger brother who rules Jarl. In general, Trisen will not waste time with common adventurers. But members of prestigious meta-orgs, or a DC 20 Bluff check with a made up story might get them to see Trisen. Trisen is rather young and resents his posting to Jarl. He is surly because of this and this should come across in any meeting. If shown the writ from Dorasie, Trisen will make some snide comments about the uptight bishop, but will give the PCs the name and known haunts of a local informant that might know what is going on if they make a DC 15 Diplomacy check (only one roll by whomever is doing the talking, no aid another please). If they can't get in to see Trisen, they can get the same info from his guards with a DC 25 Diplomacy check. If Trisens guards are shown the writ from Dorasie, they will not be impressed and will snidely point the PCs in the direction of the Mitrik Temple Guard post.
- If the PCs seem stuck and are attempting Gather Information checks on other topics, have one of the checks be someone telling them that if they're looking for such information, maybe they should ask the

authorities (and they can direct them to the Mitrik Temple Guard post).

- Once the PCs have the name and known haunts of the informant, a DC 15 Gather Information check will get them in touch with him.

Once the PCs are able to get in touch with the informant, read the following:

Your attempts to find information about Rumontas has let you to gain a meeting with an informant who you are told knows anything going on in the shadows of Jarl. You received instruction to meet near the SGS Trading company warehouse on the docks at noon today, and to have someone in the group wear a white sash.

Before long, you notice someone approaching your group. Looking at the man, he is of slight build, with small eyes and a penchant for looking over his shoulder. He motions with his head to step down an alley between the warehouses.

"Top of the day to you, gents [and ladies], I hear you've been looking for someone who might know what's what around here. Am I right?"

Let the PCs answer.

"Well, I just happen to make it a point to know what's what here in Jarl. What can I help ya with?"

The PCs may ask some of the questions below. The only way they will get a straight answer out of the guy is to offer him a bribe of at least 50 gp x APL. Attempts to Intimidate him will get him to reduce his bribe to 20 gp x APL on an Intimidate check DC 15, or outright give them the information on an Intimidate check that beats DC 30. Attempts at Diplomacy will make him very friendly towards the PCs, but gold is still his greatest love and friend in the world. However, if the PCs give him a GOOD REASON why he should help them, the one speaking can make a Diplomacy check (no aid another please): He will reduce the bribe to 20 gp x APL with a Diplomacy check DC 15 (Indifferent to Friendly), or outright give them the information on a Diplomacy check DC 30 (Indifferent to Helpful).

Once they offer him enough money or convince him otherwise, he's more than happy to finger Rumontas. The following sample questions have his responses pre- and post-bribe.

- **Where is Rumontas?**

Pre-bribe: *"Who? Never heard of him." The shifty man looks at you expectantly and smiles slightly.*

DC 15 Sense Motive check to realize he's waiting for "incentive".

Post-bribe: *"Ah yes, I remember now... he's been hiding out in one of the abandoned warehouses over in the old Iron Rings compound just down the street. It's been empty since they went belly up. Bad luck that..."*

- **Is anyone with him?**

Pre-bribe: *"With who? People come and go all the time with and without someone else, some with money and some without." He pulls his pocket inside out to show it's currently empty.* DC 15 Sense Motive check to realize he is blatantly asking for a bribe.

Post Bribe: *"Naw. He came by himself. I heard through the grapevine that his cronies were captured or killed in a raid on their compound in Devarnish. Bad luck that..."*

Once the players are ready to head to the warehouse where Rumontas is hiding, go to **Encounter 7A: Rumontas!** This is the Police!

Encounter 6B: Life on the Lam

The town of Jarl lies 32 miles from Devarnish. Upon arriving in Jarl, you come to realize that you have no idea where in Jarl Rumontas will be hiding out.

Jarl is a medium sized port town on the Volverdyva river near the Dapple Wood. A lot of river traffic passes through Jarl, and it consists of the expected warehouses along the docks interspersed with rough and tumble bars and taverns.

The PCs will need to find where Rumontas is hiding out. He made it to the town by himself, so he is hiding out waiting for others to come and locate him. There are many things the PCs may try to find Rumontas, all of which lead to contacting a local informant that knows his whereabouts. A simple search of the city won't work:

- If the PCs succeed on a DC 30 Gather Information check will get them the name and usual haunts of a local informant who might know what is going on.
- If the PCs simply put out word on the street to let Rumontas or the Pack know they are here, a DC 20 Gather Information check will get them in touch with the informant.

- If the PCs go to the local Mitrik Temple Guard post (it is a fairly small one), they would have to come up with some kind of story regarding why the guard should help them. If the PCs come up with a likely story and can pass a DC 20 Bluff check, the guards can give them the name and usual haunts of a local informant who might know what is going on.
- If the PCs try to talk to some of the local trade guilds (HRTC and Silver Star are active here, IRC is out of business), a DC 20 Gather Information check will get them the name and usual haunts of a local informant who might know what is going on.
- The PCs may try to see Trisen Mori, Count Mori's younger brother who rules Jarl. In general, Trisen will not waste time with common adventurers. But members of prestigious meta-orgs (DMs discretion), or a DC 20 bluff check with a made up story might get them to see Trisen. Trisen is rather young and resents his posting to Jarl. He is surly because of this and this should come across in any meeting. If given a plausible story about why they need to get help from Trisen getting information, he will give the PCs the name and known haunts of a local informant that might know what is going on if they make a DC 15 Diplomacy check (only one roll by whomever is doing the talking, no aid another please). If they come right out and tell Trisen the truth about them helping Rumontas and that he fled here, he will be impressed with their bravado and give them the name and usual haunts of the informant. If they can't get in to see Trisen, they can get the same info from his guards with a DC 25 Diplomacy check.
- If the PCs seem stuck and are attempting Gather Information checks on other topics, have one of the checks be someone telling them that if they're looking for such information, maybe they should ask the authorities (and they can direct them to the Mitrik Temple Guard post).
- If someone in the group is a member of the Pack, they can contact the informant through the normal means presented in the Veluna Meta-Campaign Sourcebook. These are: 2-6 (2d3) hours for Cutpurse level (second tier), 2-4 hours (2d2) for Burglar level (third tier), and in 1-2 hours for Master level (fourth tier). Apprentices (first tier) will have a harder time. Give them a Gather Information check DC 15, but instead of the normal 1d4+1 hours for the check, make it 2d4+1 hours on a successful check.
- Once the PCs have the name and known haunts of the informant, a DC 15 Gather Information check will get them in touch with him.

Once the PCs are able to get in touch with the contact, read the following:

Your attempts to find information about Rumontas has let you to gain a meeting with an informant who you are told knows anything going on in the shadows of Jarl. You received instruction to meet near the SGS Trading company warehouse on the docks at noon today, and to have someone in the group wear a white sash.

Before long, you notice someone approaching your group. Looking at the man, he is of slight build, with small eyes and a penchant for looking over his shoulder. He motions with his head to step down an alley between the warehouses.

"Top of the day to you, gents [and ladies], I hear you've been looking for someone who might know what's what around here. Am I right?"

Let the PCs answer.

"Well, I just happen to make it a point to know what's what here in Jarl. What can I help ya with?"

The PCs may ask some of the questions below. The only way they will get a straight answer out of the guy is to offer him a bribe of at least 50 gp x APL. Attempts to Intimidate him will get him to reduce his bribe to 20 gp x APL on an Intimidate check DC 15, or outright give them the information on an Intimidate check that beats DC 30. Attempts at Diplomacy will make him very friendly towards the PCs, but gold is still his greatest love and friend in the world. However, if the PCs give him a GOOD REASON why he should help them, the one speaking can make a Diplomacy check (no aid another please): He will reduce the bribe to 20 gp x APL with a Diplomacy check DC 15 (Indifferent to Friendly), or outright give them the information on a Diplomacy check DC 30 (Indifferent to Helpful).

Once they offer him enough money or convince him otherwise, he's more than happy to finger Rumontas. The following sample questions have his responses pre- and post-bribe.

 - **Where is Rumontas?**

Pre-bribe: *"Who? Never heard of him." The shifty man looks at you expectantly and smiles slightly.* DC 15 Sense Motive check to realize he's waiting for "incentive".

Post-bribe: *"Ah yes, I remember now... he's been hiding out in one of the abandoned warehouses over in the old Iron Rings compound just down the street. It's been empty since they went belly up. Bad luck that..."*

- *Is anyone with him?*

Pre-bribe: *"With who? People come and go all the time with and without someone else, some with money and some without." He pulls his pocket inside out to show it's currently empty.* DC 15 Sense Motive check to realize he is blatantly asking for a bribe.

Post Bribe: *"Naw. He came by himself. I heard through the grapevine that his cronies were captured or killed in a raid on their compound in Devarnish. Bad luck that..."*

- *What's going on in the town right now?*

Pre-bribe: *"Going on? Normal business. You know. Times are tight, sure could use some cash..."* DC 10 Sense Motive check to realize he is blatantly asking for a bribe.

Post-bribe: *"Rumor has it that the Guard are taking out the Pack left and right. It's a dangerous business to be in right now, although it's been relatively quiet here so far. I heard Zarathos went and got himself captured. Bad luck that..."*

Once the players move on to Rumontas, go to **Encounter 7B: Feet Don't Fail Me Now.**

Encounter 7A: Rumontas! This is the Police!

This encounter is a dramatic chase scene to conclude the adventure. It is meant to allow the non-heavy damage, lightly armored types a chance to shine and to be a departure from the typical "meet the bad guy and beat him up" final encounter. As such, it is handled differently than "normal" combats, and it is therefore critical to review the rules thoroughly before running it.

The warehouse of the old Iron Rings Consortium looms ahead. A large nondescript building that looks like so many other warehouses along the docks of Jarl.

The PCs can decide how they want to approach this. Since Rumontas is going to run and lead them on a merry chase, don't let the PCs get too bogged down with preparations. Keep the PCs moving forward.

Rumontas is paranoid at this point. He is hiding out and waiting on a Pack representative here in Jarl to help get him moving on from here to someplace safe, possibly outside of the country. As such, he has set himself up a vantage point that lets him monitor all the entrances to the warehouse. (Since it's empty, it's not that hard to do.) Rumontas has used his Use Magic Device skill and scrolls of *alarm* to keep alarm spells active on both doors. If either door is opened, a silent alarm will go off in Rumontas' head and alert him (in which case he bolts).

If the PCs enter the warehouse visibly during the day, Rumontas will automatically spot them (there is no cover or concealment to hide). If the PCs enter during cover of night, it will be standard Hide and Move Silently checks vs. Rumontas' Spot and Listen checks (don't forget the -1 per 10 ft modifier to Spot and Listen). No matter what time they enter, Rumontas will be awake and watching (he is so paranoid right now that he can't sleep). His contact is supposed to call out a password (no way for the PCs to know this) before entering, so if he hears or sees anything he will bolt.

If a PC(s) enter invisible, Rumontas gets a DC 20 Spot check to notice "something over there" (don't forget the -1 per 10 ft to Spot and Listen), plus a Listen check against the PC(s) Move Silent check to realize someone invisible is coming (and bolt).

If PCs use magic adjudicate it appropriately. The important thing is that there is a good chance Rumontas will be able to bolt, but it should not be guaranteed. The DM needs to adjudicate the situation fairly.

The warehouse is 100 ft by 100 ft. There are doors front and back (each with an *alarm* spell on it as described above), plus 5 windows on each side of the warehouse. It is likely that the PCs will try to cover the exits, that's fine. Rumontas has planned his exit however: He has a window rigged to fall out when he trips a tripwire running towards it. This window is in the back corner of the left wall as you enter from the front. This will make lots of noise when it falls alerting anybody posted outside. The DM will have to determine where every PC is located before Rumontas bolts to adjudicate the chase (see below).

Once the PCs enter the warehouse:

The warehouse is dark and almost completely empty. There is a large pile of junk near the center of the warehouse.

The pile of junk takes up a 20 ft. by 20 ft. area in the middle of the warehouse. Rumontas is hiding in the back left corner of the pile (assuming the viewer enters the front door).

Once Rumontas spots anybody or anything suspicious, he will bolt. The PCs get Spot checks against Rumontas' Hide check (-1 per 10 ft from him when he bolts) to get an action in the surprise round. During the surprise round he will single move towards his prepped window:

From the other side of the junk pile, a man bolts towards the back corner of the warehouse.

During his action on the first full round Rumontas will double move, trip the window and leap through it (DC 5 Jump check to clear the window):

The fleeing form runs for a window in the back corner of the warehouse. Just before getting there you hear a snapping sound followed by a crash as the window falls out of it's frame just before the man reaches it. The window crashes to the ground outside as the fleeing man deftly leaps through the window to the streets beyond.

After this action, Rumontas should be 30 ft from the window in the street. Actions by the PCs may change this, especially if they get lucky and win initiative on Rumontas. In any case, once Rumontas hits the street, only PCs who were positioned on that side of the warehouse have line of sight to Rumontas (ie nobody else can attack him in the first full round). At the beginning of the first full round after Rumontas hits the streets, the chase is on.

Use the chase rules as presented in Appendix 4. The DM must determine how far each PC is from Rumontas when the chase begins. PCs inside the warehouse when the chase starts must make a DC 5 Jump check (to jump through the window) on the first round or else move back 30 ft in starting distance. Do this Jump check immediately before their first action in the chase sequence in addition

As mentioned before, this is meant to be cinematic. So have fun, use your imagination and describe the action. Let the players 'see' what is happening as they chase this guy. Describe events in the chase with flair: Have narrow misses with kids running out into the street, people on horseback riding into the way. Apple carts being turned over, etc.

If the PCs catch Rumontas:

Rumontas stops and put his hands in the air, breathing hard. "Well... I guess you did it. You caught me. I'm not going to fight you."

The PCs should know to take him into custody. If they kill him after he has surrendered, it's an evil act, plain and simple, the PC is now an evil NPC (i.e. the PC is lost). Assuming they take him to the law, go to **Conclusion A**.

If Rumontas wins the chase and gets away:

Try as you might, you can't catch up to Rumontas. Fleet of foot, he manages to elude capture. The last thing you see as you double over, hands on knees, breathing hard, is Rumontas' back and he heads down the streets of Jarl and into obscurity.

Proceed to **Conclusion B**.

Treasure:

None. The Guard confiscates all of Rumontas' belongings.

Encounter 7B: Run Rumotas, Run!

The PCs catch up to Rumontas just before a Church raid and must help Rumontas escape. PCs may have someone outside standing watch... if they do, just paraphrase the following to give the PCs on watch the opportunity to warn them the guard is coming. Anybody watching outside can spot the watch at 100 ft from the warehouse. There will be two groups of guardsmen, one guarding the back door, one entering the front. The stats below are only for one group.

The warehouse is 100 ft by 100 ft and empty except for a 20 ft by 20 ft pile of junk in the middle. There are doors front and back, plus 5 windows on each side of the warehouse.

You come to the warehouse and slip inside. Inside is large pile of junk in the center of the otherwise empty warehouse.

As you enter, Rumontas leaps out from behind the pile of junk as if to flee, then recognizes you. "I'm glad it's you. I have been in hiding here waiting. I was supposed to meet up with a contact here that would help me set up shop somewhere safe. She hasn't shown up yet.

“If she doesn’t show up soon, I will have to go into hiding without speaking to her. I need to make sure she has things in order herself in case she needs to leave as well.”

After he finishes saying that, there is a loud screech of signal whistles outside!

“The guard is here!” Rumontas says. “Please my friends... you must help me escape. I cannot let them catch me.”

The door to the warehouse opens. A guardsman in front points to Rumontas, “There he is! Arrest him!”

“Run!!!” And with that, Rumontas bolts for a window in the back left corner of the warehouse.

The PCs have two choices here: Either they stand and fight the guardsmen, or they flee with Rumontas.

If they stand and fight, they will have to deal with the group of guards coming in the front door (the stat blocks are for ONE group of guards). There is an identical group of guards watching the back door to the warehouse, but they will not enter the warehouse. Some PCs may flee while others stand and fight, or some may flee in the middle of the battle. That’s fine, just adjudicate each one individually.

Regardless of what choice they make, Rumontas will run towards a window he prepared in the back left corner (assuming viewed from the front door) to fall out into the street after he trips a trip wire. When he goes through the window:

Rumontas runs for a window in the back corner of the warehouse. Just before getting there you hear a snapping sound followed by a crash as the window falls out of it’s frame just before he reaches it. The window crashes to the ground outside as Rumontas deftly leaps through the window to the streets beyond.

Fight it out:

APL 2 (EL 4, includes -1 for non-lethal)

♣ Guardsmen (6): Human War1; hp 13; see Appendix 1.

APL 4 (EL 6, includes -1 for non-lethal)

♣ Guardsmen (6): Human Ftr2; hp 23; see Appendix 1.

APL 6 (EL 8, includes -1 for non-lethal)

♣ Guardsmen (6): Human Ftr4; hp 40; see Appendix 1.

APL 8 (EL 10, includes -1 for non-lethal)

♣ Guardsmen (6): Human Ftr6; hp 59; see Appendix 1.

Tactics: The guards will use saps to try to subdue any who resist. If ANY PC uses lethal force, they will switch to lethal force themselves. The guard is not above grappling and manacling their targets. A standard action on a pinned opponent will manacle them. The guards will not flee and leave any fallen comrades behind.

Development: After defeating the guards who came in the front, the PCs can flee. If the PCs decide to go out the back for some reason, they will have to deal with a second squad out there. Note that this includes if the PCs go out the back door while fighting the first squad. It will make a nasty fight, but mistakes have their price.

Flee!:

If the PCs try to flee, they must make it outside the warehouse first. As soon as a PC makes it outside, on their next round they will go into a chase scene.

Use the chase rules as presented in Appendix 4. Each PC will be on his/her own and will be chased by two guards (use the stat blocks from the “Fight it out” section above and assume the guards chasing them were outside somewhere). Run each chase separately, though you can do it in simultaneous rounds. So each chase will be 1 PC as the target and the 2 guardsmen will be the chasers. The DM must determine how far each PC is from his pursuers when the chase begins:

- If the PC jumped through the window used by Rumontas in the first round of combat, they start with whatever distance they were from the window plus 50 feet (the guards were near the door not the window).
- If the PC went out the front or back door, or out the window after the first round of combat, they only start 20 feet from their pursuers.

As mentioned before, this is meant to be cinematic. So have fun, use your imagination and describe the action. Let the players ‘see’ what is happening as they are chased. Describe events in the chase with flair: Have narrow misses with kids running out into the street, people on horseback riding into the way. Apple carts being turned over, etc.

The guards will probably end up trying to grapple their opponents to arrest them. The PC will probably try to fight.

Ending the encounter:

The encounter ends when all PCs have escaped from the guards. If at least half of the PCs escaped capture, Rumontas will have escaped because of the distraction

the PCs provided. If less than half of the PCs escaped, Rumontas will also have been captured by the guards.

For PCs who escaped capture by the guards, go to **Conclusion C**. For PCs who are captured go to **Conclusion D**.

Treasure:

APL 2: L: 377 gp per character; C: (0 gp); M: (0 gp)

APL 4: L: 377 gp per character; C: (0 gp); M: (0 gp)

APL 6: L: 377 gp per character; C: (0 gp); M: (0 gp)

APL 8: L: 29 gp per character; C: (0 gp); M: 6 x *heavy steel shield* +1 (98 gp per character), 6 x *breastplate* +1 (113 gp per character).

Conclusion

Treasure Distribution: In this adventure the PCs are working with either the Mitrik Temple Guard, or the Pack. Both organizations will claim the bulk of any loot the PCs may recover, and give the PCs a fair share. To reflect this, this adventure has a special rule: Any over the cap gold is claimed by the respective organization. The PCs can earn NO over the cap gold in this adventure. This is a simplification to ease play.

Conclusion A

The PCs have captured Rumontas for the Church.

After turning Rumontas over to the guards arrangements are made for transport of the prisoner to Devarnish. You are also informed that Bishop Dorasie would like for you to return to Devarnish and meet with him.

Assuming the PCs comply.

You arrive in Devarnish and a Guard escort leads you to the Bishop with great haste.

Leading you into his quarters, Dorasie looks up from his stack of papers and grins broadly. "Well done my countrymen! Well done indeed!"

He stands from his desk and approaches you, clapping each of you on the shoulder. "You have done a great service to Veluna. Know that she will not forget what you have done her this day.

"Sin has been purged from the diocese. Know that the criminal Rumontas will be imprisoned and we will get all available information from him. It

should prove helpful in making we all stay safe from the forces of evil that would try to infiltrate our fair country."

The PCs receive the "Gratitude of the Church" if they didn't demand payment for the job. If they did ask for money, then they get the 100 gold for the job (but not "Gratitude of the Church"). They also receive the "Disfavor of Rumontas" entry.

Conclusion B

The PCs attempted to capture Rumontas for the Church, but failed.

After grabbing a drink or two in the local tavern to drown your misfortunes after losing Rumontas, you remember Dorasie's warning not to return to Devarnish if you didn't get him.

Several days later, a letter arrives to you, brought by the Guild of Messages and Missives. It is a letter from Bishop Dorasie.

"Dear Sir [or Madam if PC is female],

"You have failed to capture Rumontas. I am very disappointed. After all my hard work to track down the criminal, you let him slip through your fingers.

"Any agreed upon remuneration is, of course, forfeited for failure. May Rao guide you in your future endeavors."

Sincerely,

Bishop Marquin Dorasie"

The PCs gain the entry "A Bishop's Displeasure" on the AR as well as the "Disfavor of Rumontas". (They do not receive "Gratitude of the Church".)

Conclusion C

The PCs helped Rumontas, and this specific PC escaped capture by the guards.

If less than half of the PCs escaped capture:

As you retreat from the combat, losing your pursuers, you hear shouting in the distance. It can only mean one thing... Rumontas has been captured. You curse your ill luck as you continue to head out of Jarl.

The PCs gain the "Disfavor of Rumontas" entry.

If half or more of the PCs escaped capture:

As you escape from the warehouse district, you look over your shoulder. No one is following you. You don't see any trace of Rumontas either.

You feel better knowing you helped keep him out of the hands of Bishop Dorasie. You don't know where he's gone, but you feel like you may see him again in the future.

The PCs gain the "Gratitude of the Pack" entry on the AR.

Conclusion D

The PCs helped Rumontas, but this PC was captured by the guards.

Your head is pounding as you awake in a cold damp cell. The last thing you remember is the dull thud as a guardsman's baton hit you on the head. You realize you'll have plenty of time to think about your failures as you serve time for obstructing justice.

If less than half of PCs escaped capture:

You spot a glum Rumontas in the cell across the hall. It seems you and the leader of the Pack from Devarnish will have lots of time to get to know each other better...

The PCs gain the "Disfavor of Rumontas" entry, and must pay an 8 TU penalty as they are jailed for a while.

MURDER OF A GUARDSMAN

If any PC murdered a Mitrik Temple Guardsman, the Guardsman's wife and newborn baby lose their only means of support and are turned out on the streets where the baby soon starves to death. The DM should mark on the notes section of this AR that this PC performed an evil act. If this is that PC's second or more evil act noted on ARs, the PC has turned evil and is removed from the campaign.

If any witness to the crime survived to finger them (DM's discretion), that PC gains the "Murderer" entry on the AR.

If any other PC would be identified by the witness as an accomplice (DM's discretion, but generally only if the PC in question also used lethal force), that PC also gains the "Murderer" entry.

If any PC that would gain the "Murderer" entry ends this adventure in the custody of the MTG, the penalty of the "Murderer" entry is enforced immediately.

The End

Official critical events results: Any player interested in downloading an official summary of events of this mod that reflects the critical events of the first run of this event should be given the following password. The DM should give this password to the players at the conclusion

of play. They can then download the critical summary and use the password to open the file:

Password: options

The End

Experience Point Summary

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

Encounter One: Bad Boys, Bad Boys

Defeat either the Pack or the Guard.

APL 2	90 xp
APL 4	150 xp
APL 6	210 xp
APL 8	270 xp

Encounter 4A: Solitary

Protect the informant from the Pack raid.

Or

Encounter 4B: You Dirty Rat...

Capture the informant and turn him over to the Pack.

Or

Encounter 5A: Wretched Hive of Scum and Villainy

Defeat Pack members covering Rumontas' escape.

Or

Encounter 5B: Evacuate!

Escape the Pack hideout.

APL 2	150 xp
APL 4	210 xp
APL 6	270 xp
APL 8	330 xp

Encounter 7A: Rumontas! This is the Police!

Capture Rumontas.

APL 2	120 xp
APL 4	180 xp
APL 6	240 xp
APL 8	300 xp

Story Award

Complete the adventure without causing the death of any opponents (the Pack does not like killing guards, and the law prefers capturing lawbreakers).

APL 6	90 xp
APL 8	135 xp
APL 10	180 xp
APL 12	225 xp

Total possible experience:

APL 2	450 xp
APL 4	675 xp
APL 6	900 xp
APL 8	1,125 xp

Treasure Summary

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

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

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter 1: Bad Boys, Bad Boys...

OPTION A

APL2: L: 198 gp per character; C: (0 gp); M: (0gp).

APL4: L: 198 gp per character; C: (0 gp); M: 3 x *ring of protection +1* (167 gp per character).

APL6: L: 135 gp per character; C: (0 gp); M: 3 x *ring of protection +1* (167 gp per character), 3 x *chain shirt +1* (104 gp per character), 3 x *elixir of truth* (42 gp per character).

APL8: L: 12 gp per character; C (0 gp); M: 3 x *ring of protection +1* (167 gp per character), 3 x *bastard sword +1* (195 gp per character), 3 x *chain shirt +1* (104 gp per character), 3 x *light wooden shield +1* (96 gp per character), 3 x *elixir of truth* (42 gp per character).

OPTION B

APL2: L: 93 gp per character; C: (0 gp); M: 3 x *elixir of hiding* (21 gp per character), 3 x *elixir of sneaking* (21 gp per character).

APL4: L: 132 gp per character; C: (0 gp); M: 3 x *ring of protection +1* (167 gp per character), 3 x *elixir of*

hiding (21 gp per character), 3 x *elixir of sneaking* (21 gp per character).

APL6: L: 51 gp per character; C: (0 gp); M: 3 x *rapier +I* (193 gp per character), 3 x *ring of protection +I* (167 gp per character), 3 x *elixir of hiding* (21 gp per character), 3 x *elixir of sneaking* (21 gp per character).

APL8: L: 6 gp per character; C: (0 gp); M: 3 x *rapier +I* (193 gp per character), 3 x *chain shirt +I* (104 gp per character), 3 x *cloak of resistance* (83 gp per character), 3 x *ring of protection +I* (167 gp per character), 3 x *elixir of hiding* (21 gp per character), 3 x *elixir of sneaking* (21 gp per character), 3 x *quall's feather whip* (42 gp per character).

Encounter 4a: Solitary

APL2: L: 340 gp per character; C: (0 gp); M: 6 x *fogcutter salve** (8 gp per character), 3 x *scroll of shatter* (13 gp per character), 7 x *smoke bomb** (25 gp per character).

APL4: L: 270 gp per character; C: (0 gp); M: 4 x *longsword +I* (193 gp per character), 6 x *fogcutter salve** (8 gp per character), 3 x *cloak of resistance* (83 gp per character), 3 x *scroll of shatter* (13 gp per character), 7 x *smoke bomb** (25 gp per character).

APL6: L: 74 gp per character; C: (0 gp); M: 4 x *longsword +I* (193 gp per character), 4 x *banded mail +I* (117 gp per character), 3 x *rapier +I* (193 gp per character), 6 x *fogcutter salve** (8 gp per character), 3 x *cloak of resistance +I* (83 gp per character), 3 x *scroll of shatter* (13 gp per character), 7 x *smoke bomb** (25 gp per character).

APL8: L: 28 gp per character; C: (0 gp); M: 4 x *longsword +I* (193 gp per character), 4 x *banded mail +I* (117 gp per character), 4 x *heavy steel shield +I* (98 gp per character), 3 x *rapier +I* (193 gp per character), 3 x *chain shirt +I* (104 gp per character), 6 x *fogcutter salve** (8 gp per character), 3 x *cloak of resistance +I* (83 gp per character), 3 x *scroll of shatter* (13 gp per character), 3 x *dust of tracelessness* (21 gp per character), 7 x *smoke bomb** (25 gp per character).

Encounter 4b: You Dirty rat...

APL2: L: 327 gp per character; C: (0 gp); M: 10 x *potion of cure light wounds* (4 gp per character)

APL4: L: 204 gp per character; C: (0 gp); M: 5 x *chainmail +I* (108 gp per character), 10 x *potion of cure light wounds* (4 gp per character)

APL6: L: 131 gp per character; C: (0 gp); M: 5 x *chainmail +I* (108 gp per character), 5 x *heavy steel shield +I* (98 gp per character), 5 x *cloak of resistance +I* (83 gp per character), 10 x *potion of cure light wounds* (4 gp per character), *stone of alarm* (225 gp per character)

APL8: L: (0 gp); C: (0 gp); M: 5 x *longsword +I* (193 gp per character), 5 x *chainmail +I* (108 gp per character), 5 x *heavy steel shield +I* (98 gp per character), 5 x *cloak of resistance +I* (83 gp per character), 10 x *potion of cure light wounds* (4 gp per character), *stone of alarm* (225 gp per character)

Encounter 5a: Wretched Hive of Scum and Villainy

APL2: L: 382 gp per character; C: (0 gp); M: (0 gp)

APL4: L: 199 gp per character; C: (0 gp); M: 4 x *rapier +I* (193 gp per character)

APL6: L: 173 gp per character; C: (0 gp); M: 5 x *rapier +I* (193 gp per character), 4 x *studded leather armor +I* (97 gp per character), *chain shirt +I* (104 gp per character), *ring of protection +I* (167 gp per character), *cloak of resistance +I* (83 gp per character), 4 x *smoke bomb** (25 gp per character).

APL8: L: 173 gp per character; C: (0 gp); M: 5 x *rapier +I* (193 gp per character), 5 x *chain shirt +I* (104 gp per character), 4 x *buckler +I* (97 gp per character), *amulet natural armor +I* (167 gp per character), 5 x *ring of protection +I* (167 gp per character), *cloak of resistance +I* (83 gp per character), 4 x *smoke bomb** (25 gp per character).

Encounter 5b: Evacuate!

APL2: L: 327 gp per character; C: (0 gp); M: 10 x *potion of cure light wounds* (4 gp per character)

APL4: L: 163 gp per character; C: (0 gp); M: 4 x *chainmail +I* (108 gp per character), 8 x *potion of cure light wounds* (4 gp per character), 4 x *elixir of truth* (42 gp per character)

APL6: L: 160 gp per character; C: (0 gp); M: 4 x *chainmail +I* (108 gp per character), 8 x *potion of cure light wounds* (4 gp per character), 4 x *elixir of truth* (42 gp per character), 2 x *beads of force* (250 gp per character)

APL8: L: 57 gp per character; C: (0 gp); M: 4 x *longsword +I* (193 gp per character), 4 x *chainmail +I* (108 gp per character), 8 x *potion of cure light wounds* (4 gp per character), 4 x *elixir of truth* (42 gp per character), 2 x *beads of force* (250 gp per character)

Encounter 7b: Run, Rumontas! Run!

APL2: L: 377 gp per character; C: (0 gp); M: (0 gp)

APL4: L: 377 gp per character; C: (0 gp); M: (0 gp)

APL6: L: 377 gp per character; C: (0 gp); M: (0 gp)

APL8: L: 29 gp per character; C: (0 gp); M: 6 x *heavy steel shield +1* (98 gp per character), 6 x *breastplate +1* (113 gp per character).

Total Possible Treasure

APL 2	450 gp
APL 4	650 gp
APL 6	900 gp
APL 8	1,300 gp

Special

Gratitude of the Church: PCs receive this reward if they finished the adventure on the side of the side of the Church and were successful in Encounters 1 and either 4A or 5A. (PCs that started the adventure on one side and switched partway through do NOT receive this reward.)

Gratitude of the Pack: PCs receive this reward if they finished the adventure on the side of the side of the Pack and were successful in Encounters 1 and either 4B or 5B. (PCs that started the adventure on one side and switched partway through do NOT receive this reward.)

Disfavor of Rumontas: PCs receive this reward if Rumontas was captured.

Disfavor of Bishop Dorasie: PCs receive this reward if Rumontas escaped.

Item Access: Item access in this adventure can be confusing. There are three types of access to be aware of. It is the DM's responsibility to adjudicate item access correctly. Do not just hand everything out!

- (1) Some items (eg *bead of force*, *+2 armor*) are only 'found' if the PCs are following a certain 'track'. These have no superscript letter (^A or ^B) following them, and must be crossed off if the PCs do not FIND them.
- (2) Other items (eg *elixir of truth*, *fogcutter salve*) can be 'found' by players on one 'track' (as Adventure frequency items), and can be received by PCs on the other track as 'rewards' (as Regional frequency items). These have a superscript letter (^A or ^B) following them, and should only be crossed off if the

PCs neither found them during play nor successfully completed the requirements of the pertinent reward.

- (3) The third type of item can not be found in the adventure, and are only received by PCs through 'rewards'. These have a different superscript letter (^C or ^D) following them, and should be crossed off if the PCs did not earn the pertinent reward.

Items for the Adventure Record

Murderer: You murdered a Mitrik Temple Guardsman in pursuit of his duty. His wife and baby daughter were devastated at his loss. You are now wanted for the crime of murder in Veluna. Before any adventure that takes place in Veluna you must make a Disguise or Bluff check DC 10+APL or be arrested. In addition, any official of Veluna you meet in play may recognize you (opposed Disguise or Bluff checks) and may try to have you arrested. If you are ever arrested for anything in Veluna you are jailed and must pay a 52 TU penalty (excess carries into the next year) and a 5000gp fine. Cross this item off this AR at the beginning of CY598 (the authorities have given up looking for you) or any time after the penalty is paid.

Appendix I: NPCs

ALL APLs

Rumontas: Male Human Rog12; CR 12; Medium Humanoid ; HD 12d6; hp 54; Init +8; Spd 30; AC 24 (flatfooted 24, touch 16) [+5 Dex, +5 armor, +2 shield, +2 deflection]; Base Atk +9; Grp +10; Atk +14 melee (1d6+2+1d6 cold, *+1 icy burst rapier/15-20*) or +14 ranged (1d6, masterwork shortbow); Full Atk +14/+9 melee (1d6+2+1d6 cold *frost rapier +1/15-20*) or +14/+9 ranged (1d6 masterwork shortbow); SA Sneak Attack +6d6; SQ Evasion, Trap Sense +4, Slippery Mind, Uncanny Dodge; AL LN; SV Fort +7, Ref +15, Will +9; Str 13, Dex 20, Con 10, Int 12, Wis 10, Cha 14.

Skills: Appraise +12, Bluff +12, Decipher Script +6, Diplomacy +10, Disable Device +5, Escape Artist +17, Forgery +8, Gather Information +3, Knowledge (Local) +5, Knowledge (Nobility and Royalty) +2, Knowledge (Religion) +2, Listen +11, Open Lock +8, Ride +4, Search +6, Sense Motive +9, Sleight of Hand +8, Spot +13, Tumble +17, Use Magic Device +20, Use Rope +12.

Feats: Dodge, Improved Critical (Rapier), Improved Initiative, Iron Will, Skill Focus (Use Magic Device), Weapon Finesse.

Possessions: *frost rapier +1*, masterwork shortbow, 20 arrows, *mithral chainshirt +1*, *darkwood buckler +1*, *wand of magic missiles* (10 charges, caster level 7th), ~~*4 scrolls alarm* (caster level 5th)~~, *cloak of resistance +3*, *ring of protection +2*, *gloves of dexterity +2*.

APL 2

Encounter 1: Bad Boys, Bad Boys...

Undercover Agents: Male Human Ftr1; CR 1; medium humanoid (human); HD 1d10+2; hp 12; Init +5; Spd 30 ft; AC 16, (touch 11, flat-footed 15) [+1 Dex, +4 armor, +1 shield]; Base Atk +1; Grp +3; Atk +5 melee (1d10+3 bastard sword) or +3 melee (1d6+2 non-lethal sap) or +2 ranged (1d10 heavy crossbow); Full Atk +5 melee (1d10+3 bastard sword) or +3 melee (1d6+2 non-lethal sap) or +2 ranged (1d10 heavy crossbow); AL LN; SV Fort +4; Ref +1; Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +1, Intimidate +3, Jump +3, Ride +3; Dodge, Improved Initiative, Weapon Focus (Bastard Sword).

Possessions: masterwork bastard sword, heavy crossbow, 12 bolts, sap, masterwork chain shirt, masterwork light wooden shield.

Note that if they choose to use the bastard one-handed that they take the penalty to hit.

Pack Flunkies: Male Human Rog2; CR 2; Medium Humanoid (human); HD 2d6+2; hp 11; Init +6; Spd 30; AC 15 (flatfooted 13, touch 12) [+2 Dex, +3 armor]; Base Atk +0; Grp +2; Atk +2 melee (1d6+1 non-lethal sap) or +3 melee (1d6+1 rapier) or +3 ranged (1d6 shortbow); Full Atk +2 melee (1d6+1 non-lethal sap) or +3 melee (1d6+1 rapier) or +3 ranged (1d6 shortbow); SA Sneak Attack +1d6; SQ: Evasion; AL N; SV Fort +1, Ref +5, Will +0; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +4, Climb +5, Disable Device +7, Gather Information +5, Hide +6, Move Silently +6, Open Lock +7, Sense Motive +5, Spot +5, Tumble +6, Use Rope +7; Dodge, Improved Initiative.

Possessions: masterwork rapier, sap, shortbow, 20 arrows, studded leather armor, *elixir of hiding*, *elixir of sneaking*.

Encounter 4a: Solitary

Frontal Assault Group: Male Human War 1; CR 1/2; Medium Humanoid (human); HD 1d8+2; hp 10; Init +1; Spd 20; AC 19, flatfooted 18, touch 11 [+1 Dex, +6 armor, +2 shield]; Base Atk +1; Grp +3; Atk +5 (1d8+2 longsword); Full Atk +5 (1d8+2 longsword); AL N; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +1, Intimidate +3, Jump -7, Ride +3; Dodge, Weapon Focus (Longsword).

Possessions: masterwork longsword, masterwork banded mail, heavy steel shield, *smoke bomb*.*

* see Appendix 2: New Rules Items

Retrieval Group: Male Human Rog1; CR 1; Medium Humanoid (human); HD 1d6+1; hp 7; Init +6; Spd 30; AC 15 (flatfooted 13, touch 12) [+2 Dex, +3 armor]; Base Atk +0; Grp +1; Atk +2 melee (1d6+1 rapier, 18-20) or +1 melee (1d8 longspear) or +2 ranged (1d6 shortbow); Full Atk +2 melee (1d6+1 rapier) or +1 melee (1d8 longspear) or +2 ranged (1d6 shortbow); SA Sneak Attack +1d6; AL N; SV Fort +1, Ref +4, Will -1; Str 12, Dex 15, Con 13, Int 14, Wis 8, Cha 10.

Skills and Feats: Bluff +2, Climb +2, Decipher Script +6, Disable Device +6, Escape Artist +4, Gather Information +2, Hide +5, Move Silently +5, Open Lock +6, Spot +3, Tumble +5, Use Magic Device +4, Use Rope +4; Dodge, Improved Initiative.

Possessions: 2 x *fogcutter salve**, longspear, masterwork rapier, shortbow, 20 arrows, studded leather armor, *scroll of shatter*, *smoke bomb*.*

* see Appendix 2: New Rules Items

Encounter 4b: You Dirty rat...

Guardsmen: Male Human Ftr1; CR 1; Medium Humanoid (human); HD 1d10+2; hp 12; Init +5; Spd 20; AC 18 (flatfooted 17, touch 11) [+1 Dex, +5 armor, +2 shield]; Base Atk +1; Grp +3; Atk +5 (1d8+2 longsword) or +2 ranged (1d8, light crossbow); Full Atk +5 (1d8+2 longsword); AL N; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +2, Intimidate +3, Jump -6, Ride +3; Dodge, Improved Initiative, Weapon Focus (Longsword).

Possessions: masterwork longsword, light crossbow, masterwork chainmail, masterwork heavy steel shield, 2 x *potion of cure light wounds*.

Encounter 5a: Wretched Hive of Scum and Villainy

Pack Defenders: Male Human Rog2; CR 2; Medium Humanoid (human); HD 2d6+2; hp 11; Init +3; Spd 30; AC 16 (flatfooted 13, touch 13) [+2 Dex, +3 armor]; Base Atk +1; Grp +2; Atk +2 melee (1d6+1 non-lethal sap) or +3 melee (1d6+1 rapier) or +4 ranged (1d6+1 shortbow); Full Atk +2 melee (1d6+1 non-lethal sap) or +3 melee (1d6+1 rapier) or +4 ranged (1d6+1 shortbow); SA Sneak Attack +1d6; SQ Evasion; AL N; SV Fort +1, Ref +6, Will +0; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +4, Climb +6, Disable Device +7, Gather Information +5, Hide +8, Move Silently +8, Open Lock +8, Sense Motive +5, Spot +5, Tumble +8, Use Rope +7; Point Blank Shot, Precise Shot.

Possessions: masterwork rapier, sap, masterwork mighty shortbow [+1], 20 arrows, masterwork studded leather armor.

Encounter 5b: Evacuate!

Guardsmen: Male Human Ftr1; CR 1; Medium Humanoid (human); HD 1d10+5; hp 15; Init +1; Spd 20; AC 18 (flatfooted 17, touch 11) [+1 Dex, +5 armor, +2 shield]; Base Atk +1; Grp +3; Atk +4 (1d8+2 longsword) or +3 melee (1d6+2 non-lethal, sap); Full Atk +4 (1d8+2 longsword) or +3 melee (1d6+2 non-lethal, sap); AL N; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +2, Intimidate +3, Jump -6, Ride +3; Dodge, Toughness, Weapon Focus (Longsword).

Possessions: masterwork longsword, masterwork chainmail, masterwork heavy steel shield, sap, 2x *potions of cure light wounds*.

Encounter 7b: Run, Rumontas! Run !

Guardsmen: Male Human War1; CR 1/2; Medium Humanoid (human); HD 1d8+5; hp 13; Init +1; Spd 20; AC 18 (flatfooted 17, touch 11) [+1 Dex, +5 armor, +2 shield]; Base Atk +1; Grp +3; Atk +4 (1d8+2 longsword) or +3 melee (1d6+2 non-lethal, sap) or +2 ranged (1d8, light crossbow); Full Atk +4 (1d8+2 longsword) or +3 melee (1d6+2 non-lethal, sap) or +2 ranged (1d8, light crossbow); AL N; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +1 (+2 without shield), Intimidate +3, Jump +1 (+2 without shield); Toughness, Endurance.

Possessions: masterwork longsword, masterwork chainmail, masterwork heavy steel shield, sap, light crossbow, 10 bolts, signal whistle.

APL 4

Encounter 1

Undercover Agents: Male Human Ftr3; CR 3; medium humanoid (human); HD 3d10+6; hp 28; Init +5; Spd 20 ft; AC 17, touch 12, flat-footed 16 [+1 Dex, +4 armor, +1 shield, +1 deflection]; Base Atk +3; Grp +5; Atk +7 melee (1d10+3 masterwork bastard sword, 19-20) or +5 melee (1d6+2 non-lethal sap) or +4 ranged (1d10 heavy crossbow, 19-20); Full Atk +7 melee (1d10+3 masterwork bastard sword, 19-20) or +5 melee (1d6+2 non-lethal sap) or +4 ranged (1d10 heavy crossbow, 19-20); AL LN; SV Fort +5; Ref +2; Will +2; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +1, Intimidate +5, Jump +4, Ride +4; Cleave, Dodge, Improved Initiative, Power Attack, Weapon Focus (Bastard Sword).

Possessions: masterwork bastard sword, heavy crossbow, 12 bolts, sap, masterwork chain shirt, masterwork light wooden shield, *ring of protection +1*.

Note that if they choose to use the bastard one-handed that they take the penalty to hit.

Pack Flunkies: Male Human Rog4; CR 4; Medium Humanoid (human); HD 4d6+4; hp 21; Init +6; Spd 30; AC 16 (flatfooted 16, touch 13) [+3 Dex, +3 armor, +1 deflection]; Base Atk +3; Grp +4; Atk +5 melee (1d6+1, non-lethal sap) or +6 melee (1d6+1, masterwork rapier) or +5 ranged (1d6, shortbow); Full Atk +5 melee (1d6+1, non-lethal sap) or +6 melee (1d6+1, masterwork rapier) or +5 ranged (1d6, shortbow); SA Sneak Attack +2d6; SQ Evasion, Uncanny Dodge, Trap Sense +1; AL N; SV Fort +2, Ref +5, Will +1; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +6, Climb +8, Disable Device +9, Gather Information +7, Hide +8, Move Silently +8, Open Lock +8, Sense Motive +7, Spot +7, Tumble +8, Use Rope +9; Dodge, Improved Initiative, Weapon Finesse.

Possessions: masterwork rapier, sap, shortbow, 20 arrows, masterwork studded leather armor, *ring of protection +1*, *elixir of hiding*, *elixir of sneaking*.

Encounter 4a: Solitary

Frontal Assault Group: Male Human Ftr2; CR 2; Medium Humanoid (human); HD 2d10+4; hp 20;

Init +5; Spd 20; AC 19, flatfooted 18, touch 10) [+1 Dex, +6 armor, +2 shield]; Base Atk +2; Grp +4; Atk +6 melee (1d8+3, +1 *longsword*); Full Atk +6 melee (1d8+3, +1 *longsword*); AL N; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +2, Intimidate +4, Jump -7, Ride +4; Dodge, Improved Initiative, Power Attack, Weapon Focus (Longsword).

Possessions: *longsword +1*, masterwork banded mail, heavy steel shield, *smoke bomb**.

* see Appendix 2: New Rules Items

Retrieval Group: Male Human Rog2; CR 2; Medium Humanoid (human); HD 2d6+2; hp 12; Init +6; Spd 30; AC 15, flatfooted 13, touch 12 [+2 Dex, +3 armor]; Base Atk +1; Grp +2; Atk or Full Atk +3 melee (1d6+1, masterwork rapier) or +2 melee (1d8, longspear) or +3 ranged (1d6, shortbow); SA Sneak Attack +1d6; SQ Evasion, Trap Sense +1; AL N; SV Fort +2, Ref +6, Will +0; Str 12, Dex 15, Con 13, Int 14, Wis 8, Cha 10.

Skills and Feats: Bluff +2, Climb +4, Decipher Script +6, Disable Device +7, Escape Artist +5, Gather Information +3, Hide +9, Move Silently +7, Open Lock +7, Spot +4, Tumble +7, Use Magic Device +5 (+7 regarding scrolls), Use Rope +4 (+6 regarding bindings); Dodge, Improved Initiative.

Possessions: masterwork rapier, longspear, shortbow, 20 arrows, masterwork studded leather armor, 2 x *fogcutter salve**, *cloak of resistance +1*, *scroll of shatter*, *smoke bomb**.

* see Appendix 2: New Rules Items

Encounter 4b: You Dirty Rat...

Guardsmen: Male Human Ftr3; CR 3; Medium Humanoid (human); HD 3d10+6; hp 28; Init +5; Spd 20; AC 19 (flatfooted 18, touch 11) [+1 Dex, +6 armor, +2 shield]; Base Atk +3; Grp +5; Atk +6 melee (1d8+2, longsword) or +4 ranged (1d8, light crossbow); Full Atk +6 melee (1d8+2, longsword) or +4 ranged (1d8, light crossbow); AL N; SV Fort +5, Ref +2, Will +2; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +4, Intimidate +5, Jump -6, Ride +5; Cleave, Dodge, Improved Initiative, Power Attack, Weapon Focus (Longsword).

Possessions: masterwork longsword, light crossbow, *chainmail* +1, masterwork heavy steel shield, 2 x *potion of cure light wounds*.

Encounter 5a: Wretched Hive of Scum and Villainy

Pack Defenders: Male Human Rog3; CR 3; Medium Humanoid (human); HD 3d6+3; hp 17; Init +3; Spd 30; AC 16, flatfooted 13, touch 13 [+3 Dex, +3 armor]; Base Atk +2; Grp +3; Atk +3 melee (1d6+1, non-lethal, sap) or +4 melee (1d6+2, +1 rapier) or +6 ranged (1d6+1, shortbow); Full Atk +3 melee (1d6+1 non-lethal, sap) or +4 melee (1d6+2, +1 rapier) or +6 ranged (1d6+1, shortbow) or +4/+4 ranged rapid shot (1d6+1, shortbow); SA Sneak Attack +2d6; SQ Evasion, Trap Sense +1; AL N; SV Fort +2, Ref +6, Will +1; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +5, Climb +7, Disable Device +8, Gather Information +6, Hide +9, Move Silently +9, Open Lock +9, Sense Motive +6, Spot +6, Tumble +9, Use Rope +8; Point Blank Shot, Precise Shot, Rapid Shot.

Possessions: rapier +1, sap, masterwork mighty shortbow [+1], 20 arrows, masterwork studded leather armor.

Encounter 5b: Evacuate!

Guardsmen: Male Human Ftr3; CR 3; Medium Humanoid (human); HD 3d10+9; hp 31; Init +1; Spd 20; AC 19 (flatfooted 18, touch 11) [+1 Dex, +6 armor, +2 shield]; Base Atk +3; Grp +5; Atk +7 melee (1d8+2, longsword) or +5 melee (1d6+2, sap non-lethal); Full Atk +7 melee (1d8+2, longsword) or +5 melee (1d6+2, sap non-lethal); AL N; SV Fort +5, Ref +2, Will +2; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +3, Intimidate +5, Jump -5, Ride +5; Cleave, Dodge, Toughness, Power Attack, Weapon Focus (Longsword).

Possessions: masterwork longsword, *chainmail* +1, sap, masterwork heavy steel shield, 2x *potions of cure light wounds*, *elixir of truth*.

Encounter 7b: Run, Rumontas! Run !

Guardsmen: Male Human Ftr2; CR 2; Medium Humanoid (human); HD 2d10+7; hp 23; Init +1; Spd 20; AC 18 (flatfooted 17, touch 11) [+1 Dex, +5 armor, +2 shield]; Base Atk +2; Grp +4; Atk +6 (1d8+2 longsword, 19-20) or +4 melee (1d6+2, non-lethal, sap) or +3 ranged (1d8, light crossbow); Full

Atk +6 (1d8+2, longsword) or +4 melee (1d6+2, non-lethal, sap) or +3 ranged (1d8, light crossbow); AL N; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +3 (+4 without shield), Intimidate +5, Jump +3 (+4 without shield); Toughness, Endurance, Dodge, Weapon Focus (longsword).

Possessions: masterwork longsword, masterwork breastplate, masterwork heavy steel shield, sap, light crossbow, 10 bolts, signal whistle.

APL 6

Encounter 1

Undercover Agents: Male Human Ftr5; CR 5; medium humanoid (human); HD 5d10+10; hp 44; Init +5; Spd 20 ft; AC 18 (touch 12, flat-footed 17) [+1 Dex, +5 armor, +1 shield, +1 deflection]; Base Atk +5; Grp +8; Atk +10 melee (1d10+3 masterwork bastard sword, 19-20) or +8 melee (1d6+3 non-lethal sap) or +6 ranged (1d10 heavy crossbow, 19-20); Full Atk +10 melee (1d10+3 masterwork bastard sword, 19-20) or +8 melee (1d6+3 non-lethal sap) or +6 ranged (1d10 heavy crossbow, 19-20); AL LN; SV Fort +6; Ref +2; Will +2; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats Climb +1, Intimidate +7, Jump +5, Ride +5; Cleave, Dodge, Great Cleave, Improved Initiative, Power Attack, Weapon Focus (Bastard Sword).

Possessions: masterwork bastard sword, heavy crossbow, 12 bolts, sap, *chain shirt* +1, masterwork light wooden shield, *ring of protection* +1, *elixir of truth*.

Note that if they choose to use the bastard one-handed that they take the penalty to hit.

Pack Flunkies: Male Human Rog6; CR 6; Medium Humanoid (human); HD 6d6+6; hp 32; Init +7; Spd 30; AC 17 (flatfooted 17, touch 14) [+3 Dex, +3 armor, +1 deflection]; Base Atk +4; Grp +5; Atk +7 melee (1d6+1, non-lethal sap) or +8 melee (1d6+2, +1 rapier) or +7 ranged (1d6, shortbow); Full Atk +7 melee (1d6+1, non-lethal sap) or +8 melee (1d6+2, +1 rapier) or +7 ranged (1d6, shortbow); SA Sneak Attack +2d6; SQ Evasion, Uncanny Dodge, Trap Sense +2; AL N; SV Fort +3, Ref +8, Will +2; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 10.

Skills and Feats: Bluff +8, Climb +10, Disable Device +11, Gather Information +9, Hide +11, Move Silently +11, Open Lock +11, Sense Motive +10, Spot +10, Tumble +11, Use Rope +9; Dodge, Improved Initiative, Weapon Finesse.

Possessions: rapier +1, sap, shortbow, 20 arrows, masterwork studded leather armor, *ring of protection* +1, *elixir of hiding*, *elixir of sneaking*.

Encounter 4a: Solitary

Frontal Assault Group: Male Human Ftr4; CR 4; Medium Humanoid (human); HD 4d10+8; hp 36; Init +5; Spd 20; AC 20 (flatfooted 19, touch 11) [+1 Dex, +7 armor, +2 shield]; Base Atk +4; Grp +7; Atk +10 melee (1d8+4, +1 longsword); Full Atk +10 melee (1d8+4, +1 longsword); AL N; SV Fort +6, Ref +2, Will +2; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +5, Intimidate +6, Jump -6, Ride +6; Cleave, Dodge, Great Cleave, Improved Initiative, Power Attack, Weapon Focus (Longsword).

Possessions: longsword +1, banded mail +1, masterwork heavy steel shield, *smoke bomb**

* see Appendix 2: New Rules Items

Retrieval Group: Male Human Rog4; CR 5; Medium Humanoid (human); HD 5d6+5; hp 27; Init +6; Spd 30; AC 16 (flatfooted 13, touch 13) [+3 Dex, +3 armor]; Base Atk +3; Grp +4; Atk +5 melee (1d6+2, +1 rapier) or +4 melee (1d8+1, longspear) or +6 ranged (1d6, shortbow); Full Atk +5 melee (1d6+2, +1 rapier) or +4 melee (1d8+1, longspear) or +6 ranged (1d6, shortbow); SA Sneak Attack +2d6; SQ Evasion, Trap Sense +1, Uncanny Dodge; AL N; SV Fort +3, Ref +8, Will +1; Str 12, Dex 16, Con 13, Int 14, Wis 8, Cha 10.

Skills and Feats: Bluff +5, Climb +6, Decipher Script +6, Disable Device +10, Escape Artist +6, Gather Information +3, Hide +10, Move Silently +10, Open Lock +10, Spot +6, Tumble +10, Use Magic Device +7 (+9 regarding scrolls), Use Rope +7 (+9 regarding bindings); Dodge, Improved Initiative, Mobility.

Possessions: rapier +1, longspear, shortbow, 20 arrows, masterwork studded leather armor, 2 x *fogcutter salve**, *cloak of resistance* +1, *scroll of shatter*, *smoke bomb**

* see Appendix 2: New Rules Items

Encounter 4b: You Dirty Rat...

Guardsmen: Male Human Ftr5; CR 5; Medium Humanoid (human); HD 5d10+10; hp 44; Init +5; Spd 20; AC 20 (flatfooted 19, touch 13) [+3 Dex, +6 armor, +3 shield]; Base Atk +5; Grp +8; Atk +10 melee (1d8+3, masterwork longsword) or +6

ranged (1d8, light crossbow); Full Atk +10 melee (1d8+3, masterwork longsword) or +6 ranged (1d8, light crossbow); AL N; SV Fort +7, Ref +3, Will +3; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +7, Intimidate +7, Jump -5, Ride +7; Cleave, Dodge, Great Cleave, Improved Initiative, Power Attack, Weapon Focus (Longsword).

Possessions: masterwork longsword, light crossbow, *chainmail +1*, *heavy steel shield +1*, *cloak of resistance +1*, 2 x *potion of cure light wounds*. One guard has a *stone of alarm*.

Encounter 5a: Wretched Hive of Scum and Villainy

Pack Defenders: Male Human Rog3/Ftr1; CR 4; Medium Humanoid (human); HD 3d6+ 1d10+8; hp 27; Init +4; Spd 30; AC 18 (flatfooted 14, touch 14) [+4 Dex, +4 armor]; Base Atk +3; Grp +4; Atk +4 melee (1d6+1 non-lethal sap) or +5 melee (1d6+2, +1 rapier) or +8 ranged (1d6+1, shortbow); Full Atk +4 melee (1d6+1, non-lethal sap) or +5 melee (1d6+2, +1 rapier) or +8 ranged (1d6+1, shortbow) or +6/+6 ranged rapid shot (1d6+1, shortbow); SA Sneak Attack +2d6; SQ Evasion, Trap Sense +1; AL N; SV Fort +5, Ref +6, Will +1; Str 12, Dex 18, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +5, Climb +8, Disable Device +9, Gather Information +6, Hide +10, Move Silently +10, Open Lock +10, Sense Motive +6, Spot +6, Tumble +11, Use Rope +9; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (short bow).

Possessions: rapier +1, sap, masterwork mighty short bow [+1], 20 arrows, *studded leather armor +1*, *smoke bomb**

Zarathos: Male Human Rog3/Ftr3; CR 6; Medium Humanoid; HD 3d6+3d10+6; hp 41; Init +8; Spd 30; AC 21 (flatfooted 17 touch 15) [+4 Dex, +5 armor, +1 shield (two weapon defense), +1 def]; Base Atk +5; Grp +6; Atk +11 melee (1d6+2, +1 rapier) or +9 (1d6, shortbow); Full Atk +9 melee (1d6+2, +1 rapier) and +8 melee (1d4, dagger) or +9 (1d6, shortbow); SA Sneak Attack +2d6; SQ Evasion, Trap Sense +1; AL N; SV Fort +6, Ref +9, Will +4; Str 12, Dex 18, Con 12, Int 10, Wis 12, Cha 9.

Skills and Feats: Bluff +4, Climb +7, Decipher Script +5, Disable Device +3, Escape Artist +4, Gather Information +4, Intimidate +6, Jump +6,

Move Silently +8, Open Lock +7, Ride +6, Sense Motive +6, Spot +6, Swim +0, Tumble +12, Use Magic Device +4, Use Rope +9; Skill Focus (Tumble), Improved Initiative, Two Weapon Fighting, Two Weapon Defense, Weapon Finesse, Weapon Focus (Rapier).

Possessions: rapier +1, masterwork dagger, short bow, 20 arrows, *chain shirt +1*, *ring protection +1*, *cloak of resistance +1*.

Encounter 5b: Evacuate!

Guardsmen: Male Human Ftr5; CR 5; Medium Humanoid (human); HD 5d10+15; hp 49; Init +5; Spd 20; AC 19 (flatfooted 18, touch 11) [+1 Dex, +6 armor, +2 shield]; Base Atk +5; Grp +8; Atk or Full Atk +10 melee (1d8+3, masterwork longsword) or +9 melee (1d6+3, sap non-lethal); AL N; SV Fort +6, Ref +2, Will +2; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +4, Intimidate +7, Jump -4, Ride +7; Cleave, Dodge, Great Cleave, Improved Toughness, Power Attack, Weapon Focus (Longsword).

Possessions: masterwork longsword, *chainmail +1*, masterwork sap, masterwork heavy steel shield, 2 x *potions of cure light wounds*, *elixir of truth*. Two of the guards have *beads of force*.

Encounter 7b: Run, Rumontas! Run !

Guardsmen: Male Human Ftr4; CR 4; Medium Humanoid (human); HD 4d10+12; hp 40; Init +1; Spd 20; AC 18 (flatfooted 17, touch 11) [+1 Dex, +5 armor, +2 shield]; Base Atk +4; Grp +4; Atk +6 (1d8+2, longsword) or +4 melee (1d6+2, non-lethal, sap) or +3 ranged (1d8, light crossbow); Full Atk +6 (1d8+2, longsword) or +4 melee (1d6+2, non-lethal, sap) or +3 ranged (1d8, light crossbow); AL N; SV Fort +6, Ref +2, Will +2; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +5 (+6 without shield), Intimidate +6, Jump +5 (+6 without shield); Improved Toughness, Endurance, Dodge, Weapon Focus (longsword), Weapon Specialization (longsword), Improved Unarmed Attack.

Possessions: masterwork longsword, masterwork breastplate, masterwork heavy steel shield, sap, light crossbow, 10 bolts, signal whistle.

APL 8

Encounter 1

Undercover Agents: Male Human Ftr7; CR 7; medium humanoid (human); HD 7d10+14; hp 60; Init +5; Spd 20 ft; AC 19 (touch 12, flat-footed 18) [+1 Dex, +5 armor, +2 shield, +1 deflection]; Base Atk +7; Grp +10; Atk +12 melee (1d10+6 *bastard sword* +1, 19-20) or +10 melee (1d6+3 non-lethal sap) or +8 ranged (1d10 heavy crossbow, 19-20); Full Atk +12/+7 melee (1d10+6 *bastard sword* +1, 19-20) or +10/+5 melee (1d6+3 non-lethal sap) or +8 ranged (1d10 heavy crossbow, 19-20); AL LN; SV Fort +7; Ref +3; Will +3; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +1, Intimidate +9, Jump +6, Ride +6; Cleave, Dodge, Great Cleave, Improved Initiative, Mobility, Power Attack, Weapon Focus (Bastard Sword), Weapon Specialization (Bastard Sword).

Possessions: *bastard sword* +1, heavy crossbow, 12 bolts, sap, *chain shirt* +1, *light wooden shield* +1, *ring of protection* +1, *elixir of truth*.

Note that if they choose to use the bastard one-handed that they take the penalty to hit.

Pack Flunkies: Male Human Rog8; CR 7; Medium Humanoid (human); HD 8d6+8; hp 42; Init +3; Spd 30; AC 19 (flatfooted 19, touch 14) [+3 Dex, +5 armor, +1 deflection]; Base Atk +6; Grp +7; Atk +9 melee (1d6+1, non-lethal sap) or +10 melee (1d6+2, +1 *rapier*) or +9 ranged (1d6, masterwork shortbow); Full Atk +9/+4 melee (1d6+1, non-lethal sap) or +10/+5 melee (1d6+2, +1 *rapier*) or +9/+4 ranged (1d6, masterwork shortbow); SA Sneak Attack +4d6; SQ Evasion, Trap Sense +1, Improved Uncanny Dodge; AL N; SV Fort +4, Ref +9, Will +3; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +8, Climb +11, Disable Device +14, Gather Information +10, Hide +12, Move Silently +12, Open Lock +13, Sense Motive +11, Spot +11, Tumble +12, Use Rope +13; Dodge, Mobility, Spring Attack, Weapon Finesse.

Possessions: *rapier* +1, sap, shortbow, 20 arrows, *chain shirt* +1, *ring of protection* +1, *cloak of protection* +1, *quill's feather whip*, *elixir of hiding*, *elixir of sneaking*.

Encounter 4a: Solitary

Frontal Assault Group: Male Human Ftr6; CR 6; Medium Humanoid (human); HD 6d10+12; hp 54; Init +5; Spd 20; AC 22 (flatfooted 21, touch 11) [+1 Dex, +8 armor, +3 shield]; Base Atk +6; Grp +9; Atk +11 melee (1d8+6, +1 *longsword*); Full Atk +11/+6 melee (1d8+6, +1 *longsword*); AL N; SV Fort +7, Ref +3, Will +3; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +7, Intimidate +8, Jump -6, Ride +8; Cleave, Dodge, Great Cleave, Improved Initiative, Mobility, Power Attack, Weapon Focus (Longsword), Weapon Specialization (Longsword).

Possessions: *longsword* +1, *banded mail* +2, *heavy steel shield* +1, *smoke bomb**

* see Appendix 2: New Rules Items

Retrieval Group: Male Human Rog6; CR 6; Medium Humanoid (human); HD 6d6+6; hp 32; Init +6; Spd 30; AC 18 (flatfooted 18, touch 13) [+3 Dex, +5 armor]; Base Atk +4; Grp +5; Atk +5 melee (1d6+1, non-lethal, sap) or +6 melee (1d6+2, +1 *rapier*) or +5 melee (1d8 longspear) or +8 ranged (1d6, masterwork shortbow); Full Atk +5 melee (1d6+1, non-lethal, sap) or +6 melee (1d6+2, +1 *rapier*) or +5 melee (1d8, longspear) or +8 ranged (1d6, masterwork shortbow); SA Sneak Attack +3d6; SQ Evasion, Trap Sense +1, Uncanny Dodge; AL N; SV Fort +4, Ref +9, Will +2; Str 12, Dex 16, Con 13, Int 14, Wis 8, Cha 10.

Skills and Feats: Bluff +7, Climb +7, Decipher Script +6, Disable Device +12, Escape Artist +5, Gather Information +3, Hide +11, Move Silently +11, Open Lock +12, Spot +8, Tumble +11, Use Magic Device +9 (+11 regarding scrolls), Use Rope +10 (+12 regarding bindings); Dodge, Improved Initiative, Mobility, Spring Attack.

Possessions: *rapier* +1, longspear, masterwork shortbow, 20 arrows, *chain shirt* +1, 2 x *fogcutter salve**, *cloak of resistance* +1, *scroll of shatter*, *smoke bomb**, *dust of tracelessness*.

* see Appendix 2: New Rules Items

Encounter 4b: You Dirty Rat...

Guardsmen: Male Human Ftr7; CR 7; Medium Humanoid (human); HD 7d10+14; hp 60; Init +5; Spd 20; AC 20 (flatfooted 19, touch 11) [+1 Dex, +6

armor, +3 shield]; Base Atk +7; Grp +10; Atk +12 melee (1d8+6, +1 *longsword*) or +8 ranged (1d8, light crossbow); Full Atk +12/+7 melee (1d8+6, +1 *longsword*) or +8 ranged (1d8, light crossbow); AL N; SV Fort +8, Ref +4, Will +4; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +9, Intimidate +9, Jump -5, Ride +9; Cleave, Dodge, Great Cleave, Improved Initiative, Mobility, Power Attack, Weapon Focus (Longsword), Weapon Specialization (Longsword).

Possessions: *longsword* +1, light crossbow, *chainmail* +1, *heavy steel shield* +1, *cloak of resistance* +1, *potion of haste*, 2 x *potion of cure light wounds*. One guard has a *stone of alarm*.

Encounter 5a: Wretched Hive of Scum and Villainy

Pack Defenders: Male Human Rog4/Ftr2; CR 6; Medium Humanoid (human); HD 4d6+4 + 2d10+2; hp 36; Init +4; Spd 30; AC 21 (flatfooted 21, touch 14) [+3 Dex, +5 armor, +2 shield, +1 deflection]; Base Atk +5; Grp +6; Atk +10 (1d6+2, +1 *rapier*) or +10 ranged (1d6+1, masterwork short bow [+1]); Full Atk +10 (1d6+2, +1 *rapier*) or +8/+8 ranged rapid shot (1d6+1, masterwork short bow); AL N; SV Fort +5, Ref +8, Will +1; Str 12, Dex 18, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +6, Climb +9, Disable Device +10, Gather Information +7, Hide +11, Move Silently +11, Open Lock +11, Sense Motive +7, Spot +7, Tumble +12, Use Rope +11; Dodge, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Finesse, Weapon Focus (short bow).

Possessions: *rapier* +1, *chain shirt* +1, *buckler* +1, sap, masterwork mighty shortbow [+1], 20 arrows, *smoke bomb**, *ring of protection* +1.

Zarathos: Male Human Rog4/Ftr4; CR 6; Medium Humanoid; HD 4d6+4d10+8; hp 54; Init +8; Spd 30; AC 22 (flatfooted 18 touch 15) [+4 Dex, +5 armor, +1 natural, +1 shield (two weapon defense), +1 def]; Base Atk +7; Grp +8; Atk +13 melee (1d6+4, +1 *rapier*) or +11 (1d6, shortbow); Full Atk +11/+6 melee (1d6+4, +1 *rapier*) and +10 melee (1d4, dagger) or +11/+6 (1d6, shortbow); SA Sneak Attack +2d6; SQ Evasion, Trap Sense +1, Uncanny Dodge; AL N; SV Fort +7, Ref +10, Will +4; Str 12, Dex 18, Con 12, Int 10, Wis 12, Cha 9.

Skills and Feats: Bluff +4, Climb +8, Decipher Script +5, Disable Device +3, Escape Artist +9,

Gather Information +4, Intimidate +7, Jump +6, Move Silently +9, Open Lock +7, Ride +6, Sense Motive +5, Spot +7, Swim +0, Tumble +16, Use Magic Device +4, Use Rope +9; Skill Focus (Tumble), Improved Initiative, Two Weapon Fighting, Two Weapon Defense, Weapon Finesse, Weapon Focus (Rapier), Weapon Specialization (Rapier).

Possessions: *rapier* +1, masterwork dagger, short bow, 20 arrows, *chain shirt* +1, *ring of protection* +1, *amulet natural armor* +1, *cloak of resistance* +1.

Encounter 5b: Evacuate!

Guardsmen: Male Human Ftr7; CR 7; Medium Humanoid (human); HD 7d10+21; hp 67; Init +1; Spd 20; AC 20 (flatfooted 19, touch 11) [+1 Dex, +7 armor, +2 shield]; Base Atk +7; Grp +10; Atk +12 melee (1d8+6, +1 *longsword*) or +11 melee (1d6+3, sap non-lethal); Full Atk +12/+7 melee (1d8+6, +1 *longsword*) or +11/+6 melee (1d6+3, sap non-lethal); AL N; SV Fort +7, Ref +3, Will +3; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +5, Intimidate +9, Jump -3, Ride +9; Cleave, Dodge, Great Cleave, Improved Toughness, Improved Sunder, Power Attack, Weapon Focus (Longsword), Weapon Specialization (Longsword).

Possessions: *longsword* +1, *chainmail* +2, masterwork sap, masterwork heavy steel shield, 2x *potions of cure light wounds*, *elixir of truth*. Two of the guards have *beads of force*.

Encounter 7b: Run, Rumontas! Run!

Guardsmen: Male Human Ftr6; CR 6; Medium Humanoid (human); HD 6d10+18; hp 59; Init +1; Spd 20; AC 20 (flatfooted 19, touch 11) [+1 Dex, +6 armor, +3 shield]; Base Atk +6; Grp +12; Atk +10 (1d8+2 *longsword*) or +8 melee (1d6+2 non-lethal, sap) or +7 ranged (1d8, light crossbow); Full Atk +10/+5 (1d8+2, *longsword*) or +8/+3 melee (1d6+2, non-lethal, sap) or +7/+2 ranged (1d8, light crossbow); AL N; SV Fort +7, Ref +3, Will +3; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +7 (+8 without shield), Intimidate +8, Jump +7 (+8 without shield); Improved Toughness, Endurance, Dodge, Weapon Focus (longsword), Weapon Specialization (longsword), Improved Unarmed Attack, Improved Grapple, Improved Sunder.

Possessions: masterwork longsword,
breastplate +1, heavy steel shield +1, sap, light
crossbow, 10 bolts, signal whistle.

Appendix 2: New Rules Items

Smoke Bomb (new item)

This small glass sphere contains a roiling mist inside of it.

It can be used as a grenade weapon or simply smashed at one's feet. Upon impact the vial breaks releasing a *fog cloud* as per the spell cast by a 3rd level wizard.

Faint conjuration; CL 3rd; Craft Wondrous Item, *fog cloud*; Price 300 gp

Fogcutter Salve (new item)

When smeared over the eyes, (a standard action) this salve increases the normal visual ranges associated with fog and fog-like spells (5' is clear, 10-15' away has partial concealment, 20'+ has total concealment). The effect lasts for 1 minute.

Faint conjuration; CL 1st; Craft Wondrous Item, *snow sight*; Price 1000 gp.

Improved Toughness as presented in *Complete Warrior*

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: 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 lost 1 hit point permanently.

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

Appendix 3: Switching Sides

So after a while your players have decided to switch sides... well never fear. It fairly simple to adjudicate it.

Players may decide to switch sides for various reasons. Maybe the players don't like how Dorasie is handling things and they decide to help the Pack out. Maybe they were Pack members all along and figured they could work from the inside. Or maybe they're Pack members who have decided that being in favor with the church is better than being hunted. Whatever the reason, here are some suggestions on how to adjudicate it:

Switching from Church to Pack

The first thing to remember when PCs are switching to the Pack is that the Pack is on edge now. Especially here in Devarnish which is Dorasie's back yard. So they are going to be nervous and confrontational when meeting the PCs. Especially of they have been working against the Pack. Diplomacy checks are listed in the examples listed below.

The PCs will need to get in touch with a Pack member. If they have no such affiliation already, they can do so by doing a Gather Information check DC 20 in town. Doing so will allow them to find a guy who knows a guy, who knows a guy. They will be met by a representative of the Pack at night by Macek's Livery. It's up to you how they get the message. They should offer something worthwhile at the meeting to show their sincerity, otherwise the Pack representative will think it's a setup and get out of there.

In this situation, the Pack rep is starting off at indifferent. If the PCs are at all threatening it will change to Unfriendly. Otherwise it is a DC 15 Diplomacy check to make him/her friendly and willing to listen..

The other option is to blatantly walk around saying they're trying to find the Pack. Eventually they will find someone who argues there is no such thing as the Pack. (Think like the Mafia which says there's no Mafia...) Later that same guy and some cronies will confront them advising them against their reckless search for the Pack. The PCs can then appeal to them. Meeting them this way will tick them off and they will start off at unfriendly, so to make them friendly it is a DC 25 Diplomacy check. If the PCs are threatening they can easily turn hostile, but will not attack the PCs. They will leave with threats of retribution.

When meeting with the Pack, as long as they make a semi-coherent argument of why they should listen to the PCs then they will. Don't derail the mod for the players by making them TOO nervous and on edge. Of course all this will be easier if the group does include a Pack member.

If there is a PC Pack member, decrease the Diplomacy DCs by 5 if that PC is doing the talking.

Switching from Pack to Church

People who have helped the Pack and wish to switch sides to the church will have to meet a representative of the church. This is easy to accomplish, they just have to go to a local church of Rao or find the Temple Guard.

Most likely they will have some information to trade for trust. However, the authorities are going to be thinking they are more likely to arrest the PCs than listen to them. So the PCs will have to make sure the authorities will listen to them.

The problem is the PCs probably helped the Pack members escape in the first encounter. So their descriptions have been disseminated among the guard ranks. The guard will start off at unfriendly, so to get them to be friendly and accepting of the PCs they will have to make a DC 25 Diplomacy check. If there are any members of the Church of Rao or the Mitrik Temple Guard in the PCs party then decrease the DCs by 5.

If a Pack PC offers to renounce his membership in the Pack before a Church representative, they will take them to the church to receive atonement (not the spell) but they will have magical wards in place to make sure the PC isn't talking out both sides of their mouth.

After the deed is done

Afterwards, just use the opposite lettered encounters for the PCs party. Just paraphrase what you need to maintain a consistent story.

Appendix 4: Chase Rules

The Chase:

These rules call the person being chased the “prey” and the people in the group chasing the “predators”. If the PCs are chasing Rumontas, the PCs are the predators and Rumontas is the prey. If the guardsmen are chasing a PC, the guardsmen are the predators and the PC is the prey.

For purposes of the “Obstacle” event, assign each predator a number between 1 and 6.

Setup:

Determine each predators starting distance from the prey. This should be modified depending on circumstances as played out in the adventure. Round up or down to the nearest multiple of 10 feet. Distances will be adjusted in 10 foot “increments” (see Step 5).

The chase is played out in rounds. Rather than going in initiative order, each round is played out by following steps 1-7 below.

Use the “Chase Worksheet” (below) to track the chase.

Step 1: Set Maneuver DC

The prey makes a Dex check to determine the chase DC. This is done each round. The prey takes a -2 (cumulative) penalty to this check for each Con check he has previously failed in Step 6.

Step 2: Random Events

Each round there is the possibility that a random event may affect this chase this round. Roll 1d20 on the following table:

- 1: Obstacle Predator #1: Predator #1 must avoid an obstacle (see “Obstacle” below).
- 2: Obstacle Predator #1: Predator #1 must avoid an obstacle (see “Obstacle” below).
- 3: Obstacle Predator #1: Predator #1 must avoid an obstacle (see “Obstacle” below).
- 4: Obstacle Predator #1: Predator #1 must avoid an obstacle (see “Obstacle” below).
- 5: Obstacle Predator #1: Predator #1 must avoid an obstacle (see “Obstacle” below).
- 6: Obstacle Predator #1: Predator #1 must avoid an obstacle (see “Obstacle” below).

7: Obstacle Prey: The prey must avoid an obstacle (see “Obstacle!” below).

8-9: Gone vertical: The prey may attempt to climb some obstacle. If the prey makes a successful DC 15 Climb check, each predator must also make a DC 15 Climb check otherwise they immediately move back a distance equal to the prey’s speed. If the prey fails the check, each predator gains distance equal to the prey’s speed (and they do not need to make a climb check).

10-11: Taking to the air: The prey may attempt to clear some obstacle by jumping over it (leaping over a ditch, leaping down from a raise street to a lower roof, jumping from balcony to balcony, etc). If the prey makes a successful DC 15 Jump check, each predator must also make a DC 15 Jump check otherwise they immediately move back a distance equal to the speed of the prey. If the prey fails the check, each predator gains distance equal to the speed of the prey (and they do not need to make the jump check). Assume all jumps are running broad jumps.

6-11: Obstacle!: A random predator must avoid some obstacle that comes in their way (a child chasing a ball, an apple cart, etc). The predator must make a DC 15 Reflex save or else they collide with the obstacle and fall back 30 feet in the chase.

12-20: No event.

Obstacle: The prey or a predator must avoid some obstacle that comes in their way (a child chasing a ball, an apple cart, etc). The character must make a DC 15 Reflex save. If the prey fails the save, each predator gains distance equal to the speed of the prey. If a predator fails the check, they lost distance equal to the speed of the prey.

Step 3: Choose Actions

Each predator/prey can choose to either run or attempt to take a standard action. If they choose to simply run, go to Step 4. If they try to take an action, resolve the action in this step, but their maneuver checks in Step 4 take a -10 penalty. At any time, the prey can choose to stop the chase, in which case you proceed to normal combat rounds.

Spells: Characters cannot cast spells against that have a casting time longer than 1 standard action. Quickened, swift, or immediate spells do not count as an action and are executed normally but they require a DC 15 Concentration check to cast on the run.

All spells cast by the prey against the predators is resolved normally.

Spells cast by a predator against the prey have a chance to fail because the prey is trying to avoid the predators. A targeted spell with a casting time of 1 standard action has a 50% miss chance as the target is darting in and out of sight as he runs (so this is handled similar to the effects of a *blink* spell). If a targeted spell “misses” it is because the target darts out of sight just as the spell is completed (thus he cannot be targeted). Area affect spells will have a 25% “miss chance” because he may dart out of sight just as the spell is completed but the area of the spell may still catch him “around the corner”. If a character is disabled by a spell, each opponent can automatically change the distance between them by twice their speed each round the target is disabled (and ONLY twice their speed).

Ranged attacks: All ranged attacks will take standard range penalties and the target will have cover as it is assumed that there is some obstacle (pedestrians, other PCs, vegetation, carts, lampposts, crates, apple stands, etc) between Rumontas and the shooter.

Step 4: Make Maneuver Checks

Each predator makes a Dex check modified by the following modifiers:

- +2 for each 10 ft of speed above 30
- -2 for each 10 ft of speed below 30
- +2 for each 10 ft of speed the prey’s speed is below 30.
- -2 for each 10 ft of speed the prey’s speed is above 30.
- Subtract any armor check penalty (note that shields can be dropped to eliminate that penalty by taking an action to drop it in step 3).
- +4 for Run feat
- -2 for each failed Con check (cumulative)
- -10 if the character took an action in step 2.

Step 5: Adjust distances

Determine the difference between the predators maneuver check result and the DC of the maneuver check set in Step 1 (positive if they exceeded the DC, negative if they failed).

Adjust the distance between predator and prey by a number of 10 foot increments equal to the difference divided by 3 (round to nearest):

Difference:

- 0-1: No change
- 2-4: 10'
- 5-7: 20'
- 8-10: 30'
- 11-13: 40'
- 14-16: 50'
- 17-19: 60'
- 20-22: 70'
- 23-25: 80'
- 26-28: 90'
- 29-31: 100'

Step 6: Fatigue Check

After 5 rounds have passed (i.e. the first 5 rounds skip this step), each round the prey and each predator must make a Con check, DC 10 + 1 for each additional round (cumulative, for example: DC 10 in round 6, DC 11 in round 7, DC 12 in round 8, etc.). Note that the Endurance feat bonus WILL apply to this check. If the check is failed, that character takes a cumulative -2 (i.e. -4 if they failed 2 checks, -6 if they failed 3 checks, etc.) to their dexterity checks for the remainder of the chase.

Step 7: Escape/Capture Check

Each round the predators must make spot checks to keep tabs on the prey. The DC of the Spot check is equal to their distance to the prey divided by 10 (round down) minus 5 (the prey is assumed to be running making him easier to spot). If ALL predators fail this check, then the prey escapes. If ANY predator fails this check, and his check is not good enough to see any other predator (calculate the DC to see fellow predators exactly the same), then that predator falls out of the chase. This latter part simulates chasers following other chasers even when they have lost track of the prey.

If any predator closes the distance to the prey to zero (the distance can never go below zero), they can immediately make any sort of attack against the prey that they desire. If they manage to trip him, grapple him, or otherwise incapacitate him, go to normal rounds (Rumontas will immediately surrender).

Spot DC's based on range: $(\text{Distance}/10) - 5$

Chase Worksheet Encounter 7a Rumontas! This is the Police!

Rumontas Dex check: +5

Rumontas Con check: +0

Instructions: Fill in the maneuver DC at the start of each chase round.
Mark each predators starting distance increment. After each predator makes a maneuver check, record the new distance increment.

Round:	Start	1	2	3	4	5	6	7	8	9	10	11	12
Maneuver DC	X												

Round:	Start	1	2	3	4	5	6	7	8	9	10	11	12
Maneuver DC	X	X	X	X	X	10	11	12	13	14	15	16	17

Round:	Start	1	2	3	4	5	6	7	8	9	10	11	12
Predator 1													
Predator 2													
Predator 3													
Predator 4													
Predator 5													
Predator 6													

Chase Worksheet Encounter 7b Run, Rumontas! Run!

	APL 2	APL 4	APL 6	APL 8
Guard Dex Check:	-6	-5	-5	-5
Guard Con Check:	+6	+6	+6	+6
Guard Spot Check:	+1	+1	+1	+1

Note: Can drop shield for +1 to Dex check

Round:	Start	1	2	3	4	5	6	7	8	9	10	11	12
Fatigue DC	X	X	X	X	X	10	11	12	13	14	15	16	17

Round:	Start	1	2	3	4	5	6	7	8	9	10	11	12
Prey 1 DC	X												
Predator 1													
Predator 2													

Round:	Start	1	2	3	4	5	6	7	8	9	10	11	12
Prey 2 DC	X												
Predator 1													
Predator 2													

Round:	Start	1	2	3	4	5	6	7	8	9	10	11	12
Prey 3 DC	X												
Predator 1													
Predator 2													

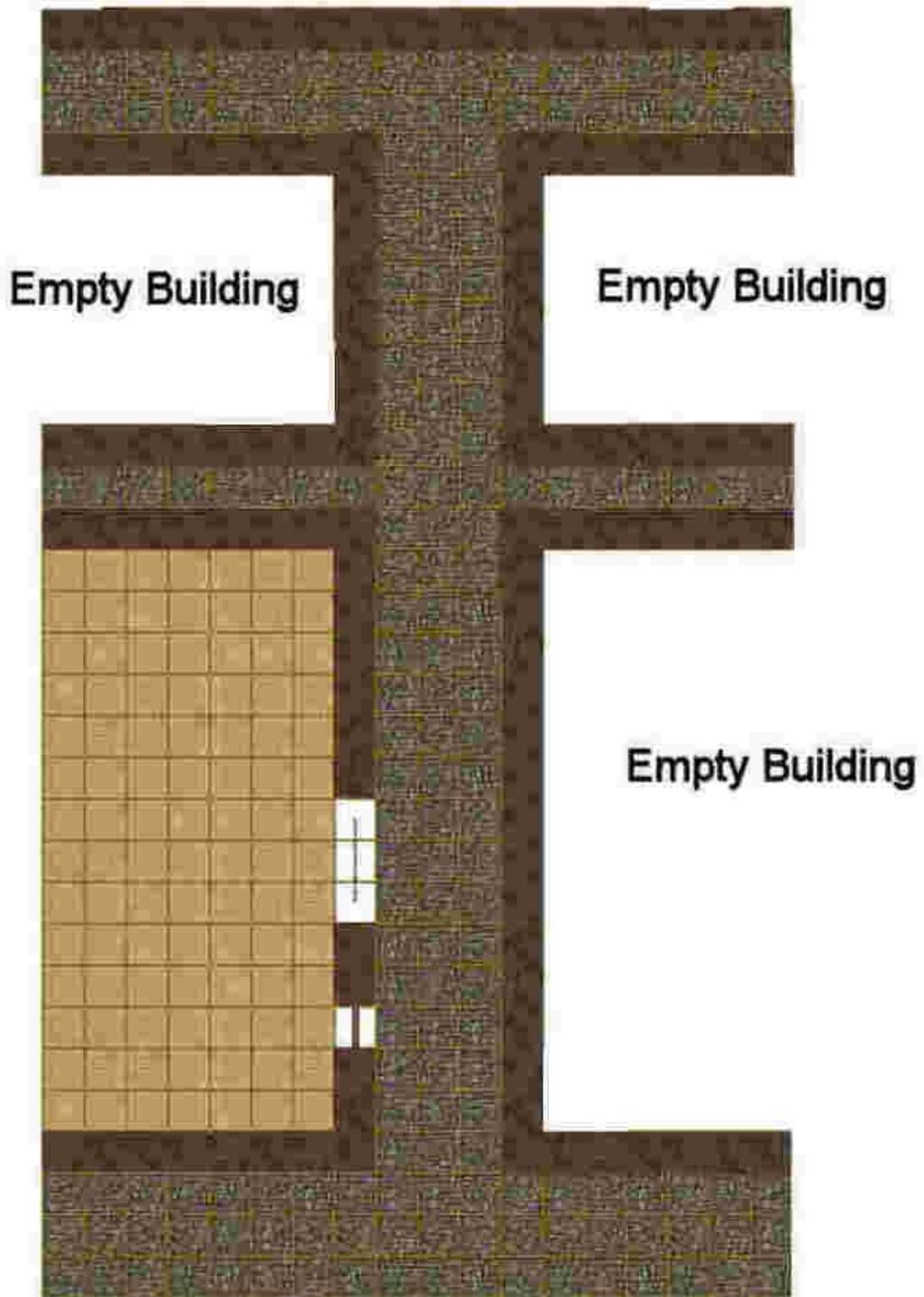
Round:	Start	1	2	3	4	5	6	7	8	9	10	11	12
Prey 4 DC	X												
Predator 1													
Predator 2													

Round:	Start	1	2	3	4	5	6	7	8	9	10	11	12
Prey 5 DC	X												
Predator 1													
Predator 2													

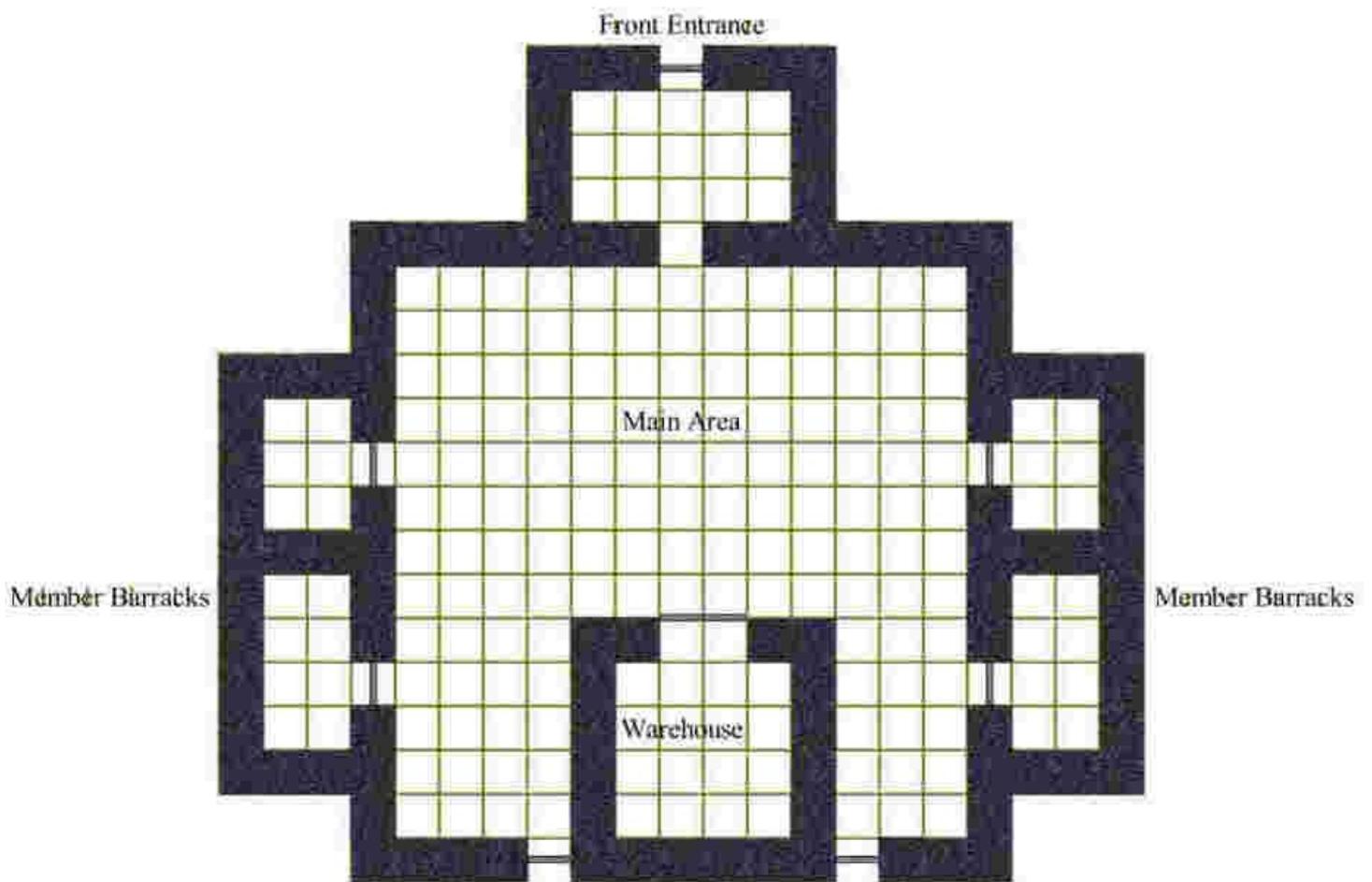
Round:	Start	1	2	3	4	5	6	7	8	9	10	11	12
Prey 6 DC	X												
Predator 1													
Predator 2													

Appendix 5: Maps

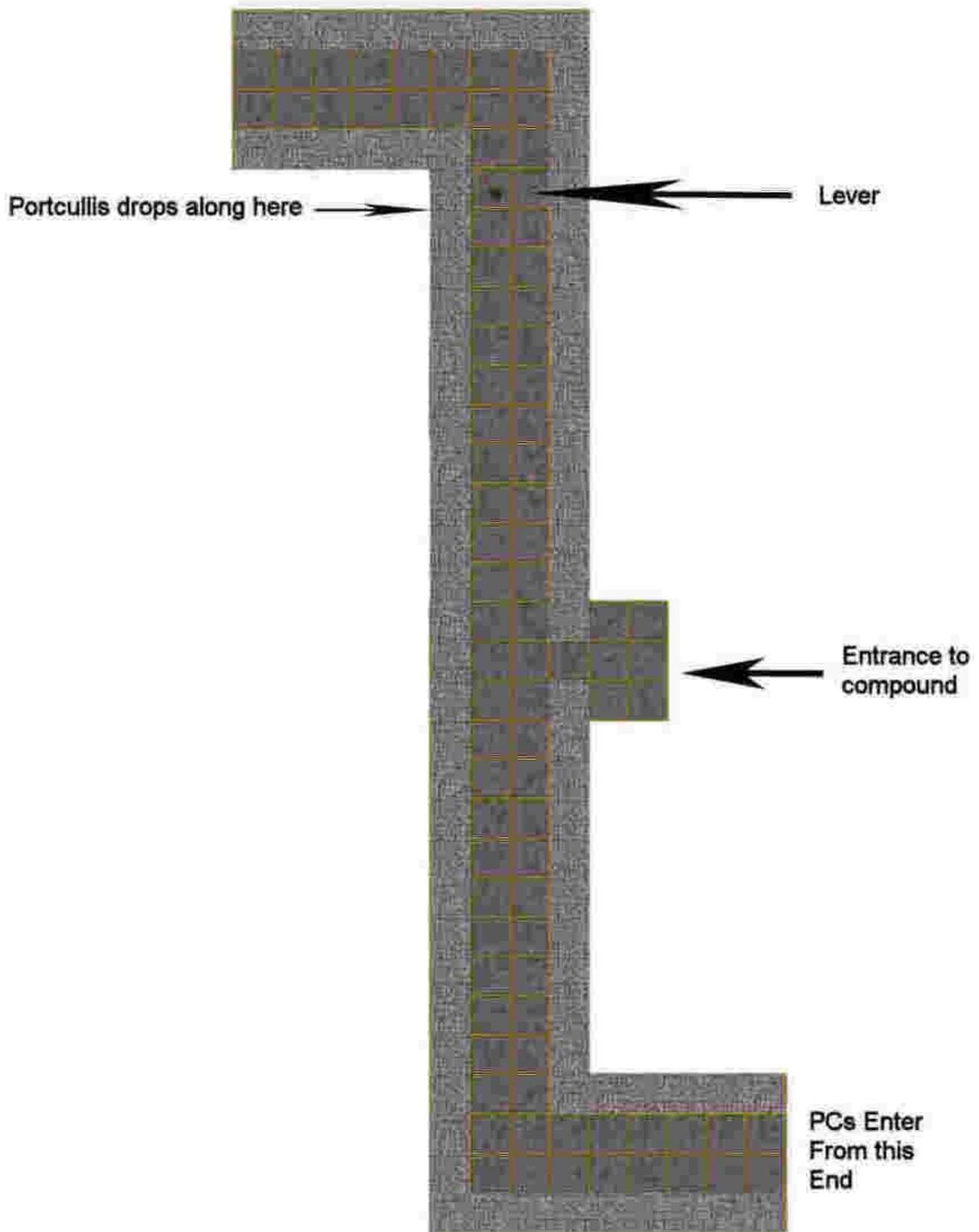
DM Map 1: The Streets of Devarnish



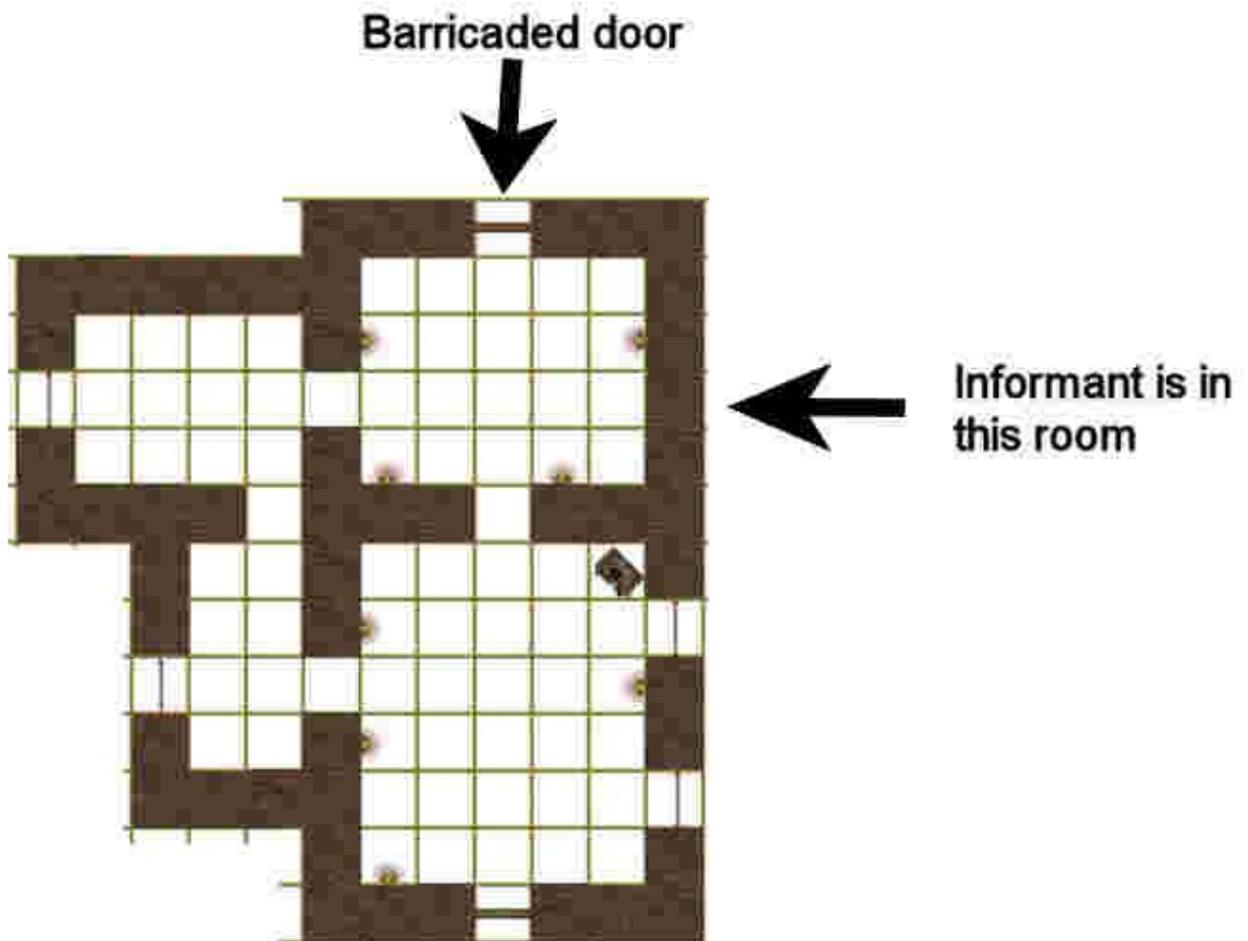
DM Map 2: The Sewer Compound



DM Map 3: The Sewer Tunnel



DM Map 4: The Safe House



Appendix 6:

Critical Events Summary

Did the PCs work on the side of the Church or Pack?

Church Pack

(If 'both', when and how did they switch sides?)

(When: _____)

(How: _____)

(Were there any witnesses?)

No Yes

Was Owain (the informant) rescued from custody?

No Yes

(If so, by the Pack or by the PCs?)

Pack PCs

Did Rumontas escape the Pack's sewer hideout?

Yes No

(Which side were the PCs on? _____)

Was Trisen Mori consulted by the PCs for information?

Yes No

(If so, how did the PCs approach the meeting?) (Manner, questions, info presented)

Did Rumontas escape in the final scene?

No Yes

(Which side were the PCs on? _____)

Did any PCs commit a crime?

Yes No

(If so, describe each instance, including whether the PC was punished or is 'wanted')

