

DYVINTRO5-02

# A House, A Door, A Dilemma

A One-Round D&D LIVING GREYHAWK<sup>®</sup>

Dyvers Introductory Adventure

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The city of sales, the city of opportunity, but only it seems so if you're already experienced or know someone. Unfortunately, without knowing someone or being experienced already there are few opportunities for the would-be adventurer. Perhaps today will be different. A Dyvers Introductory adventure for first-level characters.

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

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## 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.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table DM (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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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 up 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 1<sup>st</sup>-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 Dyvers. Characters native to Dyvers pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

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

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

least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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

## Adventure Background

Slavery still runs rampant in and around the Nyr Dyv. Every once in a while a down-on-their-luck group of rogues tries to buck the system set up by the Alliance and make some gold for themselves. Out of desperation come houses and tunnels carved out of quiet neighborhoods where the group plies their trade. It just so happens that one such group is operating not far from the Sword and Tankard Inn. Meanwhile, the sage, Maulles Wisart, is in need of adventurers to clear out the house belonging to a recently deceased family member. Either job will net the heroes some much needed coin, but choosing the right one could launch a hero or heroine on the path to fame and success.

## Troubleshooting

Some players take great pride in breaking a mod. Others do so purely by happenstance. If the adventure gets off course, consider one of these for a course correction.

- a) ***The heroes manage to wipe up the slaver threat so quickly it is possible they could still go and complete the house cleaning.*** Hold the heroes off with questions from both the Dyvers Antislavery League and the Dyvers Constabulary, making it impossible to finish both in time; Maulles Wisart simply had to hire some other group.
- b) ***The heroes return to the slaver house after completing the house cleaning.*** The house is locked and abandoned. The slaver encounters never occur, and the heroes are never the wiser about what was really going on.

## Adventure Summary

**Introduction:** The would-be heroes wait around the Sword and Tankard Inn trying to get hired and wondering where they will be resting their heads tonight.

**Encounter One:** A rogue plies his trade in the main hall of the Sword and Tankard.

**Encounter Two:** If the PCs catch the thief in Encounter One, they are offered up the room of the thief and his associates as compensation. If not, the PCs are offered the gnome wizard who can't pay for his room, along with the room of two women who don't return to collect it for the evening. They must pay for the room in that instance.

**Encounter Three:** Fresh from a night's rest at the Sword and Tankard, the group discovers a newly posted advertisement in the tavern below. A rival group expresses an interest and the group must decide how they will deal with it. On their way to the job they pass a suspicious-looking man standing in a doorway.

**Encounter Four:** The PCs interview for the house "cleaning" with Maulles Wisart. After some diplomacy and salesmanship they get the job but are asked to put down a retainer proving their intent to show up. They are given a key and instructions on how to get to the house.

**Encounter Five:** As the group moves toward their "house cleaning" job, a woman bursts from a doorway and on to the street, obviously beaten. She is dragged back in the house. The heroes must choose to either intervene or head on to the job they got hired to do.

**Encounter Six:** The PCs make their way through an abandoned house, clearing out its vermin occupants.

**Encounter Seven:** The PCs take a detour from the job they were hired for, and investigate the activities of some slavers.

## Introduction

Before beginning the box text, determine where the PCs are sitting in the main hall of the Sword and Tankard Inn, and have the players indicate where they are sitting. Make a note of their Spot abilities and determine if any are taking any unusual efforts to secure their small personal items and gold.

*The city of sales. The city of opportunity. The city of selling! The city where anything and everything is possible. What a load of centaur droppings. All that MIGHT be true if your name is repeated nightly by members of the Bardic Hegemony, but for those just trying to become known there seems to be all too many heroes and not nearly enough fat merchants looking to hire. For you, there has been nothing but failed attempt after failed attempt to find any*

*MEANINGFUL employment in the Free City of Dyvers. You've gold in your pockets, that much is true, but that does not make your failure so far any easier to swallow. Fate, and the hope of opportunity, has brought each of you to the famous Sword and Tankard Inn. Any and every adventurer of any import started their days in this very spot. Even today, it remains a place where people are hired and stories are told. The place is as crowded as always—perhaps more so tonight—and the Inn keep has already told you there will likely be no more room for staying over tonight.*

## Encounter 1: The Unwelcome

All the while the PCs are sitting in the main room a young rogue is plying his trade, picking the pockets of the guests.

**Eirick Tunsal:** male human rogue 2; hp 11; see Appendix 1.

Give spot checks to the party to spot Tunsal's activity, assessing circumstance bonuses and penalties based on their actions. If the heroes spot and subsequently stop the rogue proceed to Encounter 2a.

If the PCs do nothing, or do not discover the rogue, proceed to Encounter 2b.

## Encounter 2a: The PCs Help

If the PCs kill the rogue and they have no means to stabilize him (or don't think to) then a novice cleric of Pelor comes to the rogue's aid. If the rogue's death precludes the possibility of stabilizing him (e.g., he is crit'd by the party's barbarian) then the guard takes a far tougher stance with the group. Modify the box text as necessary.

*A small crowd has formed around you and the rogue who was working the crowd just a few moments before. From behind a nearby bar an Oeridian man, obviously a barkeep, approaches. It takes only a few minutes, and a brief search of the rogue's pockets reveals his real agenda in the tavern tonight. "Well Tunsal, you know there is no place for the likes of this in the Sword and Tankard. At that, the city guard arrives through a nearby door, punctuating the Innkeeper's position..." "So, who wants to tell me what*

*I am seeing here?" As if on cue, the spectators all turn their eyes to look at you.*

**Lead Guard:** Oeridian male ftr2; hp 20; see Appendix 1.

Take the opportunity to let the players roleplay the issue with the constabulary. Remember that if the PCs draw weapons and attacked Tunsal first they face a charge of assault, which carries a fine of 5 gold and confiscation of the weapon. Under the circumstances, confiscation of the weapon can be negated if the players are diplomatic in their approach.

If Tunsal is permanently dead, things regrettably go much worse for the killing character. See **Appendix 3: Dyvers Law** for more details.

As long as the PCs were not wantonly destructive in apprehending Eirick, the innkeeper thanks them and explains that not all of Eirick's goods can be returned to their owners. The innkeeper gives them each 50 gp and free lodging for that night.

## Encounter 2b: The PCs Don't

*Suddenly the voice of one of the inn keep's rises up over the din of conversation. "What do you MEAN you do not have the sheafs for your bill?"*

A gnome named Ginkle Twotoes has lost his gold to the rogue Eirick Tunsal and is now unable to pay for his evening's meal and past room fees.

**Ginkle Twotoes:** male gnome wiz3; hp 10

Ginkle's room is about to come up for rent. Combined with the room of two novice adventurers who did not return for the evening, there is enough room for the heroes to find boarding at the Sword and Tankard for the night.

Eirick is observant enough to realize if a PC saw him picking pockets. If he gets away because those PCs who made their Spot checks stay silent, he nonchalantly slips them 35 gp apiece (though another PC noticing this might mistake Eirick for picking that pocket). Eirick lets the Alliance know that those particular PCs are friendly to its activities.

**Development:** If the PCs purchase the two rooms (1 gp for each PC, which includes a meal in the morning), go through their preparations for the night and any additional roleplaying. When they are done, proceed to Encounter 3.

If the heroes do not stay the night at the Tankard, they have no real chance to see the advertisement posted in the morning. If the party seeks a room somewhere else, proceed to encounter 5 the next day, altering the box text as necessary to reflect their lack of employment.

## Encounter 3: A Chance at Work

*Fresh from a night's rest at the Sword and Tankard your group of would-be heroes descends the steps from your room and into the main hall. As you stand at the bottom of the steps, a young boy bearing the markings of a page enters the hall, looks around briefly, and heads directly to a board full of mundane announcements. Pulling a pin from his cloak he tacks a parchment upon the board, looks quickly around the room, and grins broadly before running back out into the street.*

There is another group in the tavern who takes an interest at the new posting—a posting that almost certainly means work. Roll initiative to see who goes first. If the PCs lose initiative to Seros, or elect to do nothing during their "turn," Seros runs and grabs the advertisement.

**Development:** If Seros gets his hands on the parchment it will be up to the party to get it from him. This is an opportunity to Bluff, Intimidate, bribe (50 gp suffices), or convince the other group into not pursuing the opportunity. Alternatively, you might be able to use Diplomacy to get a fractured table together.

**Seros Maroy:** male gnome Brd1; hp 7; Bluff +5, Diplomacy +5, Sense Motive +3.

Seros wrings his hands a lot while speaking and has a tendency to raise his eyebrows in expectation. If the PCs get the parchment he claims the parchment was intended for his group (Opposed Bluff/Sense Motive). If the PCs manage to sense his motives he moves to one of diplomacy, saying there will SURELY be another parchment along, and that his group has been waiting longer. He even reminds the party that it is custom to give the group that has waited the longest first opportunity at any jobs for which they are capable (and that is of course THEM).

**The PCs lose:** The PCs could fail to get the parchment. At that point their options are few.

They can follow the other group and seek an audience with Maulles Wisart (preferred) – Proceed to the Intermission, altering the box text as appropriate.

They can forget about the parchment – steer them outside and run Encounter 5 at some time in the round.

**Should the PCs attack:** The worst thing they could do is let the thing come to a fight. Stats for Seros and his party of four are not given; the heroes can easily best the other group, but they are arrested for their crimes. While a nearby cleric should keep anyone from dying outright, the fine for assault is 5 gp per PC and confiscation of the weapon. Since the PCs are the aggressors, Seros and his crew are allowed to take the note while the PCs are detained. Proceed to Encounter 5 as the PCs leave the tavern.

## Intermission

The box text below assumes the heroes both obtained the advertisement from the wall and crossed the city to pursue the job. If that is not the case (such as if they are following the other group) you must alter the text accordingly.

*Looking again at the advertisement you pulled down from the tavern wall you see that your would-be employer is all the way across the city, in the Trade District. As you make your way south down the street known as “the Parade” you cut through a side street, skirting the wall around the Rich district in an attempt to save time and beat any other would-be heroes to the sage who posted the notice.*

Have the players make a Spot check (DC 15) at this point. Those who succeed notice a man standing in a doorway who catches their eye. A follow-up Sense Motive check (DC 12) reveals the person is nervous. If the PCs start toward him he enters the door behind him and closes it. He will not answer if they knock. Since looking nervous is not a crime, the PCs have no legal right to barge into the house. If they lurk around the house too long, they may attract the attention of a constabulary patrol.

**Slaver Rogue:** male human rog1; hp 7. Alignment: NE. Bluff +4; See Appendix 1.

*Continuing on your way [past the strange man you saw in the doorway] you make quick work of the walk across the city, arriving at the home of the sage Maulles Wisart without incident.*

Proceed to Encounter 4.

## Encounter 4: The Interview

Alter the box text below if the PCs followed the other group here.

*Stepping into the old but stately manner of the sage you are escorted almost immediately into a sizeable study. Books abound, but what catches your eye is the aging Oeridian watching you as you enter. “Greetings. I trust you are the ones who came about my advertisement?”*

**Maulles Wisart:** male human (Oeridian) Wiz7/Lore4; hp 43.

The other group led by Seros Maloy doesn't have the coin to secure a bond. Even if that party did get the parchment they can not accept the job. Heroes who followed them here see them leave dejected and put off.

Roleplay the interview, having Maulles ask the party up front if they are prepared to put down a bond to ensure they will complete the work today. The bond is 5 gold per hero, and the sum is fully refunded at the successful completion of the job. Assuming they agree, Maulles continues with a very brief interview about their experience. The work must be completed today, though, to ensure that the building is not forfeited to the city.

Those attempting to Sense Motive believe Maulles Wisart is being completely honest and forthright.

**What Is Required:** Beyond the 5 gold piece bond per hero, travel to the home of Gerda the Apothecary and clear out her home for inspection. You have until the end of the day.

**What is the Reward:** 30 gold per person and any mundane items the group discovers in the house.

With the interview over and the party having gotten the job the heroes must proceed directly to the alchemist's house in order to complete the work today. Proceed to encounter 5.

## Encounter 5: Stranger in the Doorway

*Examining the directions given to you by your new employer you pick your way back up the Parade toward your destination. Suddenly a door to your left slams open, knocking the man standing there almost to the ground. A woman, screaming, falls face-first onto the cobblestone street.*

A Wisdom check (DC 10) lets anyone who noticed the man in the doorway before realize this is the same house as before. The woman escaping into the street is Gerda Milnouse. It is likely that the PCs slept in her room after she didn't return last night.

**Gerda Milnouse:** female human rgr1; hp 9 (currently 2).

### APL 2 (EL 1)

**Slaver Warrior:** male Oeridian Warr; hp 10; see Appendix 1.

If the party does nothing, the slaver straightens himself up and grabs the woman gruffly by her hair, using her as a human shield as he cusses and berates her. She shrieks as he jerks her upwards and back toward the door she just appeared from. While she kicks and screams and pleads for aid the man tells the group to get lost and mind their own business. If they aren't stopped, he and the woman disappear back into the house in the following round.

**PCs proceed on to their job:** Proceed to Encounter 6.

**PCs attack the slaver:** If they attack the slaver, run this encounter. The slaver knocks Gerda unconscious once inside and begins summoning help. If the PCs are slow to stop him and have to bust through the door, they discover it to be quite stout.

**Good Locked Wooden Door:** Hardness: 5; Hit Points: 15; Break DC (18); Open Lock (DC 15)

Once revived, Gerda tells them (quite excitedly) about the other slaves and slavers inside). If they explore the house afterwards, proceed to Conclusion 2 – Defeat of the Slavers. Look at DM's Aid #2 – the Slaver's house for the rest of this encounter. It details what the heroes find as they seek to uncover what secrets the house holds.

**Treasure:** L: 6 gp; C: 1 gp; M: 0 gp.

## Encounter 6: Back to the Job

*Leaving the thought of the woman in the doorway behind, you continue on to the house to which the sage Maulles Wisart had given you directions. With another 20 minutes of pushing through the crowded streets of Dyvers you finally come to the house the sage described. Sure enough the house looks like it has been neglected for many years. The front of the house is perhaps 30 feet across, its only prominent feature a single door in the middle of its façade. A second story reveals no obvious windows, but*

*numerous vines are visible, protruding from between the planks. The wood is unpainted and unprotected, and is definitely showing its age.*

Look at DM's Aid #1 – The Herbologist's House for the rest of this encounter. It details what the heroes find in the abandoned house. When the encounter is complete proceed to Conclusion 1 – The Vermin Killers.

## Encounter 7: To the Rescue

Look at DM's Aid #2 – the Slaver's house for the rest of this encounter. It details what the heroes find as they seek to uncover what secrets the house holds. When the encounter is complete proceed to Conclusion 2 – Defeat of the Slavers.

## Conclusion 1: The Vermin Killers

Read this if the heroes finished the job clearing the vermin out of the abandoned herbalist's house.

*Having made your way out of the dilapidated house of the apothecary you trek back across the city to the Trade district, and into the house of the sage, Maulles Wisart. You are ushered directly in to see the aging sage, who is waiting near the door to his study. "I assume you have good news about the house?"*

Let the characters describe their ordeal in the house. Maulles winces and gasps if there are any particular dangerous or unusual story elements told. When they have finished telling their tale (you may have to ask questions to draw them into telling) finish with the text below.

*The sage Wisart nods a final time as it becomes apparent that your story has come to an end. "You have done me a great service today and allowed me to bring another chapter of my life to a close. I have arranged for the fee we agreed upon to be left on the bureau as you exit this room. You'll also find the sum you agreed to forfeit as a voucher for your work. In truth, the gold I have paid cannot begin to tell you the gratitude I feel for you. While I am but a sage of simple means, I place myself at your disposal, should you ever have need of my services in the future."*

The party finds their reward when they leave. **Treasure:**

APL 2: L: 0 gp; C: 30 gp; M: 0 gp.

**The End**

## Conclusion 2: Defeat the Slavers

Read this if the heroes defeated the slaver cell from the nondescript house in the Old Town district.

*Having defeated the last of the slavers and made your way back out of the house with the survivors you see at once you have someone watching you as you make your way out into the street. With a curt nod a few of the people who looked like commoners on the street move toward you, swirling in on the survivors you have in tow.*

*“Do not be alarmed. I am D’eeni Urolka, a servant of Murlynd and staunch opponent of the activities of those you just dealt with.” With a warm smile he continues. “Those that you have rescued will be well treated. I do not suppose you found anything that might tell us more about their slavery operations?”*

Roleplay the final encounter with the Dyvers Anti-Slavery League and the group. When you are satisfied that all has been told, D’eeni hands the group a pouch of coins. The group has taken up a collection to give to the adventurers—hopeful that one day they will grow into a force for good that opposes slavery just as they do.

**Treasure:**

APL 2: L: 0 gp; C: 35 gp; M: 0 gp.

**The End**

## Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character. **Note that Encounters 6 and 7 are mutually exclusive. Taking one path means that the other path is lost.**

### Encounter 1: The Unwelcome

Defeat/Stop Eirick Tunsal

APL 2 – 60 xp.

### Encounter 5: Stranger in the Doorway

Defeat the slaver at the door

APL 2 – 30 xp.

### Encounter 6: Back to the Job

Defeat the vermin in the apothecary

APL 2 – 30 xp.

Defeat the vermin in the bedroom

APL 2 – 60 xp.

Defeat the vermin in the guest room

APL 2 – 90 xp.

Survive the Rotten Floor

APL 2 – 30 xp.

Survive the Brown Mold

APL 2 – 60 xp.

### Encounter 7: To the Rescue

Defeat the slavers on the first floor

APL 2 – 60 xp.

Defeat the slavers on the second floor

APL 2 – 60 xp.

Survive the Dart Trap on the Stairs

APL 2 – 30 xp.

Defeat the slavers in the basement

APL 2 – 150 xp.

### Discretionary Roleplaying Award

Judge may allocate up to the following for good roleplaying

APL 2 – 90 xp.

### Total Possible Experience

APL 2 – 450 xp.

## Treasure Summary

During an adventure, characters come upon 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. In the case of potions, they may use Spellcraft to identify them. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances. **Note that Encounters 6 and 7 are mutually exclusive. Taking one path means that the other path is lost.**

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

### **Encounter 1: The Unwelcome**

APL 2: L: 0 gp; C: 35 or 50 gp; M: 0 gp.

### **Encounter 5: Stranger in the Doorway**

APL 2: L: 6 gp; C: 1 gp; M: 0 gp.

### **Encounter 6: Back to the Job**

APL 2: L: 125 gp; C: 25 gp; M: 0 gp.

### **Encounter 7: To the Rescue**

APL 2: L: 113 gp; C: 81 gp; M: 0 gp.

### **Conclusion A: The Vermin Killers**

APL 2: L: 0 gp; C: 30 gp; M: 0 gp.

### **Conclusion B: Defeat the Slavers**

APL 2: L: 0 gp; C: 35 gp; M: 0 gp.

### **Total Possible Treasure (Maximum Reward Allowed)**

APL 2: L: 131 gp; C: 223 gp; M: 0 gp. Total: 354 gp (450 gp).

# DM's Aid #1: The Apothecary's House

The overall theme of this house is that it is in an advanced state of decay. There is heavy vegetation and thick layers of dust throughout the house, and the entire upstairs structure creaks with the weight of the heroes. It should be clear that the house has been vacant for some time. Feel free to add appropriate flavor to any of the house when describing it to the players.

## Room A – Gerda's Apothecary. (EL 1)

*The room beyond the front door of this dilapidated house is nearly 15 feet deep and twice as wide. The floor is obscured by a thick layer of dust, dirt, and vegetation. Broken glass litters the room, and several plants, some dead, some alive, consume a large portion of this room. Several cabinets and tables can be seen hidden amidst the green of the plants.*

Hidden in the rubbish and overgrown plants are both items of interest and the first of the denizens. A search check (DC 20) near the cabinets is necessary to find two vials of alchemist ice that are still intact (see sidebar). Those searching the cabinets though find them already occupied by vermin.

### Encounter: (EL 1)

Small Monstrous Centipede (4): hp 2; see *Monster Manual*, page 286.

**Treasure:** L: 3 gp; C: 0 gp; M: 0 gp.

## Room B – Living, Dining, Kitchen

*Beyond a now dingy and tattered curtain lies another large common room. Beakers and other glass squat on shelves and tables about the room.*

There is plenty to explore here, but nothing of interest. As expected, there are a table and chairs, kitchen utensils, and a rocking chair, among other things.

## Room C – Rotting Floor

At the top of the stairs the vines and vegetation left to grow on its own have grown through the floorboards and walls, weakening them significantly. The first PC who places more than 50 pounds of weight on the area directly above the stairs must act quickly to avoid falling through to the kitchen below.

**Camouflaged Pit Trap:** CR 1; mechanical; location trigger; no reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 24; Disable Device DC 20.

## Room D – Plant infested room

The door to this room is swollen shut from the weight of plants on the other side.

**Simple Wooden Door:** Hardness: 5; Hit Points: 10; Break DC 13

*Beyond the swollen door, plants have grown from floor to ceiling, busting through the roof and continuing skyward. Streams of light cascade in from above, casting strange shadows across a room that might have once upon a time been used for storage. While there are flowers of almost every color in the room, several large bulbous flowers catch your eye.*

### Alchemist's Ice

This silvery substance freezes when it contacts with the air. It typically comes in fragile clay containers designed to explode apart on impact. Other than the fact they do cold damage instead of fire damage they function exactly as alchemist fire.

A successful Knowledge – Nature check (DC 10) reveals that the bulbous flowers are a common flower that protects itself by spewing a cloud of pollen into the air. Anyone entering the room to search activates the spores, sending a cloud billowing into the room. Aside from minor sneezing there is no adverse effect. A series of Fortitude checks may help to add tension to the mood however. There is nothing else of interest or value in the room.

## Room E - Bedroom

*Pushing the door open reveals a large room beyond. Fifteen feet wide and even longer in length, the most dominating feature of the room is an assortment of shelves, tables, and benches full of beakers, glassware, and plants. Most of the plants appear to be dead now, their leaves long since shriveled. A small bed squats against one wall, a thick layer of dust and pollen concealing any detail of what might have once decorated it.*

A Spot check (DC 15) reveals tiny trails crisscrossing through the dust and pollen. A survival check (DC 10) identifies them as vermin tracks. Lurking under the tables and benches of this room are more of the monstrous centipedes that now infest the home.

### Encounter: (EL 2)

Small Monstrous Centipede (6): hp 2; see *Monster Manual*

Those who defeat the centipedes and search the tables (DC 18) discover the treasure – an alchemist set, 3 acid flasks, 2 vials of antitoxin, and 1 smokestick. Heavy or extended combat in the room might damage the alchemist set, reducing its value for resale. There are also two vials of “alchemical ice” inside a small protective box. The alchemical ice is very unstable though and becomes inert within 24 hours.

**Treasure:** L: 54 gp; C: 0 gp; M: 0 gp.

### Room F – Guest Room (EL 2 + 1 ambush)

*A thick layer of dust and pollen coats the contents of this room. A desk, a chest, and a bed sit quietly in the room. Glass from the window lies broken and fragmented, spread out over the floor and the table positioned directly under what is now a gaping hole in wall.*

Hidden in the rafters of this room are four monstrous spiders. Upon detecting the vibrations of the PCs on this floor, the spiders hid in the shadows above the room. These spiders are ground hunters with no web ability. PCs can act in the surprise round if they beat the spiders' Hide check of +11.

Small Monstrous Spider (4): hp 2; see *Monster Manual*, page 288.

### Room G - Garderobe

*It is plain to see that this room was a garderobe when the house was in use, but like the rest of the house has clearly gone unused for many months. There are two doors leading in, but nothing else about the room draws your attention. Opposite the doors a basket and table sit waiting your inspection.*

A search of the table (DC 10) reveals a dust covered silver hairpiece and mirror.

**Treasure:** L: 12 gp; C: 0 gp; M: 0 gp.

### Room H – Basement

*Having descended the stairs into a chamber below the house it is clear that something has been in the house of late. Containers, some broken some not, litter the shelves and floor of this room, their contents spilled haphazardly about. As you stand at the base of the stairs it is clear that this area is significantly cooler and drier than the house above.*

A Craft (Alchemy) check (DC 5) reveals that despite being spilled much of the contents of this room are still of use and of value. For each 15 minutes the party spends

collecting the spilled contents they find 25 gp worth of alchemical supplies that can be sold in the marketplace. After two hours they have collected all that is salvageable.

Those who enter the room and move toward the passage heading down find the air even cooler.

*As you approach the passage to the south the air becomes dramatically colder. A misty fog escapes your lips as you exhale, and you realize something truly frigid must lie below.*

**Treasure:** L: 33 gp; C: 0 gp; M: 0 gp.

### Room I - Sub Basement (EL 2)

If the party descends with a heat source (such as torch or lantern) read the box text below.

*Descending the stairs with your light in hand casts strange shadows on the cavern below. The walls here are brown, and fuzzy but as if by some strange trick of your light each passing moment seems to make the walls shift and shrink. The area below grows colder and colder, to the point that even your bones begin to ache from the supernatural cold below.*

If the party descends without a heat source (such as a light spell) read the box text below.

*Descending the stairs reveals strange shadows on the cavern walls and floor below. The walls seem fuzzy and indistinct. The area is cold here, almost painfully so, and each step you take makes your skin crawl—as if the very heat of your body were being sucked out.*

The bottom cavern is coated with brown mold. The PCs can feel the stark cold before they encounter the actual patch. A Knowledge (Dungeoneering) check of DC 12 lets the PCs realize this before touching the patch. As soon as someone suffers damage from the brown mold, the DC drops to 8. While the mold was once contained in a simple wooden box, it has grown over time, feeding on the heat of passing rats and the alchemist who once lived here. PCs who defeat the mold and search the room discover the body, which while consumed still has significant gold and gems on it.

**Development:** The alchemist who succumbed to the damage of the brown mold died here, having never regained consciousness. Should the entire party fall unconscious here, their bodies are discovered 2 days later by another group of adventurers, and are none the worse for wear after some magical healing and rest. Their gold is taken as payment, but they retain their equipment.

**Treasure:** L: 23 gp; C: 25 gp; M: 0 gp.

## DM's Aid #2: The Slaver's House

The overall theme of this house is that it is an otherwise normal house like any other in this section of the city. The house is plainly decorated, with simple furniture and little of interest to a party of adventurers. Feel free to add appropriate flavor to any of the house when describing it to the players.

### Room A – Front Room

*Pushing your way into the house reveals a large room that runs the width of the house. A plain archway in the middle of the far wall leads into the rest of the house. A few pieces of furniture and carpet dot this room, but nothing of any apparent interest.*

There is nothing of value in this room.

### Room B – Living, Dining, Kitchen

Before heroes can look around in this room they must deal with the slavers now standing guard here. If the heroes busted through the front door the slavers are alerted to their arrival and flip the table up across the archway, granting themselves a +4 cover bonus to their Armor Class.

**Encounter:** (EL 2)

Slaver Warriors (x3): hp 7; see Appendix 1.

**Treasure:** L: 18 gp; C: 2 gp; M: 0 gp.

Once the slavers have been dispatched you can read the box text below.

*With the slavers now out of the way you turn your attention back to the room. Like the one you just left this room is mostly open. A set of stairs ascend out of sight on the far side, and the wall beneath the stairs hints at something to your left, perhaps a kitchen. A table [tipped up on its side to make a crude wall] is the only other thing of interest.*

The room was a guard room and meeting area for the slavers. There is nothing else of interest here.

### Room C – Trapped Stairs

The last step at the top of the stairs unleashes a volley of tiny darts, shooting down from some unseen point above.

**Fusillade of Darts:** CR 1; mechanical; location trigger; manual reset; Atk +10 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5 ft squares (first two people up the stairs); Search DC 14; Disable Device DC 20;

### Room D – Wizard's Room

The door to this room is locked.

**Good Locked Wooden Door:** Hardness: 5; Hit Points: 15; Break DC (18); Open Lock (DC 25)

The wizard has the key to this room and the chest inside. Unless precautions are taken bashing the door alerts the rest of the house occupants who prepare for whoever has come into their house.

*The room beyond the locked door is plain. A simple bed, table, and chest are the only furniture to be seen. A rug covers the floor in front of the bed, and a decanter sits on the table. There does not appear to be anything threatening in this room.*

The chest is locked (DC 20)

Inside the chest are two spellbooks, one empty, one with spells. The spellbook belongs to the slaver wizard, and has the following spells inscribed within – *detect magic, read magic, light, daze, mage armor, color spray, sleep, magic missile.*

**Treasure:** L: 15 gp; C: 0 gp; M: 0 gp.

### Room E – Main Sleeping Room

As below, the PCs will have to dispatch the slavers here before an investigation of the room can be done.

**Development:** Holes in the floor allow the slavers here to spy down into the main room. PCs who were noisy either getting in or defeating the slavers in Room B will have alerted the slavers and given them time to prepare. Otherwise, these slavers will be unprepared (prone, unarmored, and surprised by entering PCs)

**Encounter:** (EL 2)

Slaver Warriors (x3): hp 7; see Appendix 1.

*With slavers dispatched you cast a glance about the room. Six beds sit side by side along the west and east walls. A long blue rug runs the length of the room between the beds. Several small chests are visible, though some of them have been haphazardly slid beneath a bed to keep them out of sight. Two tables sit, one near each door. On them, lanterns, saps, and other miscellaneous gear that no doubt is of great use to would-be slavers.*

A sacking of the room reveals a lot of mundane items – clothing, saps, etc. Hidden (Search check DC 18) amidst the mundane items around the room are a number of more valuable items that could be resold.

**Treasure:** L: 30 gp; C: 2 gp; M: 0 gp.

## Room F – Garderobe

This is a garderobe. There is nothing of interest here.

## Room G – Leader’s Room

At the time of the incident the slaver wizard, rogue, and leader were down inspecting the slaves and making preparations to leave that night. As such this room can be explored without incident.

*The door swings open with an awful squeak – the kind any one of you knows is purposefully designed to avoid a stealthy entry. Inside, an oversized room nearly 15 feet wide and 20 feet long seems strangely empty. A simple bed and chest sit in the center of the room; a small table with a dagger on it sits near the top of the bed. A lantern in the center of the room could be used to cast light in the room, but it is presently dark.*

Despite being the leader’s room, there is little of interest here. Still, hidden among some plain clothes in the chest are a gold necklace (taken from a slave) and a note (See Player’s Handout #1).

**Treasure:** L: 20 gp; C: 0 gp; M: 0 gp.

## Room H – Slave Chamber

From the top of the stairs going down...

*From your vantage point you see a steep set of stairs descending into a basement room below. Handrails run the length of the stairs on both the right and left sides of the tunnel and seem well used - perhaps even necessary to traverse safely up and down.*

The top half of the left handrail and the bottom half of the right handrail are coated with contact poison.

**Contact Poison:** CR 1; mechanical; touch trigger; manual reset; (carrion crawler juice, DC 13 Fortitude save resists, paralysis/o).

Once again, the bandits must be dealt with before a thorough search can be made. Still...

The bottom of the stairs opens up into a single large chamber. Several disheveled and dirty people sit, squat and stand around the room. Each appears to be chained

to the floor and to each other. Most do not appear capable of anything.

### Encounter: (EL 5)

Slaver Leader: hp 20; see Appendix 1.

Slaver Wizard: hp 9; see Appendix 1.

Slaver Rogue: hp 7; see Appendix 1.

Slaver Warrior (2): hp 9; see Appendix 1.

**Development:** You must adjudicate how prepared the slavers are. If the party has been noisy and investigated the upstairs before coming here the slavers are ready to waylay the party with *color spray* and attacks as soon as they clear the downstairs. If the battle is going badly the leader plots his escape. He uses slaves or fallen PCs as hostages and shields and starts up the stairs, attempting to trade their lives for his own. If he or the others escape in this fashion the PCs receive only half experience for the encounter.

If the PCs are all knocked out, or are partially knocked out with their companions routed, they are taken as slaves. They lose all their gold, but are recovered three time units later much worse for wear but alive.

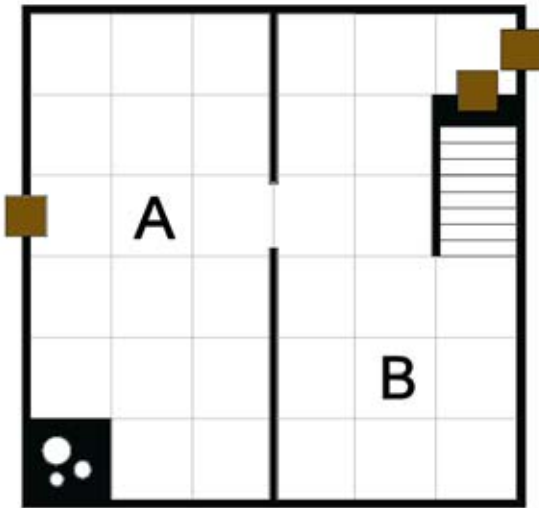
**Treasure:** L: 30 gp; C: 77 gp; M: gp.

## Room I - Lower Slave Chamber

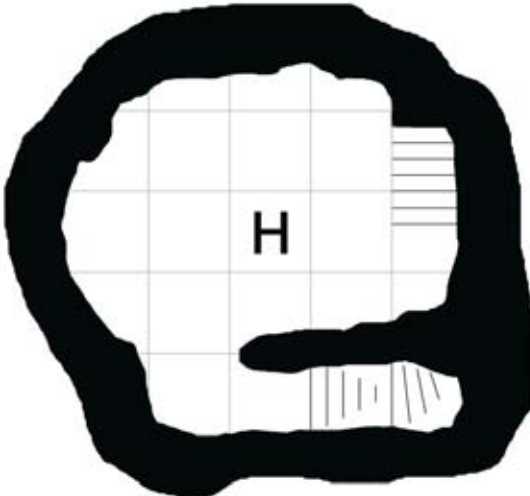
*A second set of stairs descends to another large subterranean chamber. Crates litter the floor, some with their lids off and others still firmly nailed shut.*

There is nothing of interest in this chamber. The crates were used to hide the unconscious slaves while they were being transported out of the city.

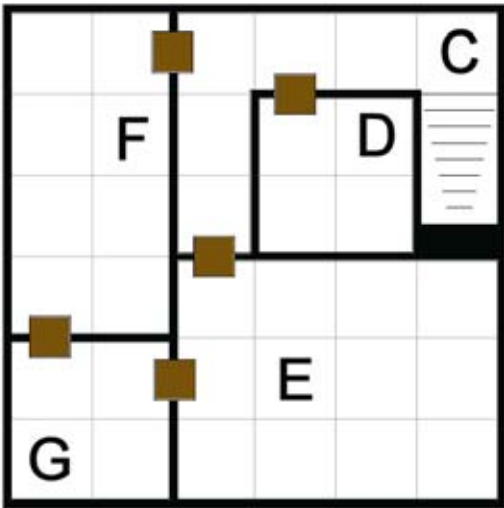
# DM's Aid #3: House Map (For Both Slavers and Herbologist)



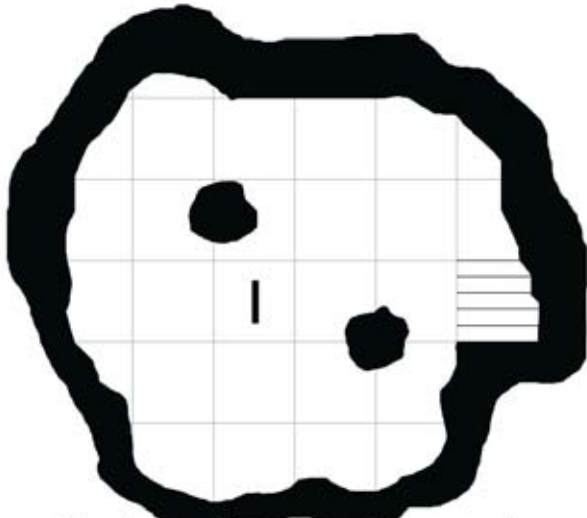
First Floor



Basement



Second Floor



Sub Basement

## DM's Aid #4: House Map (For Both Slavers and Herbologist)

Below is a list of laws and punishments a DM is mostly to deal with during a regional adventure. These laws are applied differently for Alliance members. The standard Dyvers law is listed first with the Alliance version following in italics. This change applies to all Alliance guilds unless specifically noted in the law's text.

**Assault:** The fine is 5 GP. Also, if weapons were used, the weapons are confiscated. *The fine is 4 GP for Initiates, 2 GP for Journeymen, and 1 GP for Masters. Weapons are not confiscated if used.*

**Breaking and Entering:** The fine is 250 GP and 2 TUs in jail. *If the member is part of the Enforcers Guild, Footpads Guild, or Infiltrators Guild, the fine is 100 GP and 1 TU in jail for Initiates, 50 GP for Journeymen, and 25 GP for Masters. There is no jail time for the top two tiers.*

**Destruction of a Gelatinous Cube:** The fine is 100 gp and 2 TUs public service finding a new cube. *The fine is 1000 gp for Initiates, 2000 gp for Journeymen, and 4000 gp for Masters, but there is no public service required. Alliance members should understand the importance of the cubes and the service they provide by constantly cleaning the sewers.*

**Destruction of Private Property:** The fine is 150% of the cost of the property. Optionally, the PC may spend 1 TU in jail per 50 GP of the fine. *If the member is part of the Cutpurses Guild, Enforcers Guild, Footpads Guild, or Smugglers Guild, the fine is 100% of the cost of the property for Initiates, 50% of the cost of the property for Journeymen, and 25% of the cost of the property for Masters. Optionally, the PC may spend 1 TU in jail per 100 GP of the fine.*

**Destruction of Public Property:** The fine is 200% of the cost of the property. Optionally, the PC may spend 1 TU in jail per 50 GP of the fine. *The fine is 150% of the cost of the property for Initiates, 75% of the cost of the property for Journeymen, and 35% of the cost of the property for Masters. Optionally, the PC may spend 1 TU in jail per 100 GP of the fine.*

**Drawing Weapons:** The fine is 2 GP, plus 1 TU doing civic duties, which can be completed at the end of the adventure. If you can prove that it was self-defense, then the fine is 1 GP. *The fine is 4 GP but no time in jail for Initiates, 2 GP for Journeymen, and 1 GP for Masters.*

**Endangering Innocents:** The fine is 4 GP per innocent endangered. *The fine is 4 GP (total, not per innocent endangered) for Initiates, 2 GP for Journeymen, and 1 GP for Masters. Weapons are not confiscated if used.*

**Manslaughter** (Accidental Death): Adjudicated by the Triad acting as an in-character "court." Outcomes could lead to as many as 208 TUs in prison. *Adjudicated by the Triad acting as an in-character "court." Outcomes could lead to as many as 104 TUs in prison for Initiates, 52 TUs in prison for Journeymen, and 26 TUs in prison for Masters.*

**Murder** (Intentional Death): This is an evil act. The character should be turned over to the Triad for removal from the campaign. *This is an evil act, even for Alliance members. The character should be turned over to the Triad for removal from the campaign. The only difference is that the character won't be executed. It may show up later in a module as an evil member of the Alliance.*

**Poaching:** The fine is 100 GP and 1 TU in jail. *If the member is part of the Fences Guild or Smugglers Guild, the fine is 100 GP (but no TUs in jail) for Initiates, 50 GP for Journeymen, and 25 GP for Masters.*

**Theft-Petty** (Up to 100 GP of value): The fine is 200% of the total value, as well as 1 TU doing civic duties. *The fine is 10% of the total value stolen for Initiates, 5% of the total value stolen for Journeymen, and 1 GP for Masters.*

**Theft-Grand** (Over 100 GP of value): The fine is 200% of the total value, as well as 1 TU in jail per 100 GP of the total value. *The fine is 20% of the total value stolen for Initiates, 10% of the total value stolen for Journeymen, and 5% for Masters, but no time in jail.*

**Unlawful Imprisonment:** The fine is 300 GP and 2 TUs in jail. *If the member is part of the Enforcers Guild, Footpads Guild, or Infiltrators Guild, the fine is*

*300 GP for Initiates, 150 GP for Journeymen, and 75  
GP for Masters, but no time in jail.*



## Appendix I: NPCs

**Eirick Tunsal: Slaver Rogue:** Human (Oeridian) male Rog2; CR 2; medium humanoid; HD 2d6+2; hp 13; Init +6; Spd 30 ft.; AC 12, touch 11, flat-footed 11 (+2 Dexterity, +1 Padded); Base Atk +1; Grp +3; Atk +3 melee (1d6+1/19-20, short sword); Full Atk +2 melee (1d6+2/19-20, short sword); Space/Reach 5 ft./5 ft.; SA sneak attack +1d6; SQ trapfinding, evasion; AL N; SV Fort +1, Ref +5, Will +1; Str 14, Dex 14, Con 12, Int 10, Wis 12, Cha 14.

*Skills and Feats:* Bluff +6, Disable Device +5, Escape Artist +6, Hide +6, Move Silent +6, Open Lock +6, Search +5, Sense Motive +6, Sleight of Hand +8; Deft Hands, Improved Initiative.

*Possessions:* padded armor, short sword, 8 wheatsheafs.

*Description:* long, roundish face with brown spiky hair.

**Slaver Warrior:** Human (Oeridian) Male War1; CR 1/2; medium humanoid; HD 1d8+1; hp 9; Init +5; Spd 30 ft.; AC 14, touch 11, flat-footed 13 (+3 studded leather, +1 Dexterity); Base Atk +1; Grp +3; Atk +3 melee (1d6+2/18-20, rapier) or +2 ranged (1d6/x3, short bow); Full Atk +3 melee (1d6+2/18-20, rapier) or +2 ranged (1d6/x3, short bow); Space/Reach 5 ft./5 ft.; AL NE; SV Fort +3, Ref +1, Will +0; Str 14, Dex 12, Con 12, Int 10, Wis 10, Cha 9.

*Skills and Feats:* Intimidate +4, Jump +5, Ride +3, Swim +3; Run, Improved Initiative.

*Possessions:* studded leather armor, rapier, shortbow, 20 arrows, 4 gold wheatsheafs.

*Description:* Typical Oeridian males, in studded leather with rapier and shortbow.

**Slaver Wizard:** Human (Oeridian) Male Wiz1; CR 1; medium humanoid; HD 1d4+5; hp 9; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +0; Grp +0; Atk +0 ranged (1d8 medium light crossbow); Full Atk +0 ranged (1d8, medium light crossbow); Space/Reach 5 ft./5 ft.; AL NE; SV Fort +2, Ref +0, Will +1; Str 10, Dex 10, Con 15, Int 14, Wis 8, Cha 10.

*Skills and Feats:* Concentration +6, Decipher Script +6, Knowledge – Arcana +6, Knowledge – Local +6, Spellcraft +6; Scribe Scroll, Summon Familiar, Toughness, Spell Focus - Enchantment.

*Wizard Spells Prepared* (3/2; save DC 12 + spell level): 0 – daze (DC 13), detect magic, ray of frost, 1<sup>st</sup> – mage armor, color spray (DC 14).

*Spellbook:* 0 – spell1, spell2, spell3; 1<sup>st</sup> – mage armor, color spray, sleep, magic missile.

*Possessions:* brown robes, medium light crossbow, 12 wheatsheafs.

**Slaver Leader:** Human (Oeridian) male Ftr2; CR 2; medium humanoid; HD 2d10+4; hp 20; Init +4; Spd 20 ft.; AC 17, touch 10, flat-footed 17 (+5 breastplate, +2 shield); Base Atk +2; Grp +5; Atk +7 melee (1d8+3/x3, battleaxe); Full Atk +7 melee (1d8+3/x3, battleaxe); Space/Reach 5 ft./5 ft.; AL NE; SV Fort +5, Ref +0, Will +0; Str 16, Dex 10, Con 14, Int 13, Wis 10, Cha 12.

*Skills and Feats:* Bluff +2, Climb +3, Intimidate +6, Open Lock +2, Swim +8; Improved Initiative, Weapon Focus - Battleaxe, Power Attack, Combat Expertise.

*Possessions:* breastplate, masterwork battleaxe, 2 potions of cure light wounds, 420 wheatsheafs.

*Description:* A largish man with long flowing brown locks and several scars visible on his arms and face.

**Slaver Rogue:** Human (Oeridian) male Rog1; CR 1; medium humanoid; HD 1d6+1; hp 7; Init +6; Spd 30 ft.; AC 14, touch 12, flat-footed 12 (+2 Dexterity, +2 Leather); Base Atk +0; Grp +1; Atk +1 melee (1d6+1/18-20, rapier); Full Atk +1 melee (1d6+1/18-20, rapier) or +2 ranged (1d8/x3, longbow); Space/Reach 5 ft./5 ft.; SA sneak attack +1d6; SQ Trapfinding; AL CE; SV Fort +1, Ref +4, Will +1; Str 12, Dex 15, Con 12, Int 10, Wis 12, Cha 10.

*Skills and Feats:* Balance +6, Bluff +4, Disable Device +4, Escape Artist +6, Hide +5, Move Silent +5, Open Lock +5, Search +4, Sense Motive +5, Tumble +5; Combat Reflexes, Improved Initiative.

*Possessions:* longbow, leather armor, 20 arrows, 18 wheatsheafs.

*Description:* brown leather and no color, this Oeridian looks like a hundred others on the street.

## Player Handout #1

Per our agreement find the latest shipment. We will be leaving this section of the city and moving to the Trade District to find better marks. Medrika says that she is almost ready to begin work in Maraven. Leave message at the Civic Temple if you have a specific request.

Kedmar