

URD5-I02 MM-B2

All the Pretty Flowers

A One-Round D&D LIVING GREYHAWK[®] Duchy of Urnst Regional Adventure

Version 1

Round 1

by Brett Beattie

Before anyone can attend the gala, there's a lot of preparation and that involves the selection of all the pretty flowers. This year Jolen Lorinar has been given the task and the language of flowers may spell his downfall. Can you prevent a disaster from occurring? A mini-mission for APLs 6-12.

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

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and record-keeping after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Keep in mind that you must have at least four players (not counting the judge), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Playing the Game

Instruct the players either to prepare their characters to participate in the adventure before the session begins, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the judge) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the judge can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold italics. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials discussed in the Preparation section above that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

LIVING GREYHAWK Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
3. Sum the results of 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.

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

APL also affects the amount of experience and gold a PC may 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 will receive only one-half of the experience points for the adventure. Further, if the

PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. 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.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may

find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are three things that the group can do to help even the score.

5. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
6. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

This is a standard one round Regional mini-mission adventure, set in the Duchy of Urnst. Characters native to the Duchy of Urnst 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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell

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

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

When the announcement of the next Gala went out, every noble house went into preparation mode. In this case it did not take long before the Nobility and every high-ranking aristocrat knew that Jolen Lorinar was in charge of the flower arrangements for the Gala. Each noble House bribed certain growers and, in this case, House Szabo went one step further – they bribed Lord Berle whom they knew was in charge of the exhibit. Lord Berle was put in a very hard place. Lady Antella Lorinar later contacted him and told him some specific instructions on the flowers. Since he was in House Szabo's pocket, he felt he had only one choice.

When Berle found that Ardena was bringing other experts he hastily went around and hired himself Bob the Burner. Bob said he could take care of the problem and Lord Berle gave Bob the money House Szabo had used to line his pockets. Unfortunately, in this hasty move two things unraveled. Firstly, Bob is a pyromaniac and will want to burn everything anyway destroying all the flowers. Secondly, in Berle's haste to hire someone, a zealot group of Ellis' supporters hired assassins to take out Jolen Lorinar at the exhibit. With all this in tote it will be an interesting day.

Adventure Summary

Encounter 1: The PCs are given proper attire and grooming as well as the mission requirements.

Encounter 2: The PCs go to an exhibit of flowers and may find that something is amiss with the sellers and with Lord Berle. They also meet Gregor, another of Jolen's friends.

Encounter 3: Bob the Burner ruins the exhibit and chaos erupts as summoned fire creatures wreak havoc. The PCs have several rounds to eliminate the creatures or all the flowers will be destroyed.

Encounter 4: Assassins try to kill Jolen Lorinar and the PCs must try to save him.

Introduction

The PCs that have either Knowledge (nature) or any skills in relation to flowers would be an asset to this mission. Most of the PCs have been in Leukish for the Gala. During this time they have come across a very attractive and personable bard by the name of Ardena. Ardena won them over with her impressive playing of her flute and after an exchange of epic tales of adventure she has considered each PC a friend. Ardena has promised to work some magic and find each employment in regards to the upcoming Coriner's Gala – where coincidentally she is performing. On the evening prior to the Gala Ardena instructs each PC to show up at the crack of dawn at the Ilmaera Estate. She also advises all not to be late.

Encounter One: The Dress Code

Ardena stands in the parlor of the Estate looking as radiant as always and grins as you each arrive. She greets everyone with a smile and a curtsy.

After every PC arrives, she will address the entire group shortly after excusing the guards that escorted them into the parlor.

"It does my heart fond to see so many brave noble friends congregated together. Today though, we are not gathered to slay a dragon and given most of your dress, we will have to make some alterations. As well, some of you we will have to improve on some simple grooming. After all, today we escort and advise nobility. Specifically, I can tell you that in a few hours we will be escorting the honorable Jolen Lorinar on a morning outing. So with your permission I would ask that you let me pamper you with a taste of a noble lifestyle.

At this time if anyone refuses the make over they will be excused politely and this mission is over for them unless they reconsider hastily. Those that are willing to go the distance and dress up will be given a bath, haircut, shave, perfuming and a courtier's outfit. If a PC has a light suit of armor they will be allowed that or if the PC is a member of the Ducal Guard they are allowed any armor after it is polished up and decorated. It is customary to allow one light weapon and a belt pouch to adorn the attire as well as any other items that may be considered a non-threatening trinket. Again Ducal Guard members are allowed a one handed weapon and a ranged weapon. Other items may be concealed in extra dimensional spaces or under cloaks at the DM's discretion. This garb may be kept for the duration of the Gala and returned afterwards, allowing the PCs to have appropriate attire at no cost. Once the garb is adequate, Ardena will instruct each PC on the manners of which one talks to nobility.

"When addressing Jolen in public, you must never speak to him as an equal. Only ask questions of him if they are of importance to his safety. Answer all questions quickly and accurately and most importantly never ever lie to a noble. Also never slight a noble or insult anything they hold dear. If you don't think you can do this than the best thing you can do is remain silent, because even I can't get you out of prison for offending a noble. Lastly as a matter of respect at all time walk behind Jolen unless you are his guards and are instructed to precede him."

With the formalities out of the way, Ardena entertains the PCs until Jolen arrives. Jolen is a rather small man in his early thirties. He stands out because of his immaculate hygiene and proper stature. Jolen greets Ardena with love and affection and it is clear that the two of them are very close friends. Ardena will introduce Jolen to each PC and Jolen will acknowledge each PC with respect and admiration. Jolen will not give a speech or any undo conversation. His attention will mainly on Ardena and their renewed acquaintance. He is unfailingly polite and seems to have a wealth of topics to chat about.

Encounter Two: The Exhibit

Two horse and carriage arrive. The first is detailed with the insignia of House Lorinar. As to be expected, it is a top of the line Carriage. Jolen and Ardena enter this carriage and his two guards

mount the outer rails. A second carriage of less quality arrives for the PCs and they are instructed by the driver to climb aboard.

The carriages race through Leukish where everyone and everything moves to clear a path for them. After a brief ride the carriages halt at a park that has been sectioned off to hold an exhibit of flowers. Several guards patrol the perimeter and they refuse entry to just about everyone. As the carriages unload a man in a noble's outfit waits for Jolen and his PC entourage.

"Greetings, Lord Jolen and guests. I am Lord Rufus Berle and I have been asked on behalf of Lady Taerga to give you the grand tour of the finest flowers that the Duchy has to offer. Myself and fellow growers have been asked to bring our most impressive arrangements to Leukish in order to allow the most prized flowers be used to accentuate the Coriner Gala. So without further ado, shall we get started?"

Lord Berle has been instructed by Lady Antella Lorinar (Ellis' mother) to allow Jolin to choose any color of flower arrangements except those that match the attire of Leara Tamel (Red and Silver) and Lady Reede (Blue, White, Gold and Purple). Lady Antella Lorinar would like to see that these women clash with the chosen flower arrangements.

This would have been a simple task for Berle, except that he accepted a bribe earlier that week from House Saevil to insure that the flowers for the Gala would match House Saevil colors (Gold, Red, and Blue). So Berle did what any good capitalist would. Berle hired a wizard named Bob the Burner to summon some fire creatures that would decimate the entire exhibit should Jolen not take his advice.

In the aftermath, though Berle would have made arrangements to have the bulk of the red and blue arrangements offsite. Thus he could claim that the only arrangements left were the Red and Blue and that he could not be blamed for his failure to influence Jolen's choice. Of course Berle will get a cut from the profits of this sale all the while looking neutral. Unfortunately, Berle lacks the ability to judge character and Bob is a pyromaniac.

The quality and profusion of flowers here is amazing, along with the scents of the fragrant blossoms competing for your attention. You've seen lilies and lilacs,

sunflowers and skullcap, goldenrods and gerbenia and still the aisles of flowers continue.

A DC 20 Knowledge (Nature) or any Profession based skills relating to flowers reveals the Language of Flowers – See Appendix Two.

An Intelligence or Wisdom check reveals the following according to DC.

- DC 5: The golden yellow Calla Lilies and the Daisies and Daisy Pompon arrangement is the heartiest. They are also at a better price than that which Lord Berle suggested.
- DC 10: Ivy represents marriage and would go great with the Lilies. The Daisies represent the sharing of feelings and the Lilies represent beauty. All appropriate themes for a Gala of this sort.
- DC 15: Every seller has raised prices just for this exhibit. As well, the carnations have not had a good year and look absolutely dreadful.
- DC 20: The flowers language of the arrangement that Berle suggested would mean Heartache, Regret, and Loneliness.

A DC 15 Spot check notices that each seller has specific color arrangements they are focused on selling. This is odd compared to other flower markets where usually each seller has a wider selection. A DC 15 Knowledge Nobility and Royalty may be used to identify the colors of each noble house and which each arrangement is meant to flatter – See Appendix Three.

Jolen and Ardena pause before each grower and talk for awhile in front of each, though you notice their talk often tends to things other than the flowers. When she does offer an opinion, Ardena seems to favor the yellow Calla Lilies and Daisy arrangements.

Lord Berle follows the two around, wringing his hands and looking a bit impatient. Finally, after about an hour, Berle breaks into the conversation as Jolen and Ardena stop in front of yet another grower, with blue and red flowers.

“Lord Jolen, it is my impression that the red and blue arrangement of Carnations, Bluebell, and Wallflowers are the best buy here and they would go for a smashing price. As your advisor and aid in this manner I believe

you could not go wrong by choosing these flowers.”

A PC may also request a sense motive check on Lord Berle. Any PC who beats a bluff check (DC 15) will discover that Berle may be trying to mislead Jolen. Ardena will notice this almost instantly, yet due to her nature she will reserve her comments in order to let a PC interdict. If confronted Berle will simply argue that the PC does not know what they are talking about.

Either way Ardena will interrupt when she sees a very close friend of Jolen.

“Lord Jolen I do believe that is Gregor over by your carriage. Let’s go talk with him and let these experts come to a solution.”

Jolen and Ardena walk over towards the carriage and very well dressed man in silks of green and blue with shining blond hair. Gregor must have missed the lesson in talking to nobles, as he actually hugs Jolen. This sends Jolen’s guards on the defense and Jolen smiles and shakes his head, laughing. They all retire to a nearby garden table that has been set with some refreshments and their happy conversation carries over the park.

Berle is adamant in his selection of the flowers and continues to praise their quality and price, even though he knows that it is inferior to other goods.

Two things can happen from this point that will initiate encounter three.

- If the PCs confront Berle for more than ten rounds or the PCs start slinging accusations, he will tire of the fight and realize that he will not win against other specialists. He will storm off in a huff and send some innuendo to Bob the burner. This will signal Encounter Three.
- Bob the Burner will tire of waiting and will decide to let loose the burning on round eleven.

Encounter Three: The Burning

Bob the Burner is a very shifty character – he is a high level caster and has taken precautions not to be seen or heard. This includes *improved invisibility* and a metamagic rod of silent, lesser. He has a *contingency* spell to teleport away if engaged in combat. If needed, he is hiding in a

pond about 50 feet north of the exhibit. He has cast a spell on the pond to make it sparkle and fountain and hide the auras from his spells. He will send two waves of summoned fire creatures into the exhibit, all of which the PCs will have to kill in order to save the flowers. The waves show up on the first and fifth round of combat.

The monotony of the exhibit is suddenly interrupted as several creatures materialize and start burning the flowers. The patrons and sellers scatter in fear. Jolin, Gregor, and Ardena are moved to the back of the carriage as his guards move to the defense. The city guards try their best to engage the creatures. They however were hit hardest, as they were surprised. Those guards not subdued either are burning or are trying to save the innocents.

The EL on the following encounter takes into account that some of the PCs may have been limited to their larger weapons and that they may not be able to use spells that would damage innocents in the area.

APL 6 (EL 8)

Hellhounds (2): hp 22 each; see Monster Manual page 152.

APL 8 (EL 10)

Fire Mephitis (3): hp 13 each; see Monster Manual page 182.

APL 10 (EL 11)

Fire Elemental Large (2): hp 60 each; see Monster Manual page 99.

APL 12 (EL 13)

Fire Elemental Large (4): hp 60 each; see Monster Manual page 99.

APL 14 (EL 15)

Fire Elemental Huge (3): hp 136 each; see Monster Manual page 99.

Tactics: The summoned creature's primary goal is to burn the flowers and secondly they are to kill any who get in their way of their primary objective. On the tenth round Bob's pleasures will be disturbed as guardsmen and the like use the pond as a water source. He will dismiss the summoned creatures and then *teleport* away.

The PC may try to do several things here.

- Putting out a burning guard requires a water source or a reflex save (DC 13)

- Finding a better weapon may be done as the city guards that were felled in the surprise round carry spears and long swords.
- Spotting Bob the burner requires a spot check (DC 55). If someone can see invisible sources it will still require a spot check (DC 35) due to his cover.
- Use water spells to protect the flowers. Remember water can still damage the flowers if used roughly. However at the DM's discretion this will give the PCs one extra round below per spell cast.

On the eighth round the creatures will have burned every flower and the PCs will have lost the chance to choose the yellow lily and daisy arrangements. Berle will get his wish and the House Szabo flowers will be used at the Gala.

Encounter Four: When it Rains it Pours

If this was not enough, shortly after the summoned creatures attack and the PCs have had time to heal and help with the carnage to the exhibit some splinter group of Ellis supporters have taken this opportunity to attack Jolen and his guards.

Some thirty feet away from you Jolen and his guards are acting like true gentlemen and helping in the relief of this disaster when some men rush them from out of the crowd. As they try to press the attack, his guards put up a valiant fight. It looks like they won't last long without help.

In the surprise round, one assassin stabs Jolen, who staggers back into Ardena. The others attack his guards and severely wound them. Ardena grabs Jolen and readies to defend herself against the attacker all the while yelling for help. The following round the assassins will attack Ardena unless the PCs arrive before they react. The assassins will fight for three rounds trying to tie up any healer in order to let the poison do its work. After this they will retreat and drink their last potion of invisibility.

APL 6 (EL 8)

William, Human Suel Assassin: hp 51: See Appendix 1.

Human Suel Rogue (2): hp 17 each: See Appendix 1.

APL 8 (EL 10)

William, Human Suel Assassin: hp 65: See Appendix 1.

Human Suel Rogue (2): hp 27 each: See Appendix 1.

APL 10 (EL 12)

William, Human Suel Assassin: hp 79: See Appendix 1.

Human Suel Rogue (2): hp 37 each: See Appendix 1.

APL 12 (EL 14)

William, Human Suel Assassin: hp 93: See Appendix 1.

Human Suel Rogue (2): hp 56 each: See Appendix 1.

On the second round Ardena if pressed will take a full defense against the assassin. If the PCs engage the assassin she will inspire courage. The Assassins will take on any PC utilizing their sneak attack to finish them quickly. If no PC engages them Ardena falls and the lead assassin will coup de grace Jolen. This should not happen unless the PCs failed to react accordingly. By the tenth round Jolen dies unless someone casts any *restoration*, *neutralize poison*, or *delay poison*. If the PCs cannot cast any of these spells themselves, they can attempt DC 21 Heal checks to prevent Jolen from taking more damage from the poison or they can attempt to fetch someone who can. This park isn't near any temples, so they'd have to find a healer or alchemist.

Conclusion A

Jolen died.

This is a very sad time indeed that some assassins are able to kill nobles in the streets. Jolen will most likely be raised and an investigation will be launched. Lady Taergin thanks you for your bravery in fending off the evil. If it is not too much to ask she asks that you remain by Ardena's side in this troubling time.

Ardena is a wreck and will require your help. Each PC will be asked to remain with Ardena in her room in the Ilmaera Estate until the beginning of the Gala. With everything that happened no matter any diplomacy Lord Berle will get his wish on the

flower arrangements and House Szabo will have their colors present. Any accusations about Berle will be noted but a guard will remind the PC that open accusation about nobles can be hazardous.

Conclusion B

Jolen lives and all the flowers are destroyed.

This is a very sad time indeed that some assassins are able to attack nobles in the streets. An investigation will be launched, but Jolen's life was saved and everyone has been rejoicing. Lady Taergin thanks you for your bravery in fending off the evil.

With everything that happened no matter any diplomacy Lord Berle will get his wish on the flower arrangements and House Saebo will have their colors present. Any accusations about Berle will be noted but a guard will remind the PC that open accusation about nobles can be hazardous.

Conclusion C

Jolen lives and the flowers were saved.

Though assassins attacked Jolen, you managed to protect both him and the flowers. Jolen has chosen to go with your recommendations on the flowers and this promises to be the most splendid Coriner Gala ever.

With Jolen on the PCs side, they can choose almost anything for the arrangements. Ardena will advocate the yellow Lily and Daisy arrangements and unless the PCs argue with her, they will be used. Lord Berle will have to leave town, as House Szabo will be looking for revenge. Unbeknownst to the PCs the colors chosen will accentuate Lady Pontirun the greatest. Any accusations about Berle will be noted but a guard will remind the PC that open accusation about nobles can be hazardous.

The End

Appendix One – Combat Statistics

Encounter Four

APL 6

William Rog5 Ass2: CR 7; Medium Humanoid (human suel); HD 7d6+21 (51 hp); Init +3; Spd 30 ft.; AC 19 (+3 Dex, +5 armor, +1 deflection), touch 14, flat-footed 19; Base Attack/Grapple +4/+6; Atk +7 melee (1d6+2; 18-20/x2 rapier, *poison); Full Atk +5 melee (1d6+2; 18-20/x2 rapier, *poison) and +5 melee (1d4+1, 19-20/x2 dagger); SA Sneak Attack +4d6, Uncanny Dodge, Improved Uncanny Dodge, Trap Sense, Evasion, Trapfinding, Death Attack, Poison Use, Poison Resistance. AL LE; SV Fort +4, Ref +10, Will +0; Str 14, Dex 16, Con 16, Int 12, Wis 8, Cha 10.

Skills and Feats: Balance +14, Bluff +10, Disguise +10, Hide +12, Move Silent +12, Search +9, Slight of Hand +12, Spot +7, Tumble +10; Dodge, Mobility, Spring Attack, Two Weapon Fighting.

Equipment: masterwork rapier, masterwork dagger (2), headband of intellect +2, spell component pouch, potion of invisibility, chainshirt +1, and a ring of protection +1, and empty poison vial (deathblade poison).

Spells Prepared (2 DC 11 + spell level 1st—*obscuring mist*, *true strike* (used))

Assassin Rog3: CR 3; Medium Humanoid (human suel); HD 3d6+3 (17 hp); Init +7; Spd 30 ft.; AC 16 (+3 Dex, +3 armor), touch 13, flat-footed 13; Base Attack/Grapple +2/+4; Atk +5 melee (1d6+2, 18-20 masterwork rapier) or +4 melee (1d4+2, 19-20 dagger); Full Atk +5 melee (1d6+2, 18-20 rapier) or +4 melee (1d4+2, 19-20 dagger); SA Sneak Attack+2d6, Trapfinding, Trap sense +1, Evasion; AL LE; SV Fort +2, Ref +6, Will +1; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Balance +10, Bluff +6, Climb +7, Disguise +6, Hide +8, Move Silent +8, Open Lock +9, Sleight of Hand +10, Spot +6, Tumble +8; Improved Initiative, Dodge, Mobility.

Equipment: dagger (2), masterwork rapier, studded leather, thieves tool, smokestick, tanglefoot bag, and potion of cure light wounds.

APL 8

William Rog5 Ass4: CR 9; Medium Humanoid (human suel); HD 9d6+27 (65 hp); Init +3; Spd 30 ft.; AC 19 (+3 Dex, +5 armor, +1 deflection), touch 14, flat-footed 19; Base Attack/Grapple +6/+8; Atk +9 melee (1d6+3; 15-20/x2 rapier, *poison); Full Atk +7/+2 melee (1d6+3; 15-20/x2 rapier, *poison) and +7 melee (1d4+1, 19-20/x2 dagger); SA Sneak Attack +5d6, Uncanny Dodge, Improved Uncanny Dodge, Trap Sense, Evasion, Trapfinding, Death Attack, Poison Use, Poison Resistance. AL LE; SV Fort +4, Ref +10, Will +0; Str 14, Dex 16, Con 16, Int 12, Wis 8, Cha 10.

Skills and Feats: Balance +14, Bluff +12, Disguise +12, Hide +19, Move Silent +14, Search +9, Slight of Hand +12, Spot +7, Tumble +12; Dodge, Mobility, Spring Attack, Two Weapon Fighting, Combat Expertise.

Equipment: keen rapier +1, masterwork dagger (2), headband of intellect +2, spell component pouch, potion of invisibility, chainshirt +1, ring of protection +1, cloak of elvenkind, ring of mind shielding, and empty poison vial (deathblade poison).

Spells Prepared (4/1 DC 11 + spell level) 1st—*disguise self*, *feather fall*, *obscuring mist*, *true strike* (used) 2nd—*darkness*.

Assassin Rog5: CR 5; Medium Humanoid (human suel); HD 5d6+5 (27 hp); Init +7; Spd 30 ft.; AC 17 (+3 Dex, +1 shield, +3 armor), touch 13, flat-footed 17; Base Attack/Grapple +2/+4; Atk +6 melee (1d6+2, 18-20 masterwork rapier) or +5 melee (1d4+2, 19-20 dagger); Full Atk +6 melee (1d6+2, 18-20 rapier) or +5 melee (1d4+2, 19-20 dagger); SA Sneak Attack+3d6, Trapfinding, Trap sense +1, Evasion, Uncanny Dodge; AL LE; SV Fort +3, Ref +8, Will +2; Str 14, Dex 16, Con 13, Int 12, Wis 10, Cha 10.

Skills and Feats: Balance +13, Bluff +8, Climb +10, Disguise +8, Hide +11, Move Silent +11, Open Lock +11, Sleight of Hand +13, Spot +8, Tumble +11; Improved Initiative, Dodge, Mobility.

Equipment: dagger (2), masterwork rapier, masterwork studded leather, thieves tool, smokestick, tanglefoot bag, potion of cure light

wounds, masterwork buckler, and cloak of resistance +1.

APL 10

William Rog5 Ass6: CR 11; Medium Humanoid (human suel); HD 13d6+33 (79 hp); Init +3; Spd 30 ft.; AC 20 (+3 Dex, +6 armor, +1 deflection), touch 14, flat-footed 20; Base Attack/Grapple +7/+9; Atk +10 melee (1d6+3; 15-20/x2 rapier, *poison); Full Atk +8/+3 melee (1d6+3; 15-20/x2 rapier, *poison) and +9 melee (1d4+1, 19-20/x2 dagger); SA Sneak Attack +6d6, Uncanny Dodge, Improved Uncanny Dodge, Trap Sense, Evasion, Trapfinding, Death Attack (DC 18), Poison Use, Poison Resistance. AL LE; SV Fort +6, Ref +12, Will +2; Str 14, Dex 16, Con 16, Int 13, Wis 8, Cha 10.

Skills and Feats: Balance +14, Bluff +14, Disguise +14, Hide +21, Move Silent +16, Search +9, Slight of Hand +12, Spot +7, Tumble +14; Dodge, Mobility, Spring Attack, Two Weapon Fighting, Combat Expertise.

Equipment: keen rapier +1, assassins dagger (2), headband of intellect +2, spell component pouch, potion of invisibility, chainshirt +2, ring of protection +1, cloak of elvenkind, ring of mind shielding, and empty poison vial (deathblade poison).

Spells Prepared (4/3/1 DC 11 + spell level)
1st— *disguise self*, *feather fall*, *obscuring mist*, *true strike* (used) 2nd— *darkness*, *invisibility*, *spider climb* 3rd— *deeper darkness*.

Assassin Rog7: CR 7; Medium Humanoid (human suel); HD 7d6+7 (37 hp); Init +7; Spd 30 ft.; AC 19 (+3 Dex, +2 shield, +4 armor), touch 13, flat-footed 19; Base Attack/Grapple +5/+7; Atk +8 melee (1d6+2, 18-20 masterwork rapier) or +8 melee (1d4+2, 19-20 dagger); Full Atk +8 melee (1d6+2, 18-20 rapier) or +8 melee (1d4+2, 19-20 dagger); SA Sneak Attack+4d6, Trapfinding, Trap sense +1, Evasion, Uncanny Dodge; AL LE; SV Fort +4, Ref +9, Will +3; Str 14, Dex 16, Con 13, Int 12, Wis 10, Cha 10.

Skills and Feats: Balance +15, Bluff +10, Climb +12, Disguise +10, Hide +13, Move Silent +13, Open Lock +13, Sleight of Hand +15, Spot +10, Tumble +13; Spring Attack, Improved Initiative, Dodge, Mobility.

Equipment: dagger (2), masterwork rapier, studded leather +1, thieves tool, smokestick, tanglefoot bag, potion of cure light wounds,

buckler +1, masterwork dagger, and cloak of resistance +1.

APL 12

William Rog5 Ass8: CR 13; Medium Humanoid (human suel); HD 11d6+39 (93 hp); Init +4; Spd 30 ft.; AC 25 (+4 Dex, +7 armor, +2 deflection, +2 natural), touch 16, flat-footed 25; Base Attack/Grapple +9/+11; Atk +12 melee (1d6+3; 15-20/x2 rapier, *poison); Full Atk +10/+5 melee (1d6+3; 15-20/x2 rapier, *poison) and +11 melee (1d4+1, 19-20/x2 dagger); SA Sneak Attack +7d6, Uncanny Dodge, Improved Uncanny Dodge, Trap Sense, Evasion, Trapfinding, Death Attack (DC 21), Poison Use, Poison Resistance, Hide in Plain Sight (Su). AL LE; SV Fort +6, Ref +14, Will +2; Str 14, Dex 18, Con 16, Int 14, Wis 8, Cha 10.

Skills and Feats: Balance +15, Bluff +16, Disguise +16, Hide +24, Move Silent +19, Search +10, Slight of Hand +13, Spot +7, Tumble +19; Dodge, Mobility, Spring Attack, Two Weapon Fighting, Combat Expertise, Elusive Target.

Equipment: keen rapier +1, assassins dagger (2), headband of intellect +2, spell component pouch, potion of invisibility, chainshirt +2, ring of protection +2, cloak of elvenkind, ring of mind shielding, gloves of dexterity +2, amulet of natural armor +2, and empty poison vial (deathblade poison).

Spells Prepared (4/4/3/1 DC 12 + spell level)
1st— *disguise self*, *feather fall*, *obscuring mist*, *true strike* (used) 2nd— *darkness*, *invisibility*, *spider climb*, *alter self* 3rd— *deep slumber*, *deeper darkness*, *false life* 4th— *dimension door*.

Assassin Rog9: CR 9; Medium Humanoid (human suel); HD 9d6+18 (56 hp); Init +7; Spd 30 ft.; AC 21 (+4 Dex, +2 shield, +5 armor), touch 14, flat-footed 21; Base Attack/Grapple +6/+8; Atk +9/+4 melee (1d6+3, 18-20 rapier +1) or +8 melee (1d4+2, 19-20 dagger); Full Atk +8 melee (1d6+2, 18-20 rapier) or +8 melee (1d4+2, 19-20 masterwork dagger); SA Sneak Attack+5d6, Trapfinding, Trap sense +1, Evasion, Uncanny Dodge, Improved Uncanny Dodge; AL LE; SV Fort +4, Ref +9, Will +3; Str 14, Dex 18, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Balance +18, Bluff +12, Climb +14, Disguise +12, Hide +16, Move Silent +16,

Open Lock +16, Sleight of Hand +18, Spot +12, Tumble +16; Spring Attack, Improved Initiative, Dodge, Mobility, Elusive Target.

Equipment: dagger (2), rapier +1, studded leather +2, thieves tool, smokestick, tanglefoot bag, potion of cure light wounds, buckler +1, masterwork dagger, potion of invisibility, gloves of dexterity, and cloak of resistance +1.

Appendix Two

English flower names	Meaning of flowers	Bloom Color
Acacia	Platonic love.	yellow
Acanthus	Arts.	white
Almond-tree	Thoughtlessness.	pink
Amaranth	Immortality.	purple
Angelica	Inspiration.	lavender
Anthericum	Antidote.	white
Arum	Ardor.	white
Aspen	Groan.	orange
Balm	Joke.	scarlet
Barberry	Sourness.	yellow
Basil	Hatred.	white
Beech-tree	Prosperity.	reddish
Bellflower	Indiscretion.	blue, white or pink
Bindweed purple	Eminence.	purple
Bluebottle	Delicacy.	blue, white or pink
Borage	Bluntness.	blue
Bryony	Support.	white and green
Buck-bean	Quiet; repose.	white
Bugloss	Falsehood.	blue
Burdock.	Importunity.	green, pink, prickly
Cactus	Maternal love.	yellow
Cinquefoil	Beloved daughter.	yellow
Columbine	Folly.	red
Coltsfoot sweet-scented	Justice.	yellow
Crowfoot marsh	Ingratitude.	yellow
Crowfoot meadow	Perfidy.	yellow
Cypress	Mourning.	
Daffodil common	Deceitful hopes.	yellow
Dahlia	Novelty.	white, yellow, orange, pink, red, lavender

Dandelion	Oracle.	yellow
Daisy double	Affection.	white
Daisy single	Innocence.	white
Day-lily yellow	Coquetry.	yellow
Dodder	Baseness.	white
Everlasting	Perpetual remembrances.	white
Fern	Sincerity.	green
Flax	Benefactor.	yellow, white
Foxglove	Occupation.	white
Geranium rose	Preference.	rose
Geranium scarlet	Stupidity.	scarlet
Gilliflower	Enduring beauty.	pink, purple, white
Grass	Utility.	
Hawthorn	Hope.	white, pink
Hazel	Reconciliation.	yellow
Hepatica	Trust.	blue, pink, white
Holly	Forecast.	
Hollyhock	Fruitfulness.	any
Hortensia	Carelessness.	blue, pink
Ipomen scarlet	Embrace.	scarlet
Iris	Message.	blue, white, red, pink, orange, yellow
Ivy	Friendship.	green
King's-spear	Regret.	yellow
Larkspur	Levity.	purple
Lavender	Distrust.	purple
Laurel	Glory.	red, pink, white
Lilac	Earliest love.	lilac
Lily	Majesty.	white, red, burgundy, yellow, gold, orange, rust, pink, lavender
Lily of the Valley	Return of happiness.	white
Marigold garden	Trouble.	yellow
Milfoil	War.	white
Motherwort	Concealed love.	pink
Mugwort	Happiness.	yellow
Mulberry black	Devotedness.	black
Mulberry white	Prudence.	white

Myrtle	Love.	white
Narcissus white	Selfishness.	white
Pansy	Thought.	any
Peony common	Shame.	any
Peppermint	Warmth of feeling.	
Periwinkle	Sweet remembrance.	blue
Pine	Boldness.	
Primrose	Early youth.	any
Reed	Imprudence; music.	
Rose	Beauty.	any
Rosebud	Young girl.	any
Rosemary	Healing balm.	
Rose single	Simplicity.	any
Rose striped	Warmth of heart.	any
Rose white	Silence.	white
Rose wild	Poetry.	any
Rose yellow	Infidelity.	yellow
Saffron	Abuse.	yellow
Sage	Esteem.	
Snowdrop	Consolation.	white
Starwort	Afterthought.	white
Succory	Frugality.	yellow
Sunflower	False riches.	yellow
Sweet William	Scorn.	pink
Tulip	Declaration of love.	any
Violet sweet	Modesty.	violet
Violet white	Candor.	white
Wall-flower	Faithful in misfortune.	orange
Water-lily white	Eloquence.	white
Water-lily yellow	Growing indifference.	yellow
Wheat	Riches.	
Windflower	Abandonment.	pink, white
Woad	Modest merit.	yellow
Wreath of Roses	Reward of virtue.	

Appendix Three – Noble House Colors

House	Colors
Lorinar	white & black
GreK	gold & green
Kaste	red & blue
Saevil	gold, red & blue
U'morael	red & white
Pontirun	green & yellow
Teranor	white & purple
Meissel	silver & black
Amelung	silver & green
Xiotha	black, silver, & blue
Baercol	silver, red, & black
Gaebech	blue, white, & green
Holomaer	black, blue, & gold
Regin	white, blue, & black
Nelaera	black, green, & yellow
Kruske	white, green, & red
Reede	blue, white, gold, & purple
Baerglund	gold, black, & red
Arguinar	orange, black, & white
D'argin	silver, purple, & red
Eisener	black, blue, & green
Szabo	gold & blue
Vaelgard	silver, red, green, & gold
ddolch	grey, red, & white
Kressel	red, black, & silver
Sidae	Purple & gold
Tarnel	Red & silver
Verle	red, green, & silver
Coriner	purple, silver, gold, & black
Gaernot	Green, blue & white
Kilbourne	black, red, & yellow
Durnix	blue & yellow
Schrie	silver, green, & yellow
Burlondin	silver, green, black & yellow