

# Idle Hands

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

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Helping a lady in distress. Escorting travelers. Delivering a package. All parts of many adventures, but can they be an adventure unto themselves? Either a very simple or a very complex one-round Regional adventure set in the Archclericy of Veluna for characters level 1-10 (APLs 2-8). *Parties that include PCs subject to "Enmity of the Nobility" (from VEL6-08) will not be able to experience this entire adventure.*

Resources for this adventure [and the authors of those works] include *Complete Warrior* [Andy Collins, David Noonan, and Ed Stark], *Miniatures Handbook* [Michael Donais, Skaff Elias, Rob Heinsoo, and Jonathan Tweet], *Player's Handbook II* [David Noonan], *Savage Species* [David Eckelberry, Rich Redman, and Jennifer Clarke Wilkes], and *Spell Compendium* [compiled by Matthew Sernett, Jeff Grubb, and Mike McArtor]; as well as many previous Veluna adventures.

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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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 session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the session DM. You must be at least a HERALD-LEVEL GM to run this adventure. 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, players 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, 2008.

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### PLAYERS READ NO FARTHER

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

### PREPARING FOR PLAY

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

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

information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

## LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

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

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the *LGCS* and follow any updated rules presented within.

## TIME UNITS AND UPKEEP

This is a standard one-round Veluna Regional adventure set in the Archclericy of Veluna. All Veluna region characters pay 1 Time Units per round, all non-Veluna region characters pay 2 Time Units per round.

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

A character that does not pay for at least Standard Upkeep may avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in Survival and succeeds on a DC 20 Survival check, he heals temporary ability damage as if he had 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). PCs may Take 10 on this roll.

Chapters 1 and 5 of the *LGCS* present more information about lifestyle and upkeep.

## ADVENTURE BACKGROUND

The action and maneuvering in the back rooms of politics sometimes spill over into the public eye, and when they do it is usually not pretty. This adventure deals with the lead-up and aftermath of a political assassination driven by diabolic influences, and the PCs' involvement therein. To understand the motivations of some of those involved, one must know (a) how the Velunan political situation currently sits, and (b) the history of one Lady Briella d'Fera.

### Politics in Veluna Today:

The Celestial Order of the Moons is a council of representatives from the seven noble families that are the secular rulers of the diocese of Veluna. The COotM advises the Canon, who, as leader of the Church of Rao, is also the ultimate head of Veluna. Currently, there is rising sentiment among certain factions that the power of the Church has grown too strong, and that the nobles must have a greater voice in running the country.

This disagreement on the council is the subtext for the current debate, the question of who should be named Plar of Veluna, and they have been unable to come to terms and agree on a candidate. The Plar is an honorary title normally granted to the most powerful noble of the Vale. Because of recent events, the title is up for grabs, and there are a few aspirants for it. Whoever gains the title should be able to set the tone for the COotM in the near future.

To be selected the new Plar, a candidate must get a 2/3 vote in the seven-seat COotM. (A sitting Plar could be reconfirmed with a simple majority, but that is impossible to reach since the "sitting" Plar, Redin Sarneth, has disappeared from public view. His father Eldried has tried to reclaim the position for himself, but his plans were foiled by adventurers.) The council is hung up right now – the representatives of Westin Mori (Devarnish), Peter Basalle (Kempton) and Marcus Randis (the new head of Whitehale diocese, as of VEL6-07) are pro-noble to varying degrees and represent one side of the debate, whereas those of Corbin Jamorrie (Lorrish) and Darneath Grinish (Falsridge) are very pro-Church. House Sarneth (Grayington) is temporarily out of the picture with Redin in a monastery and Eldried divested and forced to the sidelines. That puts the count at 3-2 with Grayington unable to vote, and one diocese unaccounted for.

That diocese is Valkurl, and its reigning noble, Stephon Nital. His true opinion is unknown, but it has been thought that he most likely leans toward the Church, as he was (until recently) engaged to Rachel Landis, of the very pro-Church family who were (until recently) rulers of Whitehale. On the other hand, having been 'outed' as a philanderer and dumped by Rachel, that may not be the case anymore, if it ever was in the first place. Whatever his true position, Stephon Nital now finds himself with the power of the swing vote that could decide who is the next Plar, whether the nobles increase their power – basically the future of Veluna.

Unfortunately for Nital, his past is about to come back to haunt him, as the consequences of a spurned lover's misguided schemes are about to come crashing down on him. The realm of politics is fertile soil for sowing evil and treachery, and a devil has come to plant those seeds and reap the harvest.

### Lady Briella d'Fera:

A long time ago, the person known as Briella d'Fera was a beautiful, ambitious young woman. Now, that person has been replaced by a devil, literally. This is her story. [The sections in brackets illuminate the devil's twists and affectations regarding the truth, for use in interacting with the PCs.]

Briella was born the daughter of a maid in CY572, in the court of Westin Mori's father in Devarnish. Her father was never identified, but her mother intimated it was a groom that passed through with a visiting merchant. [Briella the devil often exaggerates the plight of the mother, or 'admits' to 'fantasizing as a young girl' about her father being rich and powerful.]

As a young girl, she was allowed to play with the Mori boys, though they couldn't be called friends. As they grew older, Trisen Mori became infatuated with the girl – a fact she was very aware of and able to take advantage of to better her situation a bit. [The current Briella downplays this, but admits that Trisen did have a schoolboy crush of sorts on her.]

In her young teens, she herself became a handmaiden to one of the court's lesser ladies. A few years later, while accompanying her mistress on a trip to Veluna City, she met Stephon Nital at a party. At that time, Nital was not yet Baron – he was serving as Valkurl's representative on the Celestial Order. Nital, rake that he was, pursued and won the young woman.

Shortly after that (587), she left the Devarnish court for good, to go to Veluna City and pursue a further relationship with Nital. [The devil will play up 'how much in love' she was, though in reality, the real Briella was more in love with the potential wealth and status involved with wedding Nital.]

She was successful in her pursuit to a point, parlaying her affair into a position in Nital's father's court. This lasted a few months, until mid 588, when it was discovered that she was carrying his child. At that time, he was about to assume the position of Duke, so his family gave her a decent sum of money to get out of his life in an attempt to prevent a scandal (and thus keep open the possibility of a more socially advantageous marriage). The young woman was crushed. [The devil only plays this up if she plans on revealing her 'change of heart through Rao' – see below]

She gave birth to Gurith in 589 in the town of Fera in Furyondy, and has stayed there ever since, bitter and plotting. Her plots eventually led her into contact with a harvester devil, who found her an easy target, and quickly swayed her to evil by, among other things, allowing the devil to 'take her place' in a plot against Nital. [Of course the devil will never reveal this. Instead, she tells the tale of how, with the help of a local priest, her anger and pain

were replaced by the peace and serenity of Rao. The real Briella is now dead, her soul fueling the fires of Baator.]

When she heard that many of Nital's past affairs had become public knowledge [something that the devil had a hand in bringing about], "Briella", now 25, has returned to Veluna to seek a better life for her son. While she "no longer loves Nital, she is willing to marry him if it means a better life for her son". [In reality, the devil sees the situation as one rife with diabolic possibilities and the boy (who does not realize a switch has occurred) as a valuable piece in the game.]

See the Character Notes in the entry in Appendix 1 for personality, appearance, etc.

## ADVENTURE SUMMARY

### **Part 1 – Grayington**

The PCs find themselves in Grayington, a city currently in the throes of unrest. Here the PCs get a bit of background on the political situation in Veluna, as well as a look at what hasty decisions have wrought in the past.

### **Encounter 1 – Sloth**

PCs have a chance to help out Arnya, a lady in distress and handmaiden to Lady Briella d'Fera. Helping her out can lead them into an adventure. Failing to do so (being slothful) ends this adventure.

### **Encounter 2 - Pride**

The PCs go to meet their potential employer at the Golden Goose. The proprietor there is a proud man, and if the PCs' pride gets the better of them, they may lose their chance at adventure.

They meet Lady Briella d'Fera, who has been visiting Eldried Sarneth. Her advances repulsed, she now desires escort to Valkurl by way of Devarnish – she had previously sent her son back to Furyondy because of the unrest in Grayington.

### **Part 2 – On the Road**

The PCs, Briella, Arnya and Brote (the carriage driver) travel to Devarnish.

### **Encounter 3 - Envy**

Along the road, the PCs will get a chance to learn more about the wealthy and potentially powerful Briella. PCs are free to be envious without ending the adventure.

### **Encounter 4 – Gluttony**

Somewhere along the road, the wagon is ambushed by gluttonous water trolls.

### **Encounter 5 – Lust**

If any PCs meet certain 'criteria' that she has for potential lovers, Briella will make some overtures to them. The carriage driver, who has already fallen victim to her 'charms', gets very jealous and attacks a PC – score one soul for Briella.

### **Part 3 – Devarnish**

Once in Devarnish, Briella goes to meet with Duke Westin Mori, and the PCs are told to be ready to leave within a day or two, but otherwise left to their own devices. If they wish to, they may speak with members of the Mori household staff, possibly getting more information about Veluna politics, Westin Mori, and Briella.

On the second day, Briella informs the PCs that their departure will be delayed again. Though her meeting with Westin did not go well, Briella did manage to catch the eye of his younger brother Trisen, and she has accepted an invitation to spend some time with him.

NOTE THAT FROM THIS POINT ON, the adventure can get very non-linear, and it is very possible that the DM may be faced with an unforeseen set of circumstances and/or possible PC actions.

#### **Part 4 – A Side Trip**

After a couple days, if no PCs in the party have proved untrustworthy to the nobility in the past, the party is summoned to take a mysterious package to Valkurl on Trisen's behalf.

(Trisen has decided to eliminate Stephon Nital, thinking that Briella will be named regent of the diocese in lieu of her young son, and that he will be able to marry her and step into the throne. Briella is, of course, not dissuading these notions at all, 'pushing' Trisen towards evil so as to reap his soul.)

Assuming the PCs agree to deliver the package, the travel to Valkurl is easy and without incident.

#### **Encounter 6A – Greed I**

If the PCs give into their greed, and decide to see what's in the package, they're in for a challenge.

#### **Encounter 6B – Greed II**

If they take the package as instructed, they will need to locate the package's destination, avoid/survive a mugging, and deliver the package. **Part 5 – Valkurl**

After returning to Devarnish, the PCs escort Briella to Valkurl. Later in the week, Stephon Nital gives a public speech (rumored to address both his position on the Church's increasing power and his social situation) at which the PCs might be present.

Depending on what the PCs did with the package in Part 3, Stephon Nital or Trisen Mori may be assassinated.

#### **Encounter 7 – Wrath**

If Nital was assassinated: the law shows up to arrest Briella, who hangs the PCs out to dry.

If Trisen was assassinated: The assassins come after the PCs for cheating them.

#### **Conclusion**

Depending on what the PCs have accomplished (or not), they may be attacked by assassins sent by Trisen, rewarded for stopping a murder plot, or be left wondering what just happened.

## **PREPARATION FOR PLAY**

- Be very familiar with the overall plot, including all possibilities and ramifications of various actions. In some ways this is a very fluid adventure, and you may need to adjudicate on the fly.
- Get the race, class and charisma of each PC. This will come into play in Encounter 5.
- Find out if any PCs have "Enmity of the Nobility" from VEL6-08 *"Heart's Lament"*. If any PCs have this enmity, the party will not be entrusted with the mission in Part 4. PCs with "Enmity" that also have the "Favor of a Noble" from VEL6-05 *"Fox and Hounds"* can avoid this problem by crossing out "Favor of a Noble". Be sure others at the table are aware of *why* they are being excluded from part of the adventure.
- Figure the Spot and Listen DCs for the PCs to sense the invisible assassins in Encounter 7B (in case the PCs have that pleasure). You may also want to have the PCs roll Spot and Listen checks in advance of the game, and use one for this or similar checks.
- Note that there are more potential encounters and experience than a standard adventure. The adventure assumes that PCs do not choose or trigger every possible option. If they do (intentionally or not), they are still subject to the experience and/or gold cap.

## **PART 1: GRAYINGTON**

*Grayington – once the most pious of Veluna's cities, she now sits on the brink of turmoil. Her civic leaders abdicated or missing and her religious leader ineffective. Factions are jockeying for position in the game of politics, and that game is about to spill into the streets. Perhaps that is why many have fled the city – then again, perhaps that is why you have come.*

*For now, daily life goes on – albeit without the sense of calm and order that characterized Grayington in years past. Citizens go about their business with purpose, and with a wary eye turned to possible threats. They are not used to this lack of security.*

*Each of you find yourselves in the street near the marketplace – perhaps looking in a merchant's window, perhaps heading to the church, perhaps just strolling along.*

PCs have not come together as a group yet (unless they normally travel together). If they wish to Gather Information individually, they may. Any success gets the DC 5 information as well as that of the DC achieved. Other information is not cumulative. When they are finished talking, or if they don't talk at all, proceed to Encounter 1.

### Gather Information:

- DC 5 – “Grayington isn’t what it used to be. Been going downhill ever since Eldried Sarneth stepped down. No one really taking charge. Bishop Harkin’s nice and all, but he’s not good for much outside of church.”
- DC 10 – “Eldried hasn’t been seen much lately. Stays all holed up in the estate. Prob’ly planning how to get his position back. That or how to get rid of Bishop Harkin. Or maybe some other plot that some adventurers are sure to mess up for him – he sure doesn’t like them folk – maybe you oughta watch your back.”
- DC 13 – “Rumor has it that Redin Sarneth has become a priest, and is going to donate his family lands to the Church. I wouldn’t want to be near Eldried if that happens! Mark my words – if that happens, there’s gonna be trouble.”
- DC 16 – “I told you that Sarneth/Mori wedding was only a political thing. The old dog’s already auditioning new ‘betrothed’s. I hear there was one there yesterday that was pretty as sin. No idea what family she’s from though.”
- DC 20 – “There’s no way that the Celestial Order would allow the Church to become the civil authority in Grayington as well as the secular – sets a bad precedent. Even the nobles on the Church’s side right now would be upset if that happened. Still something’s got to be settled, or the whole diocese is gonna be up for grabs.”
- DC 25 – “Haven’t seen Brother Wood around for ages – wasn’t he all order and law? Sure could use some of that around here. Wonder what happened to him? You hear that some minor noble’s kid was going around stirring things up? Just because – no reason. Never caught him, either.”

## ENCOUNTER 1: SLOTH

*Three rough-looking youths round a corner and run down the street, laughing at some unknown joke, quickly passing by where you stand. Hardly any of the other people on the street take any notice, and those that do disinterestedly return to what they were doing.*

*Shortly thereafter, from around the same corner, comes an slightly older woman, running as best she can in her simple blue dress, crying, “Stop! Thieves!” There doesn’t seem to be much intention among the bystanders to offer any help.*

### APL 2 (EL 2)

**Ruffians** (3): human warrior 2; hp 16 each; see Appendix 1.

### APL 4 (EL 2)

**Ruffians** (3): human warrior 2; hp 16 each; see Appendix 1.

### APL 6 (EL 4)

**Ruffians** (3): human warrior 3; hp 22 each; see Appendix 1.

### APL 8 (EL 6)

**Ruffians** (3): human warrior 4; hp 30 each; see Appendix 1.

(Note that each of these ELs has been reduced by one due to the NPCs’ lack of level-appropriate equipment.)

**Tactics:** The ruffians do not fight to the death, and in fact will attempt to flee when half of them have been hurt or when one drops.

The bystanders will flee the area at the outbreak of violence. Some Grayington guards will eventually arrive, but because of the situation in town, they are not notified as promptly as usual, assume 5 minutes for them to arrive. They will take the ruffians into custody if told what happened, though no promise will be made of how long they will remain there.

**Treasure:** The PCs can get the following treasure off of the ruffians. (Note that the ‘coin’ is actually gems which Arnya was to use to hire escorts.)

**APL 2:** Loot 1 gp; Coin 10 gp; Total 11 gp.

**APL 4:** Loot 1 gp; Coin 20 gp; Total 21 gp.

**APL 6:** Loot 1 gp; Coin 30 gp; Total 31 gp.

**APL 8:** Loot 1 gp; Coin 40 gp; Total 41 gp.

**Development:** The lady in distress is Arnya, the handmaiden of Lady Briella d’Fera (detailed in Encounter 2). Arnya thanks the PCs for helping her, and inquires if they might be willing to help her out even more.

Arnya tells them that she has been tasked with hiring escorts for her mistress’ journey to Valkurl, and apparently did not choose well. The ruffians feigned interest then stole the pouch her mistress had entrusted to her. Any other questions (like why they need escorts) need to be asked of the Lady herself.

If the PCs decline, they are done with the adventure. If they accept, Arnya will tell them to meet her at the Golden Goose Inn, and to dress well. If asked about this, she explains that it’s a fancy place and the proprietor is rather picky. She can make wardrobe suggestions if need be.

(PCs paying for Rich or Luxury upkeep will have no problems, those paying Standard upkeep will need to specify they are making an effort to ‘clean up’ or ‘make

themselves presentable'. Any PCs living off the land will have problems at the Goose.)

When the PCs go to the Golden Goose, proceed to Encounter 2. If at any time, they wish to Gather Information in Grayington, use the points mentioned above.

## ENCOUNTER 2: PRIDE

*Even from the street, the Golden Goose has an aura of luxury about it. The stone and wood facade is meticulously clean; there are colorful draperies in the windows, and silver lanterns burn brightly on either side of the green-painted door. The place seems like an island of civility within the sea of disorder that Grayington has become.*

*A small plaque at one side of the door reads: "The Golden Goose - No weapons, no magic, no disturbing your rest." Tacked under the plaque is a hand-written sign: "Guards on premises. Violence will not be tolerated," and, in a different hand, "No half-orcs."*

The following text assumes the PCs are "dressed nice", as Arnya suggested. Adjust the text as needed if they disregarded her request (the innkeep will ask they leave – he doesn't want ruffians and rabble-rousers in his establishment).

*A bell rings as you pass through the heavy wooden door to find a sitting room full of overstuffed chairs and sofas. A warm fire roars in the fireplace, and quiet music plays from an unseen source.*

*There are very few people here at the moment, just an elderly couple seated by the fire, and a middle-aged man sitting near the manager's desk. All three glance over at you as you enter, then go back to whatever it was they were doing.*

*A door behind the main desk opens and closes – seemingly of its own volition; then a portly halfling, pipe in hand, an embroidered vest over his pressed white shirt, pops up from behind the human-sized desk.*

*"Greetings, friends," the innkeep says, "Welcome to the Golden Goose. My name is Balto Inniskip. How may we be of service?"*

### All APLs

**Balto Inniskip:** halfling Rog1/Exp4; Bluff +12, Sense Motive +12.

Balto, the proprietor of the Golden Goose, tries to affect an upper-crust speaking manner – like pronouncing privacy with a short i – but will drop it if he gets excited.) He is normally a gregarious (if fairly

unctuous) innkeep who is cognizant of how well being nice to the customer pays off. However, he is VERY image conscious, and wants to protect the high-class reputation he has cultivated for the Goose. He is also very wary of adventurers and ruffians right now (with all the violence and lawlessness right now). The current social turmoil is wreaking havoc on his bottom line, and he would like to see it ended – as long as any fighting doesn't hurt his Inn.

As long as the PCs are dressed well and act in an appropriate manner, Balto will send a page up to Lady Briella's room for them. If not, he will ask them to leave so as not to 'disturb his clientele'. Shortly afterward, the page returns to lead them upstairs and into Briella's room:

*"Lady d'Fera awaits you," says the page, who knocks, then departs.*

*The door opens, and Arnya smiles when she sees you. "Thank you for coming – come in. Come in."*

*She steps aside to reveal a well-appointed but not overly plush room. "Lady Briella will be with you shortly."*

*She offers you seats – though there are not enough for all of you – and wine. As she is passing out the drinks, the bedchamber door opens and a beautiful young woman steps into view.*

*Her auburn hair is fixed up – a flounce of curls tied in a green ribbon; though a few locks fall loose, framing a perfect porcelain face highlighted by blazing green eyes. Her smile is demure but confident, accented by a small freckle at the left corner.*

*Still in the flush of youth, yet with the air of sophistication and experience, she cuts a stunning figure in a pine-green velvet bodice, a creamy white silk peasant's blouse, and a multi-colored skirt made in the Rhennee style, but sewn from silk, satin and other rich fabrics.*

*Emeralds flash from her ears, gold from her neckline and fingers. Even the small white lapdog she carries sports a bejeweled collar.*

*"Thank you for waiting, I am so sorry I wasn't ready to welcome you in myself. Arnya has made you comfortable, yes?" She pauses, realizing she has nowhere for herself to sit.*

Whoever offers her their seat will receive a polite thank you, a shy smile and a nod. She will gracefully sit, and then continue. If no one offers her their seat, she will continue anyway (obviously without thanking someone), but will add some flourishes and drama to her tale, playing for sympathy in order to start the process of putting the PCs under her influence.

You see, Lady Briella d’Fera is in actuality a Falxugon – a harvester devil – here on the material plane to corrupt as many souls as possible. She replaced the “real” Lady d’Fera a long time ago, and has been harvesting ever since.

As a diabolic seductress, she can be stunningly beautiful and knows it. However, she knows that being too beautiful and acting vain and superior can turn off many potential victims, whereas acting innocent and nice will endear her to most, so that is the role she plays. Arnya is clueless to her true identity. See Appendix 1 for a more detailed version of her ‘persona’.

*“Thank Rao you were there to save Arnya from those awful ruffians. I remember Veluna as being a much safer place,” she says, shaking her head regretfully, “not so chaotic, so rough. Luck was with us she wasn’t hurt.”*

*“Dare I press our luck – that we might be fortunate enough to have such mighty heroes escort us on our travels?”*

Below is some general information that will help the DM in conversing with the PCs:

- What’s the job? Briella wants escorts to take her to Valkurl by way of Devarnish, she is visiting old friends in both places.
- How much? The rate she offers to pay is (10gp x APL each), but she will allow the PCs to barter her up to twice that. Have them make DC 5 Diplomacy checks to succeed, but tell them they *just* made it if they rolled anything short of 20+. She authorized Arnya to hire escorts and gave her the base ‘up front half’ already (the coin from Encounter 1), so the PCs may already have all or part of their ‘down payment’.
- Why does she need escorts? She sent her normal escorts home (Fera, a town in Furyondy) along with her eight-year old son Gurith, and his nursemaid in her private coach. The situation here in Grayington made her worried for his safety, and it seemed best to send him home where he would be safe.
- How is she traveling? By carriage along the road that runs next to the Velverdyva River. She has sent her own coach home (see above), but has hired another one for the trip. If the PCs ask about horses, she has no more money than what she has already offered. (If the PCs did not barter her price up, she still has some money [10 gp per APL per PC], but that is not enough to get everyone horses except at APL 8.)
- Why is she going to Valkurl? She is going to see Baron Stephon Nital, noble ruler of Valkurl, an old acquaintance. [Any attempt at a Sense Motive will reveal

she is ‘hiding’ something. In actuality, she hopes the PCs will push for more information on the relationship.]

- If pushed on the matter, she will admit their previous dalliance, and that Gurith is his. She will admit that now that his ‘philandering ways’ have become public, that perhaps he will take in Gurith and herself. [If a PC beats her Bluff check (+18) with a Sense Motive check, he can tell she is hiding something else. If pushed about that, she will admit to hoping that she will be able to marry Nital (for Gurith’s sake), though she will NOT admit to planning on killing him.]
- Does Nital know she is coming? She hesitates, then admits that he does not. She hopes that she will be able to get in to see him (or at least get him a message) once she is there. [She will play up her hope for sympathy.]
- Why is she stopping in Devarnish? Since it is on the way, she thought she would visit the court there, as she was a member of the court. [She was actually the daughter of a maid, but does not hide this Bluff too much (a DC 10 Sense Motive check will tip the PCs off), as ‘hiding her roots’ fits the image she is trying to project (see Appendix 1).]
- Do you know anyone there? She doesn’t know who is still there and who isn’t. Her parents are long dead. She assumes Westin, Trisen, Rymar or other members of the Mori family would still be there.
- What were you doing in Grayington? She was just passing through, but was worried about the unrest. She also stopped to pay respects to Eldried Sarneth. He didn’t seem to have time for social niceties, though. (A DC 10 Sense Motive check (she’s not trying to hide this) gives the PC a hunch that she’s not telling all – that she’s nervous about something regarding Sarneth. [She gave seducing/corrupting him a shot, but he was too distracted, and did not comply. She did manage to plant the seed of revenge against Harkin and maybe even Redin, though.]
- If asked more about Sarneth, she will (in the manner of a court gossip) tell of his obvious antipathy towards Harkin, the Church, and even his son. She will ‘admit’ to being a little scared of what he might do.

Note that these questions and answers can also be used (as-is or as a basis for further conversations) in Encounter 3.

#### All APLs

**Lady Briella d’Fera:** female Falxugon devil (appears as human); hp 75, see Appendix 1.

**Sissy:** female lapdog; hp 1; (use Rat entry in *Monster Manual*, pg 278).



**Arnya:** female human commoner 2.

**Brote:** male human commoner 2.

**Tactics:** If at any point, she sees an opportunity to ‘push’ a PC into an evil act (in a way that wouldn’t blow her cover, of course), Briella will attempt to do so. That is her job, after all, and she loves her job.

Briella does not want to fight PCs, and SHOULD BE A NONCOMBATANT for this adventure. She vastly prefers to *teleport* away if discovered (though she might toy with the PCs a bit first). She will never attack first (see her *refuge of the damned* special ability), though if attacked she will reciprocate (except at APL 2, when she will not fight at all). If it does come to a fight, she prefers to get others to do her fighting for her, and will never fight to the death, vastly preferring to *teleport* away.

Remember that Briella will keep her *disguise self* active at all times, and that any divinatory spells or abilities focused on her will register as if they were focused on her dog (per the *misdirection* spell) because of her *ring of misdirection*.

Because of her *refuge of the damned* ability, her expertise at telling enough of the truth to foil most *discern lies* and *zone of truth* spells, and her constant *disguise self* and *misdirection* spells, the only things she really ‘fears’ during this adventure are *antimagic*, *dispel magic* and the like.

**Treasure:** This entry represents the maximum remainder of the up-front half of the agreed-upon fee, if the PCs “bartered Briella up”. Do not award this if they did not do so, and reduce it appropriately if necessary.

**APL 2:** Coin 10 gp; Total 10 gp.

**APL 4:** Coin 20 gp; Total 20 gp.

**APL 6:** Coin 30 gp; Total 30 gp.

**APL 8:** Coin 40 gp; Total 40 gp.

## PART 2: ON THE ROAD

This section is split into three subsections: Encounter 3 deals with general interaction between Briella, her handmaiden and the PCs while traveling; Encounter 4 deals with a fight the group encounters along the way; and Encounter 5 deals with Briella possibly flirting with PCs.

Though it is advisable to have Encounter 5 occur after Encounter 4, the DM may re-arrange these subsections if necessary to fit the flow of the table, as long as the fight occurs. At tables with younger or less mature players, it may be advisable to skip Encounter 5 altogether, avoiding Briella’s temptations.

## ENCOUNTER 3: ENVY

During the trip to Devarnish, the PCs will have ample time to talk to Briella, Arnya, and the carriage driver, Brote. They should get the impression that Briella is wealthy, but also kind and friendly. She will flirt a bit, but nothing uncouth (yet – see Encounter 5).

Arnya and Brote have little to reveal other than that Lady Briella is a fine employer, kind and generous. Arnya has been with her for nearly a year, Brote was just hired in Grayington after she sent her regular carriage home. (A PC that makes a DC 15 Sense Motive check can tell Brote is a bit smitten with the lady.)

As far as Lady Briella herself, listed below are some ‘highlights’ of what PCs can learn. (She does not just blab everything out – she is, after all, a ‘lady’ – PCs need to talk and ‘cajole’ her.) If you need to ad-lib an answer to an unexpected question, see the Adventure Background for more details, but remember that Briella is a gifted liar. [And a big part of that skill is using as much of the truth as you can without compromising what you want the listener to hear. The notes in brackets can help the DM lie convincingly.]

- Briella grew up in Devarnish’s court, and had a decent life. Her mother was a maid, her father a groom. She played with the Mori boys as a child.
- She moved to Veluna City when she was a teen (Nital was representing Valkurl on the Celestial Order at the time), eventually securing a position in Nital’s father’s court. Events led to happenings, and they had an affair – Gurith was the result. When Stephon found out, rather than marrying her, he sent her away (with a sum of money), making her promise to keep their affair a secret. [Note that everything to this point is accurate regarding the history of the ‘real’ Briella, which the ‘new’ Briella regards as true since she ‘is’ Briella.]
- At first she was very upset, but she came to accept the circumstances, and eventually she no longer felt the anger towards him. [The first part is absolutely true, as the ‘real’ Briella hated him. The second part is technically true, since the ‘new’ Briella has no feeling towards him whatsoever – beyond a potential soul.]
- Since the affair has now become public knowledge, she has decided to return. She only wants the best for Gurith, even if that means marrying the man who sent her away once before. [The only somewhat false statement here is her desire for the best for Gurith. She couldn’t care less for him as a person – however, as a pawn she can use

for political and soul-harvesting plots, she does want him in the best position possible.]

- If asked about Gurith's inheritances and being the heir to the barony, she will pause to think about it, and then "realize" that he may very well be in such a position. She will not deny that becoming the wife of a Baron would be nice, but tries to play it off as not her main ambition. [True – the diocese means nothing to her; she wants to garner souls to improve her status in Baator.]

## ENCOUNTER 4: GLUTTONY

*After getting a signal from the carriage, the driver signals you that it's time for a break. The carriage pulls to the side of the road and stops in a clearing, near some bushes and a pretty little apple tree that leans over the river. The door opens and the ladies get out.*

*"Thank you, driver. I think this is a wonderful spot," Briella says. "Now, if you gentlemen will excuse us..." She blushes a bit, and the two ladies disappear behind the bushes.*

The PCs can talk with the driver or among themselves, but the ladies want a little privacy. If a female PC wishes to go along, she may. She gets a DC 17 Spot check to notice the trolls before the attack.

### *Suddenly, screams!*

Briella comes running back towards the party, yelling to the PCs to save Arnya from the monster(s). The driver will calm and secure the horses.

#### **APL 2 (EL 4)**

**Young Scrag (2):** hp 33 each; see Appendix 1.

#### **APL 4 (EL 7)**

**Scrag (2):** hp 63 each; see *Monster Manual*, pg 247.

#### **APL 6 (EL 9)**

**Classed Scrag (2):** hp 90 each; see Appendix 1.

#### **APL 8 (EL 11)**

**Classed Scrag (2):** hp 114 each; see Appendix 1.

**Tactics:** Note that the scrag do not attack Briella at first (failing their saves against her *refuge of the damned* ability). If a PC is present at the attack, roll 'randomly' to determine their targets – Arnya and the PC.

At APL 2, each young scrag will flee if it takes more than 10 points of fire and/or acid damage. If one is dropped (by whatever means), then the other will flee.

At APL 4, one will flee when the other is dropped.

At APLs 6 and 8, the scrag fight to near death, each individual fleeing only when dropped under 20 hp.

**Development:** It is assumed that Arnya is not going to survive this attack; but if she somehow does, then she and Briella will thank the PCs profusely, with Briella even kissing a high-Charisma human, half-elf or elf that performed particularly heroically (assuming such a PC is present).

**Treasure:** At APL 2, there is no treasure. At APLs 4 through 8, the scrag have some items on them.

**APL 4:** Loot 2 gp; Total 2 gp.

**APL 6:** Magic 708 gp; 2 x *chain shirt* +2 (354 gp each); Total 708 gp.

**APL 8:** Magic 874 gp; 2 x *chain shirt* +2 (354 gp each), 2 x *cloak of elemental protection*\* (83 gp each); Total 874 gp.

## ENCOUNTER 5: LUST

Along the journey to Devarnish, Briella will get bored and decide to 'play' with one (or more) of the PCs. She will flirt with all of them (even the ugly), though she will only 'make a move' on humans, half-elves or elves with a Charisma of at least 14 (perhaps someone who was 'heroic' in Encounter 4). If there is a paladin or LG priest in the party, she will focus her efforts on that PC.

She will not use any magic to get her way, but will use all the feminine wiles she can muster (and that is quite a lot). She wants to tempt them, get them to do something they might regret later, maybe get them to come to her side of things later.

It is up to the DM to play this in a way that (a) is appropriate to the maturity level of the table and (b) will not cause time problems later. It may be best to omit this in a convention setting).

Whether or not Briella's advances are fully played out or not, make sure that at least one PC is targeted with a subtle flirtation when Brote (the carriage driver) can see it. At an opportune moment (either during the flirtation or shortly after), Brote will confront the PC over their 'inappropriate advances' towards Briella. (Brote is very much under her 'power, is very much in love with her, and is very jealous.)

If the PC in question apologizes quickly and without argument, Brote will let the matter die with a warning. If the PC accuses Briella of making the advances, Brote will threaten to kill the PC (for besmirching her honor). If it seems likely to escalate to a fight at this point, Briella will step in to stop it. (If the PC insists on fighting, so be it – Brote will start with non-lethal attacks. If the PC is the first to use lethal attacks that is an evil act.)

If the fight was averted by Briella (or other PCs), or if it still happened and Brote is not dead, then that night (or the next), Brote goes to speak with Briella, and gets rejected in a way that makes it seem that it's the PC's fault. He goes a little crazy and tries to club the PC to death in their sleep. (Easy to foil if there is anyone on watch, and if there isn't anyone, he comes close, but fails at his coup de grace attempt.)

#### All APLs

**Brote:** male human Commoner 2; hp 4; see Appendix 1.

#### Treasure:

**All APLs:** Coin 3 gp; Total 3 gp.

**Development:** Should the PCs question Brote (or his corpse) or Briella after the fact, they will not get much. Briella did not tell him to do it, nor did she use magic to force him, but she did play him very well – “hinted” him into it – and therefore Brote will not blame her, and the ‘truth’ (in regards to *zone of truth* and *detect lies*) is only that she denied his advances. She is of course, terribly shocked and disappointed when she ‘finds out’ what happened.

If Brote is alive after this, it is assumed that the PCs are going to ‘turn him in’ Devarnish. If, for some reason, he is allowed to stay with the party (like if no one else can/wants to drive the carriage), he still pines for Briella, but has learned to keep his desires hidden, and also stay away from the PCs. He will try to drink his unrequited love away in Devarnish, and end up in jail anyway.

## PART 3: DEVARNISH

*The city of Devarnish has a much more sophisticated air about it than Grayington. It is the main trade city of Veluna, and as such reflects as much of the ‘outside world’ as it does Velunan culture.*

*The streets bustle with activity – porters bent under their loads, street vendors hawking their wares to passersby, entertainers seeking audiences, and many others, their purposes unknown.*

*After a short, but interesting trip through the streets, you arrive at a finely appointed inn, where Briella has decided to stay.*

Briella gets a room for herself and two for the party. She bids them wash up, and dispatches a messenger boy to the Mori estate to inquire as to an invitation. One for dinner is sent for that evening. If the PCs wish to skip ahead to that, proceed with the read-aloud text below. If

they wish to spend some time wandering the city, that is fine too.

If the PCs wish to Gather Information, use the following points. Information on Briella is ONLY revealed if the PCs are specifically asking about her. The DCs given are for asking around the city, the DCs decrease by 5 if the PCs are asking inside the manor or with Mori staff. Results are not cumulative, but PCs can make multiple checks if they take the time.

- DC 5 – “Trade’s gonna suffer if there’s a war in the west. Church oughta go kick some Kettite tail.”
  - No information about Briella.
- DC 10 – “Crops and such are doing great in Whitehale. Just need more people moving back there, and it’ll be good as new – maybe better. Have to wait and see what the new Baron – Randis, is it? – what he’s like. Sounds like Duke Mori likes him, though.”
  - No information about Briella.
- DC 15 – “The Duke and Bishop (Dorasie) are at it again. Dorasie’s been asking around here about the Viscount of Verbobonc and missing Knights of Veluna. What’s Westin got to do with that?”
  - Re: Briella: “Name sounds familiar – one of the Mori boys’ passing fancies?”
- DC 20 – “Don’t tell anyone I told you this, but Duke Westin’s setting himself up to be Plar. He almost had a line on controlling Grayington, but that fool Sarneth couldn’t close the deal. I’m sure he’s got another plan or two – Westin’s too crafty not to.”
  - Re: Briella: “Seems to me she was a maid – no, her mother was the maid. She moved off before she could get the Duke’s sons in too much trouble. Very tempting, that one. Very nice, but tempting.”
- DC 25 – “Duke Westin is getting concerned about (his younger brother) Trisen’s ambition. I don’t think he’s worried that Trisen would do something to him, but that he might do something that could ruin the family.”
  - Re: Briella: “Yeah, I remember her – real pretty little girl, had the Duke’s boys eating out of her hand. Didn’t she have a kid by Baron Nital? I think I just heard that somewhere.”
- DC 30 – “Trisen Mori’s been real anxious to get himself more power. I overheard him telling someone that he almost had a piece of leverage against the Canon himself – but apparently he lost it or something.”
  - Re: Briella: “From what I’ve heard, that kid of hers would be the closest thing to an heir Nital’s got. Not surprised she’s going back.”

*That evening, you escort Briella to the Mori estate. Passing through the gate, into the garden, with the large manor house so brightly lit, servants coming and going, and a bard playing a lovely tune in a room somewhere nearby, it seems as if you have been invited to a party of some sort. Briella, however, indicates that this is but an average evening for the Mori, one of the wealthiest and most powerful families in Veluna.*

*Briella and you are led to a sitting room, where Westin and Trisen Mori sit, drinking a dark red wine at a table set for three. At your arrival, they rise and greet Briella, bowing slightly. There are hugs and polite kisses, and you suddenly feel a bit out of place.*

PCs can make a Sense Motive check here. A DC 10 check notes that Trisen seems much happier with Briella's arrival than Westin. A DC 13 check reveals that Westin may feel a bit imposed upon, but is 'doing the right thing'. A DC 17 check tells the viewer that Trisen isn't just glad to see an old playmate, and is probably already plotting how to seduce Briella.

*It is not too long before Briella apologizes for being so rude and introduces you to the Mori's. They nod and smile.*

*"Unfortunately, we were only expecting Breilla..." begins the Duke, "Can I have the cooks fix you something up in the kitchen?"*

*"Or perhaps I can recommend a restaurant?" offers Trisen, sidling up to Briella.*

Briella embarrassedly apologizes to the PCs for the misunderstanding, and offers to pay for their dinner in amends. Westin apologizes as well, Trisen insists on paying (instead of Briella). Assuming the PCs accept the offer, Trisen gives them directions to a fine restaurant (the "Copper Cockatrice") and some money. Briella apologizes again.

PCs that insist on staying will get rebuffed. Any trying to leverage their way into remaining by saying they have Trisen's "Favor of a Noble" (from VEL6-05 *Fox and Hounds*) will be told by Trisen (with a 'man on the prowl' wink) that if they want to retain that favor, they should leave. Any belligerence will result in them being kicked out of the estate, possibly in chains. (The Mori's are well protected in their own estate.)

*The next day, over lunch, Briella tells you that dinner was nice, but there is still much catching up to do. In fact, Trisen has invited her to take a carriage ride today and accompany him to a dinner tomorrow.*

*"I think he might like me," she confides, blushing like a schoolgirl. "I think we can spend a bit more time here in Devarnish, don't you? You can stay in the inn; I'll bet Trisen would even pay."*

If Breilla's statement about Trisen liking her gets one of the PCs upset (like the one who was 'targeted' in Encounter 5), she will apologize to him and say something about destiny bringing her and Trisen together again... and who can stop destiny? She is trying to get the PC angry enough to do something evil to Trisen, but it is assumed here that nothing will be done about it.

Assuming the PCs have no great objections, they are free to roam about Devarnish for a bit. Two days later, Briella contacts the party:

*"I apologize for this, but I wonder if I could impose upon you to enjoy Devarnish just a bit longer?" She blushes more than a bit.*

*"It seems that Master Trisen wishes to escort me to a ball tomorrow night, and perhaps a performance at the theater the next."*

If the PCs decline, she will fret, but accept their decision, even paying them the remainder of the agreed-upon fee (see below). The adventure is then over for them.

If they agree to wait, then she thanks them, and buys them a luxury dinner at a fine restaurant (the "One-Eyed Dragon").

**Treasure:** If the PCs end their relationship with Briella here, she pays them the other half of what was agreed upon in Encounter 2. Remember the coin total below is the maximum they could have "bartered" her up to from her original offer, and should be reduced as appropriate if they didn't do so. (Obviously, the PCs cannot receive this money and also receive it in Part 5.)

**APL 2:** Coin 20 gp; Total 20 gp.

**APL 4:** Coin 40 gp; Total 40 gp.

**APL 6:** Coin 60 gp; Total 60 gp.

**APL 8:** Coin 80 gp; Total 80 gp.

## PART 4: A SIDE TRIP

If any PC at the table has "Enmity of the Nobility" from VEL6-08 *Heart's Lament*, the party as a whole will NOT be asked to take on this mission. Individual PCs with "Enmity" that also have the "Favor of a Noble" from VEL6-05 *Fox and Hounds* can remove this onus from themselves (but only themselves) by crossing out "Favor of a Noble".

As long as one PC has the “Enmity of the Nobles”, the table cannot play this section. Be sure others at the table are aware of *why* they are being excluded from this part of the adventure (someone is seen by the Velunan nobility as untrustworthy/potentially turncoat). Skip to Part 5 (use Assassination A).

Trisen has hatched a plan – he plans to assassinate Stephon Nital and marry Briella (his exact timing hasn’t been settled yet). Thus (he thinks), when Briella’s son is named heir of Valkurl (which he should be), Trisen would be in a position to rule Valkurl (through Briella as regent). Briella, however, is happily leading him on, knowing that he is taking himself down the road to damnation. (Okay, she subtly planted a couple of seeds, but his scheming is in full flower and his soul is soon to be ripe for the picking.)

But all that is background for the mission the PCs are about to be offered (assuming the nobles have no enmity towards them):

*Two mornings after learning of your delay, you are called to the Mori estate. Upon arrival, you are met by Adalius, one of Trisen Mori’s ‘entourage’.*

*“Thank you for coming, I’ll get right to the point. Lord Mori would like you to deliver a rather sensitive package to Valkurl. He was going to take it himself, but as you well know, affairs of state have distracted him of late...” he smiles slyly.*

*“Anyway, if you aren’t doing anything else – and I suspect you aren’t,” he winks, “perhaps you would be willing to do this? I can promise the pay would be well worth your time.”*

Assuming the PCs have some questions:

- How much would it pay? Adalius is authorized to offer the PCs up to (APL x 20 gp) each, though he will start with a lower offer. He can lend them horses if they wish. He can give them one-third of their fee up front.
- What about Briella? If the PCs express concern that they should stay around in case Lady Briella wants them to do something, Adalius will say (with a wink and a nod) that he would guess she would want them to do this so that Trisen wouldn’t be distracted from her.
- Why don’t you do it? Adalius explains that he must stay with Trisen, that he did not bring any other retainers, and that Trisen and Westin are having a bit of a spat, so the Duke isn’t in the mood to help his little brother. Besides, this matter doesn’t concern Westin.
- Where do we take it? A tavern called the “Siren’s Song”. Adalius has never been there himself, but he

thinks it’s on the south side of Valkurl, near the dwarven quarter. He thinks the proprietor’s name is “Vilt” – ‘associates’ have used him before as a go-between/contact.

- What if Imam Fazan isn’t there? There’s a good chance he won’t be – just leave the package with Vilt. He’s good at getting in contact with people.
- What’s in the box? Adalius doesn’t know specifics, but thinks that it is valuable. From the letter, he guesses it is a ‘diplomatic gesture’ of some sort – probably one of Trisen’s schemes to ‘move up the ladder’. (A DC 10 Sense Motive check translates Adalius’ euphemisms as “a bribe”. Adalius does not know of his friend’s newly-hatched assassination plot.

If the PCs decline the mission, see below.

If the PCs accept the mission, they are given a locked metal strongbox, the instructions to deliver it to “Imam Fazan” at the “Siren’s Song” in Valkurl and return here, and a letter (**Players Handout 1**) that Adalius says instructs the recipient to pay them the agreed-upon sum. (Fill in the amount Vilt is supposed to pay and give the PCs **Players Handout 1**, preferably folded and taped to see if they sneak a peek). This letter also tells the assassin the password for opening the box – “islands” – via code (“danger awaits if you ignore what comes first in the writings...” – reading the first letter of each line in the letter spells ‘islands’).

**Development:** If there are any members of the Pack at the table, they recognize the “Siren Song” as a Pack establishment with a DC 20 Knowledge (Local-VTF) check (this check can be made untrained), and know how to get there – and the party does not need to Gather Information in Valkurl to find it (see Encounter 6B). When the PCs proceed to Valkurl, go to Encounter 6B.

Should the PCs decline this ‘mission’, Lady Briella will pout (just a bit) and bat her eyes, asking them once if they would do it as a favor for her (as a nice gesture for Trisen). If they refuse this request, she will accept their decision without further ado. Go to Part 5 (use Assassination A). Note that she suspects what Trisen is planning, but doesn’t know for sure.

If at any time, the PCs try to get into the box, use Encounter 6A.

If at any point the PCs go to the authorities with the box, go to Interlude: Virtue Rears Its Ugly Head.

**Treasure:**

Whether the PCs secure a third of their fee from Adalius, or get it all upon delivery, the treasure is 'counted' in Encounter 6B.

## ENCOUNTER 6A: GREED I

Should the PCs at some point decide to investigate the contents of the chest, here is the information needed:

**Strongbox:** locked metal box with red wax dripped over the seam between lid and main compartment.

- Box: 1/2" thick; hardness 10; hp 15; AC 5; Break DC 25.
- Lock: average at APL 2&4 (Open Lock DC 25) or good at APL 6&8 (Open Lock DC 30).
- Trap: If the box is opened without pressing the hidden switch (and saying the password "islands" at APL 4 and up), there is a miniature explosion – needles and the gems go flying in all directions. There is then a one round delay until the secondary spell traps go off. (Note that at APL 8, a Reflex save avoids the contact poison on the gems, but if anyone starts picking them up, they automatically come in contact and must save.)

### APL 2 (EL 3)

**Hail of Needles Trap:** CR 3; mechanical; action trigger (opening box without bypass); manual reset; hidden switch bypass (Search DC 25); Atk +15 ranged (2d4); multiple targets (all in 10' radius); Search DC 22; Disable Device DC 22.

### APL 4 (EL 6)

**Hail of Poisoned Needles Trap:** CR 4; mechanical; action trigger (opening box without bypass); manual reset; hidden switch bypass (Search DC 25); Atk +15 ranged (2d4 + poison); multiple targets (all in 10' radius); poison (Carrion crawler brain juice, DC 13 Fortitude save negates, 2d4 rds paralysis/o); Search DC 22; Disable Device DC 22.

**Exploding Gems Trap:** CR 2; magical; action trigger (opening strongbox without password); no reset; spell effect (*scatterspray*, 1<sup>st</sup>-level wizard, 1d8 damage, 10' radius, DC 11 Reflex save half negates); Search DC 26; Disable Device DC 26.

One round later...

**Summon Swarm Trap:** CR 3; magical; action trigger (opening strongbox without password); no reset; spell effect (*summon swarm*, 3<sup>rd</sup>-level wizard, summons bat swarm [see *Monster Manual*, pg 237], duration 3 rounds); Search DC 27; Disable Device DC 27.

### APL 6 (EL 8)

**Hail of Poisoned Needles Trap:** CR 4; mechanical; action trigger (opening box without bypass); manual reset; hidden switch bypass (Search DC 25); Atk +15 ranged (2d4 + poison); multiple targets (all in 10' radius); poison (Carrion crawler brain juice, DC 13 Fortitude save negates, 2d4 rds paralysis/o); Search DC 22; Disable Device DC 22.

**Exploding Gems Trap:** CR 2; magical; action trigger (opening strongbox without password); no reset; spell effect (*scatterspray*, 1<sup>st</sup>-level wizard, 1d8 damage, 10' radius, DC 11 Reflex save half negates); Search DC 26; Disable Device DC 26.

One round later...

**Confusion Trap:** CR 5; magical; action trigger (one round after opening strongbox without password); no reset; spell effect (*confusion*, 7<sup>th</sup>-level cleric, see *Player's Handbook* [pg 212], 15' radius, DC16 Will save negates); Search DC 29; Disable Device DC29.

**Summon Undead IV Trap:** CR 5; magical; action trigger (opening strongbox without password); no reset; spell effect (*summon monster IV*, 7<sup>th</sup>-level wizard, summons 4 owlbear skeletons [see *Monster Manual*, pg 226], duration 7 rounds); Search DC 29; Disable Device DC 29.

### APL 8 (EL10)

**Hail of Poisoned Needles Trap:** CR 7; mechanical; action trigger (one round after opening box without bypass); manual reset; hidden switch bypass (Search DC 25); Atk +19 ranged (2d4 + poison); multiple targets (all in 5' radius); poison (Purple worm poison, DC 25 Fortitude save negates, 1d6 Str/2d6 Str); Search DC 22; Disable Device DC 22.

**Exploding Contact Poison-Covered Gems Trap:** CR 5; magical; action trigger (opening strongbox without password); no reset; spell effect (*scatterspray*, 1<sup>st</sup>-level wizard, 1d8 damage + poison, 10' radius, DC 11 Reflex save half negates); poison (Sassone leaf residue, DC16 Fortitude save negates, 2d12 hp/1d6 Con); Search DC 26; Disable Device DC 26.

One round later...

**Heightened Confusion Trap:** CR 6; magical; action trigger (one round after opening strongbox without password); no reset; spell effect (*heightened confusion*, 9<sup>th</sup>-level cleric, see *Player's Handbook* [pg 212], 15' radius, DC 17 Will save negates); Search DC 30; Disable Device DC 30.

**Summon Undead V Trap:** CR 6; magical; action trigger (one round after opening strongbox without password); no reset; spell effect (*summon monster V*, 9<sup>th</sup>-level wizard, summons 4 troll skeletons [see *Monster Manual*, pg 226], duration 9 rounds); Search DC 30; Disable Device DC 30.

**Development:** If the PCs open the strongbox without setting off the trap(s), or if they do set off the trap(s) but also make a DC 15 Listen check, they hear the name “Stephon Nital” whispered in a male voice. (A triggered *message* spell meant to give the assassin his target.)

If at any point the PCs go to the authorities with the box, go to Interlude: Virtue Rears Its Ugly Head.

**Treasure:** Inside the strongbox (or all over the place if the trap(s) were triggered) are about 150 gems (worth a total of 3,000 gp) and a scroll case containing a *scroll of animate dead*. If the PCs keep the contents of the strongbox, they do not get paid in Encounter 6B (if they even do that encounter at all), but get the following:

**All APLs:** Coin 500 gp; Magic (52 gp); *scroll of animate dead* (52 gp); Total 552 gp.

## ENCOUNTER 6B: GREED II

*The trip to Valkurl is a peaceful one, as you encounter only friendly travelers on the way. Valkurl itself is a busy mining town nestled in the foothills of the Lortmil Mountains. It is cleaner than one might expect from a mining town on the border of the wild mountains, but still has that rough-around-the-edges quality that differentiates it from Veluna's other cities.*

*Now you just have to find this “Siren’s Song”.*

Unless one of the PCs makes a DC 20 Knowledge (Local-VTF) check, they will need to ask around to locate the tavern mentioned in the instructions. (If a Pack member recognized the Siren’s Song in Encounter 4, she gets a +5 bonus on the Knowledge check, and can even make this check if she has no ranks in the skill.) Asking around will net the following information, depending on the PC’s Gather Information check(s). Information on Briella is **ONLY** revealed if the PCs are specifically asking about her. Results are cumulative.

- DC 5 – No information about the “Siren’s Song”.
  - “Too bad about the wedding being called off – Baron Nital would have been a shoo-in for Plar with the Landis’s clout behind him. I wonder if he’s gonna settle down or not, now, have himself an heir? Hmm? Yeah – he’s got some bastards out there, I suppose they would be in line.”
  - No information about Briella.
- DC 10 – The “Siren’s Song” is over on the south side of town – somewhere.

- “You hear about Shandalanar? Apparently, the Church is getting ready to move some people there – start the town all over. You’ll never catch me there – too creepy.”
- No information about Briella.
- DC 15 – PCs get directions to “Siren’s Song”.
  - “That Landis girl shouldn’t have been surprised Nital’s got a ‘history’, if you know what I mean. If I were in his position, I’d sure have one! I’m sure her family’s got plenty of skeletons in their closet, too – a little too ‘high and mighty’. Know what I mean?”
  - Re: Briella: “I don’t know – I heard the Baron had a lot of ‘lady friends’ around the court, if you know what I mean?”
- DC 20 – as well as directions, PCs are advised to watch their pouches.
  - “So the Landises call off the wedding ‘cause of Baron Nital’s youthful ‘escapades’ – I wonder if he’ll side with Mori and Sarneth against the Church just to spite them? You know, teach ‘em a lesson for bein’ so ‘superior’.”
  - Re: Briella: “I think I remember hearing that name – I was seeing one of the maids from court, she was jealous – she showed up and it was like the other girls didn’t exist. Worked out well for me, though!”
- DC 25 – as well as directions, PCs are advised to not irk the owner – he’s a ‘nasty sort’.
  - “Nital’s sitting in the catbird seat right now. Celestial Order’s all knotted up, split right down the middle. He’s sittin’ there, letting them fight over him. He might be the next Plar.”
  - Re: Briella: “I know a guy who knew a girl who was at the court at the same time she was. Might have looked all nice and innocent, but my friend’s girl never really trusted her. Probably just jealous though.”

Once the PCs have directions to the drop spot, finding their way there is easy. The location is in a rather bad spot of town, however, and just before arriving, they are accosted by one of Valkurl’s ne’er-do-wells. The half-orc mugger noticed the PCs heading in this general direction and took a short cut to get a head of them.

*You find your way easily enough through the streets of Valkurl – it seems a friendly enough place, though you do notice you seem to be heading for a rougher part of the town.*

PCs get a Spot check to notice him peeking around the corner of an alleyway before he steps out (DCs including distance and cover modifiers: 23@APL 2, 25@APL 4, 27@APL 6, 28@APL 8.) If the PCs Spot him before they get within 40 feet, they are not surprised. If they do not spot him, and are thus surprised he uses the surprise round to take a five foot step and ready an action (see below) when they approach to 40 feet:

*When you estimate you are but a couple blocks from your destination, a large half-orc clad in leather steps from an alley ahead. In his left hand, he holds a well-notched battle axe. His right hand is clutching some sort of golden, ball-shaped pendant – one of a couple that hang from a golden chain draped around his thick neck.*

*“Drop your weapons and give me your valuables, or I’ll burn you all up!” he says in a deep, gravelly voice.*

#### APL 2 (EL 3)

**Mugger:** Half-orc Barbarian1/Rogue2; hp 23; see Appendix 1.

#### APL 4 (EL 3)

**Mugger:** Half-orc Barbarian1/Rogue2; hp 23; see Appendix 1.

#### APL 6 (EL 4)

**Mugger:** Half-orc Barbarian1/Rogue3; hp 29; see Appendix 1.

#### APL 8 (EL 5)

**Mugger:** Half-orc Barbarian1/Rogue4; hp 35; see Appendix 1.

**Tactics:** At APL 2, he is bluffing (Bluff +3). He doesn’t actually have a *necklace of fireballs*, but will fight back if attacked (responding in kind if the PCs use lethal force). At higher APLs, he is not bluffing, however, and when he steps out, he readies an action to hurl the bead from his *necklace of fireballs* at the slightest provocation (casting, advancing, going for weapons, etc).

**Treasure:** The PCs can get the following treasure off the mugger.

**APL 2:** Loot 2 gp; Coin 5 gp; Total 2 gp.

**APL 4:** Loot 40 gp; Coin 5 gp; Magic 138 gp; *necklace of fireballs, type I* (138 gp); Total 182 gp.

**APL 6:** Loot 40 gp; Coin 5 gp; Magic 225 gp; *necklace of fireballs, type II* (225 gp); Total 270 gp.

**APL 8:** Loot 40 gp; Coin 5 gp; Magic 308 gp; *studded leather +1* (83 gp); *necklace of fireballs, type II* (225 gp); Total 353 gp.

**Development:** Once the PCs deal with the mugger, they may proceed on to the tavern and make the delivery:

*The Siren’s Song is not much to speak of – more than a bit run down, it has obviously seen its best times come and go. The same with its patrons – most of them have come and gone, as the main room is empty except for someone sleeping in the corner booth and a large, less-than-clean man behind the bar.*

*Despite its dilapidated exterior and questionable hygiene of its proprietor, the interior of the Siren’s Song is not that bad. The furniture is old and not in the best condition, but the place is somewhat clean. The drunk in the corner isn’t even snoring too loudly.*

*“What’ll ya have?” snorts the hairy fat man behind the bar, wiping out a mug with his apron. He spits, showing remarkable accuracy – assuming he wanted to hit the wall next to the spittoon.*

If the PCs wish to chat a bit, the bartender (Vilt) is friendly enough, though he is a bit friendlier if the PCs buy drinks. Use Diplomacy checks and the rumors in Part 4 as guidelines for what he talks about, unless a PC identifies himself as a member of the Pack (if the PC is lying, the bartender’s Sense Motive is +10). In such a case, the bartender can offer some more tidbits of information, depending on the Pack member’s Diplomacy check:

- DC 10 – That crackdown last year hurt, but we’ll be okay. Turns out only a few members were nailed that night, but at least one of ‘em turned stoolie hard. If I could get my hands on that guy...
- DC 15 – The Church and some of the nobles are at odds right now. Nobles are afraid the Church is gettin’ too uppity. Not sure what they can do about it, though. Not sure what they’d do if they ‘won’, either. Not sure who to ‘root’ for in that one.
- DC 20 – You know anything about what’s happening in Grayington? Bosses are nervous about what’s going on – attracting too many freelancers, getting the MTG and such all riled up. You wouldn’t think so, but all that stuff ain’t good for our business.

If the PCs say they have a delivery for “Imam Fazan”, Vilt will nod, and say that the “Imam” isn’t here now, and doesn’t come around too often, but entrusts him with holding deliveries for him. If the PCs ask about “Fazan”, Vilt will describe a Baklunish religious man (Zilchus) with some sort of ties to a nearby carpet shop.



If the PCs just ask Vilt for payment, he will say he shouldn't have to pay them. They should show him the letter, upon which he grumps a bit, but pays them.

If for some reason the PCs do not want to leave the package after letting Vilt know they have it, Vilt will shrug and say "Suit yourself – no skin off my back", then smile knowingly. He will inform the "Imam Fazan" (the assassin) later, letting him know what happened, and what he knows of the PCs.

If at any point the PCs go to the authorities with the box, go to Interlude: Virtue Rears Its Ugly Head.

**Treasure:** If the PCs deliver the chest and contents intact, Vilt will pay them the agreed-upon fee (they cannot get this if they kept the chest for themselves). These numbers represent the full amount of the fee:

**APL 2:** Coin 40 gp; Total 40 gp.

**APL 4:** Coin 80 gp; Total 80 gp.

**APL 6:** Coin 120 gp; Total 120 gp.

**APL 8:** Coin 160 gp; Total 160 gp.

**Development:** Investigating the "Siren's Song", Vilt and/or the "Imam" is beyond the scope of his adventure. Discourage it via meeting (a) authorities that are already investigating it, (b) Pack members suggesting the PCs look elsewhere, or (c) some other ingenious DM device.

If the PCs successfully deliver the package intact, go to Part 5 (use Assassination A). If they deliver an incomplete package (because they stole from it or whatever), Mori and the assassins have been cheated, go to Part 5 (use Assassination B). If they fail to deliver the package at all (whether they stole all of it or lost it), go to Conclusion B. If they take the box to the authorities, go to the Interlude.

## INTERLUDE: VIRTUE REARS ITS UGLY HEAD

It is possible that the PCs might go to the authorities at some point. Possibly with mere suspicions, possibly with some information or evidence they feel might help the investigation. All of the myriad variables (involving timing, location, amount of information, who they suspect, etc) of such a meeting make it impossible to write up all the possibilities, so it is left up to the DM to describe and adjudicate, with some guidelines.

The numbers in parentheses are to be used in the calculation below, for the DM to get an idea of how the PCs are doing. Or, while it would be best to role play out this meeting, if time is going to be a problem, the DM can use this as more of a crutch to decide the success of the PCs' action.

1. Recognize that the authorities are not going to believe the adventurers just because they are adventurers (or even just because someone is a priest of Rao or member of some other meta-org). PCs can add any circumstance bonuses for dealing with authority from membership in certain meta-orgs (Church of Rao, Church of Cuthbert, Church of Heironeous, Mitrik Temple Guard, Knights of Salvation, Brotherhood of the Vale, Monastery of the Unseen, Colleges of Divine and Arcane, including Chancellors). Using this influence here negates them from using it for the Diplomacy roll later (#5), though.
2. Who the PCs accuse of the plot may also effect the authorities' reaction. Accusing Westin Mori would be the least likely to get anything 'real' done (-4). Accusing Trisen Mori would be a bit more believable to the authorities (-2). Accusing Lady Briella would bring the quickest response if the PCs can inform the authorities who she is (not that she's a devil, but that her son is Nital's heir). (+1) If they just accuse her without being able to explain the reason, the authorities will be much less willing to listen. (-3)
3. To whom the PCs make their accusations may affect the outcome as well.
  - Accusing either Mori in Devarnish diocese is likely to get the PCs a quick escort out of town (-6). Accusing Briella here is fairly innocuous. (+1)  
(One exception to this is taking their accusation of either Mori to Bishop Dorasie. If the PCs can gain audience (a DC 30 Diplomacy check for PCs that are not members of the meta-orgs mentioned above; a DC 20 check for PCs that are members of those orgs), Bishop Dorasie will immediately seize on the opportunity to investigate a Mori if the PCs have any real information (beyond 'suspicions'). (+4)
  - Accusing any of the suspects in Valkurl diocese will get the PCs a meeting with an interested authority figure, but without any proof or facts, they will quickly be disregarded. (+1)
  - Taking the accusations anywhere else (Veluna City, etc) will produce at least a polite meeting with someone in authority, but there will have to be some facts/proof to really get anywhere. (-1)
4. Having some proof can help the PCs' cause:
  - If the PCs have nothing to present but hearsay and suspicion. (-4)
  - Having the *animate dead* scroll (+3) and gems (+1) from the box. (The authorities keep these if used as evidence.)

- Having heard the name “Stephon Nital” whispered when the box was opened. (+2)
  - Having the letter and being able to indicate how it contains the box’s password. Authorities will be able to identify the writing as Trisen Mori’s. (+2, +4 if accusing Trisen.)
  - Knowing the name of the ‘recipient’. (+1)
  - Divinations: Should the PCs successfully cast a *divination* (or get an NPC priest to use one), they will get the following message: “The devil lures the snake with what he wants to hear; the snake strikes at that which it desires.” (+4) A carefully worded *commune* spell can also unravel this quickly (+2 to +10, depending on information).
5. Diplomacy. The party can make one DC 15 Diplomacy check to influence the authorities. (+2)
- PCs can assist the PC making the check ONLY if they were participating in the discussions to this point.
  - PCs (either the one making the check or ones attempting to assist) can use a meta-org bonus here ONLY if they did not use it for #1 above.
  - PCs that try to assist, but fail by 5 or more, instead hurt the effort, apply a –2 penalty to the Diplomacy roll per instance.

Remember, this is NOT meant to be a substitution for role-playing. If necessary, the numbers earned above can be totaled to get the PCs’ ‘score’, which you can use (but don’t have to) to get an idea of the authorities’ reaction.

- If the PCs can get the ‘score’ up to 21+, the plot is foiled and Trisen arrested. PCs receive the **Rewarded by Stephon Nital** reward on the AR. If the PCs return to Briella’s service after this, proceed to the first part of Part 5 (getting the PCs to Valkurl), then use Conclusion C. If the PCs do not return to her service, use Conclusion C, paraphrasing to remove Briella from the equation.
- If the PCs can get the ‘score’ up to 17 or higher, the authorities are a bit more zealous and the plot is foiled, though Trisen Mori is not arrested. PCs receive the **Rewarded by Stephon Nital** reward on the AR. If the PCs return to Briella’s service after this, proceed to the first part of Part 5 (getting the PCs to Valkurl), then use Conclusion B. If the PCs do not return to her service after this, use Conclusion B, paraphrasing to remove Briella from the equation.
- If the PCs can get their ‘score’ between 10 and 16, the authorities will definitely ‘look into the matter’, but

nothing will come of it. Go to Conclusion B, as Mori hires the assassin to go after those that stole from him and ruined his plan.

- Between 0 and 10, the authorities politely dismiss the PCs. (If pressed, they may Bluff (+2 x APL) or just threaten them with arrest to get the PCs to leave.) Finish the adventure as if the PCs never went to the authorities (most likely Conclusion B).
- If the ‘score’ doesn’t get above 0, they are laughed out of the precinct house. Finish the adventure as if the PCs never went to the authorities (most likely Conclusion B).

Note that all of the above scenarios assume the PCs do not ever take the box and money to the assassin, either giving it to the law as evidence, or keeping it for themselves. If they DO pay the assassin, then it is likely the assassination of Nital would still happen (especially if they delivered the money THEN went to the authorities). The DM will have to use his best judgment in this case.

It is generally beyond the scope of this adventure for the PCs to investigate with the authorities. However, if they absolutely insist, charge them an extra TU and have them take part in a raid in which they fight the assassins from Encounter 7B. In this case, go to Conclusion C, paraphrasing if Briella is not there.

## PART 5: VALKURL

There are two versions of the assassination in this section. One (Assassination A) is for tables where the PCs either completed the ‘mission’ in Part 4, declined it entirely, or weren’t able to play it, and are still working for Briella. The second (Assassination B), is for tables where the PCs delivered an incomplete package (because they stole from it or whatever) and yet are still working for Briella.

If, however, the PCs delivered nothing in Part 4 (either because they kept the contents of the box, because they went to the authorities, or some other reason, but NOT if they just refused the mission), but are somehow still working for Briella, you should use the introductory text below, then go directly to the appropriate Conclusion (where you were directed in Part 4 or the Interlude).

Regardless of which assassination is going to be used (or if you’re going to skip to a Conclusion), use this introductory text:

*After another week of sitting around enjoying good food, good drink, and a comfortable bed, Briella finally summons you for the trip to Valkurl.*

*The trip to Valkurl is a peaceful one, as you encounter only friendly travelers on the road. Along the way, Briella seems quieter than before, often staring out the window of her carriage, seemingly lost in thought.*

If any PCs ask politely, she will say she has important decisions on her mind. If pushed, she will reveal that Trisen Mori has asked for her hand (NOT revealing he assumes she will be inheriting Valkurl) and she is thinking about it. She wants to know what Nital might be thinking regarding Gurith, however, so she must talk to him before deciding anything.

If the PCs have been to Valkurl before (in Part 4), skip this first paragraph. If they have not been to Valkurl in Part 4, continue here.

*Valkurl itself is a busy mining town nestled in the foothills of the Lortmil Mountains. It is cleaner than one might expect from a mining town on the border of the wild mountains, but still has that rough-around-the-edges quality that differentiates it from Veluna's other cities.*

Pick up here if the PCs have already been to Valkurl:

*Briella directs the wagon to a fine inn near the estate of the Nital family. After getting settled in, she pays you as agreed, and asks what you will be doing now – she's not sure what will come of her meeting with Stephon Nital, and might be in need of another escort, after all.*

Briella will not invite (or allow) PCs to accompany her to see Nital, as it is 'a private matter'. No matter the PCs answer, continue below. If the PCs wish to talk to the authorities, see the Interlude. If they wish to Gather Information here in Valkurl, use the bullet points in Encounter 6B, ignoring the Siren's Song information.

Give the PCs a day or so of messing around before resuming:

*The town of Valkurl is abuzz with announcements that Stephon Nital will be making a speech that evening in the park. No one is sure what the speech is about – some rumors say he's announcing his continued support of the Church's efforts. Others say quite the opposite, that he will support the Sarneth/Mori initiative to increase the authority of the nobility at the expense of the Church. A very few comment that it might have something to do with a beautiful lady that recently arrived, but others see that as no big deal.*

**Treasure:** Briella pays the PCs the other half of the agreed sum. Remember the coin total below is the maximum they could have "bartered" her up to from her original offer, and should be reduced as appropriate if they didn't do so. (Obviously, the PCs cannot receive this money if they already received it in Part 4.)

**APL 2:** Coin 20 gp; Total 20 gp.

**APL 4:** Coin 40 gp; Total 40 gp.

**APL 6:** Coin 60 gp; Total 60 gp.

**APL 8:** Coin 80 gp; Total 80 gp.

From here, go to one of the following, depending on the actions of the PCs to this point:

- Assassination A – if the PCs either completed the 'mission' in Part 4, declined it entirely, or weren't able to play it. Trisen's plan succeeds, and Stephon Nital is assassinated.
- Assassination B – if the PCs delivered an incomplete package in Part 4 (because they stole from it or whatever). The assassins were only partially paid, and go after Trisen and the PCs for cheating them.
- Conclusion B – if the PCs delivered no package; and either did not go to the authorities at all, or got the authorities involved (in the Interlude), but not enough to foil the plot. Trisen is not arrested, and sends assassins after the PCs for stealing from him.
- Conclusion C – if the PCs delivered no package, and got the authorities involved (in the Interlude) enough to foil Trisen's plot. Trisen is arrested.

#### Assassination A:

If the PCs do not attend the speech, they get a message from Briella pleading for them to return to her – she will relate what she has heard of the assassination, and that she fears that some may blame her (see below). If they are at the speech, they will be contacted by her later – first proceed with this text:

*You have a nice place to sit – by a tree, where you can see the small stage, but aren't in the middle of the crowd. The crowd has been receptive of the speech so far, but then again there hasn't been anything exactly momentous said yet.*

*Stephon Nital starts to speak about the recent events in Whitehale. The crowd begins to listen a bit more intently – will he address the Rachel Landis situation? Will he speak of his illegitimate children? Will he...*

*Suddenly, there is an arrow sticking from his chest – he clutches at it and falls backward. Attendants rush to his side as guards scan the area. Looking around, you see nothing but a frightened, upset crowd – some people are rushing towards the stage, but most run away from it.*

The assassin is invisible and flying, hovering over the crowd. It is too noisy to detect her with a Listen check, and she is too far from the PCs to detect with a Spot check. (If a PC can somehow nearly instantaneously get a *see invisibility* up, or a *dispel magic* that somehow catches the assassin, they might be able to see a female elf teleport away.)

*Your attention is drawn back to the stage, though, as there seems to be some sort of commotion there.*

Have the PCs make a DC 10 Spot check – those that make it see:

*It looks like Stephon Nital is standing up again. Except... there's something wrong. He seems to be attacking the Raoan priest that is trying to heal him. The priest is stunned for a moment, then slams his open palm onto Nital's chest. The Baron seems to writhe in pain and doubles over, collapsing once again.*

Nital was shot with a poisoned arrow that had an additional curse upon it – the victim is animated as a zombie. The Raoan priest 'killed' him with the *cure serious wounds* he was preparing to cast on Nital.

If the PCs wish to investigate the assassination, they will be politely rebuffed by the local authorities, as well as the Church (when they arrive on the scene). If the PCs insist/go behind the authorities backs, you can let them fool around a bit, but they will NOT be allowed access to the crime scene or the body if the law/Church can help it (they may be able to discern what happened, but there really isn't enough evidence or information here to go much beyond that). If they return/go to the Siren's Song, Vilt is gone; no one there knows where he went. Cut the investigation short with the message from Briella below.

If the PCs delivered the package in Encounter 6B, and go to the authorities to reveal what they know (most likely implicating themselves in the process), then the adventure is over for them, as they are questioned/held/arrested while the investigation goes on. [If they were unwitting dupes, they 'get away' with 1 extra TU lost. If they were aware something was going on, they lose 3 TUs.] Go to Conclusion A.

If the PCs decide to fight the authorities after revealing their info (or any other reason) – use the stats for the posse in Encounter 7A, feeling free to add more of the NPCs (and maybe a cleric or two) depending on where the PCs are starting this fight.

If the PCs are not with Briella an hour or so after the assassination, but also not in custody, they receive a message from Briella pleading for them to return to her, as she fears she is to be arrested for the crime.

Assuming the PCs obey the summons, or if they are with her in the evening after the assassination anyway, go to Encounter 7A.

### Assassination B:

If the PCs do not attend the speech, they get a message from Briella pleading for them to return to her – she will relate what she has heard of the assassination, and that she fears that someone may come after her next. If they are going to the speech, they will be contacted by her later – first proceed with this text:

*You have a nice place to sit – by a tree, where you can see the small stage, but aren't in the middle of the crowd, a crowd that is growing more restless. The speech was supposed to have started....*

*There – someone is approaching the podium, trying to quiet the crowd. It's not Nital, though; he's not even wearing the Baron's livery. It appears to be a priest of Rao, and he's starting to speak.*

*"Gentlefolk, be calm, please. I apologize, but the Baron will not be speaking tonight – a general, disappointed murmur runs through the crowd – I'm afraid that it has been decided to err on the side of caution in the light of the news that Trisen Mori has been most wickedly murdered just today in Devarnish."*

*The crowd bursts into excited discussions about the news at this point, and the priest tries to speak some more, but no one is listening, and he returns whence he came.*

If the PCs wish to speak with the priest, they may:

*"All I know for sure is that Trisen was dropped in broad daylight with a single arrow, and then....," he struggles to regain his composure, "then he... well, his body stood up and began attacking those that tried to help him. When the zombie was finally put down, there was a note found tied to the arrow. No one knows what it meant – 'Think not that any may cheat Fazan'."*

Other than the fact that the arrow was poisoned, that is all the priest can relate. If the PCs return to Briella on their own, she asks them to take her to Nital's estate.

Skip to Encounter 7B. If they don't, then they receive a message from Briella, saying she fears for Nital and asks the PCs to escort her to his estate. As they prepare to go, the assassin's accomplices show up to 'teach another lesson'. Go to Encounter 7B.

## ENCOUNTER 7: WRATH

### Encounter 7A:

*Briella thanks you for coming so quickly, offers you seats, and then sits down as well. She seems a bit anxious, not surprising seeing as how her son's father was just murdered.*

A DC 20 Sense Motive check gives the PC a hunch that she is either in shock or not as distraught as one might be from the situation. A Sense Motive check against her Bluff check (+18), reveals that she is not distraught at all.

*"Stephon had agreed to marry me and name Gurith as his heir. I think he was going to announce it at the speech – I wonder what will happen with that now? Alas, I suppose it doesn't matter anymore."*

*"I fear those jealous little girls in the court will try to blame it on me? I'm sure they have – after all, Gurith should be the Baron now. Perhaps I should leave town for a while. Perhaps I may still be in need of some traveling companions..."*

*There is a knock at the door. "Lady Briella d'Fera?" a male voice asks.*

*"So soon?" Briella says surprisingly.*

If at some point in the following scene, the PCs want to jump in and defend Briella or ready for whatever is on the other side, let them (she is readying a *teleport*). The DM will have to adjust the text on the fly, trying to stay with the 'flavor' of what is written below (surprising the PCs with what she really is, hopefully in a way that implicates them and/or Trisen).

With no hope now of gaining power in Valkurl, Briella's main goals at this point are (a) to get out without being subject to police/church interrogation/inquisition, (b) implicate someone else in the assassination (PCs and/or Trisen), and/or (c) gather a couple more souls in the process. She will NOT join in the fight (though she might try *suggestion* on a PC or a guard to turn the fight lethal). She is not above accusing the PCs of trying to kill her, though this would be tough to pull off if she has revealed herself.

*She stands and pauses, then resignedly moves towards the door. "I thank you for all of your help –*

*you have been very helpful." She pauses halfway to the door, "and I hope to see all of you again very soon."*

*Suddenly, the door to the room bursts open even as Briella's visage becomes that of a beautiful, sultry fiend, complete with small horns and a serpentine tail.*

*"Surrender in the name of the law of Valkurl!!"*

*Briella smiles a fanged grin at you and says "Delay them, my loves – I return to Trisen" loudly enough to be heard – and then disappears in a cloud of brimstone.*

### APL 2 (EL 4)

**Posse Leader:** Male Human Fighter<sub>1</sub>/Ranger<sub>2</sub>/Rogue<sub>1</sub>; hp 27; see Appendix 1.

### APL 4 (EL 6)

**Posse Leader:** Male Human Fighter<sub>1</sub>/Ranger<sub>2</sub>/Rogue<sub>1</sub>; hp 27; see Appendix 1.

**Posse Members (2):** Male Human Ranger<sub>1</sub>/Rogue<sub>1</sub>; hp 12 each; see Appendix 1.

### APL 6 (EL 8)

**Posse Leader:** Male Human Fighter<sub>2</sub>/Ranger<sub>2</sub>/Rogue<sub>2</sub>; hp 41; see Appendix 1.

**Posse Members (2):** Male Human Ranger<sub>1</sub>/Rogue<sub>3</sub>; hp 23 each; see Appendix 1.

### APL 8 (EL 10)

**Posse Leader:** Male Human Fighter<sub>2</sub>/Ranger<sub>2</sub>/Rogue<sub>3</sub>/Justicar<sub>1</sub>; hp 54; see Appendix 1.

**Posse Members (2):** Male Human Fighter<sub>1</sub>/Ranger<sub>2</sub>/Rogue<sub>3</sub> each; hp 38; see Appendix 1.

**Tactics:** The posse is here to arrest Briella (and the PCs), not kill them. If the PCs resist, the posse will fight (using nonlethal attacks, including the tanglefoot bags). If the PCs resist using lethal force (a potentially evil act), the posse will respond in kind (though still using some nonlethal force, so that prisoners can be captured). At APL 8, the posse leader always uses nonlethal force (as he takes no penalty for doing so) unless it doesn't seem to be affecting his target.

**Development:** Any PCs that surrender are held/questioned/arrested depending on their ability to prove themselves to be unwitting dupes of Briella (1 TU of questioning for being a total dupe, 3 TUs for knowing something but doing nothing).

Any PCs that are captured after a nonlethal only fight are arrested for resisting arrest/assaulting an officer of the law and spend time in jail (6 TUs if they were total dupes, 8 TUs if they knew something but did nothing).

Any PCs that are captured after a fight in which they used lethal force, they are thrown in jail for a long time (12 TU, +12 more per posse member killed) and must pay a fine equal to the cost of hiring an NPC to cast the spell needed to repair the damage dealt (a *cure* spell for hp damage, *restoration* for ability damage, *raise dead* for killing, etc). Note that this fine may be used for the spell in question, or may be used to compensate the victim or his family, so ½ price spell purchase favors cannot be applied.

Any PCs that resist arrest and/or escape the posse get **Wanted by the Law** on the AR.

#### Treasure:

**APL 2:** Loot: 52 gp; Magic: 236 gp; *chain shirt* +1 (104 gp), *buckler* +1 (97 gp), *potion of lesser vigor* (4 gp), *potion of protection from chaos* (4 gp), *potion of discern shapechanger* (27 gp); Total: 288 gp

**APL 4:** Loot: 146 gp; Magic: 467 gp; *chain shirt* +1 (104 gp), 2 x *studded leather* +1 (98 gp each), *buckler* +1 (97 gp), 2 x *potion of lesser vigor* (4 gp each), 2 x *potion of protection from chaos* (4 gp each), 2 x *potion of discern shapechanger* (27 gp); Total: 613 gp

**APL 6:** Loot: 120 gp; Magic: 830 gp; 3 x *chain shirt* +1 (104 gp each), *buckler* +1 (97 gp), 2 x *light wooden shield* +1 (96 gp each), *cloak of resistance* +1 (83 gp), 3 x *potion of lesser vigor* (4 gp each), 3 x *potion of protection from chaos* (4 gp each), *potion of discern shapechanger* (27 gp), *Quall's feather token (whip)* (42 gp); Total: 950 gp

**APL 8:** Loot: 146 gp; Magic: 1163 gp; 3 x *chain shirt* +1 (104 gp each), 3 x *buckler* +1 (97 gp each), *cloak of resistance* +1 (83 gp), *gauntlets of dexterity* +2 (333 gp), 3 x *potion of lesser vigor* (4 gp each), 3 x *potion of protection from chaos* (4 gp each), *potion of discern shapechanger* (27 gp), *Quall's feather token (whip)* (42 gp); Total: 1309 gp

#### Encounter 7B

*Briella thanks you for coming so quickly, and hands you a bag.*

*"I must be away to Stephon's estate," she says hurriedly, grabbing another, smaller bag, "I must see if he is okay – can you escort me there please?"*

If the PCs don't know about Trisen's assassination, this would be a good time for her to tell them what she heard happened.

*On the way to the carriage, Briella says she is distraught over losing Trisen, but thinks it may actually be for the better since Stephon had agreed to marry her – she thinks he was going to announce it at the speech.*

A DC 20 Sense Motive check gives the PC a hunch that she is not as distraught over losing Mori as she says. A DC 28 Sense Motive check reveals that she is not distraught over him at all.

A separate Spot or Listen check may tip the PCs off to the presence of some associates of the assassin that killed Mori sent associates to get them. (The DM will have to set these Spot/Listen DCs in advance, but they are waiting invisibly.)

The assassins attack the group in the carriage house, as they get Briella in the carriage. The assassins say that they are here to 'collect a debt' from those that would cheat the assassin "Imam Fazan".

#### APL 2 (EL 4)

**Assassin:** Male Human Fighter1/Ranger2/ Rogue1; hp 27; see Appendix 1.

#### APL 4 (EL 6)

**Assassins (2):** Male Human Fighter1/Ranger2/Rogue1; hp 27 each; see Appendix 1.

#### APL 6 (EL 8)

**Assassins (2):** Male Human Fighter1/Ranger2/Rogue3; hp 38 each; see Appendix 1.

#### APL 8 (EL 10)

**Assassins (2):** Male Human Fighter2/Ranger2/Rogue3/Assassin1 each; hp 51; see Appendix 1.

**Tactics:** The assassins are out for blood, but would optimally (a) escape with their lives, (b) leave at least one PC alive to tell the tale of cheating an assassin.

#### Treasure:

**APL 2:** Loot: 27 gp; Magic: 290 gp; *chain shirt* +1 (104 gp), *buckler* +1 (97 gp), *potion of lesser vigor* (4 gp), *potion of protection from law* (4 gp), 2 x *potion of invisibility* (27 gp each), *potion of cure moderate wounds* (27 gp); Total: 317 gp

**APL 4:** Loot: 52 gp; Magic: 580 gp; 2 x *chain shirt* +1 (104 gp each), 2 x *buckler* +1 (97 gp each), 2 x *potion of lesser vigor* (4 gp each), 2 x *potion of protection from law* (4 gp each), 4 x *potion of invisibility* (27 gp each), 2 x *potion of cure moderate wounds* (27 gp each); Total: 632 gp

**APL 6:** Loot: 52 gp; Magic: 830 gp; 2 x *chain shirt* +1 (104 gp each), 2 x *buckler* +1 (97 gp each), 2 x *cloak of resistance* +1 (83 gp), 2 x *potion of lesser vigor* (4 gp each), 2 x *potion of protection from law* (4 gp each), 4 x *potion of invisibility* (27 gp each), 2 x *potion of cure*

moderate wounds (27 gp each), 2 x Quall's feather token (whip) (42 gp); Total: 882 gp

**APL 8:** Loot: 52 gp; Magic: 1496 gp; 2 x chain shirt +1 (104 gp each), 2 x buckler +1 (97 gp each), 2 x cloak of resistance +1 (83 gp), 2 x gauntlets of dexterity +2 (333 gp each); 2 x potion of lesser vigor (4 gp each), 2 x potion of protection from law (4 gp each), 4 x potion of invisibility (27 gp each), 2 x potion of cure moderate wounds (27 gp each), 2 x Quall's feather token (whip) (42 gp); Total: 1548 gp

## CONCLUSION

### Conclusion A:

If Nital was assassinated:

*You're not sure how exactly you got to this point – with a Stephon Nital dead, angry guardsmen coming after you, and a devilish beauty saying she'll see you soon... but you are pretty sure it would be best to clear the area and lay low for a while.*

(Note that if Nital is assassinated it is very likely that Trisen gets away with murder. If the PCs had suspicions and took them to the authorities, they should be on a different conclusion.)

If Trisen was assassinated:

*You're not sure how exactly you got to this point – with Trisen Mori dead and angry people coming after you in some strange westerner's name, but you are pretty sure it would be best to clear the area and come back to check on Briella some other time.*

*When you go to say your goodbyes, she thanks you for all your help, wishes you well and says with a smile that she's sure she'll see you again soon enough. As nice as that seems, you are soon wondering why the farewell is starting to sound more like a sentence than an invitation...*

### Conclusion B:

Only read this first paragraph if the authorities/Nital were alerted to a plot that was stopped.

*While the authorities were unable to prove anything substantial about a plot, Stephon Nital is very glad to be alive, and thanks you publicly, calling you heroes of the diocese.*

Continue if the authorities/Nital knew of a plot, or start here if the PCs stole the whole package:

*A very happy man, Nital announces his intentions to wed Lady Briella d'Fera and name her son Gurith his heir. You are treated to a sumptuous feast at the Nital estate and are invited to the wedding as well. Preparations are going along swimmingly, and you are looking forward to a noble wedding feast, when...*

Unfortunately for the PCs, Trisen Mori suspects that they cheated him somehow, and has sent assassins to get them.

The assassins attack the group (when and where is up to the DM), mentioning that they are here to 'collect a debt'. If she is present, they ignore Briella (Trisen doesn't want her hurt and doubts she is involved), who flees the immediate area to hide. She does not assist the party in any way. (If forced to 'help', she will 'run for help' or swing ineffectually with her dagger.)

### All APLs

Use NPCs from Encounter 7B.

**Tactics:** The assassins are here on a job, but do not consider it worth their lives, so they do not fight to the death.

### Conclusion C:

*Trisen Mori is arrested for conspiracy to commit murder, and curses your names even as he calls on Briella to say something on his behalf. Stephon Nital is very pleased to be alive, and announces his intentions to wed Lady Briella d'Fera and name her son Gurith his heir. You are treated to a sumptuous feast at the Nital estate and are invited to the wedding.*

*No matter the accolades and praise, however, you just can't shake the feeling that something has gone wrong...*

### The End

**Official critical events results:** Any player interested in downloading an official summary of events of this mod that reflects the critical events of the first run of this event should be given the following password. The DM should give this password to the players at the conclusion of play. They can then download the critical summary and use the password to open the file:

**Password:** devilindisguise

## 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.

### 1: Sloth

Save the girl from the ruffians.

APL 2	60 XP
APL 4	60 XP
APL 6	120 XP
APL 8	180 XP

### 3: Envy

Interacting and role-playing with the NPCs

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP

### 4: Gluttony

Defeat or drive off the scraggs.

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

### 5: Lust

NOT killing Brote (defusing situation or subduing him)

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP

### 6A: Greed I

Disarming or surviving the trap on the chest

APL 2	90 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

### 6B: Greed II

Defeat the mugger.

APL 2	90 XP
APL 4	90 XP
APL 6	120 XP
APL 8	150 XP

### 7A or 7B: Wrath

Defeat those that are coming to get you.

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

### Discretionary roleplaying award

Only to be awarded for good overall role-playing.

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP

### Total Possible Experience

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

## TREASURE SUMMARY

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may



attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

### 1: Sloth

**APL 2:** Loot 1 gp; Coin 10 gp; Total 11 gp.

**APL 4:** Loot 1 gp; Coin 20 gp; Total 21 gp.

**APL 6:** Loot 1 gp; Coin 30 gp; Total 31 gp.

**APL 8:** Loot 1 gp; Coin 40 gp; Total 41 gp.

### 2: Pride

This entry represents the maximum remainder of the up-front half of the agreed-upon fee, if the PCs “bartered Briella up”. Do not award this if they did not do so, and reduce it appropriately if necessary.

**APL 2:** Coin 10 gp; Total 10 gp.

**APL 4:** Coin 20 gp; Total 20 gp.

**APL 6:** Coin 30 gp; Total 30 gp.

**APL 8:** Coin 40 gp; Total 40 gp.

### 4: Gluttony

**APL 2:** none

**APL 4:** Loot 2 gp; Total 2 gp.

**APL 6:** Magic 708 gp; 2 x *chain shirt +2* (354 gp each); Total 708 gp.

**APL 8:** Magic 874 gp; 2 x *chain shirt +2* (354 gp each), 2 x *cloak of elemental protection* (83 gp each); Total 874 gp.

### 5: Lust

**All APLs:** Coin 3 gp; Total 3 gp.

### Part 4: Devarnish

The second half of the agreed-upon fee. This money is mutually exclusive of that in Part 5. (It's the same money, PCs can't get it twice.) Remember also that the coin total below is the maximum they could have “bartered Briella up to” from her original offer, and should be reduced appropriately if they didn't do so.

**APL 2:** Coin 20 gp; Total 20 gp.

**APL 4:** Coin 40 gp; Total 40 gp.

**APL 6:** Coin 60 gp; Total 60 gp.

**APL 8:** Coin 80 gp; Total 80 gp.

### 6A: Greed I

Only received if the PCs steal the chest. Cannot get this and treasure from 6B.

**All APLs:** Coin 500 gp; Magic (52 gp); *scroll of animate dead* (52 gp); Total 552 gp.

### 6B: Greed II

From the mugger:

**APL 2:** Loot 2 gp; Coin 5 gp; Total 7 gp.

**APL 4:** Loot 40 gp; Coin 5 gp; Magic 138 gp; *necklace of fireballs, type I* (138 gp); Total 182 gp.

**APL 6:** Loot 40 gp; Coin 5 gp; Magic 225 gp; *necklace of fireballs, type II* (225 gp); Total 270 gp.

**APL 8:** Loot 40 gp; Coin 5 gp; Magic 308 gp; *studded leather +1* (83 gp); *necklace of fireballs, type II* (225 gp); Total 353 gp.

Payment for mission (Only received if the PCs deliver the chest. PCs cannot get both this and the treasure from Encounter 6A):

**APL 2:** Coin 40 gp; Total 40 gp.

**APL 4:** Coin 80 gp; Total 80 gp.

**APL 6:** Coin 120 gp; Total 120 gp.

**APL 8:** Coin 160 gp; Total 160 gp.

### Part 4: Valkurl

The second half of the agreed-upon fee. This money is mutually exclusive of that in Part 4. (It's the same money, PCs can't get it twice.) Remember also that the coin total below is the maximum they could have “bartered” her up to from her original offer, and should be reduced appropriately if they didn't do so.

**APL 2:** Coin 20 gp; Total 20 gp.

**APL 4:** Coin 40 gp; Total 40 gp.

**APL 6:** Coin 60 gp; Total 60 gp.

**APL 8:** Coin 80 gp; Total 80 gp.

### 7A: Wrath

**APL 2:** Loot: 52 gp; Magic: 236 gp; *chain shirt +1* (104 gp), *buckler +1* (97 gp), *potion of lesser vigor* (4 gp), *potion of protection from chaos* (4 gp), *potion of discern shapechanger* (27 gp); Total: 288 gp

**APL 4:** Loot: 146 gp; Magic: 467 gp; *chain shirt +1* (104 gp), 2 x *studded leather +1* (98 gp each), *buckler +1* (97 gp), 2 x *potion of lesser vigor* (4 gp each), 2 x *potion of protection from chaos* (4 gp each), 2 x *potion of discern shapechanger* (27 gp); Total: 613 gp

**APL 6:** Loot: 120 gp; Magic: 830 gp; 3 x *chain shirt +1* (104 gp each), *buckler +1* (97 gp), 2 x *light wooden shield +1* (96 gp each), *cloak of resistance +1* (83 gp), 3 x *potion of lesser vigor* (4 gp each), 3 x *potion of protection from chaos* (4 gp each), *potion of discern shapechanger* (27 gp), *Quall's feather token (whip)* (42 gp); Total: 950 gp

**APL 8:** Loot: 146 gp; Magic: 1163 gp; 3 x *chain shirt +1* (104 gp each), 3 x *buckler +1* (97 gp each), *cloak of resistance +1* (83 gp), *gauntlets of dexterity +2* (333 gp), 3 x *potion of lesser vigor* (4 gp each), 3 x *potion of protection from chaos* (4 gp each), *potion of discern shapechanger* (27 gp), *Quall's feather token (whip)* (42 gp); Total: 1309 gp

## 7B: Wrath

**APL 2:** Loot: 27 gp; Magic: 263 gp; *chain shirt +1* (104 gp), *buckler +1* (97 gp), *potion of lesser vigor* (4 gp), *potion of protection from law* (4 gp), *potion of invisibility* (27 gp), *potion of cure moderate wounds* (27 gp); Total: 290 gp

**APL 4:** Loot: 52 gp; Magic: 526 gp; 2 x *chain shirt +1* (104 gp each), 2 x *buckler +1* (97 gp each), 2 x *potion of lesser vigor* (4 gp each), 2 x *potion of protection from law* (4 gp each), 2 x *potion of invisibility* (27 gp each), 2 x *potion of cure moderate wounds* (27 gp each); Total: 578 gp

**APL 6:** Loot: 52 gp; Magic: 776 gp; 2 x *chain shirt +1* (104 gp each), 2 x *buckler +1* (97 gp each), 2 x *cloak of resistance +1* (83 gp), 2 x *potion of lesser vigor* (4 gp each), 2 x *potion of protection from law* (4 gp each), 2 x *potion of invisibility* (27 gp each), 2 x *potion of cure moderate wounds* (27 gp each), 2 x *Quall's feather token (whip)* (42 gp); Total: 838 gp

**APL 8:** Loot: 52 gp; Magic: 1439 gp; 2 x *chain shirt +1* (104 gp each), 2 x *buckler +1* (97 gp each), 2 x *cloak of resistance +1* (83 gp), 2 x *gauntlets of dexterity +2* (333 gp each), 2 x *potion of lesser vigor* (4 gp each), 2 x *potion of protection from law* (4 gp each), 2 x *potion of invisibility* (27 gp each), 2 x *potion of cure moderate wounds* (27 gp each), 2 x *Quall's feather token (whip)* (42 gp); Total: 1496 gp

## Treasure Cap

<b>APL 2:</b>	<b>450 gp</b>
<b>APL 4:</b>	<b>650 gp</b>
<b>APL 6:</b>	<b>900 gp</b>
<b>APL 8:</b>	<b>1300 gp</b>

# ADVENTURE RECORD ITEM NOTES

**Extra TUs:** Not an entry to itself, but it is possible to lose TUs to the authorities – a few by helping, or more by being arrested. See the Interlude and Part 5, Assassination A.

**Kissed by an Angel:** Any and all PCs that succumbed to Briella's charms in Part 2 (or otherwise) get this reward.

**Rewarded by Stephon Nital:** Only PCs that successfully uncover the plot and get the authorities to stop it (see Interlude) get this reward.

**Wanted by a Devil:** PCs can receive more than one of these entries.

- Trisen – PCs receive this if Nital is not assassinated. (They receive it even if Trisen is assassinated.) If, however, Trisen Mori is arrested, then cross off everything except the Mori not hiring the PC line.
- “Imam Fazan” – PCs receive this if they delivered a partial payment to the Siren Song and defeated the assassins sent after them. If only one or two PCs survived the assassins' attack in Encounter 7B, “Imam” assumes they got the message, and no PCs receive this entry.
- Other – PCs receive this entry if Briella is prevented from marrying Nital, and/or if she is revealed as a devil. (Though not if she reveals herself, as might happen in Encounter 7A.)

**Wanted by the Law:** PCs that fight or run from the authorities in Encounter 7A get this entry. The number to be filled in the blank is equal to the original penalty (see Extra TUs above) plus 3. If the PC used lethal force, he must also pay a fine when arrested (see Encounter 7A) – note this requirement on the AR as well.

## APPENDIX 1: ALL APLS

### 2: PRIDE

#### LADY BRIELLA D'FERA

CR 7

Female Harvester Devil (Falxugon) (*Fiendish Codex II: Lords of the Nine Hells*)

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

**Init** +9; **Senses** see in darkness; Listen +12, Spot +12

**Aura** refuge of the damned

**Languages** Celestial, Common, Infernal; telepathy 100'

**AC** 22, touch 15, flat-footed 17 (+5 Dex, +7 natural)

**hp** 75 (9 HD); DR 5/good or magic

**Immune** fire, poison

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

**Fort** +9, **Ref** +11, **Will** +8

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

**Melee** dagger +14/+9 (1d4+2/19-20)

**Ranged** dagger +14/+9 (1d4+2/19-20)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +9; **Grp** +11

**Special Actions** *summon baatezu*

**Spell-Like Abilities** (CL 9th):

At will — *disguise self*, *greater teleport* (self plus 50 pounds of gear only)

1/day — *mirror image*

3/day — *dispel magic*, *vampiric touch* (melee touch +14)

**Abilities** Str 14, Dex 20, Con 16, Int 14, Wis 14, Cha 22

**SA** infernal debt, spell-like abilities

**SQ** alignment mask, refuge of the damned

**Feats** Ability Focus (refuge of the damned), Improved Initiative, Quick Draw, Weapon Finesse

**Skills** Balance +7, Bluff +18, Concentration, +13, Decipher Script +12, Diplomacy +20, Disguise +16 (+18 acting), Escape Artist +10, Forgery +12, Hide +15, Intimidate +16, Jump +4, Listen +12, Sense Motive +7, Sleight of Hand +12, Spot +12, Tumble +10, Use Rope +5

**Possessions** *ring of misdirection*\*, dagger

**Alignment Mask (Su)** When it is exposed to any effect that can determine alignment or sense an alignment aura, a harvester devil can make a Bluff check opposed by the detector's Sense Motive check. If the harvester devil's check succeeds, it does not register as evil. The harvester devil still remains susceptible to other effects that target evil creatures, such as smite evil.

**Infernal Debt (Su)** A harvester devil's ichor-soaked dagger places a powerful curse upon those struck by it. When struck by this weapon, a target must make a successful DC 20 Will save or take a –2 penalty on attack rolls, checks and saves as feelings of fatigue and sloth overcome him. Multiple attacks with this venom do not stack. This

penalty lasts for 24 hours or until the target willingly strikes a good-aligned creature. This attack must deal its full normal damage, though the victim can opt to make an unarmed strike or some other similarly ineffectual blow. In any case, he cannot opt to deal less damage than normal, nor can he accept the standard –4 penalty on the attack roll to deal non-lethal damage. The victim feels a strange urge to strike eligible targets to break the curse, and can feel soothing relief waiting for him if he only gives in to the malevolent whispers that echo in his mind. A *remove curse* or *heal* spell rids a victim of the penalties, as well as the urge to do a companion harm. This is a mind affecting ability, and the save DC is Charisma-based.

**Refuge of the Damned (Su)** Through a bizarre clause in the Pact Primeval, harvester devils are magically warded to prevent attacks by all nonoutsiders, at least until they strike first. A harvester devil continually gains the benefit of a sanctuary spell; a DC 22 Will save is required to overcome this effect. Outsiders are unaffected by this ability. If a harvester devil attacks any opponent, this ability ceases to function for 1 minute. A nonoutsider that succeeds on its save against refuge of the damned takes a –2 penalty on all saves for 1 minute, the cosmic price for breaking the ancient clause that protects harvester devils. The save DC is Charisma-based.

**Character Notes** Lady Briella d'Fera is a well-crafted and long practiced persona for this particular devil. She is beautiful and is well aware of that. She also realizes that many may be turned off by excessive pride or 'unchaste' behavior, so she acts the part of a proper lady. She enjoys acting innocent and coy, then moving on those that seem interested in the 'bait'.

Although the devil may change appearances, the Briella persona appears to be an Oeridian/Suel woman of 25. She has auburn hair (usually piled in curls on top of her head, though she sometimes lets it down when heavily flirting), porcelain skin with a single freckle at the left corner of her full, red lips. She usually wears simple (but expensive) jewelry, and always carries Sissy, her fluffy white lapdog.

If at some point, Briella sees an opportunity to 'push' a PC into an evil act, she will attempt to do so (in a way that wouldn't blow her cover, of course). That is her job, after all, and she loves her job.

See the Adventure Background for her history.

\* see Appendix 2: New Rules Item

### 5: LUST

#### BROTE

CR 1

Male Human Commoner 2

N Medium Humanoid (Human)

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

**Languages** Common

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

**hp** 6 (2 HD)

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

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

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

or unarmed strike +2 (1d3+1 nonlethal)

**Space** 5x5 ft.; **Reach** 5 ft.

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

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

**Feats** Dodge, Toughness

**Skills** Climb +2, Handle Animal +4, Jump +2, Ride +1, Use Rope +1

**Possessions** club, clothes, 18 gp

## 1: SLOTH

### RUFFIAN

CR 1

Male Human Warrior 2

N Medium Humanoid (Human)

**Init** +2; **Senses** Listen +0, Spot +0

**Languages** Common

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

(+2 Dex, +2 armor) Dodge

**hp** 16 (2 HD)

**Fort** +4, **Ref** +2, **Will** +0

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

**Melee** unarmed strike +4 (1d3+2 nonlethal)  
or dagger +4 (1d4+2/19-20)

**Ranged** dagger +4 (1d4+2/19-20)

**Space** 5x5 ft.; **Reach** 5 ft.

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

**Abilities** Str 14, Dex 14, Con 12, Int 11, Wis 11, Cha 11

**Feats** Dodge, Toughness

**Skills** Handle Animal +5, Intimidate +5, Jump +7

**Possessions** dagger, leather armor

**Init** +6; **Senses** Listen +6, Spot +5

**Languages** Common, orc

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

(+2 Dex, +2 armor)

**hp** 23 (3 HD)

**Fort** +4, **Ref** +5 (evasion), **Will** +0

**Speed** 40 ft. in light armor (8 squares)

**Melee** battle axe +5 (1d8+4/x3)

**Ranged** none

**Space** 5x5 ft.; **Reach** 5 ft.

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

**Atk Options** Power attack, rage 1/day, sneak attack (+1d6)

**Abilities** Str 16, Dex 15, Con 14, Int 7, Wis 10, Cha 8

**Feats** Improved Initiative, Power Attack

**Skills** Bluff +4, Hide +7, Listen +6, Move Silently +7, Spot +5, Survival +4

**Possessions** masterwork battle axe, studded leather, 30 gp

**Rage suite:** AC: 13, hp: 29, Fort: +6, Will: +2, Melee: battle axe +7 (1d8+7/x3), Grp: +7, Abilities: Str: 20, Con: 18

## 4. GLUTTONY

### YOUNG SCRAG

CR 2

Male Scrag (Water Troll)

Reduced size/age/CR via *Savage Species*

CE Medium Giant (Aquatic)

**Init** +1; **Senses** Darkvision 90', low-light vision, scent 10'; Listen +4, Spot +4

**Languages** Common, Giant

**AC** 14, touch 11, flat-footed 13

(+1 Dex, +3 natural)

**hp** 33 (3 HD); regeneration 1 (in water only)

**Fort** +5, **Ref** +2, **Will** +3

**Weakness** acid and fire do normal damage

**Speed** 20 ft. (4 squares), swim 40 ft.;

**Melee** 2 claws +5 (1d6+3) and bite +0 (1d6+1)

**Ranged** -

**Space** 5x5 ft.; **Reach** 5 ft.

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

**Abilities** Str 17, Dex 12, Con 15, Int 6, Wis 9, Cha 6

**Feats** Alertness, Iron Will

**Skills** Listen +4, Spot +4

**Regeneration (Ex):** Fire and acid do normal damage to a troll. If a troll loses a limb or a body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

## 6A: GREED / ON THE WAY TO THE SINGING SIREN

### MUGGER

CR 3

Male Half-orc Barbarian 1/Rogue 2

N Medium Humanoid (Orc)

## 7A: WRATH

### POSSE LEADER

CR 4

Male Human Fighter1/Ranger 2/Rogue 1

LN Medium Humanoid (Human)

**Init** +7; **Senses** Listen +5, Spot +5

**Languages** Common, Rhopan

**AC** 20, touch 13, flat-footed 17

(+3 Dex, +5 armor, +2 shield)

**hp** 27 (4 HD)

**Fort** +5, **Ref** +8 (+9 vs traps), **Will** +2

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

**Melee** mwk scimitar +4 (1d6+2/18-20) and sap +3 (1d6+1 nonlethal) or

mwk scimitar +6 (1d6+2/18-20) or

sap +5 (1d6+2 nonlethal)

**Ranged** dagger +6 (1d4+2/19-20)

**Space** 5x5 ft.; **Reach** 5 ft.

**Base Atk** +3; **Grp** +5

**Atk Options** Favored Enemy +2 (humans), Sneak Attack (1d6)

**Combat Gear** *potion of lesser vigor*, *potion of protection from chaos*, *potion of discern shapechanger\**

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

**SQ** Trapfinding, trapsense +1, wild empathy +2

**Feats** Improved Buckler Defense\*, Improved Initiative, Iron Will, Track<sup>B</sup>, Two Weapon Fighting<sup>B</sup>

**Skills** Climb +6, Gather Information +6, Hide +9, Listen +6, Move Silently +9, Search +6, Spot +6, Survival +5, Use Rope +8

**Possessions** combat gear plus *chain shirt* +1, *buckler* +1, masterwork scimitar, 2 daggers, sap, 6 masterwork manacles

\* see Appendix 2: New Rules Item

## 7B: WRATH

### ASSASSIN

CR 4

Male Human Fighter1/Ranger 2/Rogue 1

LE Medium Humanoid (Human)

**Init** +7; **Senses** Listen +6, Spot +6

**Languages** Common, Rhopan

---

**AC** 20, touch 13, flat-footed 17

(+3 Dex, +5 armor, +2 shield)

**hp** 27 (4 HD)

**Fort** +5, **Ref** +5 (+6 vs traps), **Will** +2

---

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

**Melee** mwk scimitar +4 (1d6+2/18-20) and kukri +3  
(1d4+1/18-20) or

mwk scimitar +6 (1d6+2/18-20) or

kukri +5 (1d6+2 nonlethal)

**Ranged** dagger +6 (1d4+2/19-20)

**Space** 5x5 ft.; **Reach** 5 ft.

**Base Atk** +3; **Grp** +5

**Atk Options** Favored Enemy +2 (humans), Sneak  
Attack (1d6)

**Combat Gear** *potion of lesser vigor, potion of  
protection from law, ~~2~~ potion of invisibility  
(already used one), potion of cure moderate  
wounds*

---

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

**SQ** Trapfinding, trapsense +1, wild empathy +2

**Feats** Improved Buckler Defense\*, Improved Initiative,  
Iron Will, Track<sup>B</sup>, Two Weapon Fighting<sup>B</sup>

**Skills** Climb +6, Gather Information +6, Hide +9,  
Listen +6, Move Silently +9, Search +6, Spot +6,  
Survival +5, Use Rope +8

**Possessions** combat gear plus *chain shirt* +1,  
*buckler* +1, masterwork scimitar, kukri, dagger

## 1: SLOTH

## RUFFIAN

CR 1

Male Human Warrior 2

N Medium Humanoid (Human)

**Init** +2; **Senses** Listen +0, Spot +0**Languages** Common**AC** 14, touch 12, flat-footed 12

(+2 Dex, +2 armor) Dodge

**hp** 16 (2 HD)**Fort** +4, **Ref** +2, **Will** +0**Speed** 30 ft. (6 squares)**Melee** unarmed strike +4 (1d3+2 nonlethal)

or dagger +4 (1d4+2/19-20)

**Ranged** dagger +4 (1d4+2/19-20)**Space** 5x5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** +4**Abilities** Str 14, Dex 14, Con 12, Int 11, Wis 11, Cha 11**Feats** Dodge, Toughness**Skills** Handle Animal +5, Intimidate +5, Jump +7**Possessions** dagger, leather armor

## 4. GLUTTONY

## SCRAG

CR 5

Male Scrag (Water Troll)

CE Large Giant (Aquatic)

**Init** +2; **Senses** Darkvision 90', low-light vision, scent; Listen +5, Spot +6**Languages** Common, Giant**AC** 19, touch 11, flat-footed 17

(-1 size, +2 Dex, +3 armor, +5 natural)

**hp** 63 (6 HD); regeneration 5 (in water only)**Fort** +11, **Ref** +4, **Will** +3**Weakness** acid and fire do normal damage**Speed** 20 ft. (4 squares), swim 40 ft.**Melee** 2 claws +9 (1d6+6) and bite +4 (1d6+3)**Ranged** -**Space** 10x10 ft.; **Reach** 10 ft.**Base Atk** +4; **Grp** +14**Atk Options** Rend**Abilities** Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6**Feats** Alertness, Iron Will, Track**Skills** Listen +5, Spot +6**Possessions** studded leather armor**Regeneration (Ex):** Fire and acid do normal damage to a troll. If a troll loses a limb or a body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.**Rend (Ex):** If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

## 6A: GREED / ON THE WAY TO THE SINGING SIREN

## MUGGER

CR 3

Male Half-orc Barbarian 1/Rogue 2

N Medium Humanoid (Orc)

**Init** +6; **Senses** Listen +6, Spot +5**Languages** Common, orc**AC** 14, touch 12, flat-footed 12

(+2 Dex, +2 armor)

**hp** 23 (3 HD)**Fort** +4, **Ref** +5 (evasion), **Will** +0**Speed** 40 ft. in light armor (8 squares)**Melee** battle axe +6 (1d8+4/x3)**Ranged** none**Space** 5x5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** +5**Atk Options** Power attack, rage 1/day, sneak attack (+1d6)**Combat Gear** *necklace of fireballs (type I)***Abilities** Str 16, Dex 15, Con 14, Int 7, Wis 10, Cha 8**Feats** Improved Initiative, Power Attack**Skills** Bluff +4, Hide +7, Listen +6, Move Silently +7, Spot +5, Survival +4**Possessions** combat gear plus masterwork battle axe, masterwork studded leather, 30 gp**Rage suite:** AC: 13, hp: 29, Fort: +6, Will: +2, Melee: battle axe +8 (1d8+7/x3), Grp: +7, Abilities: Str: 20, Con: 18

## 7A: WRATH

## POSSE LEADER

CR 4

Male Human Fighter1/Ranger 2/Rogue 1

LN Medium Humanoid (Human)

**Init** +7; **Senses** Listen +5, Spot +5**Languages** Common, Rhopan**AC** 20, touch 13, flat-footed 17

(+3 Dex, +5 armor, +2 shield)

**hp** 27 (4 HD)**Fort** +4, **Ref** +8 (+9 vs traps), **Will** +2**Speed** 30 ft. (6 squares)**Melee** mwk scimitar +4 (1d6+2/18-20) and sap +3

(1d6+1 nonlethal) or

mwk scimitar +6 (1d6+2/18-20) or

sap +5 (1d6+2 nonlethal)

**Ranged** dagger +6 (1d4+2/19-20)**Space** 5x5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +5**Atk Options** Favored Enemy +2 (humans), Sneak Attack (1d6)**Combat Gear** *potion of lesser vigor, potion of protection from chaos, potion of discern shapechanger\****Abilities** Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 10**SQ** Trapfinding, trapsense +1, wild empathy +2

**Feats** Improved Buckler Defense\*, Improved Initiative, Iron Will, Track<sup>B</sup>, Two Weapon Fighting<sup>B</sup>

**Skills** Climb +6, Gather Information +6, Hide +9, Listen +6, Move Silently +9, Search +6, Spot +6, Survival +5, Use Rope +8

**Possessions** combat gear plus *chain shirt* +1, *buckler* +1, masterwork scimitar, 2 daggers, sap, 6 masterwork manacles

\* see Appendix 2: New Rules Item

## POSSE MEMBER

CR 2

Male Human Ranger 1/Rogue 1

LN Medium Humanoid (Human)

**Init** +2; **Senses** Listen +5, Spot +5

**Languages** Common, Elven

**AC** 17, touch 12, flat-footed 15

(+2 Dex, +4 armor, +1 shield)

**hp** 12 (2 HD)

**Fort** +2, **Ref** +4 (+5 vs traps), **Will** +0

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

**Melee** mwk flail +4 (1d8+2) or

sap +3 (1d6+2 nonlethal)

**Ranged** dagger +3 (1d4+2/19-20)

**Space** 5x5 ft.; **Reach** 5 ft.

**Base Atk** +1; **Grp** +3

**Atk Options** Combat Reflexes, Favored Enemy +2

(humans), Sneak Attack (1d6), Vexing Flanker

**Combat Gear** tanglefoot bags (2 each), *potion of*

*lesser vigor*, *potion of protection from chaos*

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

**SQ** Trapfinding, wild empathy +0

**Feats** Combat Reflexes, Track<sup>B</sup>, Vexing Flanker\*

**Skills** Bluff +3, Climb +7, Gather Information +3, Hide

+7, Listen +5, Move Silently +7, Search +6, Spot

+5, Tumble +6, Use Rope +7

**Possessions** combat gear plus *studded leather* +1, masterwork light wooden shield, masterwork flail, 2 daggers, sap

\* see Appendix 2: New Rules Item

**Atk Options** Favored Enemy +2 (humans), Sneak Attack (1d6)

**Combat Gear** *potion of lesser vigor*, *potion of protection from law*, ~~2x~~ *potion of invisibility* (already used one), *potion of cure moderate wounds*

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

**SQ** Trapfinding, trapsense +1, wild empathy +2

**Feats** Improved Buckler Defense\*, Improved Initiative,

Iron Will, Track<sup>B</sup>, Two Weapon Fighting<sup>B</sup>

**Skills** Climb +6, Gather Information +6, Hide +9,

Listen +6, Move Silently +9, Search +6, Spot +6,

Survival +5, Use Rope +8

**Possessions** combat gear plus *chain shirt* +1, *buckler* +1, masterwork scimitar, masterwork kukri, dagger

## 7B: WRATH

### ASSASSIN

CR 4

Male Human Fighter1/Ranger 2/Rogue1

LE Medium Humanoid (Human)

**Init** +7; **Senses** Listen +6, Spot +6

**Languages** Common, Rhopan

**AC** 20, touch 13, flat-footed 17

(+3 Dex, +5 armor, +2 shield)

**hp** 27 (4 HD)

**Fort** +5, **Ref** +5 (+6 vs traps), **Will** +2

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

**Melee** mwk scimitar +4 (1d6+2/18-20) and mwk kukri

+4 (1d4+1/18-20) or

mwk scimitar +6 (1d6+2/18-20) or

kukri +6 (1d4+1/18-20)

**Ranged** dagger +6 (1d4+2/19-20)

**Space** 5x5 ft.; **Reach** 5 ft.

**Base Atk** +3; **Grp** +5



## 1: SLOTH

### RUFFIAN

CR 2

Male Human Warrior 3

N Medium Humanoid (Human)

**Init** +2; **Senses** Listen +0, Spot +0

**Languages** Common

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

(+2 Dex, +2 armor) Dodge

**hp** 22 (3 HD)

**Fort** +4, **Ref** +3, **Will** +1

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

**Melee** unarmed strike +5 (1d3+2 nonlethal)

or dagger +6 (1d4+2/19-20)

**Ranged** dagger +6 (1d4+2/19-20)

**Space** 5x5 ft.; **Reach** 5 ft.

**Base Atk** +3; **Grp** +5

**Abilities** Str 14, Dex 14, Con 12, Int 11, Wis 11, Cha 11

**Feats** Dodge, Toughness, Weapon Focus (dagger)

**Skills** Handle Animal +6, Intimidate +6, Jump +8

**Possessions** dagger, leather armor

## 4. GLUTTONY

### CLASSED SCRAG

CR 7

Male Scrag (Water Troll) Barbarian 2

CE Large Giant (Aquatic)

**Init** +2; **Senses** Darkvision 90', low-light vision, scent;

Listen +7, Spot +8

**Languages** Common, Giant

**AC** 22, touch 11, flat-footed 20

(-1 size, +2 Dex, +6 armor, +5 natural)

**hp** 90 (8 HD); regeneration 5 (in water only)

**Fort** +14, **Ref** +4, **Will** +3

**Weakness** acid and fire do normal damage

**Speed** 30 ft. (6 squares), swim 50 ft.

**Melee** 2 claws +11 (1d6+7) and bite +6 (1d6+3)

**Ranged** -

**Space** 10x10 ft.; **Reach** 10 ft.

**Base Atk** +6; **Grp** +17

**Atk Options** Power attack, rend, rage

**Abilities** Str 24, Dex 14, Con 23, Int 6, Wis 9, Cha 6

**Feats** Alertness, Iron Will, Power Attack, Track

**Skills** Listen +7, Spot +8

**Possessions** chain shirt +2

**Regeneration (Ex):** Fire and acid do normal damage to a troll. If a troll loses a limb or a body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

**Rend (Ex):** If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

## 6A: GREED / ON THE WAY TO THE SINGING SIREN

### MUGGER

CR 4

Male Half-orc Barbarian 1/Rogue 3

N Medium Humanoid (Orc)

**Init** +7; **Senses** Listen +4, Spot +4

**Languages** Common, orc

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

(+3 Dex, +2 armor)

**hp** 29 (4 HD)

**Fort** +5, **Ref** +6 (evasion), **Will** +1

**Speed** 40 ft. in light armor (8 squares)

**Melee** battle axe +7 (1d8+4/x3)

**Ranged** none

**Space** 5x5 ft.; **Reach** 5 ft.

**Base Atk** +3; **Grp** +6

**Atk Options** Power attack, rage 1/day, sneak attack (+2d6)

**Combat Gear** necklace of fireballs (type II)

**Abilities** Str 16, Dex 16, Con 14, Int 7, Wis 10, Cha 8

**SQ** trapsense +1

**Feats** Improved Initiative, Power Attack

**Skills** Bluff +5, Hide +9, Listen +7, Move Silently +9,

Spot +6, Survival +5

**Possessions** combat gear plus masterwork battle axe, masterwork studded leather, 30 gp

**Rage suite:** AC: 13, hp: 37, Fort: +7, Will: +3, Melee: battle axe +9 (1d8+7/x3), Grp: +8, Abilities: Str: 20, Con: 18

## 7A: WRATH

### POSSE LEADER

CR 6

Male Human Fighter 2/Ranger 2/Rogue 2

LN Medium Humanoid (Human)

**Init** +7; **Senses** Listen +6, Spot +6

**Languages** Common, Rhopan

**AC** 20, touch 13, flat-footed 17

(+3 Dex, +5 armor, +2 shield)

**hp** 41 (6 HD)

**Fort** +7, **Ref** +9, evasion (+10 vs traps), **Will** +2

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

**Melee** mwk scimitar +6 (1d6+2/18-20) and sap +5 (1d6+1 nonlethal) or

mwk scimitar +8 (1d6+2/18-20) or

sap +6 (1d6+2 nonlethal)

**Ranged** dagger +8 (1d4+2/19-20)

**Space** 5x5 ft.; **Reach** 5 ft.

**Base Atk** +5; **Grp** +7

**Atk Options** Combat Reflexes, Favored Enemy +2 (humans), Sneak Attack (1d6), Two Weapon Fighting

**Combat Gear** potion of lesser vigor, potion of protection from chaos, potion of discern shapechanger\*, Quall's feather token (whip)

---

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

**SQ** Trapfinding, trapsense +1, wild empathy +2

**Feats** Combat Reflexes, Improved Buckler Defense\*, Improved Initiative, Iron Will, Skill Focus (Gather Information), Telling Blow\*, Track<sup>B</sup>, Two Weapon Fighting<sup>B</sup>

**Skills** Climb +7, Gather Information +9, Hide +11, Listen +7, Move Silently +11, Search +7, Spot +7, Survival +6, Use Rope +9

**Possessions** combat gear plus *chain shirt* +1, *buckler* +1, *cloak of resistance* +1, masterwork scimitar, 2 daggers, sap, 6 masterwork manacles

\* see Appendix 2: New Rules Item

## POSSE MEMBER

CR 4

Male Human Ranger1/Rogue 3

LN Medium Humanoid (Human)

**Init** +3; **Senses** Listen +7, Spot +7

**Languages** Common, Elven

---

**AC** 21, touch 13, flat-footed 18  
(+3 Dex, +5 armor, +3 shield)

**hp** 23 (4 HD)

**Fort** +3, **Ref** +5 evasion (+6 vs traps), **Will** +1

---

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

**Melee** mwk flail +6 (1d8+2) or  
sap +5 (1d6+2 nonlethal)

**Ranged** dagger +6 (1d4+2/19-20)

**Space** 5x5 ft.; **Reach** 5 ft.

**Base Atk** +3; **Grp** +5

**Atk Options** Combat Reflexes, Favored Enemy +2 (humans), Sneak Attack (2d6), Vexing Flanker\*

**Combat Gear** tanglefoot bags (2 each), *potion of lesser vigor*, *potion of protection from chaos*

---

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

**SQ** Trapfinding, trapsense +1, wild empathy +0

**Feats** Combat Reflexes, Shield Specialization, Track<sup>B</sup>, Vexing Flanker

**Skills** Bluff +6, Climb +8, Gather Information +5, Hide +9, Listen +7, Move Silently +9, Search +8, Spot +7, Tumble +8, Use Rope +10

**Possessions** combat gear plus *chain shirt* +1, *light wooden shield* +1, masterwork flail, 2 daggers, sap

\* see Appendix 2: New Rules Item

mwk scimitar +8 (1d6+2/18-20) or

mwk kukri +8 (1d4+2/18-20)

**Ranged** dagger +8 (1d4+2/19-20)

**Space** 5x5 ft.; **Reach** 5 ft.

**Base Atk** +5; **Grp** +7

**Atk Options** Combat Reflexes, Favored Enemy +2 (humans), Sneak Attack (2d6), Two Weapon Fighting

**Combat Gear** *potion of lesser vigor*, *potion of protection from law*, ~~2~~ *potion of invisibility* (already used one), *potion of cure moderate wounds*, *Quall's feather token (whip)*

---

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

**SQ** Trapfinding, trapsense +1, wild empathy +2

**Feats** Combat Reflexes, Improved Buckler Defense\*, Improved Initiative, Iron Will, Telling Blow, Track<sup>B</sup>, Two Weapon Fighting<sup>B</sup>

**Skills** Climb +8, Gather Information +7, Hide +12, Listen +8, Move Silently +12, Search +8, Spot +8, Survival +7, Use Rope +10

**Possessions** combat gear plus *chain shirt* +1, *buckler* +1, *cloak of resistance* +1, masterwork scimitar, masterwork kukri, dagger

## 7B: WRATH

### ASSASSIN

CR 6

Male Human Fighter 1/Ranger 2/Rogue 3

LE Medium Humanoid (Human)

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

**Languages** Common, Rhopan

---

**AC** 20, touch 13, flat-footed 17  
(+3 Dex, +5 armor, +2 shield)

**hp** 38 (6 HD)

**Fort** +8, **Ref** +10, evasion (+11 vs traps), **Will** +4

---

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

**Melee** mwk scimitar +6 (1d6+2/18-20) and mwk kukri +6 (1d4+1/18-20) or

## 1: SLOTH

## RUFFIAN

CR 3

Male Human Warrior 4

N Medium Humanoid (Human)

**Init** +2; **Senses** Listen +0, Spot +0**Languages** Common**AC** 14, touch 12, flat-footed 12

(+2 Dex, +2 armor) Dodge

**hp** 30 (4 HD)**Fort** +5, **Ref** +3, **Will** +2**Speed** 30 ft. (6 squares)**Melee** unarmed strike +6 (1d3+2 nonlethal)  
or dagger +7 (1d4+2/19-20)**Ranged** dagger +7 (1d4+2/19-20)**Space** 5x5 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +6**Abilities** Str 14, Dex 14, Con 12, Int 11, Wis 12, Cha 11**Feats** Dodge, Toughness, Weapon Focus (dagger)**Skills** Handle Animal +7, Intimidate +7, Jump +9**Possessions** dagger, leather armor

## 4: GLUTTONY

## CLASSED SCRAG

CR 9

Male Scrag (Water Troll) Barbarian2/Fighter2

CE Large Giant (Aquatic)

**Init** +2; **Senses** Darkvision 90', low-light vision, scent;  
Listen +8, Spot +9**Languages** Common, Giant**AC** 22, touch 11, flat-footed 20

(-1 size, +2 Dex, +6 armor, +5 natural)

**hp** 114 (10 HD); regeneration 5 (in water only)**Fort** +17, **Ref** +4, **Will** +3**Weakness** acid and fire do normal damage**Speed** 30 ft. (6 squares), swim 50 ft.**Melee** 2 claws +13 (1d6+7) and bite +8 (1d6+3)**Ranged** -**Space** 10x10 ft.; **Reach** 10 ft.**Base Atk** +8; **Grp** +23**Atk Options** Power attack, rend, rage**Abilities** Str 24, Dex 14, Con 23, Int 6, Wis 9, Cha 6**Feats** Alertness, Improved Grapple, Iron Will, Power Attack, Track**Skills** Listen +8, Spot +9**Possessions** *chain shirt* +2, *cloak of elemental protection***Regeneration (Ex):** Fire and acid do normal damage to a troll. If a troll loses a limb or a body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.**Rend (Ex):** If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

## 6A: GREED / ON THE WAY TO THE SINGING SIREN

## MUGGER

CR 5

Male Half-orc Barbarian 1/Rogue 4

N Medium Humanoid (Orc)

**Init** +7; **Senses** Listen +4, Spot +4**Languages** Common, orc**AC** 16, touch 13, flat-footed 13

(+3 Dex, +3 armor)

**hp** 35 (5 HD)**Fort** +5, **Ref** +7 (evasion), **Will** +1**Speed** 40 ft. in light armor (8 squares)**Melee** battle axe +8 (1d8+4/x3)**Ranged** none**Space** 5x5 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +6**Atk Options** Power attack, rage 1/day, sneak attack (+2d6)**Combat Gear** *necklace of fireballs (type II)***Abilities** Str 16, Dex 15, Con 14, Int 7, Wis 10, Cha 8**SQ** trapsense +1, uncanny dodge**Feats** Improved Initiative, Power Attack**Skills** Bluff +6, Hide +10, Listen +8, Move Silently +10, Spot +7, Survival +5**Possessions** combat gear plus masterwork battle axe, *studded leather armor* +1, 30 gp**Rage suite:** AC: 13, hp: 45, Fort: +7, Will: +3, Melee: battle axe +10 (1d8+7/x3), Grp: +8, Abilities: Str: 20, Con: 18

## 7A: WRATH

## POSSE LEADER

CR 8

Male Human Fighter 2/Ranger 2/Rogue 3/Justicar 1\*\*

(\*\* from *Complete Warrior*)

LN Medium Humanoid (Human)

**Init** +8; **Senses** Listen +8, Spot +8**Languages** Common, Rhopan**AC** 21, touch 14, flat-footed 17

(+4 Dex, +5 armor, +2 shield)

**hp** 54 (8 HD)**Fort** +8, **Ref** +13 evasion (+14 vs traps), **Will** +4**Speed** 30 ft. (6 squares)**Melee** mwk scimitar +8/+3 (1d6+2/18-20) and mwk

kukri +8 (1d4+2/18-20) or

mwk scimitar +10/+5 (1d6+2/18-20) or

mwk kukri +10/+5 (1d6+2/18-20)

**Ranged** dagger +11/+6 (1d4+2/19-20)**Space** 5x5 ft.; **Reach** 5 ft.**Base Atk** +7/+2; **Grp** +9**Atk Options** Bring 'Em Back Alive, Combat Reflexes, Favored Enemy +2 (humans), Non-lethal Strike (1d6), Sneak Attack (2d6), Two Weapon Fighting**Combat Gear** *potion of lesser vigor*, *potion of protection from chaos*, *potion of discern shapechanger\**, *Quall's feather token (whip)*

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**Abilities** Str 14, Dex 18, Con 12, Int 12, Wis 12, Cha 11

**SQ** Trapfinding, trapsense +1, wild empathy +2

**Feats** Combat Reflexes, Improved Buckler Defense\*, Improved Initiative, Iron Will, Skill Focus (Gather Information), Telling Blow\*, Track<sup>B</sup>, Two Weapon Fighting<sup>B</sup>

**Skills** Climb +8, Gather Information +10, Hide +15, Listen +9, Move Silently +15, Search +9, Spot +9, Survival +9, Use Rope +11

**Possessions** combat gear plus *chain shirt* +1, *buckler* +1, *cloak of resistance* +1, *gauntlets of dexterity* +2, masterwork scimitar, masterwork kukri, dagger, 6 masterwork manacles

**Bring 'Em Back Alive (Ex):** Whenever a justicar attacks with a melee weapon, he can deal nonlethal damage with the weapon instead of lethal damage with no penalty on the attack roll. Normally, attempting to do nonlethal damage with a weapon in this way incurs a –4 penalty on the attack roll.

**Nonlethal Strike (Ex):** A justicar can make Nonlethal Strikes. Any time the character uses the Bring 'Em Back Alive ability and his target would be denied her Dexterity bonus to Armor Class (whether she actually has a Dexterity bonus or not), or when the justicar flanks the target, the justicar's attack deals an extra 1d6 points of nonlethal damage. Should a justicar score a critical hit with a Nonlethal Strike, this extra damage is not multiplied.

A justicar can use Nonlethal Strike only on a living creature with discernible anatomy – undead, constructs, oozes, plants, and incorporeal creatures are not subject to this extra damage. Also, creatures immune to nonlethal damage are immune to Nonlethal Strike damage. The justicar cannot make a Nonlethal Strike against a creature with concealment.

\* see Appendix 2: New Rules Item

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## POSSE MEMBER CR 6

Male Human Fighter 1/Ranger 2/Rogue 3  
LN Medium Humanoid (Human)

**Init** +3; **Senses** Listen +8, Spot +8

**Languages** Common, Elven

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**AC** 21, touch 13, flat-footed 18  
(+3 Dex, +5 armor, +3 shield)

**hp** 38 (6 HD)

**Fort** +6, **Ref** +6 evasion, +7 vs traps, **Will** +1

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

**Melee** mwk flail +6 (1d8+2) and sap +5 (1d6+2) or  
mwk flail +8 (1d8+2) or  
sap +7 (1d6+2 nonlethal)

**Ranged** dagger +8 (1d4+2/19-20)

**Space** 5x5 ft.; **Reach** 5 ft.

**Base Atk** +5; **Grp** +7

**Atk Options** Combat Reflexes, Favored Enemy +2 (humans), Sneak Attack (2d6), Two Weapon Fighting, Vexing Flanker

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**Combat Gear** tanglefoot bags (2 each), *potion of lesser vigor*, *potion of protection from chaos*

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

**SQ** Trapfinding, trapsense +1 wild empathy +1

**Feats** Combat Reflexes, Improved Buckler Defense\*, Shield Specialization, Track<sup>B</sup>, Two Weapon Fighting<sup>B</sup>, Vexing Flanker\*

**Skills** Bluff +6, Climb +9, Gather Information +5, Hide +10, Listen +8, Move Silently +10, Search +9, Spot +8, Tumble +10, Use Rope +11

**Possessions** combat gear plus *chain shirt* +1, *buckler* +1, masterwork flail, 2 daggers, sap

\* see Appendix 2: New Rules Item

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## 7B: WRATH

### ASSASSIN

**CR 8**

Male Human Fighter 2/Ranger 2/Rogue 3/Assassin 1  
LE Medium Humanoid (Human)

**Init** +8; **Senses** Listen +9, Spot +9

**Languages** Common, Rhopan

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**AC** 21, touch 14, flat-footed 17

(+4 Dex, +5 armor, +2 shield)

**hp** 51 (8 HD)

**Fort** +8, **Ref** +13 evasion (+14 vs traps), **Will** +4

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

**Melee** mwk scimitar +8/+3 (1d6+2/18-20) and mwk  
kukri +8 (1d4+2/18-20) or  
mwk scimitar +10/+5 (1d6+2/18-20) or  
mwk kukri +10/+5 (1d6+2/18-20)

**Ranged** dagger +11/+6 (1d4+2/19-20)

**Space** 5x5 ft.; **Reach** 5 ft.

**Base Atk** +7/+2; **Grp** +9

**Atk Options** Combat Reflexes, Death Attack, Favored Enemy +2 (humans), Sneak Attack (3d6), Spells, Two Weapon Fighting

**Combat Gear** *potion of lesser vigor*, *potion of protection from law*, ~~2~~ *potion of invisibility* (already used one), *potion of cure moderate wounds*, *Quall's feather token (whip)*

**Assassin Spells Known** (CL 1<sup>st</sup>):

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1st (1/day) – *critical strike*, *obscuring mist*

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**Abilities** Str 14, Dex 18, Con 12, Int 12, Wis 12, Cha 11

**SQ** Trapfinding, trapsense +1, poison use, wild empathy +2

**Feats** Combat Reflexes, Improved Buckler Defense\*, Improved Initiative, Iron Will, Telling Blow\*, Track<sup>B</sup>, Two Weapon Fighting<sup>B</sup>

**Skills** Climb +8, Gather Information +10, Hide +15, Listen +9, Move Silently +15, Search +9, Spot +9, Survival +9, Use Rope +11

**Possessions** combat gear plus *chain shirt* +1, *buckler* +1, *cloak of resistance* +1, *gauntlets of dexterity* +2, masterwork scimitar, masterwork kukri, dagger

\* see Appendix 2: New Rules Item

## APPENDIX 2: NEW RULES ITEMS

### FEATS

#### Telling Blow

When you strike your opponent's vital areas, you draw on your ability to land crippling blows to make the most of your attack.

**Prerequisite:** Base attack bonus +6

**Benefit:** When you score a critical hit against a target, you deal your skirmish or sneak attack damage in addition to the damage from your critical hit. Your critical multiplier applies only to your normal damage, not your skirmish or sneak attack damage. This benefit affects both melee and ranged attacks.

**Source:** *Player's Handbook II*, pg 83

#### Vexing Flanker

You excel at picking apart an opponent's defenses when your allies also threaten him.

**Prerequisite:** Combat Reflexes

**Benefit:** You gain a +4 bonus on your attack rolls when flanking.

**Normal:** Flanking grants a +2 bonus on attack rolls.

**Special:** A fighter can select Vexing Flanker as one of his fighter bonus feats.

**Source:** *Player's Handbook II*, pg 85

#### Improved Buckler Defense

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

**Prerequisite:** Shield Proficiency

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

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

**Special:** A fighter can select Improved Buckler Defense as one of his fighter bonus feats.

**Source:** *Complete Warrior*, pg 100

### MAGIC ITEMS

#### Cloak of Elemental Protection

This cloak, woven with threads of different colors, protects the wearer from energy attacks. Once per day, as a swift action, the wearer can activate the cloak and gain resistance 10 against a type of energy of his choice (acid, cold, electricity, fire or sonic). The wearer can activate the cloak when it is not his turn. The wearer therefore can respond to an energy attack by immediately activating the cloak and choosing the attack's energy type.

The cloak can be used only after being worn continuously for 24 hours. If it is taken off, it becomes inactive until it is again donned and worn for a full 24 hours.

Faint abjuration; CL 3<sup>rd</sup>; Craft Wondrous Item, *resist energy*; Price 1,000 gp.

**Source:** *Magic Item Compendium*, pg 87

#### Ring of Misdirection

This ring is a great benefit to the less than scrupulous in society.

**Benefit:** The wearer of the ring is protected by a *misdirection* spell. The 'target' of the spell is chosen by the wearer, and can be switched with a move-equivalent action that does not trigger an attack of opportunity. Because of the magic involved, his ring does not detect as magical when worn.

Faint illusion; CL 3<sup>rd</sup>; Craft Ring, *misdirection*; Price: 12,000 gp.

**Source:** Special.

### SPELLS

#### Critical Strike

Divination

**Level:** Assassin 1, Bard 1, Sorcerer/Wizard 1

**Components:** V

**Casting Time:** 1 swift action

**Range:** Personal

**Targets:** You

**Duration:** 1 round

Whenever you make a melee attack against a flanked foe or against a foe denied its Dexterity bonus, you deal an extra 1d6 points of damage, your weapon's threat range is doubled (as if under the effects of *keen edge*), and you gain a +4 insight bonus on rolls made to confirm critical threats. The increased threat range granted by this spell does not stack with any other effect that increases your weapon's threat range. Creatures immune to extra damage from sneak attacks are immune to the extra damage dealt by your attacks.

**Source:** *Spell Compendium*, pg 56

#### Scatterspray

Transmutation

**Level:** Sorcerer/Wizard 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft/2 lvls)

**Targets:** Six or more Diminutive or Fine objects, all within 1 ft. of each other, whose total weight does not exceed 25 lb.

**Duration:** Instantaneous

**Saving Throw:** See text

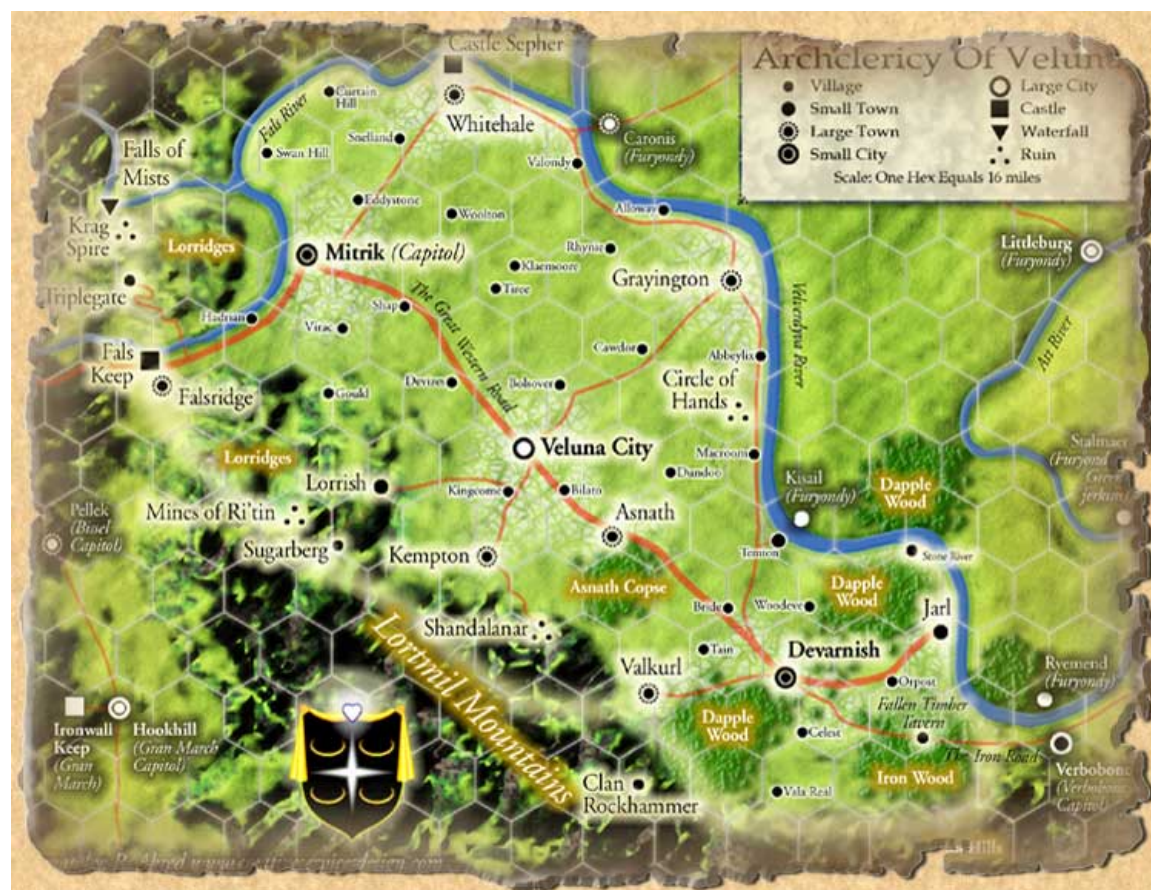
**Spell Resistance:** No

You can point to a collection of little, unsecured items and cause them to fly off in all directions simultaneously. The spray of items creates a burst with a 10' radius. If the items are fairly hard or sharp (such as stones, sling bullets, coins or the like), creatures in the burst take 1d8 points of damage. A successful Reflex save negates this damage. Eggs, fruit, and other soft objects can be used, but the damage then dealt is nonlethal damage.

**Source:** *Spell Compendium*, pg 180

## DM MAPS & COMBAT SETUPS

The Archclericy of Veluna. The adventure begins in Grayington, moves along the river road to Devarnish, then goes to Valkurl (and possibly back to Devarnish and then back again to Valkurl).



### Encounter Maps

Rather than make maps for each combat encounter in this adventure (as the areas the combats take place in a fairly generic and simple), here are descriptions on which you can base your own battle maps:

- **Encounter 1: Sloth**

This encounter takes place on a street in Grayington – the road itself is 20' wide, with 5' 'sidewalks' on either side. The storefronts on either side are unbroken for the most part, with one 10' alley and one 5' alley running off each side of the main street (none across from each other). At one 'end' of the battle map should be an intersection with another street (similar in dimension to the first), from which the ruffians come. The street the PCs start on has about a dozen or so non-combatant commoners within the 'battle area'. The PCs start spread out, but no farther than 80' from the intersection.

- **Encounter 4: Gluttony**

This encounter takes place in a glade along the banks of the Velverdyva River. On one side of the battle map sits the riverbank (be sure to leave 20' or so of river for the scrag to play in). About 60' away runs a 20' wide dirt road. Between the river and the road are many bushes and small trees. There is a decent sized clearing (maybe 40' wide

by 35' deep) along the road, on the side of the river. On the back edge of the clearing stands a good-sized apple tree. Brote will park the carriage just off the road, roughly centered in the clearing; the PCs are free to arrange themselves in the vicinity. The ladies go into the bushes behind the apple tree, and the scrag come out of the river to attack them.

- **Encounter 6B: Greed II**

This encounter takes place on a rough street in Valkurl, similar in set up to the street in Encounter 1, except it is only 15' wide, has no 'sidewalks', and all the alleys are 5' wide. The mugger steps out from an alley 40' ahead of the PCs, who may arrange themselves however they want for walking along a city street.

- **Encounter 7A: Wrath**

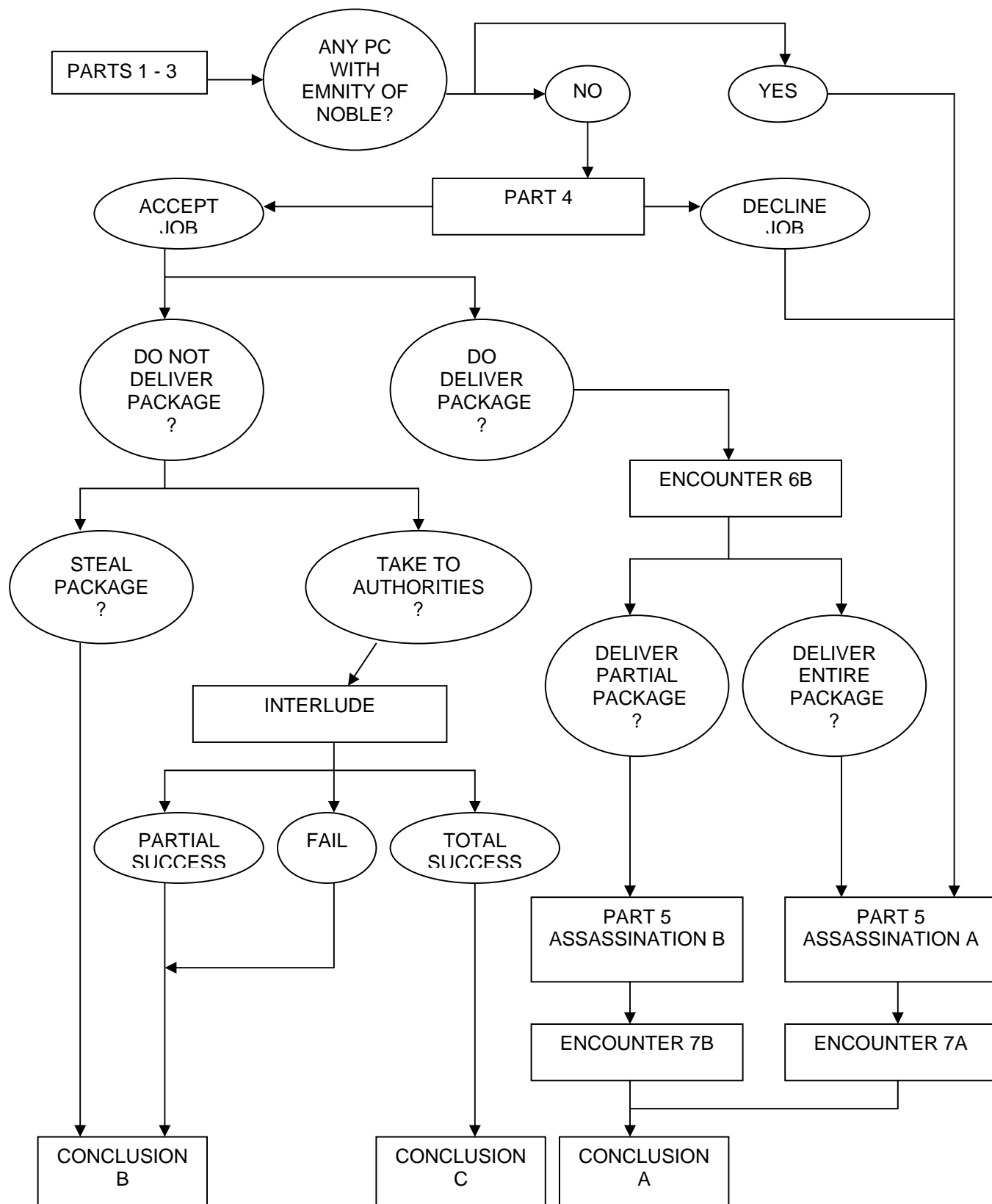
Briella's private room at the inn is a first floor corner suite. The main room is 20 x 20, with windows on two adjoining walls, a door to the hallway in a third wall, and a door to a bedroom/bath in the other wall. Furnishings in the main room include two settees and three chairs, along two small tables. The hallway outside the room is 5' wide, and the room's door (along with one across the hall) is at the end of the hall.

- **Encounter 7B: Wrath**

The carriage house at the inn is 35' wide by 60' deep. The right 25' of the front wall opens up (2 x 12.5' wide wooden doors). The left side of the interior is lined with 10x10 stalls for horses (occupancy up to DM – there are at least 2 horses here). The right side is mostly the same, except for the first 20', which is where Briella's carriage sits. This leaves a 15' wide passageway down the center. In the center of the back wall is a normal-sized door flanked by two ladders which lead up through square holes to the hay loft and storage area. There are a couple windows (on both floors) in the front of the carriage house, but none on the sides or back.



## DM AID: FLOW CHART



## PLAYER HANDOUT 1

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The envelope holds a letter which reads....

My Friend,

I send this offering of friendship to you as promised, and pray for your safety and health. Blessings and happiness upon you and yours. The last thing I want is to offend you, but I must advise you that danger awaits if you ignore what comes first in the writings of your patron. 'Never forget what hides underneath the mask the enemy wears.' By doing these things, you will be able to continue along your travels with safety.

Your Friend.

PS - I apologize for the crassness of this necessary evil, but the promised compensation for delivery of the box was \_\_\_\_ crooks, or an equal value of other coin and gems.

## CRITICAL EVENTS SUMMARY

1.	PC NAME	GENDER/RACE	CLASS/LVL	ALIGN	META-ORG AFFILIATION
(1)	_____	___ ___	_____	___	_____
(2)	_____	___ ___	_____	___	_____
(3)	_____	___ ___	_____	___	_____
(4)	_____	___ ___	_____	___	_____
(5)	_____	___ ___	_____	___	_____
(6)	_____	___ ___	_____	___	_____
2. Were the ruffians killed or subdued? Let go or taken to the authorities?					
3. Did the PCs “barter up” Lady Briella to get a higher fee?      NO      YES					
4. Briefly describe the scrag attack.					
_____					
_____					
5. Did any PCs get ‘snared’ by Briella’s flirtations? If so, who?      NO      YES      _____					
6. What happened to Brote?      _____					
7. Did the PCs Gather Information in Devarnish?      NO      YES					
If so, about what or who?      _____					
8. (A) Did the PCs accept the ‘extra mission’?      NO      YES					
(B) Were they suspicious?      NO      YES					
(D) Did they attempt to open the strongbox?      NO      YES					
(E) If so, what happened?      _____					
_____					
_____					
(F) Did the PCs deliver the box? If so, to whom?      NO      YES      _____					
9. Did the PCs finish escorting Briella to Valkurl?      NO      YES					
10. Was anyone assassinated? If so, who?      NO      YES      _____					
11. Who (if anyone) attacked the PCs at the end?      _____					
12. Was the true identity of Lady Briella d’Fera ever revealed?      NO      YES					