

FURintro5-02

# **Baffle ‘Em With Bards**

## **A One-Round D&D LIVING GREYHAWK<sup>®</sup> Furyondy Regional Adventure**

Version **1**

### **Round 1**

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The city of Caronis is lovely in the late spring. The trees are budding, the flowers are blooming and the spies are working hard. Well, maybe it isn't lovely, but it certainly is busy and full of information that the King must know. Will you help Furyondy and get this information to the proper people? Sounds simple – deceptively simple. An introductory adventure designed for 1<sup>st</sup> level characters (APL 1).

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

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## Introduction

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

### Preparation

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

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

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

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

### Playing the Game

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

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

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

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

### Tracking

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After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet.

The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

### LIVING GREYHAWK

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

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

## LIVING GREYHAWK Levels of Play

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

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

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

APL also affects the amount of experience and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the

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

This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

Note: LIVING GREYHAWK adventures are designed for

APL 2 and higher. Four or five 1<sup>st</sup>-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are two things that the group can do to help even the score.

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

## Time Units and Upkeep

This is a standard one-round regional adventure, set in Furyondy. Characters native to Furyondy pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next

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

adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

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

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

## Adventure Background

Bard Rafendyl of the Duchy of Reach has discovered vital information that must get to the King in Chendl: the beginnings of a plot to take over the County of Crystalreach once more, allowing Iuz a new foothold into Furyondy. The plan is for a bard to deliver his information accompanied by a group of adventurers disguised as a traveling troupe of performers. At each town, the bard is to check with local informants for additional information. Additional NPCs are available to travel with the party to ensure a full table.

## Adventure Summary

Encounter 1: The PCs are at the Bard's Rest Inn in Caronis. Bard Rafendyl is performing. After the performance a serving woman slips a note into a PC's pocket, inviting the PC(s) to a meeting at midnight. At the meeting, they are greeted by Rafendyl and the "serving woman" and asked to ride with her and pretend to be part of a group of traveling performers.

Encounter 2: At a small village on the way to Castle Greylode, the PCs stop at the only inn in town to perform for practice. They are approached by a group of adventurers. The PCs were spotted at the Bard's Rest as one of the approaching group coveted the serving wench. The adventurers try to expose the PCs as fake bards.

Encounter 3: When they reach Castle Greylode, they find the surrounding town in an uproar. Some prisoners have escaped with the aid of a traveling bard troupe. The PCs are accosted by suspicious prison guards.

Encounter 4: When the group finally makes it out of town, they encounter the fake bard troupe that helped the prisoners to escape. The fake bards see more realistic bards and want to take over their circuit to avoid suspicion.

Encounter 5: In Worlende, the rendezvous with the Twilight Hunters goes off without a hitch. The troupe's performance doesn't go so well. Some of the locals are suspicious that this isn't a troupe at all. The PCs find Worlende's first bardic contest in progress. The troupe must enter the contest or look conspicuous.

Encounter 6: The bardic contest is being put on by the Furyondy Players. Some of the most coveted prizes are the ability to audition for the guild without fee and automatic entrance into the guild for the winners of the contest. PCs are awarded experience based upon the results of their Perform skill checks

Encounter 7: The PCs arrive in Chendl just before curfew. They meet with Rafendyl's contact, the Bard Carwend Braceworth at the Singing Kettle Inn, to turn over the information, if they decide to trust the contact.

## Preparation for Play

Before beginning play, determine whether the PCs have played *FURintro4-01 Out in the Woods*. If so, they would have met Carwend Braceworth before. Also determine if PCs are members of the Furyondy Players or the Twilight Hunters, or if they have an appropriate favor.

Judges need to determine which male PC has the highest Charisma. If table has all female PCs, determine the lowest Charisma. In addition, have the PCs roll several Spot checks and pick one to use in Encounter One.

## Introduction

The PCs have just entered Caronis, a major Furyondian port city on the Volverdyva River. It is a city overflowing with refugees from the war in Veluna and laced with bandits and smugglers provided supplies to both sides of that war. It is around

dinner time. PCs find themselves in the Bard's Rest Inn. If the locals are asked about it, they say the food is poor and somewhat overpriced, but Bard Rafendyl himself is performing this evening.

***The city of Caronis in the Duchy of Reach lies on the Volverdyva River. Caronis rings with the sounds of bards. The shouts of patrons and protests (or not) of barmaids can always be heard. It is a definitive party town with a standing population of around 1,600, including two to three hundred Velunese. Despite this apparent lack of morals, there are very few poor or evil people in Caronis, partly due to the Velunese influence.***

***There is an undercurrent of unrest in Caronis, due in no small part to its Velunese ties. The invasion of Veluna has affected many of the citizens directly. There is a wariness shown by the citizens when talking about the crown. Many are afraid the army will soon begin conscription. As Caronis has close ties to Veluna in many ways, people worry about being forced to fight people they know. Hoarding of typical war shortage items has begun, and the sale of arms is going strong.***

## Encounter One: Bard's Rest

Caronis is a small but important town as it is the major gateway to Veluna, which can be seen across the forked stone bridge that crosses the river. Caronis is also the center of distribution for gold from the Carnalion Mines, a very important source of income for the city and the Duchy. The free-wheeling attitude of Caronis and the rest of the Duchy is very different from the rest of Furyondy.

The lands north of Caronis are crowded with fisherman during the Eel Run when vast numbers of eels swim downriver from Quad Lake to grow and spawn in the Nyr Dyv. There is a weeklong festival with feasting, song and dance, and of course, consumption of vast quantities of beer and mead. Most of the netting is done at night and the lanterns of the eel netters can be seen for miles.

Allow the PCs to introduce themselves and discover why they are traveling together.

***Given the attitude in the city, the Bard's Rest Inn seems a logical destination. It has been recommended by several adventurers as being fair and honest and having fabulous entertainment at a minimum price. The sounds***

***wafting outside on the spring breeze are just divine, far superior to the average tavern fair. The sign board outside the inn says that Bard Rafendyl himself is performing tonight, an unexpected and welcome treat for road weary adventurers. That would explain the high quality of the bards currently being heard – not just anyone is invited to warm up the crowd for 'Gildentongue' as he is known. Clientele in the inn is typical of most inns, except a bit higher class. These people are not here to make trouble – they are here to listen to the performances and are respectful during and afterward. Even a bad performance is treated respectfully – no thrown objects. Badly behaving patrons are summarily dismissed by the bouncers, half-orcs that tolerate very little.***

**Creatures:** In addition to the general clientele, the following individuals are present in the tavern:

**Harmonius:** Male human Rog1/Ftr1, hp 12 (Sense Motive +7) – Door Greeter

**Velenala:** Female human Wiz3, hp 11 (Sense Motive +9) – Inn Registrar

**Bouncers:** 1 male/1 female half-orc Bbn1, hp 13 (Sense Motive +4, Armor Class 20)

**Rafendyl:** Male Half-elf Brd11 (Sense Motive +8)

**Alise Viavaté:** Female Human Brd4 (See *Appendix Two*)

**Dobyn Balderk:** Male Dwarf Clr1 (See *Appendix Two*)

**Jessenia Vardo-mescro:** Female Human (Flan) Rog1 (See *Appendix Two*)

PCs that have a favor from or are members of the Furyondy Players know that Rafendyl is in line to be on the ruling body of the Furyondy Players soon – a high rank indeed. This means he is privy to most, if not all, of the information and plots flowing through the guild. PCs with no prior experience can get additional info with a Gather Information, Knowledge – Local [Luz Border States], or Bardic Knowledge check (DC 15). They can hear rumors in the crowd about Rafendyl, how great a bard he is and well placed in the Furyondy Players.

The inn (See *Map #1*) was designed for performances more than most. Standing at a small podium near the door is a human male called Harmonius directing patrons to seats. At the left end is a raised stage with a curved sound shell behind the stage to project the sounds from on

stage toward the audience. The usual tables and benches are all around. At the right end is the bar which is nothing notable except there are no seats facing the bar as all seating faces the stage. In the back corner at the right end is another podium for registering guests for rooms upstairs attended by Velenala. Behind this podium is the stairs to the rooms. Missing is the typical working girls or boys seen at many an inn. This inn is strictly for stage entertainment.

***The atmosphere in the inn is full of tense excitement. An announcement is heard, "Please welcome to our humble stage, a man who needs no introduction, Bard Rafendyl!" The crowd is very enthusiastic, clapping, whistling and yelling for the great bard. A rather dapper looking half-elf steps onto the stage, carrying a lute that patrons with no musical training whatsoever can tell is an exquisite specimen. He begins the performance with a slow ballad played on the lute, gradually going to songs with singing, and faster and faster songs that get the enthusiastic patrons to their feet time and time again. This is undoubtedly the best performance this town has heard since the last time Rafendyl performed.***

***When the performance ends, a serving girl circulates through the throng. She has blond hair, twisted into a braid on her head, and is well endowed. She wears fairly non-descript clothing typical of a barmaid at a mediocre inn.***

Just after the performance, a note is surreptitiously delivered to the PCs by an amorous young "serving woman," the disguised Alise. She approaches the handsomest of the male PCs and kisses him deeply on the lips. If the table has all female PC's, Alise will do the same to the homeliest female, but after the kiss, she acts surprised to find out the person is female and backs up, apologizing.

It is only after she has sauntered off that the PC finds a note in his (or her!) pocket, *Player Handout #1*. Roll an opposed check (Alise's Sleight of Hand (d20+9) vs. PCs pre-rolled Spot (with a -5 penalty for being distracted)) to see if the PCs notice her delivering the note. If no one notices, allow them to find it themselves in a few minutes. If they notice and chase her down, she will curl into the arms of the PC that got the note and whisper in his ear, "Please don't worry. Gildentongue sent me," and squirms free. If the PCs ask about the young woman, various patrons have seen her there before,

on and off. She's friendly, but usually not that friendly with people.

The PC(s) tap on the door to room 12 at midnight. They are greeted by Rafendyl. Assume the PCs arrive on time unless they specifically state otherwise. In that case, if they come more than fifteen minutes early, he is not yet available and if they come much later, he is irritated by their tardiness but still agrees to see them.

***The door to Room 12 opens a crack, only to show an eye peeping out. The door shuts abruptly, then opens all the way. The same half-elf seen on the stage below is the one who opens the door. He gestures for quick movement into the room.***

Rafendyl greets PCs that have encountered him before enthusiastically and by name. He asks to be introduced to the other PCs and greets them like friends he's had forever.

The room is fairly large compared to most, about 15 x 20. The room contains a bed, desk and chair, chamber pot and basin and a wardrobe. There is one window facing the back of the inn but nothing close enough for anyone to use to climb in. The room location seems to have been chosen with care.

***"Let me introduce you to my companions. This is Alise Viavaté (Uh-leese Vee-uh-vah-tay). You may remember her as the serving woman from below. In reality she is a bard with quite a reputation of her own."***

***Alise is barely recognizable. She's dressed in traveling clothes with flute case in hand. She is a Flan woman, with dark, wavy hair, pretty but not overly so, average build. Overall, she does not have a memorable appearance – after passing her on the street she would be soon forgotten as she reminds everyone of others.***

If there are less than six PCs, the bard introduces others are in the room, Dobynd Balderk, a dwarven cleric of Tritherion and Jessenia Vardo-mescro, a Flan rogue. If there are six PCs at the table, neither is present.

***"Now that we all know one another, there are some things about me that are not common knowledge. You see, being a bard, I travel quite extensively and meet people in many walks of life, including other bards. Over the years, I've created an information network of sorts that has come in useful to the crown on occasion. Given***

***Caronis' proximity to Veluna means this is the perfect home base to gather information about other countries as well.***

Rafendyl explains that Alise requires an escort to Chendl. She bears urgent intelligence that Rafendyl has gathered for the royal court. He asks the PCs to ride with her and pretend to be part of a group of traveling performers to hide her presence.

If there are fewer than six PCs, Rafendyl strongly encourages the PCs to take one or both of the NPCs with them to bring the party up to six. He emphasizes that these "experts" can be most useful as their mission may have unanticipated danger. If they only need one person, the PCs can choose which one to take along. The NPC not chosen can try to convince the PCs to change their minds. Alise insists that the PCs fill out the party, emphasizing the importance of the mission and the vital nature of the information. Rafendyl tells the PCs that he has a special task for the NPC not chosen, a particularly dangerous task. The NPC seems mollified at that point.

At this point, the PCs must pick what their act will entail, anything non-military. Military things (knife throwing, sword fighting, etc.) is actively discouraged by the NPCs. A Sense Motive (DC 5) on the NPCs shows concern for the mission and the lives of the PCs. Comments would be something like the following, accompanied by a lot of melodramatic hand waving and pacing:

"You do want this mission to succeed don't you?"

"Oh, sure, just put up a sign that says "Adventurers Disguised As Bards Here!"

"Real bards would never do that on stage!"

"I know you're more brawn than brains but surely even you can come up with something better than that!"

"I'll bet you're working for luz on the side, aren't you?"

As they leave to turn in for the night, Rafendyl hands each PC a twenty five gp token, as he calls it, for helping him out. He tells them the contact in Chendl is the bard Carwend Braceworth, a longtime friend.

## Encounter Two: Rivals for the Wench

The PCs stop at a small village on the way to Castle Greylode.

***There is a small village in the distance. The only indication of its name is a small sign in disrepair, nearly overgrown with vines, declaring this to be One Horse, population 50. The 50 has been scratched out and someone added 51 to the sign.***

The village has the one road running through. There is a generic temple used for multiple gods, an inn, general store, smithy, some houses, etc. Nothing is the slightest bit unusual. The inn is the largest building in town. Its name is only shown as "Little Nag's" (See *Map #2*), with a picture of a bed with a sleeping horse. Alise suggests that they perform there both to keep their disguise intact and to practice their act.

***Upon entering Little Nag's, a typical small town inn is revealed, long tables with benches for about twenty people, stairs to a small second story, pallets under the stairs for the majority of the guests. Near the fireplace is a space with stools. It would seem this inn is no stranger to bardic entertainment.***

***Behind the bar is the proprietor, Jenny. A middle-aged dwarven woman of small stature, she has a luxuriously soft-looking beard braided with colorful beads of semi-precious stones. She's dressed in her working attire, a practical shirt and pants with an apron over the top.***

***In the inn is an assortment of the usual kind of patron for a small inn. One group in particular seems to be especially observant of new arrivals. The group consists of two men who appear to have seen some combat, one older, one younger, a cleric and a magic user of some sort.***

If the group intends to perform, they must approach the inn keep, Jenny. If the PCs do not approach the group, the group comes up to them. Either way, the group of adventurers – a young fighter type, an older fighter (father and son), a disreputable looking cleric, and someone in sorcerer's robes – doesn't look too convincing. PCs with a Spot (DC 12) recognize them from Caronis.

The group says they noticed the PCs talking to the serving wench at the Bard's Rest. The young one, Craigor, is quite animated as he describes the serving wench in great detail. Jealous looks cross his face, aimed at the object of Alise's attention at the Bard's Rest. The adventurers start raising a fuss and crying things like "Fakes! You aren't real bards!" and "You stole my woman!" PCs with Sense Motive (DC 11) can tell they don't really want to fight, just to cause trouble.

**Creatures:**

**Jenny:** Female dwarf Commoner (Sense Motive +12). An amiable lass, she's always willing to have cheap entertainment.

**APL 2 (EL 4)**

**Craigor:** Male Oeridian War1 (see *Appendix One*)

**Maylorn:** Male Oeridian War1 (see *Appendix One*)

**Grolnek:** Female Gnome Clr1, Kurrell (see *Appendix One*)

**Auphelius (oh-fee-lee-us):** Female Elf Sor1 (see *Appendix One*)

**Tactics:** If a fight erupts, Craigor and Maylorn, father and son, fight as a unit, trying to flank an opponent. The others act as individuals out for themselves. The Sorcerer in particular casts protective spells first, then offensive.

Just as things start to heat up, Jenny indicates that it's time for some entertainment. Alise performs with the PCs if that was the entertainment format decided in Encounter One.

When the performance begins, the group should roll Perform checks to see how they do. A Tumble check is allowed for PCs doing acrobatics (at player choice). A Dex check is allowed for PCs doing juggling (at player choice). Refer to Appendix Three for modifiers. Total the perform rolls for the PCs and consult the following table, using the total number of PCs (not including NPCs) at the table, regardless of how many are performing. If a PC elects not to perform, the non-performing PC has a Perform check of zero.

No. in Party	4	5	6	Use Outcome
Roll totals	60	75	90	A

Roll between	40 & 59	50 & 74	60 & 89	B
Roll less than	40	50	60	C

A: The crowd likes the performance. The group leaves with five silver in tips.

B: They receive lukewarm, polite applause

C: They are booed and have non-perishable items thrown. If the group is in the last category and someone rolls a natural 1, they are hustled out of the inn and their belongings are thrown out with them.

If the PCs are not thrown out of town, they spend an uneventful night and continue on.

## Encounter Three: Castle Greylode

When they reach Castle Greylode, the PCs find the surrounding town in an uproar. Apparently some prisoners have escaped with the aid of a traveling bard troupe. The locals greet the group with suspicion for the most part, except for a jolly cleric of Kord that welcomes them with open arms if approached. Most people shun the group as they appear to be bards.

If the PCs approach the cleric of Kord, they see a middle aged man, a former fighter from the stance he takes. He talks their ears off about Greylode, Furyondy, luz and anything else that he thinks might interest the widely traveled adventurers. He gives some description of the town, mainly that the keep is still under construction meaning lots of transient workers and lots of brawls for a good cleric to break up. He also tells them that this is where all the lycanthropes in Furyondy are sent.

***The gates of Castle Greylode lie just ahead. It is not a pretty town as it stands over a penal colony that holds some of the most evil and hardened criminals in the kingdom. There are guards all around and the citizenry looks wary as they go about their business. The local guards are roaming around with determined looks on their faces. Citizens are staying close to home. Strangers are observed much more closely than normal. Alise excuses herself as soon as you enter the town surrounding the castle, mumbling something about seeing an***



***old friend that might know of a possible place to play this evening.***

A Gather Information check (DC 10) tells the PCs there has been a prison break and the guards are looking for the escaped prisoners. A Gather Information (DC 15) tells them it was a bardic troupe that helped with the escape. The PCs can try to disguise the fact that they are a traveling troupe if they wish – Disguise check (DC 18). If unsuccessful, they are spotted as a bard troupe by a group of prison guards. If the PCs decide to try and Hide (DC 26), skip to Encounter Four (They lose all gold and experience for Encounter Three).

If the PCs try to stop Alise or ask her further about her friend, she says her friend has had occasional trouble with the guards and bringing the group would cast further suspicion on him. She does not allow them to know where she is going or to follow her. A Track check (DC 20) would be needed to follow her and would need to be repeated every two rounds as she loses the PCs in the city.

Hialeia Street (see *Map #3*) is fifteen feet wide. Belvor Avenue is ten feet wide. The various alleys are five feet wide. There are the usual shops, inns, taverns, etc. around though few people are on the street.

***A group of prison guards is stopping everyone on Hialeia Street. There are seven of them, between thirty-five and forty-five years of age. All look to have been fighters in their time, but they are past their prime and out of shape. Their leader approaches with a no-nonsense look on his face.***

**APL 2 (EL 2)**

**Artenial:** Male half-elf Ftr1 (See *Appendix One*)

**Fighters (5):** 3 male/2 female Ftr 1 (See *Appendix One*)

**Wizard:** Female half-orc Wiz1 (see *Appendix One*)

The guards are lazy and looking for someone to blame quickly so they can go back to their card games.

Under no circumstances would a bard troupe be able to avoid the encounter. They are either spotted as a bard troupe or (if they are disguised successfully) approached as strangers in town.

**Development:** If the PCs are spotted as a bardic troupe, they are confronted in a none-too-polite

manner by a group of guards. Have the PCs roll a Diplomacy, Intimidate or Bluff check. At least half the group must make the DC to fall into the designated outcome.

- DC 10 or less – PCs are attacked by the guards – Encounter 3C
- DC 11 – PCs are arrested by the guards – Encounter 3A.
- DC 15 – PCs are hauled before a magistrate immediately – Encounter 3B

If they are successful in their Disguise rolls, they are still questioned, but more politely and with much less suspicion. Have the PCs roll a Diplomacy, Intimidate or Bluff check. The lowest roll determines the outcome. At least half the group must make the DC to fall into the designated outcome.

- DC 9 or less – PCs are arrested by the guards – Encounter 3A
- DC 10 – PCs are escorted out of town – Encounter 3E
- DC 16 – PCs are let go – Encounter 3D

## **Encounter 3A: Arrested**

If the PCs are arrested, they spend one night in jail and are brought up before a magistrate. They have to convince the magistrate to let them go. A Bluff or Diplomacy (DC 15) is required to get free.

***Artenial and his men circle, weapons drawn. "That's about enough. I've heard tall tales in my time, but you people are ridiculous! Drop your weapons – you're under arrest. You'll have to talk to the Magistrate in the morning and he's no push over. Used to be a prison guard himself you know."***

If the PCs resist, the guards immediately attempt to subdue them. They do not inflict lethal damage unless pressed. Although they are somewhat out of shape, they are used to working together and mount a very efficient operation, subduing the best fighters first.

***The evening in jail is quiet other than the whisperings of fellow inmates. Fellow prisoners are heard talking about the magistrate. "Tough but fair," "Wants to find the truth," "Hate him but respect him" are the gist of their comments.***

**Development:** In this situation, PCs spend an additional 1 TU in jail due to fighting with the guards. Go to Encounter 3B.

## Encounter 3B: The Magistrate

*The court room in the town hall is a cavernous space that echoes wildly. Before you sits Magistrate Dythern.*

If the PCs look around, a Spot check (DC 5) locates Alise in the audience.

### Creatures:

**Magistrate Dythern:** Male elf Justicator 4/Aristocrat 1/Expert 1 (Sense Motive +12)

*Dythern is middle-aged elf with a serious demeanor that is somewhat ruined by the turned up corners of his mouth. "Well now, what have we here? Sergeant Artenial, what have these fine folks done?"*

Artenial explains the trumped up charges.

*"Well now, sounds like the man has a point. I'll let you have, oh, five minutes to tell me why I should believe you and not him. Go on – start talking!" he says with a friendly drawl.*

PCs who lie get a Bluff check versus the magistrate's Sense Motive. Failure gives a – 2 circumstance penalty to their Diplomacy check. The Diplomacy check (DC 15) is one roll for the group (maximum of two assists). If PCs are successful at the Diplomacy check, they are released to the sounds of Dythern giving Artenial what-for over false arrests. If they don't make the DC, they are put back in jail after a stern lecture. Repeat until they make the DC – abbreviated version the second time around. PCs spend one additional TU in jail for each four checks needed to succeed.

Alise rejoins the PCs as they head out of town, just before the town gate. The PCs receive five gp to make up for the false arrest, paid by Sergeant Artenial.

## Encounter 3B: Attack by Guards

*"I've had about all of this nonsense I can stomach!" Sergeant Artenial says. "Take 'em – alive if possible!"*

Battle ensues. See Encounter Three for statistics. Continue with Encounter 3A after the PCs are arrested. If the PCs beat the guards, another guard unit follows just at the end of the fight to arrest them. There is a -5 circumstance penalty against Diplomacy during the meeting with the magistrate if the PCs fought the guards.

## Encounter 3D: Let Go

*"Well, I guess that's a good alibi." He sighs.*

*"If I were you folks, I'd either get out of town or lie low until we catch the prisoners and their helpers. Good luck to you," the sergeant says amiably, as he and his group turn in search of their quarry.*

Alise rejoins the group with word of a small inn that has agreed to allow them to perform in exchange for room and board. There is no need to run through another performance. The next morning PCs head out. They received ten silver, a hunk of cheese, a solicitous note, and an offer for a music lesson given them by the patrons of the inn at which they performed.

## Encounter 3E: Out of Town

*"Since it doesn't sound like you were involved, we'll just escort you out of town, for your own safety of course. Strangers aren't exactly welcome right now, so it's better all around."*

Alise rejoins the group about this time and they are all escorted out the opposite town gate, headed toward Chendl.

## Encounter Four: Attack of the Fake Bards

*The road out of Castle Greylode is sparsely populated. The day starts out fine and gradually the weather turns worse. It looks like a thunderstorm is brewing. It slowly starts raining, with the rain coming down harder and harder. There is a shelter ahead in a garden-like area: a basic roof and pole structure. Then the hail begins, leaving you no choice but to enter the shelter.*

The shelter is 10 x 15 – nothing fancy and just enough room for the PCs and perhaps small animals – not horses. Just after they are all in, the hail stops and a fog descends allowing the fake

bardic party to surround them. No map is provided as there are no distinguishing terrain features – basic woodlands and the shelter and road – no hills or other buildings.

***The hail slows as a thick fog appears out of nowhere, obscuring vision outside the shelter. There are figures appearing out of the mist, surrounding the shelter as the fog begins to lift. The weather returns to normal very quickly. The view is now of an unsavory Sueloise group that appear to be bards, weapons at the ready.***

The PCs may realize that this is the fake bard troupe they heard about in Greylode. The fake troupe consists of an actual bard, a rogue, a fighter and a ranger. They look desperate and in fighting trim. The one that was in prison was the rogue. PCs who succeed at a Spot check (DC 6) notice that the bandits are all wearing or carrying something with a forked tongue. A Knowledge – Religion (DC 10) tells them that this is the holy symbol of Syrul, Lesser Deity of Lies, Deceit, Trickery, and False Promises.

#### **APL 2 (EL 5)**

**Thug Leader:** Male Suel Bbn1 (see *Appendix One*)

**Rogue:** Male gnome Rog1 (see *Appendix One*)

**Bard:** Female dwarf Brd1 (see *Appendix One*)

**Scout:** Female Half-Elf Rgr1 (see *Appendix One*)

***“Well, look what we have here – some gen-u-ine songbirds. I think we could use some of their, er our, property to be more convincing at the next town. What do the rest of you think?”***

A Sense Motive or Wisdom (DC 10) allows the PCs to discover that the fake bards are trying to travel a bard circuit so they can steal from both the inn and the patrons. They attacked the PCs to take over their bard circuit and get the outfits and instruments to make their act more realistic as their equipment is in poor shape.

A Spot check (DC 12) lets the PCs notice that Alise is wiggling her hands at the thieves for some reason. Anyone in the Twilight Hunters that who succeeded at the Spot check knows that it's the guild recognition sign. If she is confronted about giving a Twilight Hunters sign, she'll Bluff (+9), saying something like she learned it from a friend as a sign of friendship.

**Tactics:** The PCs can either negotiate or fight their way out. The fake bardic group would rather take

their things and run, but fight if necessary to get what they want. They fight as individuals, not as a group, but each is a well seasoned opponent on their own. They try to subdue the PCs efficiently and quickly, not bothering to kill once they are down. They want to grab the loot and run.

**Development:** If questioned with a successful Intimidate check (DC 17), they admit they were hired by someone to waylay any bardic troupes containing women that were obviously not dancers, although they do not know by whom. The person that hired them was cloaked and blurred. The only hint of their identity was a slight northern accent.

## **Encounter Five: Surprise in Worlende**

The group arrives in Worlende. Alise uses a signal of some sort to find the Twilight Hunters. She meets with them and gets more information that the PCs don't hear. She does not allow the PCs to follow, and a Track check (DC 20) would be necessary every round to following her. She waits until she is sure she is alone before exchanging information.

***Worlende at dusk is a busy town in the Viscounty of the Marsh, located on the Att River, due south of Chendl. The town has a recently walled keep complex and a permanent garrison of about two hundred soldiers.***

***While walking through town, Alise looks around then says she'll be at the Finale (fin-ah-lee) in the evening, a local inn favored by bards. She says she is going to meet with another friend. Arrangements have been made for the group at the inn.***

***The streets approaching the inn are plastered with a number of signs declaring a contest – a bardic contest sponsored by the Furyondy Players.***

*Player Handout #2* contains the posters the PCs see all over town. The poster says the entry fee is five gp, which should be covered by the twenty five gp given each PC by Rafendyl.

***Dinner at the inn is typical fare. As promised, Alise arrives in time for dinner, reporting a successful rendezvous. She mentions the contest. In fact, the babble at the inn has been all about the contest and the grand prize – waiving the audition needed to join the***

***Furyondy Players, the bardic guild that is sponsoring the contest. It seems everyone at the inn will be in the contest.***

Alise strongly encourages the PCs to participate to keep their cover intact. She also tells them that an important informant of Rafendyl's is not due in town until the day of the contest, so they are staying regardless.

If they decide to enter the contest, the PCs must think of a troupe name to use in the contest. They must also send a messenger from the inn to register them in the contest with their entry fee and troupe name.

**Development:** If the PCs decide not to enter the contest, they spend three days in the city being harassed. Go to the Conclusion.

Alise's friend told her of an inn that does not already have a bardic troupe performing so the group can get extra performances in for practice before the contest. Since the town is full of contestants, this is not easy. For the next two nights, The Hole in the Wall tavern, an appropriate name indeed, has the opportunity to have live entertainment.

***The Hole in the Wall is just that – a hole cut through one of the outer walls of the old keep building. Inside is a very small tavern, holding twenty seated people at the most. There is no stage, just a cleared area in front of the fireplace. The patrons are a much rougher crowd than you've been playing to, manual laborers, teamsters, sailors and the like. Entertainment is the last thing on their mind.***

Unless all the PCs make a DC 19 Perform check (or Tumble or Dex, if appropriate), the inn patrons start asking questions – are they real bards if they're so bad, making bets as to their place in the contest, etc. Repeat for second night depending on time, but the Perform Check (DC 15) is more easily made. Remember to use modifiers as outlined in Appendix Three.

## **Encounter Six: The Bardic Contest**

***The morning of the contest arrives. Because there are so many contestants the first round, there are several areas in the city hosting contests. Your first venue is in the main market square. The normal market carts have been replaced with typical festival fair – meat pie***

***carts, fruit carts, etc. Bunting hangs from the makeshift stage to make it look more festive. Despite the hours left before the contest begins, a throng of townspeople are waiting in the area, most dressed in their best outfits.***

***The crowd is reluctant to relinquish their staked out spots. Comments like "Hey, don't push – wait, you're in the contest, aren't you! Come on – I'll let you through!" are heard. A little girl with a basket of flowers smiles shyly, handing one to each contestant as they pass. A pair of teenage girls approach, giggling, and ask for autographs. People in the crowd call out promises to the eventual winners, everything from offers of employment to much more earthy offers.***

***At nine am sharp, a man steps onto the stage. "Welcome! Welcome all to the first annual Furyondy Players Bardic Contest! Our judges for this venue are seated in the platform to my right," as he stops for applause. "Our first contestants are..." as he drones on introducing the first act. The acts are lining up behind the stage, a stage manager putting groups in the proper order.***

The master of ceremonies introduces the PCs by their chosen name and waxes eloquent about their talents, fabricating as need be to keep the crowd enthusiastic.

If all the PCs roll a successful Perform check (DC 13), they proceed to the second round. Refer to Appendix Three for modifiers. If PCs fail this check, they hang around town until the contest is over, and then move to the Conclusion. Regardless, they hear other rumors about luz, how the people feel about the King, the darkness in Chendl, the weather, etc. – general knowledge only.

***The second round of the contest for contestants from the main market square is located at St. Cuthbert's temple. The contest stage is erected on the front steps of the temple. The head of the temple, Father Coralius, introduces the acts here in much the same manner.***

If all the PCs succeed at their Perform check (DC 16), they proceed to the third round. If not, they hang about town until the contest is over. Regardless, they hear more rumors about luz, how the people feel about the King, the darkness in Chendl, the weather, etc. – general knowledge only. Move to the Conclusion.

**The final contest takes place at the main stage in front of paladin Hymend, administrator here in Worlende. The stage and surrounding bleachers have been built up just for this contest just outside the keep. The nobles have seats inside the main building, peering out of windows or from balconies. There is a very good sound shell at the back of the stage to project the sound to all the listeners. There are only four groups in this final round, so all are guaranteed prizes.**

Note that anyone in the group that wins the Furyondy Players memberships must meet all other criteria for entry into the Guild. Only the audition and the entrance fee is being waived.

If the PCs all roll Perform Checks (DC 18), they place in the top three. In that case, use the following table to determine which place they received.

No. in Party	4	5	6	Place
Roll exceeds (DC25+)	101+	126+	151+	1
Roll between (DC20-DC25)	100 & 81	125 & 101	150 & 121	2
Roll less than (DC20)	80	100	120	3

The prizes are: 4<sup>th</sup> place 50 gp purse, 3<sup>rd</sup> place new instruments and a 100 gp purse, 2<sup>nd</sup> place masterwork instruments plus an audition for guild membership (a rarity in itself) and 1<sup>st</sup> place masterwork instruments and the membership into the guild (assuming all other membership criteria are met).

Other groups to use when announcing the winners:

- The Rolling Gnomes – an all gnome troupe of wind instrument players
- Sherry and Son – a half-orc female and her quarter orc son. She plays harpsichord and accompanies his incredible tenor voice
- 50 Copper – an all male troupe of rough looking humans who use percussion and a rough sing song style
- Roadman – 4 older men that sing incredible harmony, accompanied by stringed instruments

**After all the groups perform their best, Hymend stands up, strolls to the stage, and is handed a piece of parchment. “I have in my hand, the list of winners. Starting with the 3rd runner-up, (etc.).”**

**After the winners are announced, the town stays alive with celebration and bardic entertainment for most of the night. In the morning, the last leg of the journey for Chendl can finally begin.**

## Conclusion

The PCs arrive in Chendl just before curfew. They meet with Rafendyl's contact, the Bard Carwend Braceworth at the Singing Kettle Inn, to turn over the information.

**The royal capital of Furyondy, Chendl, lies within the Farwain Province. It is one of the most beautiful provinces in Furyondy and Chendl is the gem at its center, a gem now covered in perpetual twilight. It's is a walled city still recovering from the Greyhawk war. A curfew is now being imposed due to the undead that walk the streets at night. Just before the curfew hour, people scurry to their final destinations for the night.**

1) If Alise survives the mission and arrives with the PCs.

**Alise quickly heads to the Singing Kettle Inn to meet with her contact. A man of Oeridian descent is seated in the Inn. He has a short, black, well-trimmed beard and is dressed in bright patch marked clothes. “Friends, please, won't you join me for a drink?” he asks boisterously. Alise introduces him as Carwend Braceworth, a fellow bard and longtime friend of Rafendyl.**

Carwend is an Oeridian man with a short, black, well-trimmed beard dressed in bright patch marked clothes.

**After being some time visiting, Alise and Carwend disappear for a while. When they return, Alise and Carwend both look satisfied with the exchange. Alise tells the group, “It would have been impossible for me to travel all this way alone without something untoward happening. The information we carried is vital to the safety and future of the kingdom. Carwend will make sure the king hears of your**

*role in providing this information. It's nice to know some people are still willing to do something for their country." With that, they leave, heading in opposite directions, leaving the table with an adequate amount of ale...*

2) If Alise doesn't survive the mission, the PCs must ask around to discover where Carwend might be. Search, Spot, Gather Info, Knowledge – Local [Iuz Border States] (DC 7) would get them the name and directions to the Singing Kettle Inn.

*Carwend Braceworth, a man of Oeridian descent, is seated in the Inn. He has a short, black, well-trimmed beard and is dressed in bright patch marked clothes. "Yes, my friends, how may I serve?"*

*After being told of Alise's misfortune, and the resulting lack of information, he sighs deeply. "I hope Rafendyl has others that can bring the information. It's a shame she never chose to share any of it with you. The king will be sorely disappointed, not in you my friends, but that he will continue to operate without adequate information."*

*"It was a difficult mission that Rafendyl set your feet upon. It's no wonder that it came to ruin. I'm sure you did all you could, but in the end, a young lady with a bright future has had her light snuffed, and our king will remain under a cloud. (Sigh) I wish it were otherwise. I thank you for your time and trouble. It could not have been easy for you either. Good luck to you all, and I hope next time we meet it is under happier circumstances." He rises and leaves, shoulders slumped slightly.*

**The End**

## Experience Point Summary

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

### Encounter Two

For defeating the enemy group:

APL2 120 xp

For playing well at the inn

APL2 15 xp

### Encounter Three

Convincing the guards to let them go (D)

APL2 30 xp

### Encounter Four

Negotiate or Fight Fake Bards successfully

APL2 150 xp

### Encounter Six

Bardic Contest Participation

APL2 60 xp

Win 1<sup>st</sup> round

APL2 15 xp

Win 2<sup>nd</sup> round

APL 15 xp

### Story Award

Objective(s) met (information delivered and Alise alive):

APL2 15 xp

### Discretionary roleplaying award

APL2 50 xp

### Total possible experience:

APL2 450 xp

## Treasure Summary

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

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

return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available.

A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

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

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

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

### Encounter One:

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

### Encounter Two:

Defeated the enemy by fighting

APL 2: L: 82 gp; C: 5 gp; M: 166 gp – *ring of protection +1* (166 gp each)

OR

Defeated by negotiation (paid by the innkeeper for keeping her inn in one piece)

APL 2: L: 0 gp; C: 20 gp; M: 0 gp

AND

If they played well at the inn:

APL 2: L: 0 gp; C: 15 gp; M: 0 gp

### Encounter Three:

A or B arrested by the guards and brought before the magistrate

APL 2: L: 0 gp; C: 5 gp; M: 0

### Encounter Four:

If party prevailed over fake bard troupe:

APL 2: L: 42 gp; C: 10 gp; M: 83 gp – cloak of resistance +1 (83 gp each).

### Encounter Five:

Tips at the Hole in the Wall:

APL 2: L: 0 gp; C: 5 gp; M: 0 gp

### Encounter Six:

Fourth place:

APL 2: L: 0 gp; C: 10 gp; M: 0 gp

Third place:

APL 2: L: 2 gp; C: 20 gp; M: 0 gp

Second and First place:

APL 2: L: 50 gp; C: 0 gp; M: 0 gp

### Total Possible Treasure

APL 2: L: 174 gp; C: 65 gp; M: 249 gp - Total: 488 gp (maximum 400 gp)

### Special

## Items for the Adventure Record

As this is an intro mod, PCs receive a blank adventure record. No treasure or access is given in an intro scenario. Sorry!

**However, for tables that win first or second prize in the final round of the contest, please add the following note:**

**“This PC has one year from the date of play on this AR to join the Furyondy Players without additional costs, if all other requirements for membership are met.**

## Appendix One – Minor NPCs

### Encounter Two

**Craigor:** Male human War1; CR ½; Medium humanoid (human); HD 1d8+1; hp 9; Init +2, Spd 30ft; AC 16, touch 14, flatfooted 12; BAB/Grp +1/+4; Atk +6 melee (2d4+4/x4, mw scythe), +3 ranged (1d8/x3, longbow); Full Atk +6 melee (2d4+4/x4, mw scythe); AL CN; SV Fort +3, Ref +2, Will -1; Str 16, Dex 14, Con 12, Int 10, Wis 8, Cha 14.

*Skills and Feats:* Balance +1, Climb +3, Intimidate +6, Sense Motive -1, Spot +1; Power Attack, Weapon Focus (Scythe)

*Possessions:* Chain Shirt, Masterwork Scythe, Longbow

**Maylorn:** Male human War1; CR ½; Medium humanoid (human); HD 1d8+1; hp 9; Init +2, Spd 30; AC 16, touch 14, flatfooted 13; BAB/Grp +1/+4; Atk +6 melee (2d4+4/x4, mw scythe), +3 ranged (1d8/x3, longbow); Full Atk +6 melee (2d4+4/x4, mw scythe); AL CN; SV Fort +3, Ref +2, Will -1; Str 16, Dex 14, Con 12, Int 10, Wis 8, Cha 14.

*Skills and Feats:* Balance +1, Climb +3, Intimidate +6, Sense Motive -1, Spot +1; Power Attack, Weapon Focus (Scythe)

*Possessions:* Studded Leather Armor, Ocarina, Masterwork Scythe, Longbow, *ring of protection +1*

**Grolnek:** Female Gnome Clr1 (Kurell); CR 1; Small humanoid (gnome); hp 10; HD 1d8+2; Init -1, Spd 20ft; AC 13, touch 13, flatfooted 10; BAB/Grp 0/-3; Atk +3 melee (1d6+1, morningstar), +0 ranged (1d6/19-20, Light crossbow); Full Atk +3 melee (1d6+1, morningstar); AL CE; SV Fort +4, Ref -1, Will +5; Str 13, Dex 8, Con 14, Int 8, Wis 16, Cha 14.

*Skills and Feats:* Concentration +8, Craft - alchemy +4, Heal +5, Hide +3, Listen +5, Move Silently +0, Spellcraft +1; Combat Casting

*Possessions:* Studded Leather Armor, Morningstar, Light Crossbow

*Spells Prepared* (3/2+1; base DC = 13 + spell level): 0—[*cure minor wounds, inflict minor wounds, read magic*]; 1st—[*disguise self\**, *magic weapon, summon monster I*]

\*Domain spell. *Domains:* [Trickery – Adds Bluff, Disguise and Hide as class skills (*disguise self* – 1d8+2, p.215); Chaos – Cast Chaos spells at +1 caster level (*protection from law*).

**Auphelius (oh-fee-lee-us):** Female elf Sor1; CR 1; Medium humanoid (elf); HD 1d4+1; hp 5; Init +2; Spd 30ft, AC 16, touch 16, flatfooted 14; BAB/Grp 0/+1; Atk +1 melee (1d6+1, quarterstaff), +2 ranged (1d4+1, sling w/ mw sling bullets) or +2 ranged (1d4+3/19-20, dagger); Full Atk +3 melee (1d6+1, quarterstaff), +2 ranged (1d4+1, sling w/ mw sling bullets) or (1d4+3/19-20 dagger); AL N; SV Fort +1, Ref +2, Will +2; Str 12, Dex 14, Con 12, Int 10, Wis 10, Cha 16.

*Skills and Feats:* Bluff +5, Concentration +5, Spellcraft +2; Point Blank Shot

*Possessions:* Quarterstaff, Sling, Masterwork Sling Bullets, 2 daggers

*Spells Prepared* (5/4-1; base DC = 14 + spell level): 0—[*acid splash, detect magic, prestidigitation, resistance*]; 1st—[*mage armor, magic missile*];

### Encounter Three

**Artenial:** Male half-elf Ftr1; CR 1; Medium humanoid (elf), hp 12; HD 1d10+2; Init +2; Spd 30ft, AC 16, touch 14, flatfooted 12; BAB/Grp +1/+4; Atk +5 melee (1d12+4/X3, greataxe), +3 ranged (1d8/x3, composite longbow); Full Atk +5 melee (1d12+4/X3, greataxe), AL CN; SV Fort +4, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 12, Wis 10, Cha 8.

*Skills and Feats:* Diplomacy +1, Intimidate +2, Search +2; Power Attack, Weapon Focus (Greataxe).

*Possessions:* Chain Shirt, Greataxe, Composite Longbow

**Fighters (5):** 3 male/2 female humans Ftr1; CR 1; Medium humanoid (human); hp 12; HD 1d10+2; Init +2; Spd 30ft, AC 15, touch 12, flatfooted 13; BAB/Grp +1/+5; Atk +6 melee (1d6+4, light mace), +3 ranged (1d8/X3, composite longbow); Full Atk +6 melee (1d6+4, light mace); AL CN; SV Fort +4, Ref +2, Will -1; Str 18, Dex 14, Con 14, Int 8, Wis 8, Cha 8.



*Skills and Feats:* Climb +5, Intimidate +1, Jump +5; Power Attack, Weapon Focus (Light Mace)

*Possessions:* Studded Leather Armor, Light Mace, Composite Longbow

**Wizard:** Female half-orc Wiz1 (illusionist); CR1; Medium humanoid (orc); hp 6; HD 1d4+2; Init +2, Spd 30ft, AC 12, touch 12, flatfooted 10; BAB/Grp +0/+0; Atk +1 melee (1d6 mw quarterstaff); Full Atk +1 melee (1d6, mw quarterstaff); AL N; SV Fort +2, Ref +2, Will +1; Str 10, Dex 14, Con 14, Int 16, Wis 8, Cha 6.

*Skills and Feats:* Concentration +6, Decipher script +5, Knowledge - Arcana +7, Knowledge - Local [Iuz Border States] +7, Knowledge - The Planes +5, Spellcraft +7; Scribe Scroll, Enlarge Spell

*Possessions:* Faded, hand-me-down stereotypical purple wizards robes sized for a half-orc, Masterwork Quarterstaff

*Languages:* Common, Orc, Draconic, Goblin, Giant

*Spells Prepared* (3+1/2+1; base DC = 13 + spell level): 0—[daze, detect magic, ray of frost, resistance]; 1st—[color spray, mage armor, magic missile]

## Encounter Four

**Thug Leader:** Male human Bbn1; CR1; Medium humanoid (human); hp 14; HD 1d12+2; Init +6; Spd 40ft, AC 16, touch 12, flatfooted 16; BAB/Grp +1/+4; Atk +5 melee (1d10+4/X3, glaive), +3 ranged (1d8/X3, composite longbow); Full Atk +5 melee (1d10+4/X3, glaive), Space/Reach 5 ft./10 ft. (with glaive); SQ fast movement, illiteracy, rage 1/day; AL CE; SV Fort +5, Ref +3, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Diplomacy +1, Gather Information +1, Intimidate +3, Listen +3, Sense Motive +2, Survival +2; Improved Initiative, Weapon Focus (Glaive)

*Possessions:* Helmut of Genius (metal foil helmet with no special properties), Glaive, Composite Longbow, Chain shirt, longsword, cloak of resistance +1.

**Rogue:** Male gnome Rog1; CR 1; Small humanoid (gnome); hp 7; HD 1d6+1; Init +4; Spd 20ft, AC 18, touch 15, flatfooted 14; BAB/Grp 0/-5; Atk +0 melee (1d4-1/19-20 shortsword) or +5

ranged (1d6/19-20 light crossbow); Full Atk +0 melee (1d4-1/19-20, shortsword) or +5 ranged (1d6/19-20 light crossbow); SQ sneak attack +1d6, trapfinding; AL CN; SV Fort +1, Ref +6, Will 0; Str 8, Dex 18, Con 12, Int 14, Wis 10, Cha 8.

*Skills and Feats:* Appraise +4, Balance +6, Bluff +1, Climb +3, Decipher Script +3, Disable Device +9, Hide +11, Knowledge - Local [Iuz Border States] +3, Listen +5, Move Silently +8, Search +4, Sense Motive +4, Sleight of Hand +5, Spot +8, Tumble +7, Use Rope +6; Dodge

*Possessions:* Masterwork Thieves' Tools, Rope 50 ft, Shortsword, Light Crossbow, studded leather armor.

**Bard:** Female dwarf Brd1; CR 1; Medium humanoid (dwarf); hp 6; HD 1d6; Init +2, Spd 20 ft., AC 14, touch 12, flatfooted 12; BAB/Grp +0/+0; Atk +0 melee (1d6, light mace) or +2 ranged (1d8/19-20, light crossbow); Full Atk +0 melee (1d6, light mace) or +2 ranged (1d8/19-20, light crossbow); SQ bardic knowledge +2, bardic music, countersong, fascinate, inspire courage +1; AL CN; SV Fort +0, Ref +4, Will +1; Str 10, Dex 14, Con 10, Int 12, Wis 8, Cha 16.

*Skills and Feats:* Bluff +8, Concentration +3, Diplomacy +5, Disguise +5, Escape Artist +5, Gather Information +5, Intimidate +5, Knowledge - Architecture & Engineering +2, Knowledge - Geography +2, Knowledge - History +2, Knowledge - Local [Local Iuz Border States] +2, Knowledge - Local [Nyron & Environ] +2, Knowledge - Local [Velverdyva] +2, Knowledge - Nature +2, Knowledge - Nobility & Royalty +2, Knowledge - Religion +2, Perform (String Instrument) +6, Sense Motive +1, Spellcraft +3; Persuasive.

*Possessions:* Lap harp, Light Mace, Light Crossbow, leather armor.

*Languages:* Common, Draconic, Dwarven, Elven, Ancient Baklunish, Ancient Suloise

*Spells Known* (Cast 3; base DC = 13 + spell level): 0—[daze, detect magic, resistance, summon instrument]

**Scout:** Female Half-Elf Scout 1; Medium humanoid (elf); hp 8; HD 1d8; Init +4, Spd 30ft.; AC 16, touch 14, flatfooted 12; BAB/Grp +0/-1; Atk -1 melee (1d6-1/19-20, shortsword) or +4 ranged (1d6-1/X3, shortbow); Full Atk -1 melee (1d6-1/19-20, shortsword) or +4 ranged (1d6-1/X3,

shortbow); SQ skirmish, trapfinding; AL CN; SV Fort +0, Ref +6, Will +3; Str 8, Dex 18, Con 10, Int 8, Wis 16, Cha 8.

*Skills and Feats:* Climb +1, Hide +8, Knowledge - Dungeoneering +1, Knowledge - Geography +1, Knowledge - Nature +1, Listen +7, Move Silently +8, Search +1, Spot +7, Survival +6; Track.

**Skirmish (Ex):** A scout relies on mobility to deal extra damage. She deals an extra 1d6 points of damage on all attacks made during any round in which she moves at least 10 feet. This applies only to attacks made in the scout's turn.

*Possessions:* Leather Armor, shortsword, short bow.

## Appendix Two – Major NPCs

**Alise Viavaté:** Female human Brd4; Medium humanoid (human); hp 18, HD 4d6; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; BAB/Grp: +3/+3; Atk: +4 melee (1d8+1/19-20, *longsword* +1) or +5 ranged (1d6/X3 composite shortbow); Full Atk: +4 melee (1d8+1/19-20, *longsword* +1) or +5 ranged (1d6/X3 composite shortbow); SQ bardic music, bardic knowledge +6, countersong, fascinate, inspire courage +1, inspire competence; AL NG; SV Fort +1, Ref +6, Will +4; Str 10, Dex 14, Con 11, Int 14, Wis 10, Cha 17.

*Skills and Feats:* Bluff +9, Concentration +2, Diplomacy +10, Disguise +9, Gather Information +8, Intimidate +5, Knowledge - Geography +4, Knowledge - History +4, Knowledge - Nobility and Royalty +4, Listen +2, Move Silently +6, Perform (Sing) +8, Perform (Wind Instrument) +10, Search +4, Sense Motive +2, Sleight of Hand +11, Spellcraft +3, Spot +2; Investigator, Point Blank Shot, Precise Shot

*Possessions:* Masterwork Flute, Chain Shirt, *Longsword* +1, Composite Shortbow, Masterwork Thieves Tools, Torch, Traveling, performing, peasant, etc. clothing – an assortment.

*Physical Description:* She's 19, dressed in traveling clothes with flute case in hand. She is a Flan woman, with dark, wavy hair, hazel eyes, pretty but not overly so, 5'4" and 125 lbs. Overall, she does not have a memorable appearance - after passing her on the street she would be soon forgotten as she reminds everyone of others. While she generally dresses very practically, her clothing tends toward the feminine side – a flowered blouse rather than plain or stripes, a skirt where pants or a skirt would both be appropriate.

*Motivation:* Her parents are Flan, but also members of the Furyondy Players. Alise traveled through all of Furyondy and much of the rest of Oerth. While she is fiercely loyal to Furyondy, she considers herself a world citizen too. Her parents still travel, though not quite so much, so she only sees them when their paths intersect. She like the espionage aspect of being a bard quite as much as the performing. Her discovery of Rafendyl's network was just the ticket. As she does have such a non-descript look about her,

she can often find out information whether others cannot. Over the years, she's also developed a slight crush on Rafendyl, though he considers her far too young as he knew her parents. She considers her work for Furyondy highly important and has dreams of helping Rafendyl run his network, perhaps taking it over when he no longer wishes to do that sort of work.

*Spells Known* (6/3/2; Per Day 3/3/1; base DC = 13 + spell level): 0—[*know direction, light, prestidigitation, read magic, resistance, summon instrument*]; 1st—[*comprehend languages, cure light wounds, disguise self*]; 2nd—[*eagle's splendor, glitterdust*].

**Dobyn Balderk:** Male Dwarf Clr1 (Tritherion); Medium humanoid (dwarf); hp 10; HD 1d8+2; Init -1; Spd 20 ft.; AC 12, touch 12, flat-footed 9; BAB/Grp: 0/+1; Atk: +1 melee (1d8, heavy mace) or -1 ranged (1d8/19-20, light crossbow); Full Atk: +1 melee (1d8, heavy mace) or -1 ranged (1d8/19-20, light crossbow); SQ turn undead, spontaneous casting, AL NG; SV Fort +4, Ref -1, Will +5; Str 12, Dex 9, Con 14, Int 9, Wis 16, Cha 13.

*Skills and Feats:* Concentration +4, Heal +7; Skill Focus (Heal)

*Possessions:* Masterwork Lute, Studded Leather armor, Healer's Kit, Silver Holy Symbol, Oil (5 pts), Flint and Steel, Flask of Ale, Heavy Mace, Light Crossbow

*Motivation:* He hails from Kalinstren where his following of Tritherion is typical. He lived near Crockport, helping people to rebuild the city as he studied on and off with the queen's advisor. He got the impression from his prayers that he needed to do more for people, for Furyondy. He traveled with a bardic troupe for a while, then he ran into Rafendyl in Chendl and was recruited for the cause.

*Spells Prepared* (3/2+1; base DC = 13 + spell level): 0—[*inflict minor wounds, light, read magic*]; 1st—[*cure light wounds\**, *magic weapon, summon monster I*]

\*Domain spell. *Domains:* [Healing – Cast Heal spells at +1 caster level; Protection – Once per day, can generate a *protective ward* granting someone touched a resistance bonus of +1 on saving throws for 1 hour.

**Jessenia Vardo-mesdcro:** Female Human Rog1 (Dalt); Medium humanoid (human); hp 6; HD 1d6; Init +3; Spd 30 ft.; AC 15, touch 13, flat-footed 12; BAB/Grp: +0/+0; Atk +0 melee (1d6, light mace) or +3 ranged (1d6/x3. composite shortbow); Full Atk +0 melee (1d6, light mace) or -2 (1d6 light mace) and -2 (1d6/18-20 rapier) or +3 ranged (1d6/x3. composite shortbow); SQ sneak attack +1d6, trapfinding; AL NG; SV Fort +0, Ref +5, Will +2; Str 10, Dex 16, Con 10, Int 14, Wis 14, Cha 10.

*Skills and Feats:* Appraise +3, Bluff +4, Disable Device +6, Disguise +1, Gather Information +2, Listen +3, Move Silently +7, Open Lock +7, Perform (Percussion) +4, Search +6, Sense Motive +6, Sleight of Hand +7, Spot +6, Tumble +7; Two-Weapon Fighting, Dodge

*Possessions:* Drum, Leather Armor, Thieve's Tools, Light Mace, Composite Shortbow

*Physical Description:* Flan female, 29, 5'2", somewhat worn looking, faded from the usual Flan flamboyance. Non-descript features, blends in well in any room.

*Motivation:* Originally from Baranford in Duchy of Reach, she is a member of the Twilight Hunters. Jessenia is married, her family lives in Baranford. She joined with Rafendyl as her former line of work got too dangerous once she was married and had children (2 girls). She maintains her membership to help gather information. She no longer does the more dangerous work of the guild but will also not go against any of the guild tenants.

## Appendix Three – Performance Bonus

Note: Anywhere a Perform check is needed, if a PC is doing acrobatics, a Tumble check may be substituted. Similarly, a Dex check can be used for juggling.

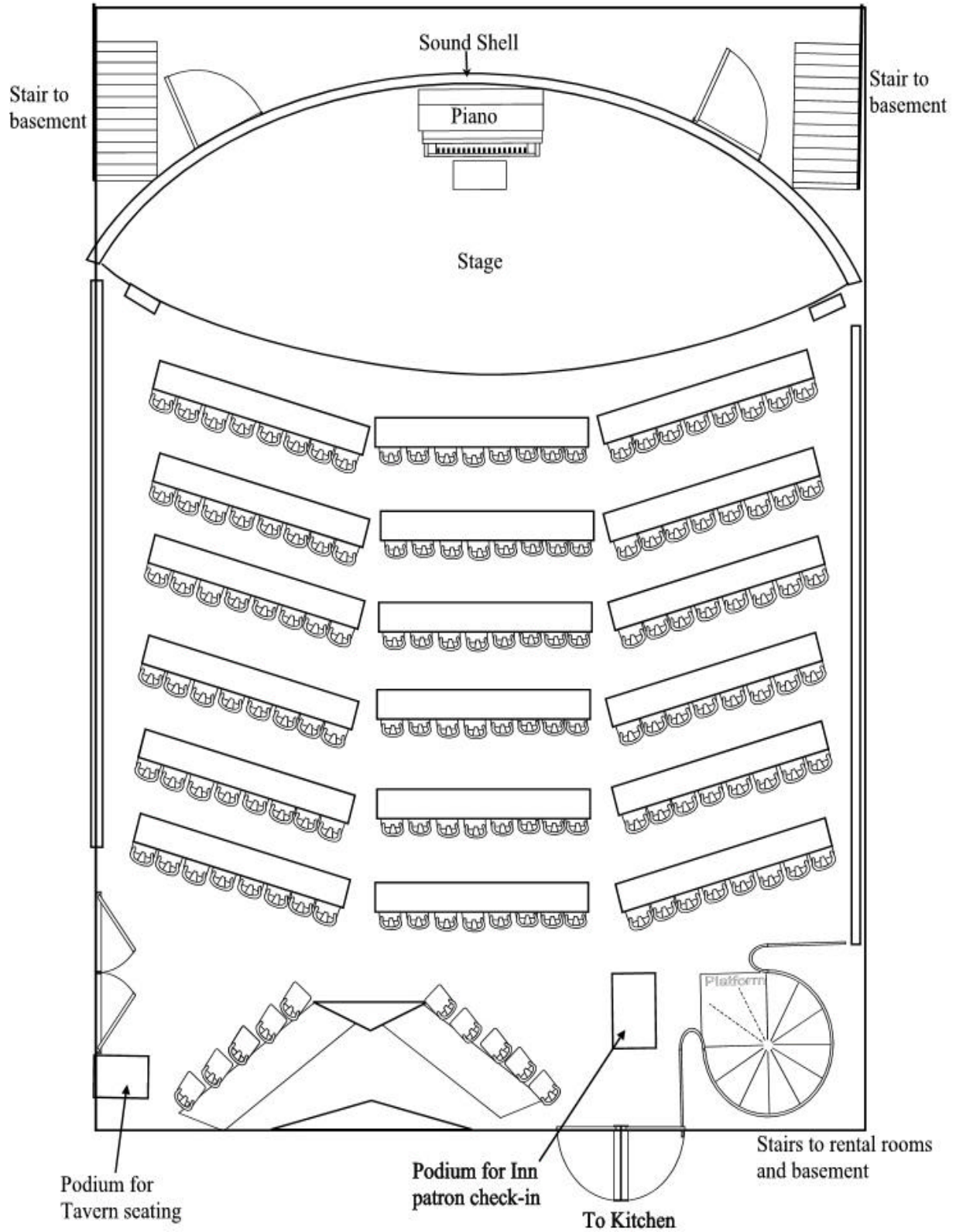
The following bonuses to perform checks will be given. Max total bonus is +15.

Action	Bonus
Singing, playing an instrument	+2
Tumbling, acrobatics, dance	+1
Comedy, storytelling, acting	0
Military type feats	-2
If the PCs come up with a unified act among them	+2
If the unified act includes Alise	+2
Judges Optional Bonus for good ideas, cooperation among PCs, etc.	+2

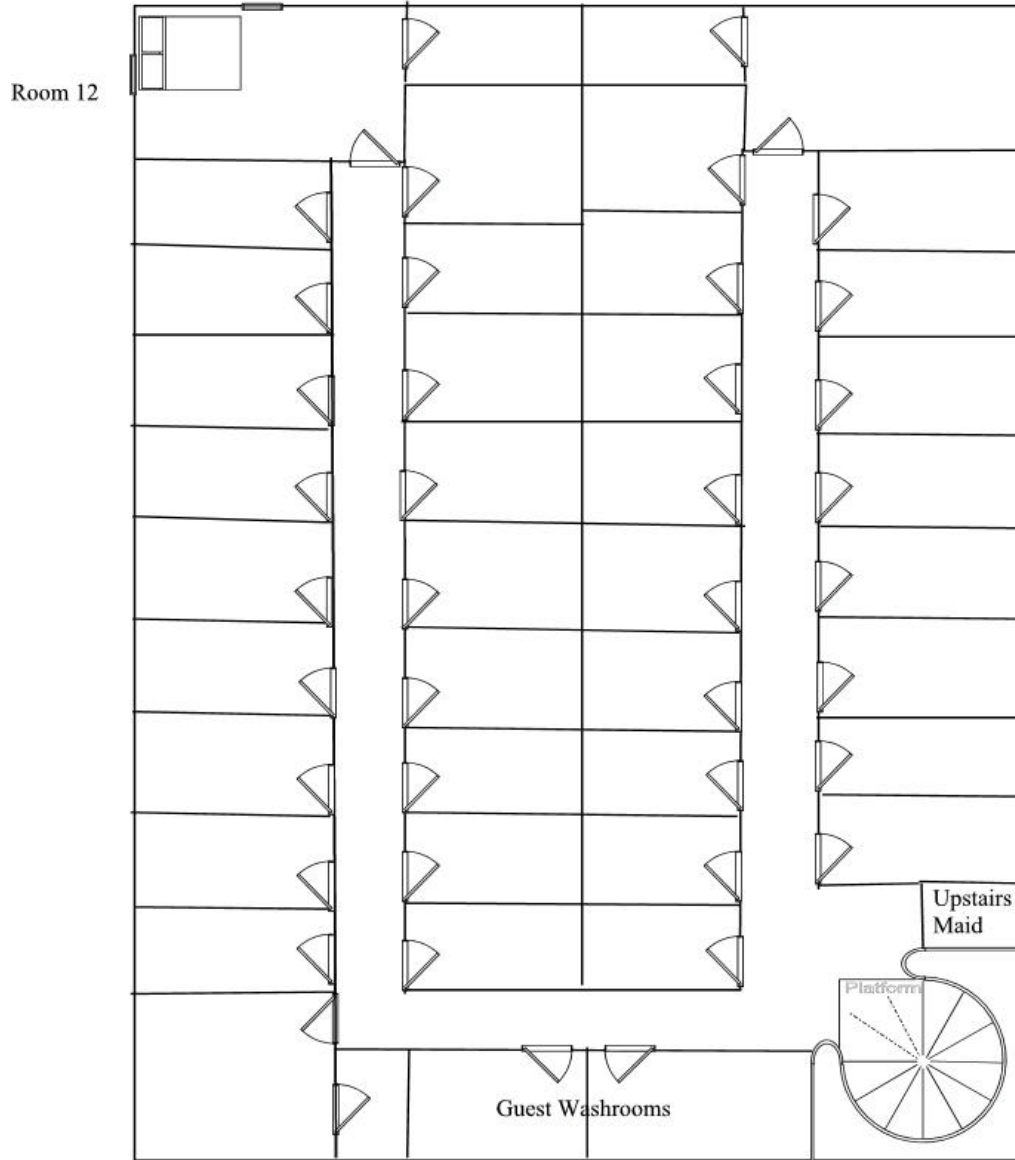
To reflect the benefits of practice, give the PCs a +1 circumstance bonus for each time they have performed (or rehearsed) before. Opportunities are laid out as shown below, but extra rehearsals would also yield the +1 bonus. A party may decide to rehearse along the road or even perform in other small towns. Their total circumstance bonus will continue to grow as a result. Regardless of how many times they do their act, this circumstance bonus for practicing may not ever exceed +5.

# Map # 1

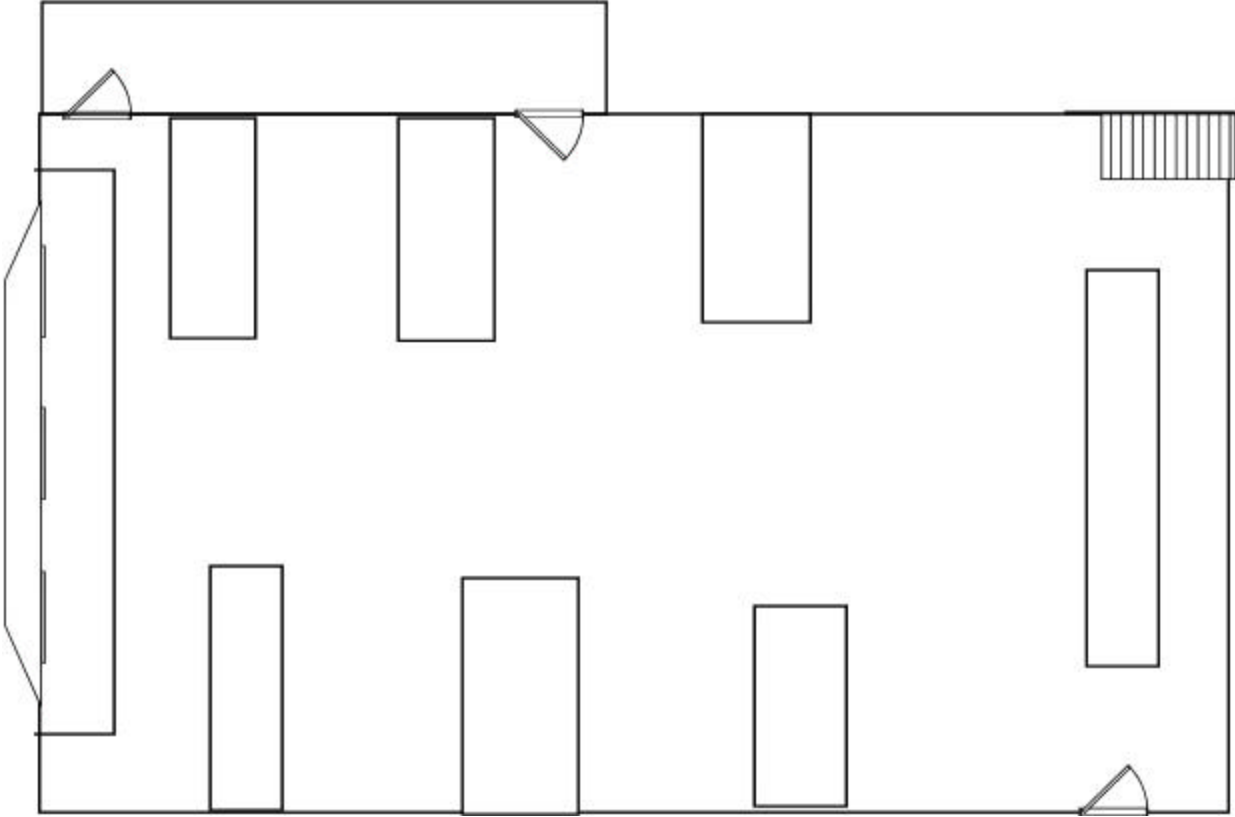
## Bard's Rest Inn



# Bard's Rest Inn - Upstairs

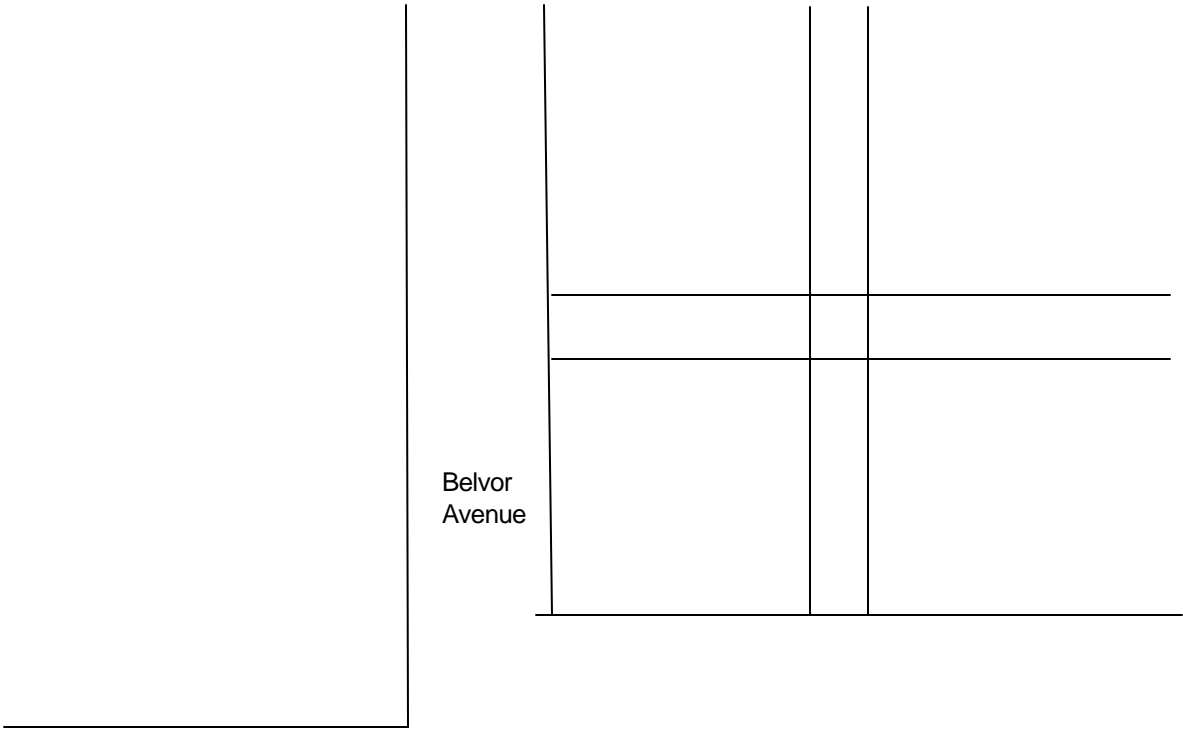


Little Nag's

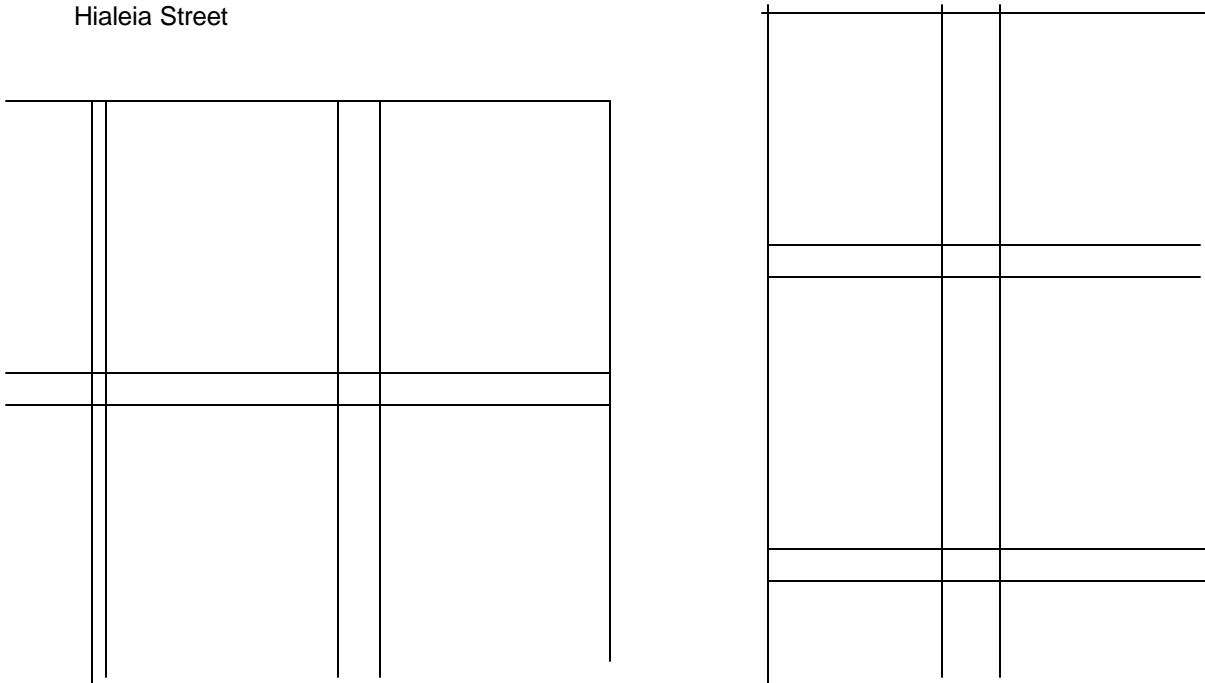




Street corner in  
Greyloade

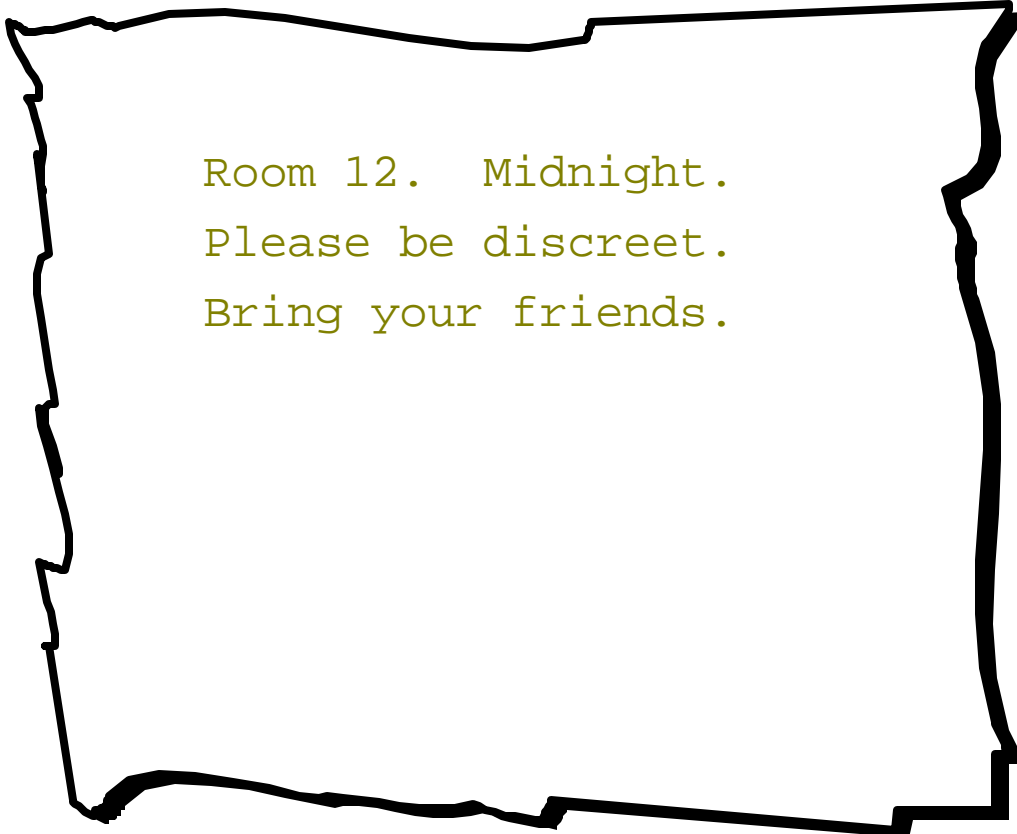


Hialeia Street



## Player Handout #1

A small piece of parchment tucked into your belt says:



## See Furyondy's Finest!

Who will be the next  
Great Bard?  
You????

### Prize List

- 1<sup>st</sup>: Entry into the Guild and Masterwork Instruments!
- 2<sup>nd</sup>: Audition for the Guild and Masterwork Instruments!
- 3<sup>rd</sup>: New Instruments and 100 Wheatsheafs!
- 4<sup>th</sup>: 50 Wheatsheafs!

Sign up at the Temple of Heironeous

Entrance Fee 5 gp per entrant