

TSS4-05

A Private Little War

A One-Round D&D LIVING GREYHAWK® Splintered Sun Mata-Regional Adventure

Version 1.0

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Tensions between various factions have boiled over in Dullstrand City; the only problem is that the factions happen to be those supposed to uphold the laws and rules not break them. Someone is needed to sort out the mess and the Masters of Dullstrand put out a call for help. An adventure for APL 6-12.

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

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A five-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring 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.

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 Website, 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 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*.

Preparation

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

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

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

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

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

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 DM) 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 DM 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 gray boxes. 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.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator along with any event tickets.

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.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- 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 you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 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

| 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 |

to attack must succeed at a DC 10 Handle Animal or

Charisma check. Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Meta-regional adventure, set in Dullstrand City. Characters native to the Splintered Sun pay one Time Unit per round, all others pay two 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.

Adventuring in The Dullstrand

In 593 and 594 CY, PCs adventuring in the The Dullstrand had an opportunity to receive AR entries that could hinder them in The Dullstrand.

For the DM's convenience these are replicated below.

Blood Feud with the Gatts Clan: The PC is involved in a Blood Feud with the Gatts Clan. From now on, whenever the PC participates in an adventure set in, or passing through, The Dullstrand, there is a chance that the Gatts Clan will recognise the PC and demand revenge.

On entering The Dullstrand, the DM rolls a 1d20 secretly to determine whether or not the PC is recognised and pursued. This roll can be modified by the use of the Luck domain or a similar luck-based reroll power at the encounter should it happen. On a roll of a 1 the PC has been recognised and at some point during the scenario is faced with irate members of the Gatts clan baying the PC's blood. This point will be noted in the encounters.

If the PC makes a DC 10 Disguise check as soon as the PC enters The Dullstrand the PC will not be recognised at all.

The Gatts will demand a Blood payment from the PC of 5000 gp, indentured servitude or the PC's life. If the PC is unable or refuses to pay and refuses servitude then the PC will be killed, but may be raised and the Blood feud is considered over and may be crossed off the certificate.

Servitude to pay off the debt is one year (52 TUs) working for the Gatts Clan. These TUs must be paid in one go but may be taken off next year's TUs. You may pay off part of the servitude at a cost of a blood price of 100 gp per TU. Paying or taking servitude will also remove the Blood feud. The DM must sign and cross this off from the certificate.

If at anytime you gain a favour with the Gatts Clan, you may exchange it in return for the removal of the Blood Feud.

If this should occur during the module, the PC ends the adventure when it happens, gaining xp and treasure up to that point.

Wanted in Dullstrand City: You are wanted in Dullstrand City for killing a member of a watch/militia. If you enter Dullstrand City within the next 52 TUs after the crime you will be arrested, sentenced to death and executed (raising is possible). You must make a DC 10 Disguise check as soon as you enter Dullstrand City to avoid being recognised.

The sentence may be commuted to a fine of APL played at x 250 gp per person killed.

Adventure Background

The refugees from Lordship of the Isles

The sudden fall of the Lordship of the Isles into the hands of the Scarlet Brotherhood, in Fireseek 584 C.Y., stunned all in the lands of the Splintered Sun. The following month, a half-dozen tall ships of the Lords entered Dullstrand Bay, commanded by four of the Lords themselves. The Lords had brought into exile their families, many of their closest allies and vassals, and some of their wealth. In all, the Lords and their followers totalled about 400 souls. The Masters were not pleased to see the Lords' arrival, as the latter had clear ambitions to seize control of the City and use it as their own domain, if not a base from which to regain their lost homeland. After considerable argument and some bloody skirmishing, the Lords agreed to settle on the opposite side of the small inlet that serves as Dullstrand City's harbour, where they quickly began building their own manors, plantations, and other buildings. The native inhabitants who held farms or dwellings on that side of the inlet were uprooted and despite compensation in the form of hard coin, most called down many a bitter curse on the heads of the exiled Lords.

In 585 C.Y., panicked by the appearance of the Standing Waves, one of the Lords fled north to Rel Astra, but the others stayed behind. The Lords appear to have settled in and today a few of the inhabitants of the City have found gainful employment with them, though resentment lingers between the Islanders and native Dullstranders.

Over the years, some of those who fled with the Lords have become disillusioned with their leadership, as they seem no closer to regaining control of the Isles as they were on the day they fled. Indeed, some of the Lords look to have become contented with their life in The Dullstrand. These elements have begun to make tentative contacts with their homeland to see if they could return without trouble. The

problem is that some of them have become impatient and may take matters in their own hands.

👑 Dullstrand City (Considered a Small City): Non-standard (Clan structure); AL CN (N); 15,000 gp limit; Assets 2,625,500 gp; Population 3'500; Mixed (Human 2800, Dwarf 280, Halfling 175, Elf 105, Gnome 70, Half-elf 35, Half-orc 35).

Authority Figures: Kjirg Grefstov (LN human male, Exp/Ari10/5), Master of Dullstrand; Chirney Retnev (Chirney the Blue) (CN human male, Exp10), Master of Dullstrand; Deliah Natenberg (N human female, Exp10) Guildmaster Merchants' Guild, Christann Annden (CN human male, Exp3) harbour steward; Marquann Verstov (N human male, Exp7) market steward.

Important Figures: Olain Wynn (LN human male), Clr12 - Zilchus; Helen Divolia (N human female), Clr10 - Xerbo; Lucas Kantermann (LG human male), Clr6 - Rao; Nodren Jinsain (N human male, Exp7) Assistant Guildmaster Merchants' Guild.

The Free and Independent City of Dullstrand, also known as Dullstrand City (or DC to its inhabitants) is a large town built in an inlet on the south eastern coast of the Flanaess. It is one of the few ports capable of receiving large ships anywhere along the coast in the Aerdi Sea, and the largest settlement for miles in any direction.

Dullstrand is fairly unique in its appearance and this sense of 'uniqueness' has affected its citizens to some extent. Dullstrand is built on what appears to be the ruins of an ancient, pyramid style city. The upper portion of Dullstrand is comprised of a dark, igneous rock found virtually no-where else on Oerth. At the centre of the town is a dark rock monolith known as the Citadel, which seems to be the top of the pyramid, from which the 'Masters of Dullstrand' run the town. Four identical concourses run out from the Citadel, dividing the town into four quarters.

Apart from the Citadel, the rest of the original pyramid is buried into the surrounding land, but this has produced a strange consequence in that most of the town is below the level of the adjacent hills and dunes. Over the years, these hills have been built up to hide Dullstrand from being spotted from the sea. To maintain this discretion, for many years it was against the law to build houses more than one storey high and so a lot of cellar-like structures exist below ground, but in their majority these are only accessible to residents of Dullstrand and off limits to out-of-towners. A few two-story buildings now exist, but these must have all their top floor windows blacked out at all times, something that is strictly enforced by the Dullstrand Watch (and no amount of bribes will change this). No lights are allowed to shine at night that can be seen from the sea. Dullstrand

itself can barely be discerned in the daytime from offshore, unless one actually enters the inlet (Dullstrand Bay) to see around the artificial hills and carefully planted brush and trees, built up over many decades by the local people. As well as that, there is the large reef, shoals and other maritime hazards that guard the mouth of the inlet which make it necessary for foreign ships to hire a pilot to enter the bay.

Demi-humans are looked on with suspicion, though this is starting to change, but halflings, especially, are still treated as 'second-class' citizens, with a lot of them still in indentured service to various merchants of the town.

No formal charter of laws govern the town, though a few straightforward, common-sense rules for the handling of land ownership, the settling of disputes, and public conduct have been written down and are generally enforced. The town has no official jail; severe violations are punished by death or indentured servitude and minor violations by beatings or, more often fines or some might say bribes. One-handed weapons and light armour are permitted within the City boundaries, anything larger or heavier will be confiscated by the Watch unless an 'agreement' can be reached. Bows must be unstrung and a trigger guard placed on crossbows. Peace bonds and seals can be placed on non-authorised weapons for transport purposes.

The government is authoritarian but tolerably corrupt, keeping its hands off all business in the town as long as it receives the proper "fees" (bribery in Dullstrand City is a long established tradition, not a crime). This does raise the cost of doing business in the City, but the wide-open atmosphere and lack of concern about using the town for smuggling or piracy operations encourages the business turnover.

The Masters use the warriors of their clans as a private militia protecting their interests but very rarely interfering in the day to day running of the City except when they are displeased with the turn of events. The City Watch is a fairly 'neutral' force paid for and run by the Merchants' Guild, which sees to keeping the law in the City - the law as interpreted by the merchants of course. Again the Masters are happy with this situation as long as the appropriate "fees" are regularly received. To add further to the mix, local citizens of all races have formed their own militia to protect themselves and anyone who can contribute, including criminal elements. This has lead to immense friction and, quite often, open conflict between the Watch and the Concerned Citizens' Militia (as they like to be known) being refereed by the Masters' Militia. This has now spilled over into open warfare and has caused the virtual shutdown of the docks.

Zilchus is the main god worshipped in the City for some strange reason, with Procan and Xerbo also having large followings. There is a large temple to Rao in the City, but the number of worshippers has fallen over the years. Amongst the Halfling indentured servants the worship of Arvoreen is on the rise.

The Private Little War

Parties unknown are in the process of building up tensions between the Watch and the Concerned Citizen's Militia.

To do so, they first burned down the Watch Warehouse a couple of months back and then made sure that they were followed almost to the CCM headquarters before disappearing.

They then kidnapped a young CCM patrolman, tortured him to leave marks, killing him in the process. They then stripped his body and dumped it in the Choke River.

Their next action was to start sniping at the Watch and CCM patrols with crossbows, aiming to maim more than kill. It was during one of these actions that the CCM pin taken from the dead patrolman was 'accidentally' dropped.

A couple of days before the PCs arrive, the agents provocateur kidnapped two Watch members. Finally, they have sent anonymous notes to both the Watch and the CCM to lure them to the Citadel Square, where they are to attempt to cause a fight by shooting a patrol member from each side before fleeing.

It is here that the PCs enter the story.

Adventure Summary

Introduction:

Where the PCs are contacted by agents to help out with a problem in Dullstrand City

Encounter 1 The City Gates:

The PCs arrive at Dullstrand City gates to be informed of some of the rules that govern the city.

Encounter 2 The Citadel:

The PCs arrive at the 'Citadel' the administrative centre of Dullstrand City and are met by one of the city's administrators. The administrator exposes the problem that the city faces, namely that two of the police forces of the city are fighting each other causing a disruption to trade.

Encounter 3 Street Fighting Men And Women:

Fighting between the two factions erupts in the main square by the Citadel and the PCs are asked to help stop it. The only problem is that they must not use deadly force.

Encounter 4 The Citadel Again:

After the fight, the administrator asks for their decision concerning the mission.

Encounter 5 Watching The Watchmen:

The PCs contact the Merchants' Watch to find out their side of the story.

Encounter 6 Concerning The Citizens:

The PCs contact the Concerned Citizens' Militia to find out their side of the story.

Encounter 7 Mastering The Militia:

The PCs contact the Masters' Militia to see if they have anything to add.

Encounter 8 Lording Over It:

The PCs have to cross the River Choke to question the refugees from the Lordship of the Isles. Here they meet and talk with one of the exiled lords.

Encounter 9 More Food For Thought:

Other information that can be picked up in town by talking with the various inhabitants

Encounter 10 Begging For Trouble:

A Halfling beggar asks the PCs to save his friend who has been taken by two men. The men turn out to be hired killers, as the kidnapped Halfling knows too much.

Encounter 11 Hiding In The Hideout:

The PCs discover the hideout of those who were plotting against Dullstrand City, only to find that they have fled, leaving a nasty surprise behind them.

Conclusion:

Where all loose ends are, hopefully, tied up.

Introduction (Irongate)

Once the players are settled and you have answered any initial questions they might have read or paraphrase the following:

Once again you have found yourself in Irongate, as this seems to be a central point to get away from the problems that seem to plague your homeland.

Meeting up with some friends and acquaintances, you move from tavern to tavern determined to enjoy

yourselves before having to return to the harsh realities of life.

The celebrations go well, too well in certain cases and in the morning you find yourselves having to collect some of your friends from the watch house where they slept off the copious amounts of alcohol they had drunk. Or perhaps it was you that was being collected; your memories of the previous night seem to be a bit hazy.

As you are at the desk collecting various belongings a voice comes from the door.

"Aha, I thought I might find some heroes here. Rumour had it that you were in town and so I thought to myself, "where might one find bold adventurers relaxing after a dangerous mission?" Well looking in all the inns of Irongate would have taken too much time so I came directly to the terminus."

Turning, you see a young woman standing in the doorway; she is dressed in dark trousers and grey blouse and wears leather armour.

PCs who have played *TSS3-01 Stonecunning* might recognise Mara who was present at their original briefing. (They have to have done the Irongate introduction and need a DC 20 Wisdom check to recall her)

☛ **Mara**, NG, female human (Oeridian) Rog7.

"Come along then" she says. "Renath Borga wishes to talk with you, though what she should want with a bunch like you lot I have no idea."

At this the woman turns and exits the watch house, not even looking back to see if you are following her.

Again, anyone who played *TSS3-01 Stonecunning* or *TSS4-01 The Verdant Trail* should recognise the name of Renath Borga.

The PCs are free to follow Mara or not. Of course, should they not, then they are going to miss the adventure, or at least have problems trying to find the rendezvous point.

The woman leads you to a guildhall in the docks district where she shows you past the guard and up some stairs. You walk down a carpeted hall furnished with plush chairs and a large, low, wooden table upon which has been placed some flowers. At one point in the hall is a large set of glass windows opposite which hang the coat of arms of Irongate. The young woman marches up to one of the doors, opens it and walks in.

You enter a room a lot less opulent than the hall you just left. It has a single window that provides barely

enough light for the room. In the centre is a large round table surrounded by a number of sturdy wooden chairs.

Seated in one of the chairs in a Dwur woman; she is older, with long grey hair braided into a ponytail which is held together with a golden ring into which is set a gleaming stone. She is wearing fine dark blue robes with a dark red stripe running across her chest. The woman who led you here is now sitting on the window sill and watches the proceedings with a slight smile on her face.

The Dwur woman is Renath Borga, whom will be recognised by anyone who played *TSS3-01 Stonecunning* or *TSS4-01 The Verdant Trail*.

☛ Renath Borga, LG, female Dwur, Ari4.

The Dwur woman waits until everyone is in the room and then she clears her throat.

"Ah...well...yes, I thank you for coming." She looks around the table.

If there are any PCs whom Renath recognises i.e. have played *TSS3-01* or *TSS4-01*, and are trusted by the Iron League, then she will greet them warmly.

"For those of you, who do not know me, my name is Renath Borga and I am a negotiator, merchant and diplomat. Quite often I am called upon to speak for the local authorities, though I can assure you that those who call me the voice of Cobb Darg are grossly exaggerating. Well, perhaps you might want to know what all this is about. Nothing much this time, it seems that the authorities of..."

At this Renath picks up a piece of paper and reads a bit.

"Ah, yes, the authorities of Dullstrand City seem to have a small problem that they are unable to solve with their resources and so they have requested independent agents. Well, we do not have the resources to spare, but we can mandate you to do it for us...I mean them. It seems that they are willing to pay for food, lodgings and travel costs, also, should their problem be solved to their satisfaction, they are prepared to part with a hefty fee. All I know is that if you accept you have to present yourselves to the Masters of Dullstrand City and present this letter."

If questioned further, Renath can tell the PCs the following:

- The fee mentioned is APL x 75 gp.
- There has been a drastic reduction in the trade coming over the Hestmark Highlands into Sunndi from The Dullstrand. One of the reasons that the Irongate

authorities are taking action as there are some raw materials that have not yet begun to move, or are unable to move, via Ahlissa and are now starting to be in short supply.

- From what Renath has heard, it seems that there seems to be some sort of power struggle going on over the Dullstrand City docks.

If the PCs do not accept then this is the end of the adventure for them.

If the PCs accept, then Renath gives them the letter of introduction and a letter of credit with the Church of Zilchus to help pay for their travel.

The easiest way to get to The Dullstrand is via Sunndi and then over the Highland Trail that links the Kingdom with The Dullstrand. The journey to Dullstrand City will be trouble free.

At this point proceed to Encounter 1 – The City Gates.

Introduction (The Dullstrand)

Read aloud or paraphrase the following, each of the PCs around the table will separately receive a letter:

There you were peacefully resting, or was it recovering, at an inn in Druid's Hand/Hard Beach when a messenger arrived and handed you a sealed letter. Turning it over, you recognised the seal of the Masters of Dullstrand. What could they want with you? Breaking the seal, you open the envelope, take out the letter and begin to read.

"Greetings hero," it starts - obviously they have heard of your exploits. "As one of the premier freeswords of our region, we are in need of your services and would like to make you a business proposition. At the moment we are faced with a slight internal problem and are looking for independent investigators to solve the issue that we face. We propose a meeting in our offices as soon as possible. You will, of course, be compensated for your time and there will be a significant reward when you resolve the small matter that concerns us.

"If you are agreeable, present this letter to the Militia at Dullstrand City gates and you will be escorted to the Citadel where you will be met and the situation exposed."

The letter is signed 'The Masters of Dullstrand' and the seal does look authentic too.

The PCs may decide not to go to Dullstrand City, in which case the adventure ends here for them, otherwise proceed to Encounter 1.

Introduction

Introduction (Bone March)

The adventure starts inside the walls of the free city of Knurl.

You are sitting in the common room of the Sea Horse Tavern. The air is thick with smoke and the rich smell of dwarven beer and roasted boar – the house specials. At a nearby table sits an Oeridian woman, dressed in black trousers, grey blouse and leather armour. She has been watching you for some time now. Suddenly, as if she has made some decision, she waves to the innkeeper for more beers and approaches.

“Good day to you! I hope you will forgive my intrusion., but I think that you are men and women of action and I have need of such folk. What would you say to a little work in warmer climes?”

The PCs must show an interest in Mara and what she has to say before she will continue. PCs which have played *TSS3-01 Stonecunning* might recognise Mara who was present at their original briefing. (They have to have done the Irongate introduction and need a DC 20 Wisdom check). After they prompt her Mara will continue.

♣ **Mara**, female human (Oeridian) Rog 7, AL NG.

“If you are interested,” she says, “then meet me again in one bell. I shall be at in the plaza of the dwur quarter. A friend of mine wishes to talk with you.”

At this the woman turns and exits the Inn.

The PCs should make the appointment with no trouble at all. Of course, should they not, then they are going to miss the adventure.

Finding the plaza at the centre of the Dwur quarter is an easy task for natives of Knurl like yourself. As the second bell after noon tolls across the city, you arrive at the plaza, the focus of Knurl's dwarven community. A large statue to Moradin Allforger dominates the plaza, at which the dwur pause to make silent prayers. Though all seems in order, you suddenly have the uncomfortable feeling of being watched.

Have the PCs roll a DC 10 Spot check to notice the woman form the Sea Horse tavern watching them from the far side of the plaza.

Scanning the square, you spot the woman you met at the Seahorse tavern. As you catch her eye she nods, and approaches. She is accompanied by one of the dwur. The dwur has long grey hair braided into a ponytail, which is held together with a golden ring into which is set a gleaming stone. He is wearing fine dark blue robes with a dark red stripe running across his chest.

The Dwur is Haranduur, son of Kurandiir, son of Garranduur, son of Haranzar (and will, if asked his name, introduce himself as such).

♣ **Haranduur**, LG, male Dwur, Ftr4/Rog2

The Dwur waits until everyone is gathered around him and then he clears her throat.

“I thank you for coming.” He looks around each of you, one by one. “I am Haranduur, son of Kurandiir, son of Garranduur, son of Haranzar. As you might have guessed from my accent, I am not a native of these parts. The long years I have wandered the north cannot erase that. I know look of doughty fellows when I see them. It was I who asked Mara to seek you out. I told her you might be able to help her with a small matter that is troubling her.

“Well, perhaps you might want to know what all this is about. Nothing much this time, it seems that the authorities of Dullstrand City, far to the south, seem to have a small problem that they are unable to solve with their resources and so they have requested independent agents. It seems that they are willing to pay for food, lodgings and travel costs, also, should their problem be solved to their satisfaction, they are prepared to part with a hefty fee. All I know is that if you accept you have to present yourselves to the Masters of Dullstrand City and present this letter.”

If questioned further, Haranduur can tell the PCs the following:

- The fee mentioned is APL x 75 gp.
- That there has been a drastic reduction in the trade coming over the Hestmark Highlands into Sunndi from The Dullstrand. One of the reasons that the Irongate authorities are taking action as there are some raw materials that have not yet begun to move, or are unable to move, via Ahlissa and are now starting to be in short supply.
- From what Mara has heard, it seems that there seems to be some sort of power struggle going on over the Dullstrand City docks.
- The PCs might ask if this mission affects the County of Knurl in any way, Haranduur will answer no, but at the same time will say that because of their nation's

neutrality to the matter, the PCs will be the ideal investigators.

If the PCs accept, then Haranduur gives them the letter of introduction and a letter of credit with the Church of Zilchus to help pay for their travel.

The easiest way to get to the Dullstrand is via Ahlissa, Sunndi and then over the Highland Trail that links the Kingdom with The Dullstrand. If the PCs do not accept then this is the end of the adventure for them. The journey to The Dullstrand and then to Dullstrand City will be trouble free. At this point proceed to Encounter 1 – The City Gates.

The PCs may decide not to aid Dullstrand City, in which case the adventure ends here for them, otherwise proceed to Encounter 1.

Encounter 1: The City Gates

If any PC has the 'Blood Feud with the Gatts', then the encounter will take place just before they enter Dullstrand City. The party will be surrounded by an angry mob of around 50 Gatts and the incriminated PCs will be offered their choice of death, blood payment or indentured servitude.

If the PCs have the Luck domain or a similar luck-based reroll power they may use it at this point to reroll the dice. On any other result than a 1 the PC has managed to persuade the Gatts that they have mistaken them for another.

It should be made clear to the other PCs in the party that resistance is not a good idea. If they try to fight, they will be overwhelmed and knocked unconscious. This is not a combat encounter and the DM should not use it to seriously injure or kill any PC.

Your journey this far has been peaceful, though you have not met many caravans coming from Dullstrand City. As a matter of fact, you have not met any. This is very strange for a place with a reputation for trade like Dullstrand City. It is morning as you near the city, but you are unable to see it until you pass around the end of a low range of hills. Ahead, you are able to see a gate in a not-too high city wall. As you approach, you can see a company of the Masters' Militia guarding it.

Anyone making a DC 20 Knowledge (Splintered Sun) will know that something is wrong here, as normally the Militia and two other 'police' forces; the Watch and the Concerned Citizens Militia guard the gates.

At the gate the PCs are stopped and informed of the rules governing weapons in Dullstrand City: One-handed weapons, light armour and shields are permitted within the City boundaries. Bows must be unstrung and a trigger guard placed on crossbows. Peace bonds and seals can be placed on non-authorized weapons for transport purposes. Non-authorized armour must be removed and carried. They will be informed that if the seals are broken or armour is worn, it will be confiscated.

No wild or dangerous animals are allowed inside Dullstrand City, so animal companions might have to be left outside (basically all alternative animal companions as described in the *Player's Handbook* pg 36 and dire animals). A large viper will also be refused entry, unless hidden. Wolves can enter, as long as the guards mistake it for a dog, or they are persuaded to look the other way, i.e. a bribe of 15 gp.)

Each PC is charged an administrative fee of 3 gp (not included in upkeep) to enter Dullstrand City and pay for the bonds and seals. If the PCs think to show the militia the letter from the Masters, then the fee will be waived, though the bonds and seals are still put in place.

If someone should ask about the absence of the Watch and the CCM, the patrol leader will just shrug his shoulders and mention that they have better things, as far as they are concerned, to do at the moment.

If the PCs show their letter to the Militia, then they will be given a guide and taken to the Citadel in the centre of Dullstrand City. Otherwise, they will have to pay the entrance fee and make their own way there.

Encounter 2: The Citadel

The PCs should have established contact with the Masters' Militia and so will be escorted to the Citadel at the exact centre of Dullstrand City. If the PCs have not contacted the militia, then paraphrase the following, removing any reference to the guide.

The guide leads you through the gates and then along a wide avenue that leads towards a dark pyramidal structure in the distance. As you look around, you can see that only the houses which give directly onto the avenue are occupied, and even then, not all of them. Some of the single story buildings are in utter disrepair, with cracks running down their walls. In a couple of places, the adobe structures have collapsed into rubble exposing other empty buildings behind them. Closer to the black pyramid, there are more people and the buildings seem in much better state.

Approaching the pyramid you can see that it stands in the centre of a large square where three other avenues identical to the one you are on meet yours. Unlike most other buildings in Dullstrand City, the pyramid is about two stories tall. Its base must be about 50 ft. square and it rises to a point. You can see a door at ground level and some windows that are regularly spaced around the building, which confirms that it is indeed used on two stories, though there only seems to be a couple of windows per floor each side.

A few people move about the square surrounding the pyramid, though fewer than you would normally expect in a place this size. Those you can see are moving quickly, as if they wish to stay in the area the least possible time.

The only inhabitants who do not seem to be in a hurry are the guards on the pyramid doors and the few beggars scattered around the square.

If anyone should ask, there seems to be a greater proportion of halflings amongst the beggars.

You are led to one of the doors in the side of the black structure where a guard awaits.

Anyone examining the pyramid and making a DC 15 Knowledge (Architecture and Engineering) or Craft (Stonemasonry) can see that the doors and windows were added after the structure was built. (Note: the rock is black basalt with traces of obsidian if anyone is really interested)

If the PCs are lead by the guide, they will be admitted; otherwise they must show their letter to the guard to be allowed admittance.

You enter the pyramid and are asked to wait in a small antechamber while the authorities are informed of your arrival. Inside, you can see that all the fixtures, including the internal dividing walls, look as though as they are far later additions to the ancient stonework. Another thing you notice is that there is very little wood in evidence; most of the doors are just openings in the wall.

After a short while, a man arrives and asks you to follow him to the next floor. As you climb the stairs, you can see that all the doors on this floor have wooden doors and you are lead to one of them. Your guide knocks and waits. After a short while, the door is opened by a well dressed Halfling who requests you to enter.

You are lead into a room about 10ft by 15ft, and from the slope of the roof, obviously in one of the corners of the pyramid. Behind a desk near one of the inner walls is a distinguished elder gentleman of Suloise extraction. His blonde hair is beginning to show signs of grey, but his

dark blue eyes study you intensely. He stands and motions to the chairs that have been arranged in front of his desk.

"Please be seated, I am administrator Grefstov of Dullstrand City and have been asked to brief you in the problem that faces us at the moment."

The man turns to the Halfling.

"Thank you Tantor, if you could please fetch some refreshments for these people, I would be grateful."

The Halfling nods and exits the room.

The man is Kjirg Grefstov, one of the Masters of Dullstrand, he prefers to take a hands on approach to running the city, but does not like to disclose his identity.

Kjirg is wearing two coloured scarves on his upper right arm, one red and one green. Anyone making a DC 15 Knowledge (Splintered Sun) check or DC 15 Bardic Lore check will know that the various clans of The Dullstrand display their allegiance in this way. A DC 15 Knowledge (nobility and royalty) check, a DC 20 Knowledge (Splintered Sun) check or a DC 20 Bardic Lore check will give the clan name, in this case red and green scarves are the colours of the Grefstov clan. Once this is known then anyone making a DC 20 Knowledge (Splintered Sun) check or a DC 20 Bardic Lore check will know that the Grefstovs are one of the ruling clans of Dullstrand City.

Kjirg will refuse to answer any questions until everyone is seated.

Once you are all seated, the man speaks again.

"Firstly, I will ask you to please refrain from asking any questions before I have finished. You never know, the answers to your questions might be in what I have yet to say.

"Let me get right to the point> I suppose that you are wondering why we of Dullstrand City have asked for help? Well the problem that we face is not one that the Militia, Watch or CCM can solve, because it is that they are the problem."

The man pauses to let this sink in and before you can interrupt him with questions, he continues:

"There has always been friction between the various peacekeeping bodies in Dullstrand City, each one trying to outdo the others and let us face it, obey the orders of those that run them. You see there is not really a police force in Dullstrand City. The Masters have their Militia, which guards them and rarely gets involved in the problems of the City.

"Then there is the Watch, or to give it its proper name, the Merchants' Watch. This is a private force paid for by the Merchant's Guild, and, as you might guess, it has a

tendency to favour the merchants' point of view when faced with a choice to be made.

"Now we come to the CCM or Concerned Citizens' Militia, this force was formed by certain local citizens and non-affiliated traders to protect themselves from criminals and in some cases, what they saw, as deliberate provocations by the Watch. Now for quite some time this state of affairs has existed, and even the addition of the Lordship of the Isles refugees and their private militia did not really disrupt the day to day running of the Dullstrand City."

The man pauses for a deep breath, sighs and then shakes his head.

"That has now all changed over the past couple of months. Certain incidents have occurred that have lead to almost open warfare between the Watch and the CCM. Unfortunately the Master's Militia is just not strong enough to deal with both forces and the Masters are reluctant to take any forceful action, as this might be seen as taking sides. There has been no major fighting between the two sides, but this could change at any time and might lead to civil war. We have tried to get the protagonists to negotiate, but for the moment they refuse to meet each other. For now, they seem to be content to harass each other and the CCM is blockading the port and preventing any goods from leaving. This is why we sent out a call for people such as you. You should be able to talk to both sides, find out what are their grievances and perhaps be able to help us in finding a solution. There, this basically exposes the problem we face, now do you have any questions?"

🗡️ **Kjirg Grefstov**, LN, male human (Suloise), Exp/Ari10/5.

Appearance: Kjirg carries himself well. He has typical Suel characteristics: blonde hair and dark blue eyes, though his hair is beginning to be streaked with grey. A close up look reveals that his face shows the lines of age, with wrinkles starting to appear around his eyes and mouth. He is tall, almost 6 ft., well dressed, though in keeping in his alternate identity, his clothes are well made, but not too expensive.

Character: Kjirg will answer most questions truthfully, except that anyone making a DC 30 Sense Motive will sense that he is hiding something when asked about his identity (note that Kjirg has +20 Bluff, +20 Sense Motive). Kjirg is used to being obeyed and suffers fools lightly, though he will maintain his cover as a government official, even if it means accepting derogatory comments from the PCs, though Kjirg will remember the person (in game terms, if anyone insults Kjirg, note down their name for

future reference). He will remain polite at all times, but will still be forceful if the PCs begin to get out of line.

Give the PCs about 10 minutes to ask questions then interrupt with the next encounter. You can give them less time if it suits the circumstances. Note that if anyone does look out the window; refer to the beginning of Encounter 3 for what they see. Below are the likeliest questions the PCs will have and Klirg's answers.

What is our fee?

"Each of you will receive (APL x 75) gold pieces at the successful conclusion of this task. The Masters can be very generous if they are pleased."

What is a successful conclusion?

"Finding out why the Watch and the CCM are fighting and bringing them to the negotiating table."

How are we to do this?

"Talk with the various protagonists of course. Please avoid unnecessary violence and bloodshed. This is a diplomatic mission more than anything"

Who are the protagonists?

"The Watch and the Concerned Citizens' Militia."

Where can we find the protagonists?

"The Watch have their headquarters right by the docks, next to the port authorities. The CCM headquarters are on the edge of 'The Coops' near the eastern gate, just off Masters' Way East."

What are 'The Coops'?

"Something that Dullstrand City is not too proud about. It is where the indentured servants used to be confined to when living in the city. This has now changed, but it is where you find cheap, quite often, run-down housing and accommodation. Not a place to wander on your own, especially if you are 'bigun'"

(If anyone does ask, 'bigun' is a derogatory term used to describe anyone over 5 ft. tall.)

Anyone else who might be involved?

"The refugees from the Lordship of the Isles, might be involved, though what they might have to do with this situation. I have no idea, call it a hunch."

Where can we find the Lordship of the Isles refugees?

"The exiled lords have established themselves across the other side of the Choke Estuary. You can get there by

small boat or by going up to the main ferry and crossing there."

Well, don't you think that you have too many militias around?

"You know, life is better when it is interesting. And given the power structure in the city, it is impossible to change. Everybody is used to living this way and have got used to the situation."

Why are they fighting each other?

"We are not sure of the exact reasons. There has been talk of members of either side getting murdered. I have also heard that the Watch are blaming the CCM for the destruction of their main depot which burned down a couple of months ago."

Who are you?

"I am administrator Grefstov, I help run the day to day business of this city. I have been asked to work as your liaison should you accept the job offer."*

* This question allows the Sense Motive check, against a DC of 30.

Why haven't you used *Speak with Dead* on the murdered men?

"In The Dullstrand we respect a person's privacy. What they have done before they arrive here is their own business. We believe that everyone deserves a new start in life and that their actions must speak for themselves. It is the same with the afterlife and the spell you speak of could force them to reveal something about their previous life before they came here. Call it a cultural bias if you will."

Doing a *Speak with Dead* is not illegal, it is just not done. If a PC does do one in front of witnesses, they will have a -4 on all their Charisma based checks for the rest of the adventure.

The next encounter begins during the talk with Kjirg, so the meeting should be interrupted before the PCs have had a chance to ask all their questions.

Encounter 3: Street Fighting Men and Women

While the PCs are talking with Grefstov, some of the Watch and the CCM have gathering on opposite sides of the main square and the pent-up anger on both sides is about to boil over into hostility. Anyone looking out the window and making a DC 10 Spot check will see that there

is a group gathering of about twenty to thirty people in a street entering the square. They all seem to be wearing identical clothing and they are looking into the square.

This is a group from the CCM and they have been lured here by an anonymous letter, as has an almost identical amount of members from the Watch. An 'incident' is about to happen which causes the fighting to break out.

If the PCs continue to watch, they will see the group enter the square and move out of sight. A couple of minutes later, the meeting with Grefstov is dramatically interrupted.

There is a loud knock at the door. In rushes the well dressed halfling who originally welcomed you.

"Boss, boss, come quickly! There's trouble outside. It's the Watch and the CCM! They're in the square and insulting each other something fierce. The Militia are outnumbered and not sure what to do. It looks as if there might be big trouble here."

Grefstov stands and looks at you.

"Well gentlemen, it looks as if I am needed. Of course any help will be appreciated. If you do decide to take us up on this offer, it looks as if your first task is at hand. Stop the two sides fighting, or failing that separate the belligerents with the least possible casualties. Subdue, not kill, is the word here – the laws of this city still apply."

With this, Grefstov exits the room before you have time to ask him any more questions.

The PCs now have to decide what they are to do and fast. If they take too much time, then a bloodbath will ensure. They have five minutes real time to decide before the fight starts.

What no-one knows is that the senders of the anonymous notes are going to set off the fighting by shooting a member of each faction with a crossbow. In the ensuing confusion, each side will blame the other and fighting will break out. During the fight, there will be opportunities for the PCs to help out each side.

The timing is as follows (real time):

1 min: Grefstov arrives in square and appeals for calm.

The factions gather to decide what to do.

4 min. One member of each side gets shot with crossbow. 5 rounds later the commotion caused by the shooting will degenerate into :

4 mins and 30 secs. Fighting breaks out.

If any PC is watching, you may read or paraphrase the relevant section.

Grefstov's appeal (after 1 minute real time)

Administrator Grefstov exits the main entrance to the Citadel into square. On either side of the square, a gang of people are gathered each eyeing the gang opposite with barely concealed hatred. One group wears tabards with the Dullstrand shield surmounted with a ship in the lower half. The other gang all have a badge with the letters CCM in the gold stripe sewn onto their clothing. The administrator stands between the grounds and begins to appeal for calm. Both sides listen politely and then begin to discuss what has been said.

The two groups are in two minds what to do: stay or leave. On one side, they wish to get 'revenge' on the other group, while they are reluctant to risk their lives. They will be wary of anyone who approaches them to talk, telling them to get in touch with their commanding officer.

It is not possible for one person to go to meet with both patrols before the shots are fired, so two different people must talk with each patrol leader. They have about three minutes before the trouble starts.

A successful DC 25 Diplomacy check will persuade the patrol leader to show them the note sent to them (see Player Handouts 1a and 1b). Anyone comparing the notes and making a DC 15 Forgery check will see that it is the same handwriting, if the fact that the contents are identical, apart from the names, did not tip them off. Showing both notes to each patrol leader will persuade them to leave in peace.

A Shot in the Square (after four minutes real time)

As the groups are talking amongst themselves, a cry is heard from the Watch and one of the members of that group collapses on the floor. Barely has the shock of this happening passed, when one of the members of the Citizens' Militia also cries out and falls. A shout is heard from the Watch.

"By Zilchus, they have killed Kanreid!" then someone on the Citizens' Militia shouts that "Marda is down!"

Both sides draw weapons and spread out facing each other. Insults and threats start flying thick and fast.

At this point neither side will listen to calls for calm and the only way to stop them is to keep them separated. If a magical barrier is raised between them, both side will attempt to go around it, they are not stupid enough to try to go through it.

Anyone making a DC 15 Spot check will see that neither side have their crossbows ready. The shots were fired from behind each group by a person on whom *greater*

invisibility had been cast. The shooter will then withdraw so that they are out of sight before the spell wears out.

The Fight Begins (after four minutes and 30 seconds real time)

With a battle cry the Watch charges the Citizens' Militia who respond, rushing the onrushing Watchmen, blades drawn. The two groups meet with a clash of steel and cries of pain and rage. Within seconds, the two groups are mixed together trying to do as much damage to the other side as possible.

The two groups are now intermixed, so area effect spells will get members of both sides and will not split them up. The PCs should be able to stop the fighting with out too many problems, as long as they have the right tools. They can also attempt to knock out the protagonists using subdual damage. As for the fighting between the two groups it is mostly a fist-fight, some weapons are being used but it is obvious that they do not know how to use them. Only very rarely will a weapon hit and even then for not that much damage. Then again, if the PCs start to use their weapons, the militias will fight back. See page 146 of the *Player's Handbook* for the non lethal damage rules.

If the PCs knock out or put fighters to sleep, no harm will be done to them. If a spellcaster uses magic to knock out or disable fighters, people close to the affected area will now target the spell caster as he or she has clearly exposed himself or herself. To be able to locate the spellcaster, the people in the surrounding area must make a DC 20 Spot check.

If anyone should go into the melee, they have an equal chance of meeting someone from either side, unless they specify they are targeting one side.

For every 2 rounds that the fight lasts, count one member of each side that falls, injured, knocked out or dying (roll a d6, on a 6 the person is dying, on -1). Once a side has lost over 50% of their fighters, then they will begin to collect their injured and dead (if any) and attempt to retreat. The fight will end once a side is down to 30% of their total number.

Keep track of what the players do because their actions will influence the reaction they get when they meet the commanders of the Watch and CCM.

Each member opposing side killed by PCs: -2 to the DC for skill checks

Each member of their side healed by PCs: -2 to the DC

Each member of opposite side healed by PCs: +2 to the DC

Spells that neutralize the fighters without harming them have no real effect on the roll as most of those spells will affect an equal amount of both fighting groups.

If the PCs should kill any members of either, or both side, then they will be become 'Wanted' by that side. Wait until they visit the relevant force before having them arrested.

All APLs (EL 10)

The Watch

☛ **Watch Sergeant** (3): War2, hp 15; see Appendix 5.

☛ **Watchman** (30): War1, hp 8 each; see Appendix 5.

Concerned Citizens' Militia patrol.

☛ **Militia Sergeant** (3): War2, hp 15; see Appendix 5.

☛ **Militiaman** (30): War1, hp 8 each; see Appendix 5.

Treasure: Neither side will allow the PCs too loot their members.

If the PCs do not intervene and decide to let things play out they will witness the following act:

A female member of the Watch catches a male member of the CCM with a glancing blow of her cutlass and the CCM man falls to the ground bleeding and unconscious. The Watchwoman then grabs the CCM member by the hair, pulls his head back and takes out a knife.

It should be obvious to anyone watching that the Watch member is preparing for a *coup-de-grace* on the CCM member. This happens about 40 ft away from the entrance to the Citadel. The PCs have very little time to react, ask each one in turn what they are doing and if no one reacts continue.

The Watchwoman draws the knife across the throat of the CCM man and lets the lifeless body slump to the ground before wading back into the fight.

Not intervening for a good character is considered a breach of alignment with the following consequences. Paladins lose their class abilities and all divine spell casters the ability to cast spells. This until an *atonement* spell is cast upon the character. Note this on the AR notes should it happen.

After about 10 minutes of fighting it all ends in a stalemate with the survivors picking up the casualties and retreating to their respective barracks. The PCs can offer assistance in healing at this point, which will be accepted.

They can manage to save most of the injured with only a couple of deaths on either side, as opposed to a half-dozen each if no medical care is offered.

Encounter 4: The Citadel Again

If the PCs do not leave the office, then they will miss the fight and after it is over Grefstov comes back. What happens next depends on what the PCs did during encounter 3.

If the PCs intervened:

Grefstov is grateful, especially if they managed to stop the fight with minimal casualties. He is glad that they have decided to take the job and with finish answering any questions they have. Grefstov will give them the directions to each protagonist as outlined above. He also informs them that arrangements have been made for them to stay at "Castigar's Inn", in the Upper Port Quadrant (area also known as "The Commons").

If the PCs did not intervene:

Grefstov is saddened by the inactivity of the PCs and is worried that they might not be the people for the job.

Read aloud or paraphrase the following:

The administrator looks you over before speaking.

"Well it seems that we might have been mistaken on your account. You might not be the people that we need to help us here. So I thank you for coming and here is enough money to cover your expenses."

At this he throws a small purse onto the desk that chinks as it lands.

Inside the purse is enough money to cover the basic living cost for each PC for the adventure. At this point the PCs can take the money and leave, in which case the adventure is over.

It will take a DC 30 Diplomacy check for Grefstov to change his mind, and only one PC may attempt the check. If Grefstov does not change his mind the adventure is over.

If he does change his mind, he reluctantly finishes answering the PCs questions and gives them the directions to each of the protagonists as outlined above. He also informs them that arrangements have been made for them

to stay at “Castigar’s Inn”, in the Upper Port Quadrant (area also known as “The Commons”).

Now the PCs have a choice what to do next. It is about 10am. The PCs options are presented below:

Talk to the Watch: go to Encounter 5

Talk to the Concerned Citizens’ Militia: go to Encounter 6

Talk to the Masters’ Militia: go to Encounter 7

Talk to the Lordship of the Isle refugees : go to Encounter 8

Look for clues elsewhere: go to Encounter 9

Troubleshooting: The authorities will not permit any *speaking with dead* spells to be cast on the bodies of the dead. The respect for a person’s privacy also extends into their afterlife. If a PC does do one in front of witnesses, they will have a –4 on all their Charisma based checks for the rest of the adventure.

The PCs will most probably be much more powerful than the NPCs that they meet, and could get the information necessary by force if they wanted too. This is a bad idea as it will automatically put them in disfavour with the local authorities.

If they start throwing their weight around, the local people will start to avoid them and they will find that the information dries up. Do not run Encounter 10 as the beggars will avoid them and unless they have access to very high level magics such a *limited wish* or *commune*, they will not find the hideout and so fail the mission. No spellcasters in town will accept to throw spells on their behalf anyway. They will also earn the disfavour of the Masters of Dullstrand.

If PCs kill a member of the Watch, CCM, Militia or Lordship of the Isles they will become Wanted in Dullstrand City. The PCs will be arrested, sentenced to death and executed (*raise dead* is possible afterwards). Execution in Dullstrand City is by drowning. The condemned are taken to the end of a wharf at low tide and chained to a stone block. Then all the authorities have to do is wait for high tide. Once the sentence is carried out, the family or companions of the convict may recuperate the body. The sentence may be commuted to a fine of APL played at x 250 gps per person killed.

Encounter 5: Watching The Watchmen

As indicated by administrator Grefstov, the Watch office is found beside the main quay, in the Port Quadrant. One site that stands out is that there is a burnt-out shell of a warehouse just beside it, in the process of being rebuilt. If

anyone should look out in the harbour roadstead, they will see that it looks pretty full of ships, but there is hardly any activity going on on the docks, with no ships being unloaded.

The PCs are met by a corporal in the Watch and asked their business. If they ask to speak with someone in charge they are asked to wait while the Watch Commander is fetched.

If a PC has played *DUL4-01 The Gift* (excellent adventure, highly recommended), it is the building that they spotted already burnt down when leaving the city.


If any PCs killed a member of the Watch during the fight in the square then the Commander will have them arrested on the spot while trying to find out exactly who was responsible for the deaths. If the PCs pay a fine (ok, bribe) of APL x 250 gp per person killed, then they are free to go. If they are unable to pay the fine, then the adventure is over for them. They will be sentenced to death and executed, unless the fine is paid within the next 24 hours.

The PCs may try to talk to the Commander but he will be unfriendly and it will take a DC 25 Diplomacy check for him to talk to them.

If a PC is wearing non-authorized armour or carrying non-peace bonded unauthorized weapons then they will have them confiscated. They can negotiate a fine of APL x 100 gp to recover the item and to have it re peace bonded. If the PCs killed any members of the CCM during the fight and did not kill any Watch members, then the Commander is friendly and will speak with the PCs.

If the PCs managed to stop the fight without killing anyone, then the Commander does not know where the PCs stand and so is neutral. It takes a DC 15 Diplomacy check for him to change his attitude and talk to the PCs.

Note: Do not forget to apply any modifiers gained during Encounter 3.

 **Watch Commander Valt Lantann**, N, male human (mixed Flan/Suloise), Ftr7.

If the Commander does talk to the PCs, he asks them to follow him into his office. He can offer the following information:

- A couple of months back, someone burnt down the Watch’s equipment warehouse. A couple of men were seen running away from the burning building by a patrol. They managed to follow them to a small alley behind the CCM HQ where they disappeared.
- There have been unprovoked attacks on the night Watch patrols near where their patrol routes come

- close to CCM territory. It is always the same method; a couple of crossbow bolts and then the cowards run off.
- About a month ago, after one of the attacks, one of the fleeing figures dropped a CCM pin.
- A couple of Watch members went missing two days ago, one woman, one man; Elaria Witlow and Fedor Daorian. The two were known to be lovers and he assumes that they decided to up and leave the City. If asked he will supply the following descriptions: Elaria is a small dark haired woman of mixed (Flan/Suel) ancestry; while Fedor is a typical Suloise man, tall, blonde with blue eyes, except he has only 4 fingers on his left hand (if they must know, he lost his little finger in a bar brawl with some Gatts).
- The fight with the CCM in the square was the first time weapons had actually be drawn, but before that, there had been incidents, mostly fistfights between members of each organisation.
- The CCM are currently not allowing any goods from the port to pass through the area they control, unfortunately this covers the main streets to both of the gates.

If asked about the death of the CCM man (see Encounter 8) the commander will deny that the Watch had anything to do with it (if anyone makes a Sense Motive check, as far as they are concerned he seems sincere, because he is).

The Commander denies ordering any actions against the CCM. He has only given orders to defend themselves if attacked (again a Sense Motive check reveals nothing except he is telling the truth).

If the PCs ask to see the CCM pin, then the commander will get it from a drawer in his desk and pass it over. It is a small metal shield of Dullstrand with the letters CCM in the gold stripe. If anyone examines it closely, have them make a DC 25 Spot check to notice the initials "K.P." scratched in the back (they have almost been worn away).

If the PCs ask to talk with the patrolmen who ran after the men seen running away from the fire, the Commander will order the patrol corporal to be fetched. A Watchman will arrive a bit later and ordered to tell the PCs what happened that night. The corporal will tell the same story as the Commander. If asked, and only if asked, he will say that the men made no effort to hide and were always in sight of his patrol. He was surprised when they vanished, as they had had no problems keeping up with them until then.

This is all the information that can be learnt here. This takes up 3 hours of the PCs time.

Encounter 6: Concerning The Citizens

As indicated by Administrator Grefstov, the CCM headquarters is found in the Lower Quadrant, right near to the eastern exit to Dullstrand City.

The PCs are met by a corporal in the CCM and asked their business. If they ask to speak with someone in charge they are asked to wait while the Militia Commander is fetched.

If any PCs killed a member of the CCM during the fight in the square then the Commander will have them arrested on the spot while trying to find out exactly who was responsible for the deaths. If the PCs pay a fine (ok, bribe) of APL x 250 gps per person killed then they are free to go. If they are unable to pay the fine then the adventure is over for them, they will be sentenced to death and executed, unless the fine is paid within the next 24 hours.

The PCs may try to talk to the Commander but he will be unfriendly and it will take a DC 25 Diplomacy check for him to talk to them.

If a PC is wearing non-authorized armour or carrying non peace bonded unauthorised weapons then they will have them confiscated. They can negotiate a fine of APL x 100 gp to recover the item and to have it re peace bonded.

If the PCs killed any members of the Watch during the fight and did not kill any CCM members, then the Commander is friendly and will speak with the PCs. As a matter of fact, the Commander thanks the PCs for helping them avenge their fallen comrade.

If the PCs managed to stop the fight without killing anyone, then the Commander does not know where the PCs stand and so is neutral. It takes a DC 15 Diplomacy check for him to change his attitude and talk to the PCs.

Note: Do not forget to apply any modifiers gained during Encounter 3.

 **CCM Commander Garolf Patrin**, N male human (Flan), Ftr7.

If the Commander does talk to the PCs he asks them to follow him into his office. He can offer the following information:

- A CCM member went missing just after the Watch warehouse burnt down. His body was discovered a few days later floating in the harbour. All his equipment was missing and he had been tortured (a DC 20 Sense Motive check will reveal that the Commander is upset

over this). This all happened about a month and a half ago.

- There have been unprovoked attacks on the night Watch patrols near where their patrol routes come close to Watch territory, especially near the Gold quadrant (the temple area). It is always the same method; a couple of crossbow bolts and then the cowards run off.
- The fight with the Watch in the square was the first time weapons had actually to be drawn, but before that, there had been incidents, mostly fistfights between members of each organisation.

The Commander will deny that the CCM had anything to do with the burning down of the warehouse. If asked the missing patrolman's name, it is Kyron Patrin, the Commander's younger brother.

The CCM Commander will confirm that they are indeed stopping any caravan with goods from the port passing through their area; this is to deny the Watch much needed income.

The Commander will deny all knowledge of the missing Watch patrolmen, but he will seem pleased, after all they are finally getting a taste of their own medicine (or so he thinks).

This is all the information that can be learnt here, and will take up 3 hours of the PCs time.

Encounter 7: Mastering The Militia

The headquarters for the Master's Militia is located on the entrance level of the Citadel. The Officer of the Day knows about the PCs, but not of their exact mission, having been informed of their presence by Administrator Grefstov.

The PCs will be met by the Officer of the Day, Olmand Kaamrev.

🗡️ **Olmand Kaamrev**, NG male human (Suloise), Ftr3

Olmand is unable to add much more information to what Administrator Grefstov has said. All he knows is that at the moment the Masters' Militia has spread its resources all over the city and that they are reaching their breaking point. Without the Watch and CCM out on regular patrols anymore the crime rate is up and he has to deal with more and more incidents. While the PCs are in his office, describe the constant interruption of his aide bringing in more paperwork and reports. Olmand can tell the PCs that the Masters' Militia does just not have the resources to police the city and protect the Masters. Though they are the

largest of the three forces inside Dullstrand City, the Militia are outnumbered when it comes to the Watch and the CCM taken together.

Olmand is on the edge at the moment, and as long as the PCs are polite, he will endeavour to answer their questions to the best of his ability. If they begin to get insulting or forceful he will explode and order them out of his office.

Just as the PCs are finishing up the following happens:

Olmand's aide rushes into the room without knocking, then seeing that you are still there, slows down and tries unsuccessfully to look nonchalant. He places a note in front of Olmand and whispers into his ear. Olmand pales slightly and then lifts up the note and begins to read. A word escapes his lips (anyone understanding Suloise knows that it is a very strong expletive), *and as he reaches the end of the note he takes his head in his hands and sighs, heavily.*

If asked what is the matter, Olmand glances up with look of a worried man. He explains to the PCs that one of his patrols has just fished the bodies of a man and a woman out of the Choke River. Now he is going to have to deal with all the paperwork and have to try and discover their identities. If that was not enough, one of them was wearing the remnants of a Watch tabard. Luckily it seems that no-one else had spotted the bodies, so hopefully the Watch does not yet know, or there will be trouble as they are sure to blame the CCM.

If someone does think to ask for a description of the bodies, the woman is small, dark haired of mixed (Flan/Suel) ancestry; while the man is your typical Suloise, tall, blonde with blue eyes, except that he has only 4 fingers on his left hand.

The bodies have been taken to a fish warehouse in the Gold Quadrant, if the PCs ask for the address he will give it to them. Note that if the PCs ask if they can cast a *Speak with Dead* spell, Olmand will forbid it as it is a violation of the deads' privacy.

There is nothing more to be learnt here and the encounter will be over after an hour.

If the PCs do go to the warehouse, they will find the two bodies being guarded by a half patrol of Militia (5 War1 + 1 War2, see Appendix 5). The patrol will not allow them to cast *Speak with Dead* to begin with, but can be 'persuaded' to look the other way for a bribe of 10 gp per man and 15 gp for the patrol leader.

The bodies are indeed those of Elaria Witlow and Fedor Daorian. If *Speak with Dead* is cast on the bodies they

will attempt to resist the spell (Will save +0 for both of them). If they fail they will answer the questions, except that they will answer them in Suloise.

The following information can be learnt:

- They were captured in the Temple Quadrant near the abandoned area.
- They did not see who captured them as they were put asleep almost instantly, somehow.
- They had blindfolds on all the time.
- No-one asked them anything.
- About 2 hours after being taken they were coldly informed that they were going to die, and they did.
- If asked, the kidnapper spoke Suloise with a local accent.

A DC 10 Heal check confirms that both were garrotted. If the PCs go on to see the bodies and interrogate them, it will take them two hours.

Encounter 8: Lording Over It

The PCs may wish to go and talk to the Lordship of the Isles refugees, to do this they have to cross the Choke River to the far side of the estuary. There are no bridges or ferries direct to the Lords' compound, so the PCs must either hire a small boat (10gp for the day) or go up to the Choke Ferry (20 minutes to the west of DC on the Druid's Hand road). Of course, if they have magical means, they can also cross that way.

If it is late afternoon or early evening, there will be nobody around to hire a boat from, but the ferry is still running. On the other hand, once they get to the Lords' compound, they are told to come back the next day.

The Lord's Compound: The main Lordship of the Isles compound is more like a small town, with its own shops, taverns, and businesses, except that there is nowhere for outsiders to stay unless they are guests of someone in the compound.

Outside the compound are fields, plantations and a few other fortified manors. If the PCs should go to any of the manors, they are turned away and told to go to the main compound. The compound has a landing jetty, at which a medium sized cog is tied up.

There is a definite social strata in the compound and it shows. At the bottom there is the general populace, then the military and finally, at the top, the nobles and their retainers. The exiled nobles expect to be obeyed and do not

take too kindly to those who ignore their orders or do not show them the proper deference.

Troubleshooting: Again, high level PCs may wish to throw their weight around. If this happens Lord Serrandi is 'suddenly called away on business' and none of the other NPCs know anything. Any violence will be met by the compound guard (uses the same stats as for Encounter 3), the PCs will not gain any XP for the encounter and will earn themselves the disfavour of the Exiled Lords and the of The Masters of Dullstrand.

When the PCs arrive, they find that a wall surrounds the compound and the main gate is shut. They have to hail the guard to be allowed in. As long as they are not insulting, the guards will let them in where they will be greeted by a man in livery.

Anyone making a DC 20 Knowledge (Splintered Sun) check or a DC 15 Knowledge (nobility and royalty) check will recognise this to be the original livery of the Lordship of the Isles army, before it fell to the Scarlet Brotherhood.

The man, Squad Leader Vornkern, asks the PCs their business in the compound of His Excellence, Lord Serrandi of the Isles. Again, if the PCs are polite and do not comment on the fact that the Lord no longer has any lands in the Isles (or words to that effect), they will be lead to a medium size building which is used as the army headquarters. The islanders are very touchy about their exile and any comments concerning the fact are not well received. These will result in the PCs being escorted to the compound gates and told to leave. A DC 25 Diplomacy check will be needed to persuade the Squad Leader to change his mind.

👤 **Squad Leader Vornkern.** LN, male human (mixed Oeridian/Suel), Ftr3.

The PCs are made to wait a good hour inside the headquarters and each time they ask, they are told that 'someone of the proper authority' is being fetched. Finally the Squad Leader arrives again and asks them to follow him.

You are lead into a large room in the centre of which is a large table surrounded by chairs. The walls are bare, but it is obvious by the large white rectangles that something was hanging on them not too long ago.

At the end of the table sits a middle-aged Oeridian gentleman dressed in well-made and obviously expensive clothes. On his right is seated a nervous young man wearing a chain shirt and on his left a woman of indeterminate age in a long flowing robe. Behind them,

one to a corner, are two guards each in a chain shirt and carrying long swords and shields.

Another door is at the opposite end to the room to where you entered. The gentleman motions to the other chairs.

"Please be seated, I hear that you have questions for me. So, how may I help you?"

The middle-aged man is Lord Serrandi, the exiled Count of Jehlum, while the young man is his clerical advisor Eriker Askatti, a cleric of Osprem (anyone asking can see his symbol, a stylised sperm whale) and the woman is Leara Falskog, his magical advisor and mistress.

🐉 **Lord Serrandi of the Isles, exiled Count of Jehlum**, LN male human (Oeridian), Ftr 10.

🐉 **Brother Eriker Askatti**, LN male human (Suel), Clr7 – Osprem.

🐉 **Dame Leara Falskog**, N, female human (mixed Oeridian/Suel), Sor7.

🐉 **Elite Guard** (2), LN male human (mixed Oeridian/Suel), Ftr5.

Lord Serrandi will be polite and will introduce his two advisors, calling them Brother Askatti and Dame Falskog. If anyone should ask to do a Sense Motive check, a DC 25 Sense Motive on Askatti will reveal that the nervousness is an act.

Lord Serrandi and his advisors do not wish any harm on the PCs, and despite what the PCs might think, Askatti is not a Scarlet Brotherhood advisor/spy (but no need to inform the players though).

Lord Serrandi will deny any knowledge of the happenings in Dullstrand City, though a DC 15 Sense Motive check will reveal that he is pleased about them.

If the PCs politely request that he submit to a *zone of truth* spell, Lord Serrandi will smile and accept, under the following conditions.

- Brother Askatti and Dame Falskog must be present
- That it is Brother Askatti who casts the spell
- Only questions about the recent affairs in Dullstrand City will be answered
- If any questions about his plans concerning retaking the Isles are asked, the interview is over.
- He reserves the right not to answer questions, but he will inform the PCs if he does so.
- The spell is cast once only and from a scroll.

If the players agree then Brother Askatti will take out a scroll and show it to the PCs, it is a scroll of *zone of truth* cast at 3rd level.

Lord Serrandi will then inform the PCs that they have 10 minutes to decide what questions they are to ask before Brother Asketti casts the spell.

After 10 minutes, whether the PCs are ready or not the spell will be cast. The PCs now have 3 minutes (real time, the lord is willing to answer so he's not going to drag his feet answering, if he does not want to answer he says so immediately) to ask their questions.

Lord Serrandi does not know anything about the incidents in Dullstrand City at all, though he is not displeased that the Masters are having problems. If asked why, he will answer that that way there is more chance for the exiles to assume power over the city and use it as a proper base from which to launch the recapture of the Lordship of the Isles. (This is no secret, the Masters know of the exiles desire to take over Dullstrand City.)

Note: The following is only offered if the PCs ask specifically, even after the *zone of truth* has run out:

If Lord Serrandi is asked if he has any idea who might be doing this, he replies that he is not sure, but one of his informants had reported a couple of men carrying a large sack towards the river about a month and a half ago. This in itself would not have been strange, but the informant also noted that the sack was dripping blood. The informant had followed the blood trails back into the area of abandoned houses behind the 'Temple' Quadrant, but he was spotted by a street gang and ran before he could find out where it lead.

If asked about the informant, Lord Serrandi tells them that he met an untimely death about a month ago, seemingly in a bar brawl.

If the PCs ask any questions concerning the exiles' future plans, his relationship with Falskog, whether Asketti is a member of the Scarlet Brotherhood or information concerning his troops, then Lord Serrandi will just smile wryly then inform them then the interview is over and that they are dismissed.

Once the spell runs out, Lord Serrandi will ask the PCs if they are satisfied. No matter what the answer, Lord Serrandi will tell the PCs that interview is over and he has more important things to do now. He will get up and make his way to the other door to exit the room, ignoring all further questions, except the one about if he has any idea.

The PCs do not need the *zone of truth* spell as Lord Serrandi has nothing to hide. If they do not take the option then the meeting will run for about 20 minutes before the PCs are dismissed.

Again the PCs may try to force the issue, in which case they earn the disfavour of the Exiled Lords as well as the Masters of Dullstrand.

If they should kill Lord Serrandi or either of his advisors they become Permanently Wanted in Dullstrand City and are not allowed to buy their way out. If they set foot in Dullstrand City again they are arrested, sentenced and executed (raising is possible) and this effective immediately i.e. at end of the scenario.

This is a permanent sentence and cannot be removed for the moment.

Encounter 9: More Food for Thought

The PCs may decide to look for clues in other places; in this case, this is what they can find out.

- There are no clues in or around Citadel Square as to whom or from where the crossbow shots were fired. All tracks have been messed up because of the brawl.
- If the PCs interrogate the bystanders around the square, no one has seen anything (when the fight started, most people headed for cover to avoid getting hurt).
- If the PCs ask around Temple Quadrant, eventually (after about an hour) they will find a woman who could not sleep and was on her roof. She saw two men rowing a small boat out into the river the night before fight. She could see two large sacks in the boat. About half an hour later she saw them come back in and remove two empty sacks from the boat. They headed off towards the north-western gate.
- The area of the Temple Quadrant behind the north-western gate is mostly empty, abandoned, houses. If the PCs ask around, they will be told that most people avoid the area, especially at night as it is known to be dangerous. This is because the empty houses are quite often used to store illegal goods or are used as hideouts.
- If the PCs think to talk to the rat population they can find out the following: "Many house with two legs in dark, only one house some two legs, live there for two times silver circle in sky. We not like, they kill us with fire." The rats will show the PCs the house. (you can run Encounter 11)
- A halfling beggar Pardo is worried because he has not seen his friend Humphrie (also a halfling) since the fight started. None of the 'biguns' are interested as he is only a halfling (if the PCs follow this up, see Encounter 10, though at this point Pardo has not found Humphrie).

- The 'Welcome Inn' has a special newcomers evening tonight, 15% off for first time visitors (for those that do not know, the 'Welcome Inn' is a brothel in the Port Quadrant).

The PCs are also given a few false leads; feel free to make them up, but not too outrageous.

Encounter 10: Begging For Trouble?

This encounter happens in the evening of the day after the fight.

A halfling comes running up to you, a look of panic on his face.

"They's got Humphrie! They's got Humphrie! Come quickly please! They's is fixin' to kill 'im or worse."

He begins to tug at <PC's name>'s trousers, all the time while continuing to plead with you.

If PCs might have met him the day before, it is Pardo, the halfling who was worried about his friend. The PCs can not get that much information out of him except that two men have got Humphrie and are going to kill him. They are hiding in an abandoned house near the northwestern gate. Pardo says that he can lead you to where they are.

The two men have nothing to do with what is going on, they have just been hired to kill Humphrie. Not believing that anyone could just want a beggar dead, they have convinced themselves that he must be hiding an important secret. So they want to torture it out of him before they kill him. They captured him the evening before, but dare not interrogate him during the day as they fear being discovered.

Pardo has been searching for Humphrie since the day before and has been doing a house-to-house search. He found the place where the men are holding his friend and overheard them talking about what they were going to do to him. At this point he ran to find someone to help him.

🐿 Pardo, N, male halfling, Com2.

The halfling leads you towards the Temple Quadrant and then into the twisting, turning alleyways and small passages amongst the buildings. Finally he stops at the junction of two small alleys.

"Over there," he whispers, pointing to the door of one building.

The building is your average house in DC, single story, made of mud bricks with a flat roof, no lights can be seen. The two men have got Humphrie tied up in the cellar and are about to begin their nasty work. The main door to the house is locked, but there is a trapdoor in the roof and it has not been barred.

🔪 **Wooden Door:** 2 in. thick; hardness 10; hp 20; AC 5; DC 25 Break, Average Lock DC 25 Open Locks.

Trap: The door has been rigged with a booby trap to prevent the thugs from being interrupted.

All APLs (EL 3)

🔪 **Poison Needle Trap:** CR 2; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 30); Atk +17 melee (1 plus poison, needle); poison (blue whinnis, DC 14 Fortitude save resists (poison only), 1 Con/unconsciousness); Search DC 22; Disable Device DC 17.

If the PCs break down the door, give both men a DC 15 Listen check to hear it (they are behind a closed door, distracted and some distance from the door). If they hear the noise they will kill Humphrie, use their *potions of invisibility* and attempt to flee. As the only ways out are by the rooftop or by the main door they might be seen. The rogue will only use his *dust of disappearance* if discovered.

If the PCs are quiet, then they will get a surprise round on the two men. Apply opposed Listen checks for the men vs the PCs Move Silently checks. Remember that area effect spells will, most probably, also affect Humphrie. If the PCs cast any spells inside the house, make a DC 15 Listen check for each man to see if they heard it. A successful Listen check they do the same tactics as above.

The house is a single story building with a cellar. The ground floor is an open area with steps leading up to the roof. The place looks abandoned, there is no furniture inside and there is dust, but not too much on the floor. A DC 15 Survival check will reveal tracks going down the stairs.

At the bottom of the stairs is a 20 ft. long corridor with two doors, both unlocked. Behind each door is a 15 ft. square room. Humphrie is being held in the far room. Otherwise the rooms are empty.

APL 6 (EL 6)

🔪 **Thug:** Rog4, hp 26 (see Appendix 1)
🔪 **Thug:** Ftr4 hp 40 (see Appendix 1)

APL 8 (EL 8)

🔪 **Thug:** Rog6, hp 38 (see Appendix 2)

🔪 **Thug:** Ftr6 hp 58 (see Appendix 2)

APL 10 (EL 10)

🔪 **Thug:** Rog8, hp 50 (see Appendix 3)
🔪 **Thug:** Ftr8 hp 76 (see Appendix 3)

APL 12 (EL 12)

🔪 **Thug:** Rog10, hp 62 (see Appendix 4)
🔪 **Thug:** Ftr10 hp 94 (see Appendix 4)

Tactics: Both men want to flee - they have done the job that they were paid for and want to live to spend the money they were paid. If they are surprised, their first action will be to attempt to retrieve the *potions of invisibility* from their belt pouches and drink them. If they are forced to fight, they will attempt to manoeuvre themselves so that they are in a position to escape. If spotted while invisible, they will try to get out of sight without breaking the *invisibility*. The rogue will only use his *dust of disappearance* if there is no other solution, leaving his companion to his fate.

Treasure:

APL 6: Loot – 178 gp; Coin – 14 gp; Magic: *cloak of resistance +1* (83 gp), *+1 mithral shirt* (175 gp), *potion of cure light wounds* (4 x 4 gp), *potion of invisibility* (2 x 25 gp), *potion of shield of faith +2* (2 x 4 gp), *oil of magic weapon* (2 x 4 gp)

APL 8: Loot – 88 gp; Coin – 18 gp; Magic: *cloak of resistance +1* (83 gp), *+1 mithral shirt* (175 gp), *potion of cure light wounds* (4 x 4 gp), *potion of jump* (4 gp), *potion of invisibility* (2 x 25 gp), *potion of remove fear* (4 gp), *potion of shield of faith +2* (2 x 4 gp), *+1 rapier* (193 gp), *+1 longsword* (192 gp)

APL 10: Loot – 502 gp; Coin – 22 gp; Magic: *cloak of resistance +1* (2 x 83 gp), *dust of disappearance* (291 gp), *+1 darkwood heavy shield* (104 gp), *+1 rapier* (193 gp), *+1 longsword* (192 gp), *potion of cat's grace* (25 gp), *potion of cure light wounds* (4 x 4 gp), *potion of invisibility* (2 x 25 gp), *potion of shield of faith +2* (2 x 4 gp), *potion of remove fear* (2 x 4 gp), *universal solvent* (2 x 4 gp)

APL 12: Loot – 29 gp; Coin – 14 gp; Magic: *amulet of natural armour +1* (166 gp), *cloak of resistance +1* (2 x 83 gp), *darkwood light crossbow +1* (197 gp), *dust of disappearance* (291 gp), *darkwood heavy shield +1* (104 gp), *+1 mithral shirt* (175 gp), *+1 mithral breastplate* (433 gp), *+1 rapier* (193 gp), *+2 longsword* (692 gp), *ring of protection +1* (166 gp), *potion of cat's grace* (25 gp), *potion of cure light wounds* (2 x 4 gp), *potion of invisibility* (2 x 25 gp), *potion of shield of faith +2* (2 x 4 gp), *potion of remove fear* (2 x 4 gp), *wand of cure light wounds* (10 charges) (12 gp), *universal solvent* (2 x 4 gp)

Once the fight is over, what information the PCs can obtain depends on the state of Humphrie and the men.

Humphrie dead and both men dead: All is not lost, no one is around so if the PCs wish they can do a *Speak with Dead*, either on Humphrie (who does not resist) or the men (who do).

Without *Speak with Dead*, the PCs cannot get any information. The adventure is not over, but they will have to do a house-to-house search for the plotters. If they ask Pardo, he can point out which ones he has already looked at.

Depending on what the PCs ask as questions, paraphrase the answers from the information given by Humphries, or the men, alive. As they are unable to lead the PCs to the house, they will describe the location as best they can, which will be enough to find it.

At least one of the men captured, Humphrie dead: The PCs can attempt to interrogate the man (men), they both start off hostile towards the PCs and so need at least a DC 35 Diplomacy check to talk or a DC (NPC level + 1d20) Intimidate check to be frightened into talking.

If the men are persuaded to talk, they tell the PCs that they were hired by a man yesterday afternoon to find the halfling and kill him. They were paid a sizable sum to do it (1500 gp each, half now, half on completion). They managed to find Humphrie and captured him. With such a sum being offered they were curious as to what the halfling knew which made him so valuable, so they were planning on torturing it out of him. They/he will show the PCs where the house is that they had their rendezvous in.

If asked about their fee, they will smile and say that it has been placed with a broker (so the PCs do not their hands on it).

If asked for a description of the man who hired them, they say that he was medium height, dark hair, wore a dark robe and cloak, did not stand out in a crowd.

Humphrie alive: Humphrie thanks the PCs for saving him from a fate worse than death, and asks what he can do for them. They have earned the gratitude of the halfling.

☛ **Humphrie**, NG, male halfling, Com 3.

Humphrie does not, for the moment, know why the two men were after him, he had never seen them before; unless the PCs ask him if he saw anything strange during the fight at Citadel Square:

When you ask about the events of Citadel Square Humphrie's eyes open wide.

"Of course, why didn't I see it! Well actually, I did see som'fin' very strange. I woz on the edge of the square and was watchin' the goin's on when I 'eard a noise be'ind me. I looked back an saw this fella, he woz pickin' up a crossbow, must ta bin the noise of 'im droppin' it that I 'eard.

"Well anyway, this other fella appeared out of nowhere right beside 'im, just like that, in the middle of the alley; he was carrying a crossbow roo.

"Anyway, they star'id to walk off, trying not to draw attention to themselves, so I follered 'em. They led me into the 'abandoned area an I saw 'em enterin an 'ouse.

"Then I decided to get the 'eck outta there, but I backed over a small wall an fell over. When I looked up, these two geezers were looking right at me, so I got up an ran.

"They came afta me, but I know a few 'oles that is too small for the likes of them, so I dived into one and got away like that.

"Then last night, these two other blokes, they turn up and grab me, dragged me 'ere. Well picked me up and stuffed me in a sack first. They wanted to know me secret.

"I'm like, 'wot secret', they're like, 'don't lie, you must be hidin' som'fin big for there to be a contract on yer 'ead'.

"So they said that they were gonna torture me, you know, starve me, and I fought it were me last hours until you lot came, fanks, won't forget this.

"I'm hungry, anyone got any food?"

Humphrie will lead the PCs to the house in question and point it out to them. Humphrie can give a general description of the two men. Both of them were tall, had light brown hair, and moved lightly on their feet, wore dark clothes.

☛ **Gratitude of Humphrie:** For saving his life Humphrie is grateful. This may affect future scenarios.

Encounter 11: Hiding In The Hideout

The party who organised the tensions did indeed stay where both Humphrie and the two men point out.

If the PCs did not get the information, it takes a 3-4 hour search of the abandoned houses to finally discover which one it is.

The only problem is that they are no longer there. On realising that there was the slightest chance that they might be discovered, they upped and left. Leaving behind some of their equipment and more importantly a large trap

to turn the place into a raging inferno, destroying the evidence and hopefully the PCs as well.

The main door to the house is locked, while the trapdoor on the roof is barred from inside.

🔪 **Wooden Door:** 2 in. thick; hardness 10; hp 20; AC 5; DC 25 Break, Average Lock, DC 25 Open Locks.

🔪 **Wooden Trapdoor:** 2 in. thick; hardness 10; hp 20; AC 5; DC 25 Break.

The level that they enter on contains a kitchen, living room/dining room area, a set of steps up to the roof trapdoor and stairs down into a cellar area. If they search the area they will find nothing of great interest. Some dirty dishes on the table and if they should check the ashes of the kitchen stove are almost cold.

If they go up the steps they will find themselves on the house's flat roof.

If they go down into the cellar they will see a 20ft corridor in front of them, with a door on the right in the first 5ft and also one in the last 5ft.

The first door is unlocked and opens into a sleeping area, there are 4 bedrolls laid out here and a small chest at the head of each bedroll. The chests are not locked and contain general clothes, nothing that stands out.

Trap: There is a trap about 10 ft down the corridor. This trap was originally set up to warn anyone in the far room that someone was coming so that they would not be surprised.

APL 6 (EL 1)

🔪 **Razor-Wire across Hallway:** CR 1; mechanical; location trigger; no reset; Atk +10 melee (2d6, wire); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 22; Disable Device DC 15

(Note, triggering the wire rings a small bell in the far room which can be heard on a DC 15 Listen check)

APL 8 (EL 3)

🔪 **Stone Blocks from Ceiling:** CR 3; mechanical; location trigger; repair reset; Atk +10 melee (4d6, stone blocks); Search DC 25; Disable Device DC 20.

APL 10 (EL 5)

🔪 **Falling Block Trap:** CR 5; mechanical; location trigger; manual reset; Atk +15 melee (6d6); multiple targets (can strike all characters in two adjacent specified squares); Search DC 20; Disable Device DC 25.

APL 12 (EL 7)

🔪 **black tentacles Trap:** CR 7; magic device; proximity trigger (alarm); no reset; spell effect (*black tentacles*, 7th-level wizard, 1d4+7 tentacles, Atk +7 melee [1d6+4, tentacle]); multiple targets (up to six tentacles per target in each of two adjacent 5-ft. squares); Search DC 29; Disable Device DC 29.

The door to the end room is locked and not in itself trapped.

🔪 **Wooden Door:** 2 in. thick; hardness 10; hp 20; AC 5; DC 25 Break, Average Lock, DC 25 Open Locks.

Breaking down the door will automatically set off the trap in the room behind the door as the weight of the door, or what is left of it, is enough to set off the pressure trigger set on the 5 ft. square behind the door.

Opening the door, describe the room:

This place seems filled with boxes, barrels and crates. There is straw scattered all over the place, but the thing that draws your eye is the large basket hanging from the ceiling over an open crate. One thing also strikes you; there is the thick smell of naphtha in the air.

The trap is that as soon as someone puts over 10lbs weight on the 5ft square directly behind the door. The basket, which is full of stones, will drop into the crate smashing the vials of Alchemist's Fire there. This will set fire to the naphtha-soaked straw and the fire will begin to spread. After 30 seconds the heat will be enough to make the stored oil and naphtha explode, destroying the room and setting fire to the whole house.

If a PC is quick enough, and has the spell memorised, they can cast *feather fall* on the basket which will slow it down enough so that the vials of Alchemist's Fire will not break right away (The weight of the basket is still enough to smash the vials once the spell wears off, which is a soon as it touches down). The PCs have 1 round to remove the basket from the vials or else they break.

Once the fire breaks out it is considered a non magical fire so a *quench* or a *sleet storm* spell will extinguish it, as will water elementals of a total of HD equal to the half the number of damage dice rolled for the explosion. A *gust of wind* spell has a 25% chance of extinguishing the flames; this will go up to 50% if the area has been soaked before i.e. by using a *create water* spell. A *create water* spell will NOT automatically put out the flames. It takes as many gallons of water as the number of damage dice rolled when the trap explodes to extinguish the flames in the first round. Each round, the number of gallons needed increases by the same

amount. If the number of gallons of water applied to the fire is greater than half the number of damage dice, then the onset delay will increase by a round. A lower amount of water will have no effect.

APL 6 (EL 4)

🚀 **Exploding Alchemical Fire Supplies:** CR 4; mechanical; location trigger; no reset; onset delay 5 rounds (see text) 10d6 in a 20ft radius burst; Reflex DC 14 for half damage; Search DC 15; Disable Device DC 21.

APL 8 (EL 6)

🚀 **Exploding Alchemical Fire Supplies:** CR 6; mechanical; location trigger; no reset; onset delay 5 rounds (and see text) 12d6 in a 20ft radius burst; Reflex DC 14 for half damage; Search DC 21; Disable Device DC 22.

APL 10 (EL 8)

🚀 **Exploding Alchemical Fire Supplies:** CR 8; mechanical; location trigger; no reset; onset delay 5 rounds (see text) 14d6 in a 25ft radius burst; Reflex DC 14 for half damage; Search DC 23; Disable Device DC 24.

APL 12 (EL 10)

🚀 **Exploding Alchemical Fire Supplies:** CR 10; mechanical; location trigger; no reset; onset delay 5 rounds (see text) 16d6 in a 25ft radius burst; Reflex DC 14 for half damage; Search DC 25; Disable Device DC 26.

If the PCs manage to not set off the trap then at the back of the room, they will find a chest in which there are a couple of blood-stained sacks, stolen equipment belonging to the Watch, the CCM and the Militia, such as their tabards, crossbows and weaponry. There is also a large amount of disguise kits, about 20, some of which have been used. Finally they find a few papers, mostly consisting of checklists outlining the various activities they had planned for each side as well as the Militia (burning down members' houses, dead bodies dumped on the HQ steps, and more niceties. On the CCM and Watch lists, certain points have already been crossed off i.e. what has already happened to them).

Conclusion

If the PCs found the house and managed to avoid burning it down, then taking the Commanders of the Watch and the CCM to show them the evidence will convince them that the whole thing was a set-up to get them to fight each other.

If the evidence was destroyed then the 'Private Little War' looks to continue, albeit without the addition of the Master's Militia.

The PCs succeeded in stopping the war: On returning to the Citadel, they will once again be shown to Kjrig's office by Tantor (the halfling). This time when they enter, Kjrig will be dressed in his full robes of office.

You enter the office of Administrator Grefstov and you are greeting by the sight of him dressed in rich robes of blue, gold and green. He turns and smiles at you, around his neck hangs a gold chain on which is suspended a shield of Dullstrand.

"In the name of the Masters I thank you. Chirney and I are more than pleased that you managed to uncover the truth.

"I would ask you to forgive my deception early on, but I find that it is easier to negotiate if people do not know my true identity. Allow me to present myself; I am Kjrig Grefstov, Master of Dullstrand, one of the ruling council of the City.

"It seems that through your actions you have thwarted a plot against Dullstrand City, for this we are grateful. As to whom the perpetrators of this plot are, unfortunately we are in the dark, but rest assured that we are trying to discover this."

If asked whom he thinks could be responsible, Kjrig will reply that there are a few suspects, but he prefers to keep his suspicions to himself for the moment.

"Now as to your reward," Kjrig continues, "for services rendered to Dullstrand City, we have decided to double the amount you are to receive, and I will add my own reward, but only to those of you that were courteous towards me when we first met. As for the others, perhaps this will be a lesson to you about good manners."

Kjrig gives the PCs his personal favour, except to those who insulted him in Encounter 3.

Treasure:

If the PCs stopped the war

APL 6: Coin: 900 gp;

APL 8: Coin: 1200 gp;

APL 10: Coin: 1500 gp;

APL 12: Coin: 1800 gp;

👉 **Favour of Kjrig Grefstov:** As a Master of Dullstrand, Kjrig can acquire an object for each PC, though the PC must still pay for the item. The PC must be able to purchase

said item following the rules laid down in the Living Greyhawk Campaign Sourcebook to a maximum of 15,000 gold pieces. Delivery of the item takes place after the PC finishes his **next** Regional or Meta-regional event. Once used the DM must sign and then cross this off from the certificate.

If the PCs earned the Disfavour of the Masters of Dullstrand, this will remove it.

The PCs failed to stop the war: On returning to the Citadel, they will once again be shown to Kjirg's office by Tantor (the halfling). They are met by Kjirg in his role as administrator.

"Well from the information you have given me it is obvious that the war between the CCM and the Watch was provoked by an outside faction. Unfortunately as we have no proof apart from your word, the two factions refuse to believe this and so, it seems, the fighting will continue. Hopefully, we will be able to calm the two sides, but this seems an uphill task for the moment. As promised, here is your reward and we thank you for what you have done."

With that the PCs receive the money that was promised.

Treasure:

If the PCs did not stop the war

- APL 6: Coin: 450 gp;
- APL 8: Coin: 600 gp;
- APL 10: Coin: 750 gp;
- APL 12: Coin: 900 gp;

Campaign Consequences

1. Did the PCs manage to stop the war?
2. Was Administrator Grefstov killed?
3. Was Lord Serrandi killed?
4. Did Humphrie survive?

Please send an email to averell@hors-la-loi.ch answering those questions whenever you play the adventure.

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 3: Street Fighting Men And Women

Managing to stop the fight without provoking any casualties. If the PCs killed anyone award them ½ XP

| | |
|-------|--------|
| APL6 | 300 XP |
| APL8 | 300 XP |
| APL10 | 300 XP |
| APL12 | 300 XP |

Encounter 10: Begging For Trouble?

The PCs encountered or defeated the needle trap

| | |
|-------|-------|
| APL6 | 90 XP |
| APL8 | 90 XP |
| APL10 | 90 XP |
| APL12 | 90 XP |

The PCs managed to defeat the hired killers

| | |
|-------|--------|
| APL6 | 180 XP |
| APL8 | 240 XP |
| APL10 | 300 XP |
| APL12 | 360 XP |

Encounter 11: Hiding In The Hideout

Encountering or defeating the corridor trap

| | |
|-------|--------|
| APL6 | 30 XP |
| APL8 | 90 XP |
| APL10 | 150 XP |
| APL12 | 210 XP |

Encountering or defeating the alchemical trap

| | |
|-------|--------|
| APL6 | 120 XP |
| APL8 | 180 XP |
| APL10 | 240 XP |
| APL12 | 300 XP |

Finding the evidence

| | |
|-------|-------|
| APL6 | 90 XP |
| APL8 | 90 XP |
| APL10 | 90 XP |
| APL12 | 90 XP |

Discretionary Role-playing Award

| | |
|-------|--------|
| APL6 | 90 XP |
| APL8 | 135 XP |
| APL10 | 180 XP |
| APL12 | 225 XP |

Total Possible Experience:

| | |
|-------|---------|
| APL6 | 900 XP |
| APL8 | 1125 XP |
| APL10 | 1350 XP |
| APL12 | 1575 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.

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

Encounter 10: Begging For Trouble?

APL 6: Loot – 178 gp; Coin – 14 gp; Magic: *cloak of resistance +1* (83 gp), *+1 mithral shirt* (175 gp), *potion of cure light wounds* (4 x 4 gp), *potion of invisibility* (2 x 25 gp), *potion of shield of faith +2* (2 x 4 gp), *oil of magic weapon* (2 x 4 gp)

APL 8: Loot – 88 gp; Coin – 18 gp; Magic: *cloak of resistance +1* (83 gp), *+1 mithral shirt* (175 gp), *potion of cure light wounds* (4 x 4 gp), *potion of jump* (4 gp), *potion of invisibility* (2 x 25 gp), *potion of remove fear* (4 gp), *potion of shield of faith +2* (2 x 4 gp), *+1 rapier* (193 gp), *+1 longsword* (192 gp)

APL 10: Loot – 502 gp; Coin – 22 gp; Magic: *cloak of resistance +1* (2 x 83 gp), *dust of disappearance* (291 gp), *+1 darkwood heavy shield* (104 gp), *+1 rapier* (193 gp), *+1 longsword* (192 gp), *potion of cat's grace* (25 gp), *potion of cure light wounds* (4 x 4 gp), *potion of invisibility* (2 x 25 gp), *potion of shield of faith +2* (2 x 4 gp), *potion of remove fear* (2 x 4 gp), *universal solvent* (2 x 4 gp)

APL 12: Loot – 29 gp; Coin – 14 gp; Magic: *amulet of natural armour +1* (166 gp), *cloak of resistance +1* (2 x 83 gp), *darkwood light crossbow +1* (197 gp), *dust of disappearance* (291 gp), *darkwood heavy shield +1* (104 gp), *+1 mithral shirt* (175 gp), *+1 mithral breastplate* (433 gp), *+1 rapier* (193 gp), *+2 longsword* (692 gp), *ring of protection +1* (166 gp), *potion of cat's grace* (25 gp), *potion of cure light wounds* (2 x 4 gp), *potion of invisibility* (2 x 25 gp), *potion of shield of faith +2* (2 x 4 gp), *potion of remove fear* (2 x 4 gp), *wand of cure light wounds* (10 charges) (12 gp), *universal solvent* (2 x 4 gp)

Conculsion:

If the PCs stopped the war

APL 6: Coin: 900 gp;
APL 8: Coin: 1200 gp;
APL 10: Coin: 1500 gp;
APL 12: Coin: 1800 gp;

Did not stop the war

APL 6: Coin: 450 gp;
APL 8: Coin: 600 gp;
APL 10: Coin: 750 gp;
APL 12: Coin: 900 gp;

Total Possible Treasure

APL 6: Loot: 178 gp; Coin: 914 gp; Magic: 368 gp - Total: 1460 gp (cap 900gp)

APL 8: Loot: 88 gp; Coin: 1218 gp; Magic: 836 gp - Total: 2142 gp (cap 1300gp)

APL 10: Loot: 502 gp; Coin: 1522 gp; Magic: 1079 gp - Total: 3103 gp (cap 2300gp)

APL 12: Loot: 29 gp; Coin: 1814 gp; Magic: 2705 gp - Total: 4548 gp (cap 3300gp)

Special

☛ **Favour of Kjrig Grefstov:** Kjrig being on of the Masters of Dullstrand he has many contacts amongst the merchants. Thus, one time only, Kjrig can acquire an object for each PC, though the PC must still pay for the item. The PC must be able to purchase said item following the rules laid down in the Living Greyhawk Campaign Sourcebook to a maximum of 15000 gold pieces. Delivery of the item takes place after the PC finishes his next Regional or Meta-regional event. Once used the DM must sign and then cross this off from the certificate.

☛ **Wanted in Dullstrand City:** You are wanted in Dullstrand City for killing a member of a Watch/Militia. If you enter Dullstrand City within the next 52 TUs, you will be arrested, sentenced to death and executed (raising is possible). You must make a DC 10 Disguise check as soon as you enter Dullstrand City to avoid being recognised. The sentence may be commuted to a fine of APL x 250 gps per person killed. If you pay the fine or are executed, the DM must sign and then cross this off from the certificate.

☛ **Permanently wanted in Dullstrand City:** For the killing of one of the exiled Lords of the Isles you have been sentenced to death. If you enter Dullstrand City *ever again* you will be arrested, sentenced to death and executed (raising is possible). You must make a DC 20 Disguise check as soon as you enter Dullstrand City to avoid being recognised. For the moment this may not be removed from the AR.

☛ **Disfavour of the Exiled Lords:** The PC is now disfavoured by the Exiled Lords of the Isles in The Dullstrand. This may affect future scenarios.

☛ **Disfavour of the Masters of Dullstrand:** The PC is now disfavoured by the Masters of Dullstrand. The cost of all items and magical items in Dullstrand City are increased by 10%.

☛ **Gratitude of Humphrie:** For saving his life Humphrie is grateful. This may affect future scenarios.

Items for the Adventure Record

☛ **Wanted in Dullstrand City:** You are wanted in Dullstrand City for killing a member of a Watch/Militia. If you enter Dullstrand City within the next 52 TUs, you will be arrested, sentenced to death and executed (raising is possible). You must make a DC 10 Disguise check as soon as you enter Dullstrand City to avoid being recognised. The sentence may be commuted to a fine of APL x 250 gps per person killed. If you pay the fine or are executed, the DM must sign and then cross this off from the certificate.

☛ **Permanently wanted in Dullstrand City:** For the killing of one of the exiled Lords of the Isles you have been sentenced to death. If you enter Dullstrand City *ever again* you will be arrested, sentenced to death and executed (raising is possible). You must make a DC 20 Disguise check as soon as you enter Dullstrand City to avoid being recognised. For the moment this may not be removed from the AR.

☛ **Favour of Kjrig Grefstov:** As a Master of Dullstrand, Kjrig can acquire an object for each PC, though the PC must still pay for the item. The PC must be able to purchase said item following the rules laid down in the Living Greyhawk Campaign Sourcebook to a maximum of 15,000 gold pieces. Delivery of the item takes place after the PC finishes his **next** Regional or Meta-regional event. Once used the DM must sign and then cross this off from the certificate.

☛ **Disfavour of the Exiled Lords:** The PC is now disfavoured by the Exiled Lords of the Isles in The Dullstrand. This may affect future scenarios.

☛ **Disfavour of the Masters of Dullstrand:** The PC is now disfavoured by the Masters of Dullstrand. The cost of all items and magical items in Dullstrand City are increased by 10%.

☛ **Gratitude of Humphrie:** For saving his life Humphrie is grateful. This may affect future scenarios.

Item Access

APL 6

- ❖ Mithral shirt (Adventure; 1,100 gp; DMG)
- ❖ *+1 mithral shirt* (Adventure; 2,100 gp; DMG)
- ❖ Darkwood light crossbow (Adventure; 375 gp; DMG)
- ❖ Darkwood heavy shield (Adventure: 257gp; DMG)

APL 8 (All of APL 6)

APL 10 (All of APLs 6-8 plus the following)

- ❖ *dust of disappearance* (Adventure; 3,500 gp; DMG)
- ❖ Mithral breastplate (Adventure, 4,200 gp; DMG)
- ❖ *+1 darkwood heavy shield* (Adventure: 1257gp; DMG)

APL 12 (All of APLs 6-10 plus the following)

- ❖ *+1 darkwood light crossbow* (Adventure; 2375 gp; DMG)
- ❖ *+1 mithral breastplate* (Adventure; 5,200 gp; DMG)
- ❖ *+2 longsword* (Adventure; 8315 gp; DMG)
- ❖ *wand of cure light wounds* (10 charges) (Adventure; 150gp; DMG)

Encounter 10 (EL 6)

Thug: male human Rog4; CR 4; Medium Humanoid (human); HD 4d6+8; hp 26; Init +7; Spd 30 ft.; AC 17, touch 13, flatfooted 17; Base Atk +3; Grp +4; Atk +7 melee (1d6+1, masterwork rapier) or +6 melee (1d4+1, dagger) or +7 ranged (1d8, darkwood light crossbow) or +6 ranged (1d4+1, dagger); SA Sneak attack +2d6; SQ Evasion, trap sense +1, trapfinding, uncanny dodge; AL NE; SV Fort +4, Ref +8, Will +3; Str 12, Dex 17, Con 14, Int 12, Wis 10, Cha 10

Skills and Feats: Balance +10, Bluff +5, Climb +6, Diplomacy +4, Disguise +2, Escape Artist +6, Hide +10, Intimidate +2, Jump +5, Knowledge (Local) +3, Listen +5, Move Silently +10, Open Lock +7, Search +6, Sense Motive +5, Spot +5, Swim +2, Tumble +10, Use Rope +5; Combat Reflexes, Improved Initiative, Weapon Finesse

Possessions: Backpack, crossbow bolts (10), *cloak of resistance +1*, darkwood light crossbow, dagger, traveller's outfit, *potion of cure light wounds* (2), *potion of invisibility*, *potion of shield of faith +2*, belt pouch, masterwork rapier, silk rope 50 ft., mithral shirt, thieves' tools, 49gp

Male Human Ftr4; CR 4; Medium Humanoid (human); HD 4d10+12; hp 40; Init +5; Spd 30ft.; AC 18, touch 11, flatfooted 17; Base Atk +4; Grp +7; Atk +9 melee (1d8+5, masterwork longsword) or +5 ranged (1d8, light crossbow); AL NE; SV Fort +7, Ref +2, Will +4; Str 16, Dex 13, Con 16, Int 10, Wis 10, Cha 8

Skills and Feats: Climb +8, Handle Animal +0, Intimidate +4, Jump +7, Ride +4, Swim +6; Cleave, Improved Initiative, Iron Will, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Possessions: Backpack, crossbow bolts (10), light crossbow, *+1 mithral shirt*, traveller's outfit, *oil of magic weapon* (2), *potion of cure light wounds* (2), *potion of invisibility*, *potion of shield of faith +2*, belt pouch, masterwork longsword, darkwood heavy shield, 38gp

Encounter 10 (EL 8)

Male Human Rog6: CR 6; Medium Humanoid (human); HD 6d6+12; hp 38; Init +7; Spd 30ft.; AC 17, touch 13, flatfooted 17; Base Atk +4; Grp +5; Atk +8 melee (1d6+2, *+1 rapier*) or +7 melee (1d4+1, dagger) or +8 ranged (1d8, darkwood light crossbow) or +7 ranged (1d4+1, dagger); SA Sneak attack +3d6; SQ Evasion, trap sense +2, trapfinding, uncanny dodge; AL NE; SV Fort +5, Ref +9, Will +4; Str 12, Dex 17, Con 14, Int 12, Wis 10, Cha 10

Skills and Feats: Balance +10, Bluff +5, Climb +6, Diplomacy +4, Disguise +2, Escape Artist +8, Gather Information +2, Hide +12, Intimidate +2, Jump +8, Knowledge (Local) +6, Listen +7, Move Silently +12, Open Lock +8, Search +7, Sense Motive +5, Spot +6, Swim +2, Tumble +14, Use Rope +6; Combat Reflexes, Dodge, Improved Initiative, Weapon Finesse

Possessions: Backpack, crossbow bolts (10), *cloak of resistance +1*, darkwood light crossbow, dagger, traveller's outfit, *oil of magic weapon* (2), *potion of cure light wounds* (2), *potion of invisibility*, *potion of jump*, *potion of shield of faith +2* (2), belt pouch, *+1 rapier*, silk rope 50 ft., mithral shirt, thieves' tools, 108gp

Male Human Ftr6: CR 6; Medium Humanoid (human); HD 6d10+18; hp 58; Init +5; Spd 30ft.; AC 18, touch 11, flatfooted 17; Base Atk +6/+1; Grp +9; Atk +11 melee (1d8+6, *+1 longsword*) or +8 ranged (1d8, light crossbow); Full Atk +11/+6 melee (1d8+6, *+1 longsword*) or +8 ranged (1d8, light crossbow); SA none; SQ none; AL NE; SV Fort +8, Ref +5, Will +6; Str 16, Dex 13, Con 16, Int 10, Wis 10, Cha 8

Skills and Feats: Climb +9, Handle Animal +0, Intimidate +5, Jump +9, Ride +5, Swim +7; Blind Fight, Cleave, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Possessions: Backpack, crossbow bolts (10), light crossbow, *+1 mithral shirt*, traveller's outfit, *potion of cure light wounds* (2), *potion of invisibility*, *potion of remove fear*, *potion of shield of faith +2* (2), belt pouch, *+1 longsword*, darkwood heavy shield

Appendix 3: APL 10

Encounter 10 (EL 10)

Male Human Rog8: CR 8; Medium Humanoid (human); HD 8d6+16; hp 50; Init +8; Spd 30ft.; AC 18, touch 14, flatfooted 18; Base Atk +6/+1; Grp +7; Atk +11 melee (1d6+2, *+1 rapier*) or +11 melee (1d4+1, masterwork dagger) or +11 ranged (1d8, darkwood light crossbow) or +11 ranged (1d4+1, masterwork dagger); Full Atk +11/+6 melee (1d6+2, *+1 rapier*) or +11/+6 melee (1d4+1, masterwork dagger) or +11 ranged (1d8, darkwood light crossbow) or +11/+6 ranged (1d4+1, masterwork dagger); SA Sneak attack +4d6; SQ Evasion, improved uncanny dodge, trap sense +2, trapfinding, uncanny dodge; AL NE; SV Fort +5, Ref +11, Will +6; Str 12, Dex 18, Con 14, Int 12, Wis 10, Cha 10

Skills and Feats: Balance +13, Bluff +5, Climb +8, Diplomacy +4, Disguise +2, Escape Artist +12, Gather Information +2, Hide +15, Intimidate +2, Jump +8, Knowledge (Local) +6, Listen +9, Move Silently +15, Open Lock +9, Search +9, Sense Motive +5, Spot +9, Swim +2, Tumble +17, Use Rope +9; Combat Reflexes, Dodge, Improved Initiative, Weapon Finesse

Possessions: Backpack, crossbow bolts (10), *cloak of resistance +1*, darkwood light crossbow, masterwork dagger, *dust of disappearance*, traveller's outfit, *oil of magic weapon*, *potion of cat's grace*, *potion of cure light wounds* (2), *potion of invisibility*, *potion of remove fear*, *potion of shield of faith +2* (2), belt pouch, *+1 rapier*, silk rope 50 ft., mithral shirt, thieves' tools, *universal solvent* (2), 58gp

Male Human Ftr8: CR 8; Medium Humanoid (human); HD 8d10+24; hp 76; Init +6; Spd 30ft.; AC 20, touch 12, flatfooted 18; Base Atk +8/+3; Grp +11; Atk +13 melee (1d8+6/17-20, *+1 longsword*); Full Atk +13/+8 melee (1d8+6/17-20, *+1 longsword*); AL NE; SV Fort +10, Ref +7, Will +8; Str 16, Dex 14, Con 16, Int 10, Wis 10, Cha 8

Skills and Feats: Climb +10, Handle Animal +0, Intimidate +7, Jump +9, Ride +5, Swim +7; Blind Fight, Cleave, Improved Critical (longsword), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Possessions: Backpack, crossbow bolts (10), *cloak of resistance +1*, mithral breastplate, traveller's outfit, *potion of cure light wounds* (2), *potion of invisibility*, *potion of remove fear*, *potion of shield of faith +2* (2),

belt pouch, *+1 longsword*, *+1 darkwood heavy shield*, 75gp

Appendix 4: APL 12

Encounter 10 (EL 12)

Male Human Rog10; CR 10; Medium Humanoid (human); HD 10d6+16; hp 62; Init +8; Spd 30ft.; AC 21, touch 15, flatfooted 21; Base Atk +7/+2; Grp +8; Atk +12 melee (1d6+2, *+1 rapier*) or +12 melee (1d4+1, masterwork dagger) or +12 ranged (1d8+1, *+1 darkwood light crossbow*) or +12 ranged (1d4+1, masterwork dagger); Full Atk +12/+7 melee (1d6+2, *+1 rapier*) or +12/+7 melee (1d4+1, masterwork dagger) or +12 ranged (1d8+1, *+1 darkwood light crossbow*) or +12/+7 ranged (1d4+1, masterwork dagger); SA Sneak attack +4d6; SQ Evasion, improved uncanny dodge, trap sense +2, trapfinding; AL NE; SV Fort +6, Ref +12, Will +7; Str 12, Dex 18, Con 14, Int 12, Wis 10, Cha 10

Skills and Feats: Balance +13, Bluff +5, Climb +8, Diplomacy +4, Disguise +2, Escape Artist +12, Gather Information +2, Hide +17, Intimidate +2, Jump +8, Knowledge (local) +6, Listen +9, Move Silently +17, Open Lock +9, Search +10, Sense Motive +5, Spot +9, Swim +2, Tumble +19, Use Magic Device +13, Use Rope +9; Combat Reflexes, Dodge, Improved Initiative, Skill Mastery (use magic device, move silently, hide, tumble), Weapon Finesse

Possessions: Backpack, crossbow bolts (10), *amulet of natural armor +1*, *cloak of resistance +1*, *+1 darkwood light crossbow*, masterwork dagger, *dust of disappearance*, traveller's outfit, *potion of cat's grace*, *wand of cure light wounds* (10 charges), *potion of Invisibility*, *potion of remove fear*, *potion of shield of faith +2* (2), belt pouch, *+1 rapier*, *ring of protection +1*, silk rope 50 ft., *+1 mithral shirt*, thieves' tools, *universal solvent* (2), 58gp

Male Human Ftr10; CR 10; Medium Humanoid (human); HD 10d10+30; hp 94; Init +6; Spd 30ft.; AC 21, touch 12, flatfooted 19; Base Atk +10/+5; Grp +13; Atk +16 melee (1d8+7/17-20, *+2 longsword*); Full Atk +16/+11 melee (1d8+7/17-20, *+2 longsword*); AL NE; SV Fort +11, Ref +8, Will +10; Str 16, Dex 14, Con 16, Int 10, Wis 10, Cha 8

Skills and Feats: Climb +12, Handle Animal +2, Intimidate +10, Jump +10, Ride +5, Swim +7; Blind Fight, Cleave, Improved Critical (longsword), Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Quick Draw, Weapon Focus (longsword), Weapon Specialization (longsword)

Possessions: Backpack, crossbow bolts (10), *cloak of resistance +1*, *+1 mithral breastplate*, traveller's

outfit, *potion of cure light wounds* (2), *potion of invisibility*, *potion of shield of faith +2* (2), belt pouch, *+2 longsword*, *+1 darkwood heavy shield*, 24gp

Encounter 3 (EL 10)

Human Warrior 1 (60); CR 1/2; Medium Humanoid (human); HD 1d8+2; hp 8; Init +2; Spd 30ft.; AC 16, touch 16, flatfooted 14; Base Atk +1; Grp +3; Atk +4 melee (1d6+2, cutlass) or +3 ranged (1d8, light crossbow); SA none; SQ none; AL N; SV Fort +4, Ref +2, Will +0; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 8

Skills and Feats. Climb +2, Intimidate +3, Jump +2, Ride +4, Swim +2; Toughness, Weapon Focus (cutlass)

Possessions. Crossbow bolts [10], light crossbow, traveller's outfit, cutlass, light metal shield, studded leather

Note: The cutlass uses the exact same stats as a scimitar; 1d6 damage, crit. 18-20 x2.

Human Warrior 2 (6); CR 1; Medium Humanoid (human); HD 2d8+4; hp 15; Init +6; Spd 30ft.; AC 16, touch 16, flatfooted 14; Base Atk +2; Grp +4; Atk +5 melee (1d6+2, cutlass) or +4 ranged (1d8, light crossbow); SA none; SQ none; AL N; SV Fort +5, Ref +2, Will +0; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 8;

Skills and Feats. Climb +2, Intimidate +4, Jump +2, Ride +5, Swim +3; Toughness, Weapon Focus (Cutlass)

Possessions. Crossbow bolts [10], light crossbow, traveller's outfit, cutlass, light metal shield, chain shirt, *potion of cure light wounds* [2]

Note: The cutlass uses the exact same stats as a scimitar; 1d6 damage, crit. 18-20 x2.

Player's Handout 1:

1a – The note sent to the Watch

I just wanted you to know that I overheard some of the CCM talking and it seems of the people responsible for the latest attacks on your patrols will be gathering in Citadel Square about mid-morning with a mission to find one of your patrols and 'teach them a lesson'. It seems that there will be about twenty people.

A friend

1b – The note sent to the Citizens' Militia

I just wanted you to know that I overheard some of the Watch talking and it seems of the people responsible for the latest attacks on your patrols will be gathering in Citadel Square about mid-morning with a mission to find one of your patrols and 'teach them a lesson'. It seems that there will be about twenty people.

A friend