

A FLIRTATION WITH FEY



BY GREGORY HANIGAN

AND RON LUNDEEN

A FLIRTATION WITH FEY

AUTHORS

GREGORY HANIGAN AND RON LUNDEEN

COVER ART

MARCO MORTE

INTERIOR ART

MARCO MORTE, JEFF STRAND, RICHARD CHAPLIN,
BLAKE WILKIE, AND MACIEJ ZAGORSKI (THE FORGE
STUDIOS)

CARTOGRAPHY

MARCO MORTE AND TAMAS BARANYA (BLACK HAND
SOURCE)



Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Product Identity herein, as defined in the Open Game License version 1.0a, Section 1(e), includes all trademarks, registered trademarks, proper names (characters, places, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress.

Open Content herein, as defined in the Open Game License version 1.0a, Section 1(d), includes all contents of this game product not identified as Product Identity above. No portion of this work other than Open Content may be reproduced in any form without permission.

CONTENTS

Prologue	4
Act 1: The Scrivener's Task	8
Act 2: Thaven Investigations	17
Act 3: The Reniverrea Connection	29
Act 4: The Birthday Party	30
Act 5: Fermuk's Glen	41
Appendix 1: Thaven	44
Appendix 2: Scaling this Adventure	52
Appendix 3: New Monsters	54
Appendix 4: Consolidated Handouts	58
Appendix 5: Pregenerated Characters	60
Open Game License	66

PROLOGUE

Almost twenty years ago, Gustavus Hodgedar, a well-educated gnome bard, came to Thaven to make a name for himself. Despite his best intentions, the gnome spent almost all of his time carousing in taverns and brothels. When Gustavus ran short of money, he tried his hand at being an adventurer, but quickly decided that exploring barrows full of undead was far too dangerous. Taking the loot earned in his short adventuring career, he set up shop in Thaven as a notary and

scrivener to provide his knowledge to sages and adventurers for a fee. Now in his middle age, Gustavus has earned a reputation in Thaven as an educated—if dissolute—sage who engages in a bit of shady trading from time to time.

The shadowy alleys of Thaven conceal many malicious and terrifying creatures. Among these is a belgar, a horrible and spiteful fey creature who has swapped many of Thaven's children with her own offspring. These changelings—called paoternoshes—have been raised by their unwitting human parents; many hone their eldritch powers without ever fully realizing their fey heritage. Belgars and paoternoshes are new monsters, presented in **Appendix 3**.

Some paoternoshes relish their inhuman heritage and make their way through duplicity and murder. One such paoternosh—a cunning warrior named Charatt A'Tam—hatched a plot to take over one of the wealthiest merchant houses in Thaven. Balanidhren Reniverrea has a reputation as a shrewd businessman who dotes on his adolescent daughter, but who otherwise has no family and few close friends. Charatt, with the ulterior motive of wooing the adolescent daughter, joined the Reniverrea guard a few years ago and worked his way up to head of the guard. Unfortunately for Charatt, Saelyn rebuffed his advances, bearing merely feelings of friendship for her father's guard captain.

Seeking an alternate means of acquiring House Reniverrea, Charatt reached out to his fey contacts. He carefully marshalled a few allies: a young satyr named Fermuk to woo Saelyn, a psychopathic doppelganger named Dax to assume the place of the elderly Balanidhren, and a thief named Cawnel to handle the dirty work in town. Charatt orchestrated a plot to throw House Reniverrea into

SETTING AND SCALING THIS ADVENTURE

A Flirtation with Fey is an investigative adventure in an urban setting. As a default, this adventure takes place in a large town called Thaven (described in **Appendix 1** on page 44), but you can place this adventure in any city in your campaign world. If you transplant this adventure into a different city, that city should have somewhat large and fairly close wilderness.

This adventure assumes that the PCs have a reputation as adventurers or problem-solvers. The gnome bard Gustavus Hodgedar seeks out the PCs because of this reputation. If you want to give the PCs a more natural connection to this adventure's introduction, you should establish the dissolute but likeable Gustavus as an ally before running this adventure: perhaps the PCs have relied on him in the past to identify magic items or provide a necessary piece of lore.

This adventure is designed for four to six PCs of 3rd level. Suggestions for running this adventure for PCs of higher or lower level can be found in **Appendix 2** on page 52. Pregenerated PCs can be found in **Appendix 5** on page 60.

shame and tragedy: Fermuk would seduce Saelyn while the other conspirators murdered Balanidhren. Dax would impersonate the elderly merchant in public (for only a short time, as Dax lacks Balanidhren's encyclopedic business acumen), until "Balanidhren" discovers his daughter's torrid affair and, overcome with shame, "takes his own life" by drinking poison. With Saelyn reeling from the loss of her father and abandonment by her lover, Charatt would swoop in and convince her to marry him. Failing that, Charatt need only to have Dax spend some time posing as Saelyn—just long enough for a wedding and another convenient suicide—before the House Reniverrea wealth falls to Charatt.

Fermuk tends to avoid Thaven, preferring to live in the wild, but the satyr did move as close to the edge of the town as he dared to follow Charatt's direction—fortunately, the Reniverrea estate is on the outskirts of Thaven, bordering on the forest. Using his enchanting music, the satyr enticed Saelyn into his forest glen. Once the young elven girl was under Fermuk's sway, he convinced her to keep their love secret from her father, who would undoubtedly disapprove. Saelyn is now completely devoted to the satyr, neglecting her studies and friends and paying no attention to the affairs of the estate. Saelyn's distraction allows Charatt to move into the final phase of his plan—eliminating Balanidhren Reniverrea and assuming control over the merchant house's fortunes.

A wrinkle in Charatt's plans has come from an unexpected direction. Dax had approached the gnome scrivener Gustavus Hodgedar to order some supplies: a *scroll of gentle repose* and a vial of poison. Dax learned that the chatty gnome had requested a series of histories of Thaven's notable families—including the Reniverreas—from a distant metropolis. When Dax informed Charatt, the cunning paoternosh realized that he could not risk the discovery of distant Reniverrea relatives to upset his plans. Charatt tasked Fermuk with intercepting the shipment, taking the scroll and poison and destroying the books. In addition, Charatt decided it best to destroy any additional incriminating histories by burning down the scrivener's house and making it look like an

accident. Charatt instructed Cawnel to murder Gustavus and ensure that the gnome's body would be found in the ashes.

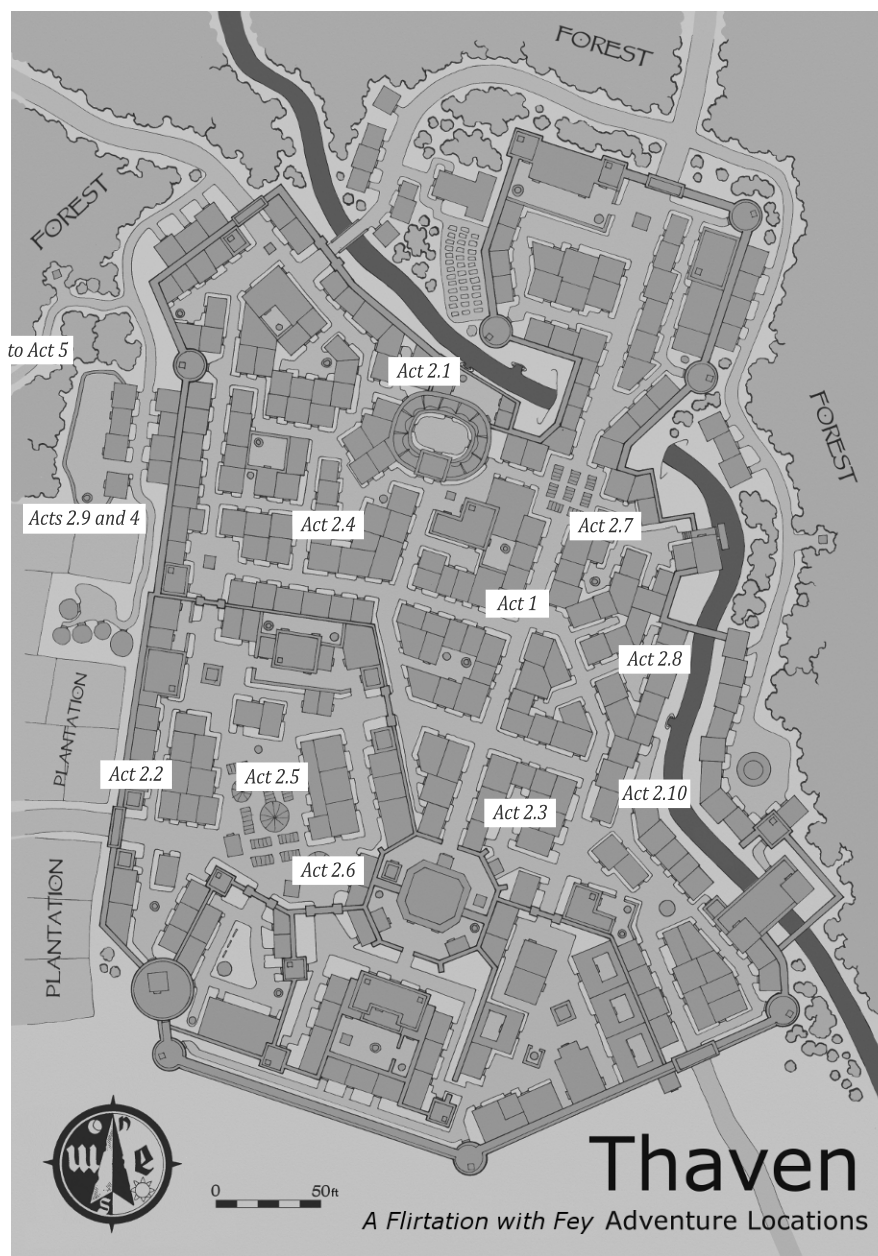
While the PCs are out of town during **Act 1**, Fermuk magically compels Saelyn to break into Gustavus's house and start a fire. Charatt accompanies her, which proves fortunate; Gustavus comes home earlier than expected (avoiding his own murder at the hands of Cawnel, incidentally) and catches Saelyn in his house. Charatt leaps into action, clubbing the gnome from behind and kidnapping him.

Thus Charatt is forced to accelerate his plans to murder Balanidhren Reniverrea. He poisons the elderly elf, killing him and stashing the body in the Reniverrea's house wine cellar. Dax takes the murdered Balanidhren's place and awaits his performance as the suicidal father. Charatt then relaxes, believing his plan to gain the wealth and prestige of house Reniverrea to be all but accomplished.

CAST OF CHARACTERS

Balanidhren Reniverrea (venerable elf expert 5, deceased): This stern, older elf comes from an established and well-respected merchant family in Thaven. He takes running his business very seriously, at times ignoring his only daughter Saelyn. Since the death of his wife decades ago, Balanidhren and his daughter have led a very lonely life in his manor at the edge of Thaven, attended by several servants and estate guards. The PCs do not meet Balanidhren in this adventure; by the time they meet him at the Reniverrea estate, "Balanidhren" is being impersonated by the wily doppelganger Dax. Dax's masquerade is so skillful that no one has noticed the deception, dismissing any irregularities as stress from the merchant's upcoming party.

Cawnel (CN male paoternosh bard [archeologist] 2): This lanky man goes out of his way to appear nondescript. Even so, his dark eyes and smooth features set him apart from his fellow thieves. Cawnel is a paoternosh with a wide range of skills and magical abilities. Cawnel works a spy for hire, and is currently working for Charatt and



head of the Reniverrea estate guard and is engaged in a plan to betray and murder his employer.

Dax (NE fey doppelganger): This psychopathic doppelganger is young, as doppelgangers count years, but he has already sowed a trail of murder and tragedy behind him. Dax enjoys impersonating notable figures, such as merchants and magistrates, then bringing their communities to ruins. Blessed with fey heritage from his mother's dalliance with a faun, Dax uses his supernatural gifts to evade detection and enhance his murderous schemes. Charatt is aware that Dax is unreliable, but the scheming guard captain is unaware of the depths of Dax's depravity. When the PCs meet Dax in this adventure, he is impersonating the merchant Balanidhren Reniverrea.

Fermuk the Goat (CE male young satyr barbarian 1): This short, stocky young fey wears his hair long and wild, particularly on his legs. He prefers to wear little clothing. Like many satyrs, Fermuk is charismatic and loves carousing, wine and song. However unlike the rest of his kind, Fermuk harbors a fear of civilization in general and hates

Fermuk. Cawnel works to hinder the PCs' investigation in **Act 2**, but may appear at Fermuk's side in **Act 5**.

Charatt A'Tam (LE male paoternosh fighter [free hand fighter] 3): This tall, thin man wears his long black hair in a topknot. Although he appears to be a human in his thirties, Charatt has an unsettling air about him and carries himself with an otherworldly grace. Charatt is an exceptional duelist with a vicious streak: he enjoys toying with his opponents, inflicting multiple small cuts while maintaining a skilled defense. Charatt serves as

the town of Thaven in particular, due to a thwarted love affair with a maiden in the city years ago. (Fermuk was rebuffed by the young woman and was driven out of the town by the woman's relatives and neighbors.) Fermuk currently lives in a glen close to the Reniverrea estate at the western edge of the city, as close to Thaven as he dares.

Gustavus Hodgedar (CG male gnome bard [archivist] 4): This middle-aged gnome has spent almost all of his adult life in Thaven. Despite turning his back on his own career as an adventurer, Gustavus has established himself as a

scribe and sage for any adventurers who need a bit of his expertise; he is also known to be a good source for minor magic and alchemical products, including poison. Wearing his beard short and well-groomed, Gustavus is always quick with a bit of obscure information or a joke, especially once he's had a few drinks. His sedentary life as a scribe and his propensity for drink have led to a pot belly and half-moon glasses, but he carries his three and a half foot frame with practiced grace. Gustavus is a loyal ally of the PCs, and rescuing Gustavus from his kidnappers is the PCs' core motivation in this adventure.

Saelyn Reniverrea (N female elf aristocrat 3): Saelyn is a tall, lithe, and beautiful elven maiden. Saelyn's loss of her mother at an early age left her quiet and shy with a deep abiding love of her often-absent father Balanidhren. Saelyn spends most of her days in her family's large mansion with a variety of tutors studying romantic poetry, mathematics, magic, and music. Saelyn dreams that she will be swept away by a fey prince like in many of her stories and live forever in a summer glen. After meeting Fermuk, Saelyn has focused all of her obsession on the young fey and foolishly believes everything Fermuk tells her. The innocent young woman is now little more than Fermuk's dupe within the Reniverrea household. Saelyn isn't attracted to Charatt, having witnessed his cruelty with the other house guards, but she does not realize just how evil Charatt is (or that her love for Fermuk is merely part of Charatt's master plan).

ADVENTURE SUMMARY

The sage Gustavus Hodgedar hires the PCs for a straightforward task—a shipment from a distant city is missing, and he asks the PCs to recover it.

In **Act 1**, the PCs discover that the missing cart was attacked on the road outside of town and the contents stolen. At the site of the ambush, a nuglub gremlin built a pair of traps and waits for anyone to come and investigate. Returning to Thaven, the adventurers discover that Gustavus's house has burned and the bard is missing. The PCs receive a message from Gustavus indicating that he has been kidnapped. Gustavus asks the PCs to carefully and quietly determine his whereabouts and to rescue him.

In **Act 2**, the PCs search throughout Thaven to determine where Gustavus is being held. They have several clues to follow, including a wine bottle label, the testimony of the people who put out the fire at Gustavus's house, and the presence of a carriage shortly before the fire. Throughout the PCs' investigations, the slippery thief Cawnel attempts to hinder the PCs. The longer Cawnel is able to avoid drawing attention, the more trouble he causes the PCs.

The following evening, in **Act 3**, Gustavus sends another message, including suspicions that his kidnappers are preparing for a party. If the PCs have not already discovered Gustavus's whereabouts, they now learn that the gnome is being held at the sprawling Reniverrea estate on the western edge of town. The PCs learn that the wealthy merchant Balanidhren Reniverrea is throwing the party for his daughter that same evening.

Gaining entrance to the party comprises **Act 4**, but the PCs' entrance to the estate may be complicated as the party is invitation-only. The PCs might crash the party, bluff their way in, or procure one of the exclusive invitations. The PCs may need to return to some of the locations they investigated earlier to secure information necessary to gain admittance. The party at the estate provides the PCs with an opportunity to explore the mansion and to rescue Gustavus, putting them in direct conflict with the villainous guard captain Charatt A'Tam. Once Charatt is defeated, the PCs learn of Fermuk's role from Saelyn.

In **Act 5**, the PCs enter the forest west of Thaven and confront the satyr in his glen. The PCs also recover Gustavus's stolen books.

INTRODUCTION

The adventure begins when the PCs are commissioned by a gnome sage named Gustavus Hodgedar to look into an overdue shipment. A young boy delivers an invitation directly to the PCs on a small square of fine parchment. Give the PCs **Handout 1** (on page 8).

When the PCs meet with Gustavus, proceed to **Act 1**.

ACT 1

THE SCRIVENER'S TASK

Presuming the PCs agree to meet Gustavus, read or paraphrase the following:

The sign outside the modest two-story building reads "Gustavus Hodgedar – Scrivener, Sage, and Dealer in Mystical Relics" in faded gilt letters. Inside, the single room is separated into a study stacked with books and an alchemical workshop filled with glass tubes and bottles. A middle-aged gnome looks up from his work table and welcomes you with a wide smile. "Ah, thank you all for coming." The gnome quickly clears the books off of a few seats around a nearby table and places a large jug of ale on the table. With a few arcane words, he chills the ale and motions for you to help yourself.

"I've asked you here because I have a task that involves some travel, some mystery, and perhaps a bit of danger."

Gustavus is overselling his task a bit, as he merely needs an overdue shipment located and, if possible, recovered. The gnome requested a shipment of histories and patents of Thaven's notable families,

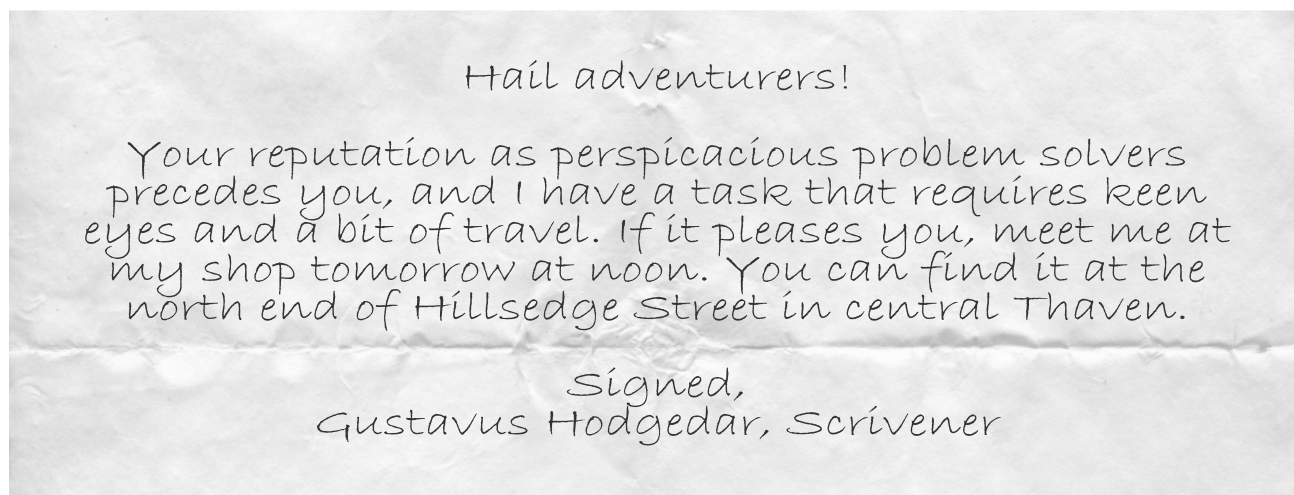
as well as a few incidental magic items. Gustavus received word that his consignment was to arrive later that week via a trader named Johdel. Gustavus eagerly awaited Johdel and his cart's arrival but became concerned that something happened when a week passed without any sign of the cart.

Gustavus asks the PCs to look into the cart's disappearance. He further explains that the driver Johdel is a drunkard and a fool, but his pony is pretty bright, so there's no reason that they should have missed the delivery.

The PCs may have questions for Gustavus. Below is information that Gustavus can give the PCs if asked.

- **What route would Johdel take?** "Johdel brings his cart down from the Vidikin Fork once a week, along the northwest road along the Vidikin River. You'd start by following the road northwest out of town."
- **What does Johdel look like?** "Johdel's a human, about forty, with an unkempt beard and

Handout 1



GUSTAVUS HODGEDAR

Gustavus is an ally of the PCs, but his statistics, if necessary, are as follows:

GUSTAVUS HODGEDAR CR 3

XP 800

Male gnome bard (archivist) 4

CG Medium humanoid (gnome)

Init +2; **Senses** low-light vision; Perception +4

DEFENSE

AC 18, touch 13, flat-footed 16 (+5 armor, +2 Dex, +1 size); +4 dodge bonus against giants

hp 21 (4d8)

Fort +3, **Ref** +8, **Will** +8; +2 vs. illusions, +4 vs. magical traps, language-dependent effects, symbols, glyphs, and magical writings

OFFENSE

Speed 20 ft.

Melee +1 *cold iron longsword* +4 (1d6/19-20)

Ranged sling +6 (1d3-1)

Special Attacks bardic performance 19 rounds/day (countersong, distraction, fascinate [DC 15], inspire competence +2, naturalist +1), hatred

Spell-Like Abilities (CL 4th; concentration +7)

4/day—*dancing lights* (DC 13), *ghost sound* (DC 13), *prestidigitation*, *speak with animals*

Bard Spells Known (CL 4th, concentration +7)

2nd (2/day)—*animal messenger*, *heroism*

1st (4/day)—*comprehend languages*, *identify*, *lesser confusion* (DC 14), *unseen servant*

0 (at will)—*detect magic*, *flare* (DC 13), *mage hand*, *prestidigitation*, *read magic*

TACTICS

Before Combat Gustavus is not a fighter. He calls for help at the first hint of danger. When possible, he tries to head off an impending battle by using his social skills.

During Combat Gustavus seeks any available assistance in combat, bolstering his allies if possible.

Morale If alone, Gustavus surrenders almost immediately; otherwise, he flees if below 15 hit points.

STATISTICS

Str 8, **Dex** 14, **Con** 10, **Int** 12, **Wis** 14, **Cha** 17

Base Atk +3; **CMB** +1; **CMD** 13

Feats Extra Gnome Magic, Extra Performance

Skills Appraise +8, Craft (alchemy) +5, Diplomacy +10, Knowledge (arcana) +7, Knowledge (dungeoneering) +7, Knowledge (geography) +7, Knowledge (history) +10, Knowledge (local) +10, Knowledge (nature) +7, Knowledge (planes) +7, Knowledge (religion) +7, Linguistics +5, Perception +4, Perform (sing) +10, Profession (scribe) +8, Sleight of Hand +6, Spellcraft +6 (+8 to identify magic items and decipher scrolls)

Languages Common, Draconic, Elven, Gnome

SQ bardic knowledge +2, lore master 1/day, magic lore, weapon familiarity

Gear +1 *mithral shirt*, +1 *cold iron longsword*, sling with 10 bullets, *cloak of resistance* +2, spell component pouch, flask of brandy



the look of a man who spends his time in the sun without a hat."

- **What kind of things does Johdel normally transport to Thaven?** "Well, he usually sticks to consignment orders—such as mine—as well as furniture and supplies for the various shops and taverns in town. Occasionally, he'll bring in special shipments, but he's not really much of a merchant—just a semi-professional teamster."
- **What items was Johdel bringing for you?** "I often use Johdel for special items or bits of lore; in this particular shipment, I was expecting a series of six histories of Thaven and a scroll commissioned by a client." (If the PCs ask, he'll explain that the books include histories and patents of many of Thaven's notable families and the scroll was a *scroll of gentle repose*—an unusual, but not unheard-of, purchase for adventurers to make. If the PCs have been particularly gracious, and don't seem likely to judge him too harshly, he adds that he had also ordered some nitharit poison for the same client seeking the scroll.)

If the PCs refuse to look into the missing cart, Gustavus thanks them for their time and bids them goodbye. The next day, the PCs hear of the fire at Gustavus's house and an urchin delivers the note described in **Encounter 2**, below. The PCs may pick up the adventure from there.

ENCOUNTER 1: ON THE NORTHWEST ROAD (CR 5)

The ambush site where Fermuk and a gremlin attacked and killed Johdel is fifteen miles out of town on the road to the northwest at a turn in the road. When the PCs reach the spot, read or paraphrase the following:

Broken branches and a deep rut indicate where a wagon rolled off of the dirt road. The track leads to the south and ends at a well-concealed hollow, where a small wagon stands atop smashed wheels, its contents scattered to one side. The body of a pony, bloated and rotting, is still tied to the harness. Near the cart and horse, a dead body lies against a rock. His face and neck have been viciously slashed and a black fletched arrow sprouts from his thigh.

The cart has been ransacked. There are several scattered contents but no books remaining. Fermuk instructed the nuglub to remain behind in case Gustavus investigated the missing wagon. The nuglub has since built a pair of traps: a bear trap and a connected swinging log trap. The nuglub is currently watching the site from high up in a nearby tree.

The bear trap is anchored to the wagon and is concealed by the scattered contents. The springing bear trap triggers a second trap; if the first trap is discovered and disabled, the second trap does not activate.

BEAR TRAP CR 1

XP 400

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect Atk +10 melee (2d6+3); sharp jaws spring shut around the creature's ankle holds the creature immobile, as the trap is attached to the cart; the creature can escape with a DC 20 Disable Device

check, DC 22 Escape Artist check, or a DC 26 Strength check. When triggered, the swinging log trap also triggers.

SWINGING LOG TRAP CR 3

XP 800

Type mechanical; **Perception** DC 25;
Disable Device DC 15

EFFECTS

Trigger when the bear trap is triggered; **Reset** manual

Effect Atk +10 melee (4d6);

Multiple Targets (all targets in the cart's space and adjacent to cart); this trap has a +2 bonus to hit any creature caught in the bear trap, a +2 bonus to hit a Large or larger creature, and a -2 penalty to hit a Small or smaller creature.

If the PCs trigger the traps, the nuglub shrieks with glee and leaps down upon the party in its bloodlust, relying upon its damage reduction and Acrobatics skill to minimize the damage from the thirty-foot dive.

If the PCs discover and disable the bear trap, the nuglub becomes enraged and climbs down from his perch to attack, pausing to cast *heat metal* on a heavily-armored target before he enters melee.

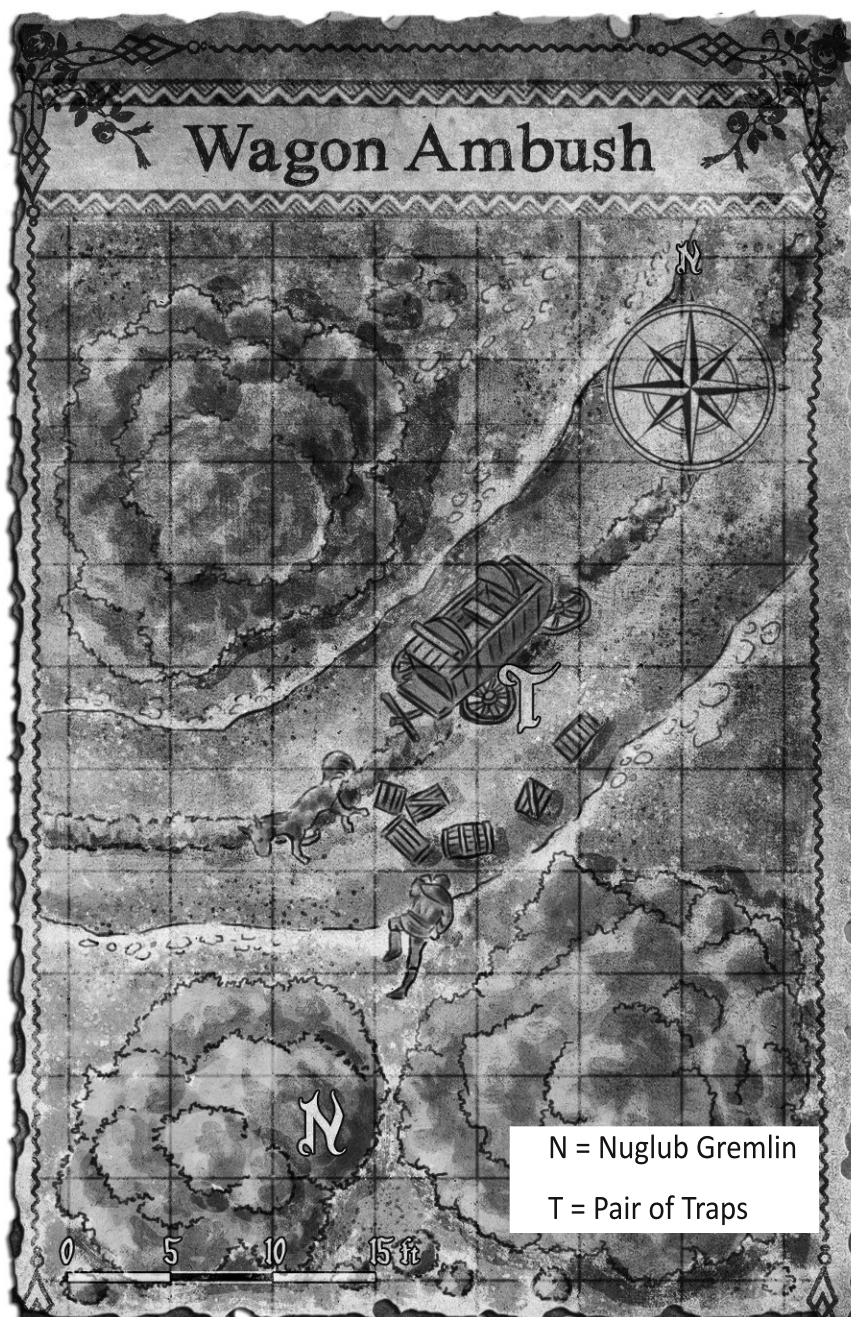
The nuglub gibbers with bloodthirsty glee as he slashes at the PCs. His shrieks (in Sylvan) might provide some clues to attentive PCs, such as: "Goat legs was right, bait for the hook, bait for the hook!"; and "Just like he promised! Lay in wait, watch the bait, spring the trap!"

NUGLUB GREMLIN CR 2

XP 600

CE Small fey

Init +4; **Senses** darkvision 120 ft., low-light vision;
Perception +9



DEFENSE

AC 18, touch 15, flat-footed 14 (+4 Dex, +3 natural, +1 size)

hp 19 (3d6+9)

Fort +3, **Ref** +7, **Will** +2

DR 5/cold iron; **SR** 13

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +3 (1d4+1 plus grab) and 2 claws +4 (1d3+1 plus trip)

Spell-Like Abilities (CL 3rd; concentration +4)

At will—*prestidigitation*

1/hour—*heat metal* (DC 13), *shocking grasp*, *snare*

TACTICS

Before Combat The nuglub hides high in a tree, 30 feet above the smashed wagon. He eagerly watches to see whether his traps catch anyone.

During Combat The nuglub attempts to trip and claw heavily armored PCs once they are on the ground.

Morale The nuglub isn't suicidal; if reduced below 6 hit points, he attempts to flee.

STATISTICS

Str 13, **Dex** 18, **Con** 15, **Int** 8, **Wis** 9, **Cha** 12

Base Atk +1; **CMB** +1 (+5 grapple and trip); **CMD** 15

Feats Step Up, Toughness^B, Weapon Focus (claw)

Skills Acrobatics +10, Climb +9, Craft (traps) +9, Intimidate +8, Perception +9, Stealth +14; **Racial Modifiers** +4 Craft (traps), +4 Intimidate, +4 Perception

Languages Sylvan, Undercommon

SQ kneecapper

SPECIAL ABILITIES

Kneecapper (Ex) A nuglub has a +4 racial bonus on combat maneuver checks to trip an opponent.

If the PCs capture and interrogate the gremlin in a language he understands, the creature offers the following information in exchange for his life:

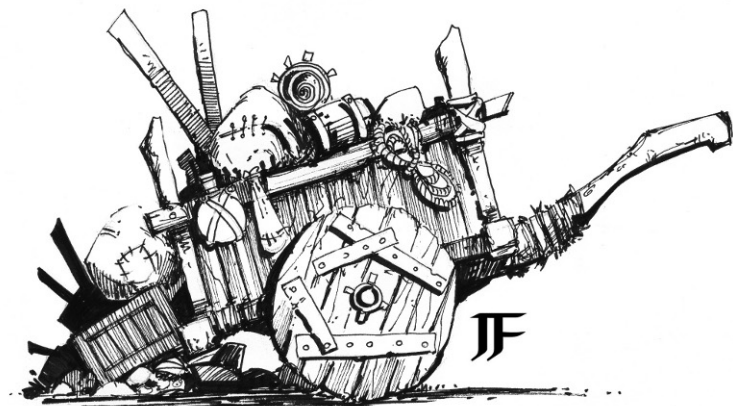
- A few days ago the nuglub was approached by a satyr named Fermuk the Goat.
- Fermuk has recently moved into the area, but the nuglub does not know where he lives.

- Fermuk offered the chance to get in on a murder of a human trader, and the nuglub eagerly agreed. Fermuk and the nuglub watched the road for a particular wagon. Four days ago, the two of them chased this wagon off the road and killed the pony and human here.
- Fermuk told the nuglub if he waited here for a few days he might get a chance to kill a city gnome smelling of liquor.
- The nuglub doesn't much care about the cargo, so it doesn't remember anything about any books or scrolls in the cart. (Fermuk took the books and the satchel with the poison and the scrolls, but the nuglub was too busy savaging the human to notice or care.)
- The nuglub spent the last few days trapping the area. He pulled up a bear trap from deep in the woods, set up the falling log trap, and then waited for the gnome to arrive.

Once the PCs have dealt with the traps and the nuglub, they are free to investigate the wagon and the dead man. The cause of death is simple to determine: Johdel died from slashes to his throat. A DC 12 Heal check reveals the pony was killed with a single strong slashing blow to the back of the neck, which nearly decapitated the animal.

The dead man has had his pockets turned out and any money taken from him. Lying about in the leaves are the possessions that Fermuk didn't take: a small knife suitable for whittling, an empty glass flask, and the preserved foot of a rabbit. The cart still holds several sacks containing spices, a few iron bars suitable for blacksmithing, and some furniture and glassware, most notably a well-constructed rocking chair. Whoever ransacked the cart left behind some of the more valuable items. Although the nuglub has scattered the spices and smashed the glassware, the iron bars and furniture remain intact.

Searching the area reveals several tracks including the hoof prints of the pony, a large number of bipedal cloven hoof prints, and the fresher footprints of the nuglub. After Fermuk left the hollow, he did his best to cover his own tracks.



Fermuk's efforts, combined with the several days that have passed since the attack, prevent the PCs from tracking Fermuk back to his glen.

Bringing the wagon out of the hollow and back to Thaven requires two PCs to pull the wagon. The rocking chair is a consignment for the Reniverrea estate. Papers in an oilskin packet promise a 100 gp payment upon receipt of the rocking chair to Dountal, butler of the Reniverrea estate. (The PCs may use this delivery to enter the Reniverrea estate in **Act 4**). The remainder of the items, including the damaged wagon, can be sold for 75 gp.

Regardless of whether the PCs take the time to bring the cart with them, it takes several hours to return to town, so the PCs likely return very late.

ENCOUNTER 2: BURNING QUESTIONS

When the PCs return, read or paraphrase:

The row of houses at the end of Hillsedge Street is crowded with onlookers. Gustavus's shop is scorched and sodden. A squat cart housing a large brass barrel sprouting several grey cloth tentacles sits nearby, water dripping from the ends of each. A workman stands next to the device's control panel which reads "The Clockworkery, Zankina Jangles, Prop." With the flick of a lever, the tentacles retract. A broad smile of pride breaks across his face as a few other men join him, clapping him on the back in admiration.

If the PCs approach to where they can see into Gustavus's house, or if they attempt to enter the house, read or paraphrase:

The interior of the house has been charred by the fire and many of the books and loose papers are burned, waterlogged, or both. As you approach, a man wearing the uniform of the Thaven Constables raises his hands: "Alright citizens, we've all had our excitement for the evening, fire's out, all's well, please disperse."

If the PCs investigate, they may ask the Constables for information, question the eyewitnesses present, or search the inside of the building.

Questioning the Constables

There are two Constables present (a human man and a halfling woman) who were on duty in this

part of town. The Constables don't have time for the PCs' questions. Getting the story from either Constable requires a Diplomacy check; read only the highest result obtained:

Check Result Response

Under 11 "I do not have time for your inquiries. Disperse."

DC 11 "There was a fire. Some neighbors and workers assisted and put it out. That's all I really know right now."

DC 16 "A fire started in Gustavus's house and shop. We're unsure of the cause or even where Gustavus is. We'll know more in the morning."

DC 21 "Well, the fire started in Gustavus's shop. While we're unsure of what started it, you're welcome to look around. A trained eye is always appreciated. Regardless, you should introduce yourself to our superior officer, Peacekeeper Watrebach, tomorrow morning at Constables headquarters in Thavenheart."

DC 26 "We know that the fire started some point before midwatch. Zankina Jangles's mechanical contraption over there put out the fire but we haven't been able to locate the owner, Gustavus. You're welcome to look around, but no looting. If you need further assistance, please meet our superior officer after dawn tomorrow at the Constables headquarters. His name is Peacekeeper Watrebach. We should have more for you then."

Questioning the Onlookers

Asking around the crowd requires a Diplomacy check to gather information; read each result up to the highest check result obtained:

Check Result Response

Under 12 "There was a fire a few hours ago."

DC 12 "That gnome drunkard probably knocked over a lamp. Not that I

- don't hope he made it out; he's friendly enough."
- DC 15** "No bodies have been found. If the gnome did make it out, he might be sleeping it off somewhere."
- DC 20** "It looks like the fire started right around 11 bells, burned quite a bit of the interior but they fortunately caught it in time to keep it from spreading to nearby homes. Nobody was inside when the fire started, though. The door was wide open when the Constables arrived."
- DC 25** "Well, it wasn't the fire that woke me, it was a carriage. It was being driven away from the gnome's house at far too fast a pace for such a late hour, I rushed to the window to shout for them to slow down when I noticed the spreading flames inside Gustavus's shop. Sorry, but I didn't get a very good look at it, other than it was a fancy one."

Searching Gustavus's House

Investigating inside the house requires a Perception check; read each result up to the highest check result obtained:

Check Result Discovery

- Under 12** The fire scorched the inside of the building.
- DC 12** Most of the damage is by the writing desk and book shelves.
- DC 15** The fire started somewhere around the desk, not the fireplace, and spread to the nearby books.
- DC 20** Scorch marks indicate that the fire spread from the desk to the book shelves. This fire was set at the desk.
- DC 25** The front door has several fresh scratches near the lock, which shows that the lock has recently been picked. A lamp was smashed onto the papers on the desk, which

rapidly destroyed all of the papers on the desk and many of the books along the bookshelves. The books on the desk and near the desk seemed to be the arsonist's target.

- DC 30** There's a small splatter of blood by the front curtains, and Gustavus's key is wedged in a crack underneath one of the cabinets near the blood splatter. Bootprints, far too large to be those of a gnome, are here as well. There was definitely an assault here prior to the arson.

The fire does not appear to be related to any robbery, as there are many other items of value still in the building. These items—various manuals, scrivener's tools, mapmaking tools, and personal effects—are worth about 200 gp, but it is difficult to steal items from the house with the Constables at the scene. After an hour, the Constables leave, but workmen arrive to nail shut the doors and windows and place a summons for Gustavus to report to the Constables headquarters on the front door.

As the PCs are completing their investigation of the incident, read or paraphrase the following:

From behind a dripping tome emerges a large black rat. The rat sits up on its back haunches, sniffing the air. Around its neck is a bit of cloth, holding a small folded packet in place. The animal appears fearless as it waits in the open.

This rat is under the effects of an *animal messenger* spell from Gustavus. Gustavus sent this rat, and the folded note it carries, from his imprisonment in the Reniverrea wine cellar. The rat allows anyone to approach and take the note. Once the note is removed, the rat scampers away; provide the PCs with **Handout 2**.

Gustavus's note is written in tiny letters on the back of a label from a magnum-sized wine bottle, using what appears to be a charred stick. The label indicates that it was bottled by the Elerviel & Talvaul winery a decade ago. A DC 15 Knowledge (local) check reveals that the winery dates back centuries and is considered one of the finest vineyards in the kingdom of Kelwyk.

Handout 2

(Written on the back of a torn label)

To Whom It May Concern: Yesterday a group of adventurers met with me. Please give them this note when they return.

To my new friends: Help!! I have been kidnapped and am being held in a wine cellar. I need you to **QUIETLY** find me and rescue me. The guards holding me are very skittish and they might just cut my throat if they think they're going to get caught. I will send more notes to my shop if more rats become available.

- Gustavus

ENCOUNTER 3: BEING FOLLOWED (CR 3)

Standing amid the onlookers is Cawnel, a young paoternosh bard hired by Charatt to murder Gustavus and to keep an eye on anyone showing an undue amount of interest in Gustavus's shop or recent work. Cawnel failed in his first task when Gustavus left the tavern early and interrupted Saelyn and Charatt in the middle of their break-in. Cawnel is among the crowd of people near Gustavus's house when the PCs arrive, and thereafter follows the PCs and makes trouble for them. Use the **Mechanics of Spying** sidebar for Cawnel's activities in **Act 2**.

Cawnel is careful and keeps his distance while following the PCs around Thaven. The bright young thief has no illusions as to his ability to take on a group of skilled adventurers, so he errs on the side of caution. At the same time, Cawnel uses his abilities and contacts in Thaven to stymie the PCs as best he can and arrange "accidents" as the PCs travel through the city.

Cawnel becomes the PCs' main antagonist throughout **Act 2** as he attempts to foil their investigations. Many encounters in **Act 2** provide a **Cawnel Intervenes** section detailing the trouble Cawnel causes if he is still active and how the PCs might catch him in the act. If the PCs confront Cawnel, he uses the resources available to him to escape; provided he does so, he uses his *cap of*

human guise to appear as a different person and resumes his spying on the PCs. If the PCs eliminate or incapacitate the bard, disregard any future **Cawnel Intervenes** sections.

If Cawnel escapes the PCs entirely, they face him alongside Fermuk in **Act 5**.



CAWNEL CR 3

XP 800

Male paoternosh bard (archeologist) 2

CN Medium fey (augmented humanoid)

Init +7; **Senses** low-light vision; Perception +8**DEFENSE****AC** 20, touch 16, flat-footed 17 (+4 armor, +3 deflection, +3 Dex)**hp** 25 (3d6+2d8+5)**Fort** +5, **Ref** +9, **Will** +7**Defensive Abilities** uncanny dodge; **DR** 2/cold iron**OFFENSE****Speed** 30 ft.**Melee** dagger +5 (1d4-1/19-20)**Ranged** dagger +5 (1d4-1/19-20)**Spell-Like Abilities** (CL 3rd; concentration +6)3/day—*memory lapse* (DC 14)**Bard Spells Known** (CL 2nd; concentration +8)1st (3/day)—*disguise self*, *hideous laughter* (DC 14), *vanish*0 (at will)—*detect magic*, *daze* (DC 13), *lullaby* (DC 13), *message*, *sift***TACTICS****Before Combat** Cawnel knows that he's not much of a threat in a fair fight, so he does everything he can to ensure that he doesn't ever get in one.**During Combat** If forced into a fight, Cawnel uses *hideous laughter* and *daze*.**Morale** As soon as Cawnel is injured, he attempts to flee. If possible, he first uses *memory lapse* to discourage pursuit. He does not expect surrender to be accepted, as he generally works alongside liars and rogues, so he prefers flight to surrender.**STATISTICS****Str** 9, **Dex** 17, **Con** 12, **Int** 10, **Wis** 12, **Cha** 17**Base Atk** +2; **CMB** +3; **CMD** 16**Feats** Deceitful, Improved Initiative, Weapon Finesse**Skills** Acrobatics +9, Bluff +13, Diplomacy +7, Disable Device +14, Disguise +13, Escape Artist +9, Knowledge (local) +5, Perception +8, Sleight of Hand +7, Stealth +11, Use Magic Device +7; **Racial Modifiers** +2 Bluff, +2 Disguise**Languages** Common, Sylvan, Elven**SQ** archaeologist's luck +1 (7/day), clever explorer +1**Combat Gear** *scroll of break*, *scroll of invisibility* (2);**Other Gear** leather armor, 3 daggers, *cap of human guise*, spell component pouch, masterwork thieves' tools**SPECIAL ABILITIES****Human Heritage (Su)** A paoternosh can never fully shed the human nature with which it was raised. A paoternosh counts as fey and humanoid (human) for any spells or effects that depend upon its creature type.**Unearthly Grace (Su)** A paoternosh adds his Charisma modifier as a racial bonus on all his saving throws, and as a deflection bonus to his Armor Class.**THE MECHANICS OF SPYING**

Skills useful for spying on subjects, which are particularly useful in determining whether Cawnel remains undetected by the PCs throughout **Act 2**, are described here. These skills require opposed rolls from the PCs, but if the PCs have no reason to be suspicious, you can assume they take 10 on these checks.

Bluff: A successful Bluff check opposed by the PCs' Sense Motive checks, allows Cawnel to be observed by and even approach the PCs without revealing his intentions.

Disguise: Cawnel may use his Disguise skill to blend in to the background. A successful Disguise check opposed by the PCs' Perception checks provides a +2 circumstance bonus on both Bluff and Stealth checks against the PCs.

Stealth: Cawnel may use a Stealth check opposed by the PCs' Perception checks to follow the PCs unnoticed throughout Thaven. The distance between Cawnel and the PCs is up to you, but it is generally 30 feet in a crowded street, 60 feet in an uncrowded street, or 90 feet in an empty street. Inside buildings, Cawnel is more likely to be spotted by the PCs. In such cases, Cawnel relies upon the Bluff skill to conceal his intentions.

ACT 2

THAVEN INVESTIGATIONS

This act details the PCs' investigations throughout Thaven to find clues to Gustavus's kidnapping. The PCs are unlikely to visit every one of these encounter locations—and are certainly unlikely to visit them all in order—but each encounter location begins with a short statement about what may have led the PCs there.

In several of these locations, the PCs might learn of the upcoming party at the Reniverrea estate to celebrate Balanidhren Reniverrea's daughter's birthday. This information might seem tangential to the PCs at first, but they should hear about the party at least a couple of times in this act to foreshadow the event. The PCs are likely to circle back to locations here to obtain an invitation to the party in **Act 4**; information relevant to party invitations is thus provided in each encounter location.

ENCOUNTER 1: CONSTABLES HEADQUARTERS

PCs may decide to visit the headquarters of the Thaven town watch after speaking with the Constables on the night of the fire. Alternatively, the PCs might seek to involve the authorities in Gustavus's disappearance.

A winged coin insignia is carved above the entrance to this squat stone building. An iron post and bucket of water provides for horses while thick iron bars on the windows prevent criminals' escape from within.

Although Uridavu Boulderfist is the commander of all of the Constables of Thaven, the headquarters is supervised by Peacekeeper Watrebach. Neither Uridavu nor Watrebach are here when the PCs arrive; Uridavu is on city business with the Countess, while Peacekeeper Watrebach is with his friends at the Saber Lodge (see Encounter 3).

The two Constables on duty here provide the following information and encourage the PCs to follow up with Peacekeeper Watrebach for additional information, or to report any further findings. The Constables state that Peacekeeper Watrebach is over at the Saber Lodge for his morning weapon practice.

The PCs can easily obtain the following information from the Constables here:

- The Constables discovered that the fire started when a lamp tipped over. Two mages were consulted and both determined that no magic was used in starting the fire. Coupled with the limited damage, Watrebach is likely to report the fire as an accident. No criminal charges are to be made, although Gustavus is expected to pay a fine of 250 gp for his negligence.
- Gustavus is a quiet drunk who does most of his drinking at a tavern called the Wet Whistle.
- Gustavus gets by with selling information to local vagrants who style themselves as adventurers; the type who hear about a dragon nearby and expect to stumble upon a hoard. The gnome does, however, have a keen mind, so his information is usually accurate (if not quite entirely accurate).
- Gustavus hasn't been particularly successful as a scribe in Thaven; Giano the Scribe produces better work. If Gustavus is missing and not just sleeping off a hangover somewhere, perhaps Giano might have mutual connections that could help to locate him.

Other than directing the PCs to the Saber Lodge, the Constables here are of little additional assistance.

Cawnel Intervenes

Several days ago, Cawnel stole Peacekeeper Watrebach's very distinctive cold iron dagger. Having not yet found a safe way to sell the dagger, Cawnel decides to use it to frame the PCs for the theft. Cawnel attempts to place the dagger in the backpack of one of the least perceptive PCs (targeting a wizard or sorcerer if possible).

A Perception check by that PC, opposed by Cawnel's Sleight of Hand check (+9, which includes a +2 bonus to Cawnel's check because the dagger is small), allows the PC to spot the move. Otherwise, Cawnel succeeds at placing the dagger on the target PC.

If caught, Cawnel attempts to escape. If that fails, he bluffs the PCs, claiming that a group of rogues called "Latham's Liberators" put him up to the job and that he meant no harm in planting the dagger.

If Cawnel successfully slips the dagger into a PC's possession, he disguises himself as a commoner and informs one of the Constables that he saw the PC attempting to sell the dagger in a shop. It takes a few hours for the news to reach Peacekeeper Watrebach, who immediately gathers a group of Constables and tracks down the "thieving" PC. When the dagger is found, Peacekeeper Watrebach summarily takes the PC into custody at the Constable headquarters. Peacekeeper Watrebach questions the PC, relying on his Sense Motive skill. The mention of Cawnel's name, corroboration from Latham (see Encounter 4), or even simply returning the dagger does much to convince the Constables of their innocence. Peacekeeper Watrebach takes his dagger back and releases the PCs, perhaps with a modest fine.

ENCOUNTER 2: THE CORK AND CASK (CR 1)

PCs may choose to visit this location as they try to track down Gustavus's wine label notes (in **Act 1** or **Act 3**), as it is the foremost wine shop in Thaven. The PCs may also circle back here in **Act 4** to attempt to gain entrance to the party at the Reniverrea estate by supplying a late wine delivery.

A weathered sign reading "The Cork and Cask" sits above a stout stone building. Outside, a few foppish

workmen wearing distinctive dark burgundy pantaloons load a small cart. Through the leaded glass windows, the dim interior reveals tall stacks of casks, racks of bottles, and an elderly half-elf man in a very fine outfit busily comparing the inventory to a long list in his hand.

Galdor Telmenar (LN old male elf expert 4), the harried and elderly half-elf proprietor of the Cork and Cask, is initially indifferent to adventurers. If the PCs look like they may have the means to purchase quality wines, his attitude instead starts at friendly. On the other hand, if any of the PCs are carrying heavy weapons or wearing heavy armor, his attitude shifts to unfriendly and asks the large metal "things" to step outside lest his wares be damaged.

If the PCs show Galdor the wine label and shift his attitude to friendly (DC 13 Diplomacy check from indifferent, DC 18 Diplomacy check from unhelpful), Galdor relates that the Elerviel & Talvaul label is from a magnum bottle of very expensive wine that is very popular with many of the more successful wizards and merchants in Thaven.

If the PCs shift Galdor's attitude to helpful (DC 23 Diplomacy check), Galdor snaps his fingers for an assistant and directs the assistant to check the label against their records. After twenty minutes of searching through the inventory books, the assistant finds that magnums of Elerviel & Talvaul of this vintage were sold to the Wet Whistle tavern and to Dountal, the butler of the Reniverrea estate.

Other than answering those few questions, Galdor is unwilling to spend much of his time dealing with the PCs. Galdor is in a great hurry to supply the wines for the upcoming birthday celebration at the Reniverrea estate. If asked about the event, he tersely mentions that he is catering the wines for Saelyn Reniverrea's 35th birthday and so is far too busy to waste time with people of "lesser station."

On the day of the Reniverrea party, Galdor is much more relaxed and his starting attitude is one step higher than presented above. If presented with the label on which the second note is written (see **Act 3**), Galdor recalls that he personally sold that

LAW ENFORCEMENT IN THAVEN

Throughout this adventure, the PCs interact with Thaven's hard-working and vigilant law enforcement. The Thaven town guard consists of fifty disciplined hand-to-hand fighters known as the Constables. Five Constables have a higher rank because of special duties; these officers are known as Peacekeepers. All Constables, including the Peacekeepers, report directly to the stern and disciplined Captain Uridavu Boulderfist (LN male orread brawler 10).

On duty, Constables wear tabards with the winged-coin symbol of Thaven. Constables usually patrol in pairs, but might patrol dangerous areas—such as the Carcass neighborhood—in greater numbers or only during the day. They carry whistles to summon help of other Constables if they encounter significant danger.

The Constables focus on reacting to crimes in progress and do not usually concern themselves with investigating crimes or questioning witnesses, but the zeal of individual Constables varies. The Constables are not executioners; they practice techniques to incapacitate criminals in order to imprison them for trial. Statistics for typical Constables are below.

THAVEN CONSTABLE CR 1/2

XP 200

Human warrior 2

LN Medium humanoid (human)

Init +0; **Senses** Perception +5

DEFENSE

AC 18, touch 10, flat-footed 18 (+8 armor)

hp 13 (2d10+2)

Fort +3, **Ref** +0, **Will** +1

OFFENSE

Speed 20 ft.

Melee heavy flail +4 (1d10+3/19–20) or unarmed strike +4 (1d3+2 nonlethal)

Ranged heavy crossbow +2 (1d10/19–20)

STATISTICS

Str 15, **Dex** 10, **Con** 11, **Int** 8, **Wis** 12, **Cha** 9

Base Atk +2; **CMB** +4; **CMD** 14



Feats Alertness, Improved Unarmed Strike

Skills Intimidate +3, Perception +5, Sense Motive +4

Languages Common

Combat Gear tanglefoot bag; **Other Gear** half-plate, heavy flail, sap, heavy crossbow with 10 bolts, caltrops, crowbar, bulls-eye lantern, signal whistle, tabard with a stylized winged coin

THAVEN PEACEKEEPER CR 4

XP 1,200

Human fighter 2/slayer 3

LG Medium humanoid (human)

Init +3; **Senses** Perception +11

DEFENSE

AC 19, touch 13, flat-footed 16 (+6 armor, +3 Dex)

hp 28 (5 HD; 2d10+3d8)

Fort +6, **Ref** +6, **Will** +4 (+1 vs. fear)

Defensive Abilities bravery +1

OFFENSE

Speed 20 ft.

Melee masterwork sickle +8 (1d6+1) or unarmed strike +7 (1d3+1 nonlethal)

Ranged starknife +7 (1d4+1/x3)

Special Attacks sneak attack +1d6, studied target +1

STATISTICS

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

Base Atk +4; **CMB** +5 (+7 trip); **CMD** 18 (20 vs. trip)

Feats Alertness, Improved Trip, Improved Unarmed Strike, Iron

Will, Step Up, Weapon Finesse

Skills Acrobatics +8 (+4 when jumping), Climb +6, Diplomacy +2, Intimidate +8, Knowledge (local) +10, Perception +11, Sense Motive +11, Stealth +8

Languages Common, Elven, Ignan

SQ slayer talent (hard to fool), track +1

Combat Gear tanglefoot bag; **Other Gear** masterwork breastplate, masterwork sickle, starknife, everburning torch, manacles with good lock, signal whistle, tabard with a stylized winged coin, notebook with charcoal pencil

bottle of wine to Balanidhren Reniverrea several decades ago.

PCs looking to infiltrate the Reniverrea estate in **Act 4** may attempt to gain entry to the estate by posing as wine deliverymen. The most critical element of this disguise is a pair of the Cork and Cask's distinctive burgundy pantaloons, which require a DC 15 Bluff or Sleight of Hand check to acquire (honest PCs may, with a DC 13 Diplomacy check, purchase spare burgundy pantaloons from Galdor's workers for 5 gp per pair).

Cawnel Intervenes

If the PCs spend more than a few minutes speaking with Galdor, Cawnel uses his cap of human guise to appear as a workman and then uses his Disable Device skill to rig one of the casks to tip onto the PCs as they exit the wine shop. While Cawnel is setting this trap, a Bluff check opposed by the PCs' Sense Motive check (Sense Motive checks are penalized by -2 for PCs that are inside the shop with Galdor, as the leaded glass prevents a clear view of Cawnel's actions) allows Cawnel to set the trap undetected.

FALLING CASK CR 1

XP 400

Type mechanical; **Perception** DC 15; **Disable Device** DC 20

EFFECTS

Trigger touch (tripwire, the first PC to step out of the Cork and Cask); **Reset** repair

Effect Atk +12 melee (4d6)

If Cawnel sets up the trap and the PCs trigger it, Galdor loses his temper and demands that the PCs immediately depart. In any future interactions with Galdor, his attitude is worsened by one step.

ENCOUNTER 3: SABER LODGE (CR 4)

The Saber Lodge is the headquarters of a fraternity of fighters called the Saber Fellowship. PCs may wish to visit this location seeking Peacekeeper Watrebach if they were directed here by the Constables in Encounter 1.

The fenced interior of this building sports several posts in a row. A metal automaton armed with a



wooden baton clacks and swipes at a profusely sweating man who blocks the attack with a buckler. Giving a practiced thrust, he strikes a red heart-shaped button on the front of the clockwork contraption. With a shrill whistle and a click, the automaton lowers its arms. A smattering of applause rises from a few onlookers standing nearby.

The man finishing with the automaton is Peacekeeper Watrebach, who is practicing his buckler and sword technique. The other men in the courtyard are, like Peacekeeper Watrebach, established members of the Saber Fellowship (in fact, most of the Constables, including Uridavu Boulderfist himself, are also members of the Saber Fellowship).

The fighters of the Saber Fellowship know Gustavus well, as he spends a lot of time at the Wet Whistle and has supplied their members with information of local barrows and other adventuring locales. If the PCs mention that Gustavus is missing, the fighters here are sympathetic. One of the fellowship members, Barlen, confirms that he saw Gustavus drinking at the Wet Whistle last night,

before the fire. Barlen is unable to say much more, however, as Barlen left after supper, just as Gustavus was starting to celebrate some recent good fortune involving recovering some rare histories or some such.

If any PC takes an interest in the automaton, several of the fighters shout for that PC to “take a turn with it.” The goal is to last 10 rounds in the clockwork training dummy’s threatened area, or to disable the training dummy’s heart target. If the PCs choose to take part in the practice, play up the camaraderie between the members of the Saber Fellowship and the boisterous manner in which they discuss the PC’s chances of succeeding, critiques of weapon and armor choices, and any side bets made regarding the PC’s performance.

CLOCKWORK TRAINING DUMMY CR 4

XP 1,200

N Medium construct (clockwork)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 17, touch 15, flat-footed 12 (+3 Dex, +2 dodge, +2 natural)



hp 42 (4d10+20)

Fort +1, **Ref** +6, **Will** +1

Immune construct traits

Weaknesses heart target (AC 25, hp 4, DR 2/–), vulnerable to electricity

OFFENSE

Speed 5 ft. (cannot charge or run)

Melee masterwork baton +8 (1d8+3 nonlethal)

Space 5 ft.; **Reach** 10 ft.

TACTICS

During Combat The clockwork training dummy simply attacks a random creature within reach, or steps closer to a random opponent to attack.

STATISTICS

Str 16, **Dex** 16, **Con** –, **Int** –, **Wis** 11, **Cha** 1

Base Atk +4; **CMB** +7; **CMD** 22

Feats Improved Initiative^B, Lightning Reflexes^B

SQ swift reactions, winding

Gear masterwork baton

SPECIAL ABILITIES

Heart Target (Ex) A clockwork training dummy is built with a tiny external unwinding mechanism, usually surrounded by a target to train combatants to attack a vital area. This mechanism has one-tenth the hit points of the clockwork training dummy (4 hp for most clockwork training dummies), and DR 2/–, but is a Fine object rather than a Medium object and therefore has an AC 8 points higher than the clockwork training dummy itself (AC 25 for most clockwork training dummies). Damage to this mechanism does not reduce the clockwork training dummy’s hit points. If the mechanism is reduced to 0 hit points, the clockwork training dummy is not destroyed, but it immediately deactivates as though its winding had fully ceased. This mechanism is usually placed over the creature’s heart, but can be moved to the creature’s head or another vital area as needed for training purposes.

Swift Reactions (Ex) Clockwork constructs generally react much more swiftly than other constructs. They gain Improved Initiative and Lightning Reflexes as bonus feats, and gain a +2 dodge bonus to AC.

Vulnerable to Electricity (Ex) Clockwork constructs take 150% as much damage as normal from electricity attacks.

Winding (Ex) Clockwork constructs must be wound with special keys to function. As a general rule, a fully wound clockwork training dummy can remain active for four hours.

Once the PCs have either fought the clockwork training dummy or declined to do so, they are free to speak to Peacekeeper Watrebach. Peacekeeper Watrebach believes the fire to be an accident, and he initially provides the same information as the Constables at the headquarters (see Encounter 1). If the PCs succeed at a DC 12 Diplomacy check to shift Peacekeeper Watrebach's attitude to friendly, he adds the following details:

- The fire destroyed most of the loose papers on the desk and a few books, but a neighbor reported the blaze before it could consume the entire house.
- The arrival of a steam-powered fire-fighting automaton supplied by an aspiring inventor made short work of putting the fire out.
- Two mage consultants confirmed that no magic was used to set the fire. A lack of broken windows or doors implies the fire was accidental, not arson by an outside party.

If the PCs succeed in a DC 17 Diplomacy check to shift Peacekeeper Watrebach's attitude to helpful (or if a PC bravely fought the clockwork training dummy, regardless of whether the PC won or lost), Peacekeeper Watrebach adds the following:

- Gustavus isn't above attempting to lie his way out of a mess. Even if the fire was accidental, there are fines for dangerous negligence, as well as expenses for putting out the fire.
- If the PCs mention Gustavus's note, Watrebach identifies Galdor at the Cork and Cask as the most prominent wine merchant in town. Watrebach also sarcastically notes that it's written on the back of a wine label and suggests that, if the PCs wish to find Gustavus, they should start at the bottom of a bottle.
- All in all, Watrebach is convinced that Gustavus accidentally caused a fire and then was too drunk or embarrassed to remain on site. Watrebach believes that after Gustavus sobers

up, he'll invent a tale about being captured by brigands or something.

Catching the Eye of Uridavu Boulderfist

Uridavu Boulderfist (LN male oread brawler 10), the oread captain of the Constables in Thaven, is present during this encounter but remains in the background. If any PC performs well against the automaton, or even if a PC fares poorly against the automaton but immediately requests another chance, Uridavu takes note of the PC's name and face for future consideration for the Constables and vouches for the PC in Encounter 2 of **Act 4**.

ENCOUNTER 4: THE WET WHISTLE (CR 4)

The PCs may wish to gather information about Gustavus from the tavern he visits most frequently. Alternatively, the PCs might come seeking a forged invitation to gain admittance to the party at the Reniverrea estate. (In this case, the Wet Whistle is the best location to find such assistance.)

This large tavern sits on the southeast edge of the Carcass, a district known for its crime and violence. Unlike the adjacent buildings, the tavern's entrance is set sideways, making it seem unwelcoming. Raucous shouting from inside is audible in the street.

The Wet Whistle has a reputation as a rough bar with high-quality drinks. The clientele of the Wet Whistle is very diverse and includes slumming nobles to petty thugs, although any patron of the Wet Whistle should know how to handle a blade or cudgel if the crowd gets rough.

The staff the Wet Whistle spends their time either serving drinks, knocking out patrons who become too unruly, or rifling through the pockets of the unconscious for loose coins. The long bar is constructed to accommodate any creature from an ogre to a pixie. Stout tables and benches are strewn haphazardly through the center of the building. Wooden target shields for knife throwing competitions are set up along the wall south of the bar. Doors lead off to the back of the bar where the kitchen and cellar are located.

The patrons in the Wet Whistle know a great deal, but need to be convinced to part with the information. A DC 25 Bluff or Diplomacy check

(with a -1 reduction to the DC for each 5 gp spent) or a DC 20 Intimidate check causes a patron to open up with information. The patrons know about the fire and that Gustavus is missing, but they do not know much more. Some of the patrons have heard that a carriage sped across town around midnight toward the Reniverrea estate at the west side of town.

Unsurprisingly, many of the regulars are members of the Lightfingers Guild, the thieves'

guild of Thaven. Locating a skilled forger here at the Wet Whistle requires a DC 20 Diplomacy or Knowledge (local) check; the forger is happy to provide high-quality forged invitations to the party for 100 gp each and an hour of work. Her price is firm, but her forgeries are sufficient to provide the PCs access in **Act 4**.

Cawnel Intervenes

Cawnel practically lives at the Wet Whistle when he isn't out performing some task for a client (like Charatt). When the PCs enter the Wet Whistle, Cawnel enters through the back and moves through the assembled crowd to a group of cutthroats he knows, Latham's Liberators, informing them that the PCs are flush with gold. Latham's Liberators later attempt to rob the PCs in the streets of Thaven. You might want to run this attack as soon as the PCs leave the Wet Whistle, or hold the attack until later.

LATHAM CR 1

XP 400

Male human warrior 3

CE Medium humanoid (human)

Init +1; **Senses** Perception +1

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 25 (3d10+9)

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

OFFENSE

Speed 30 ft.

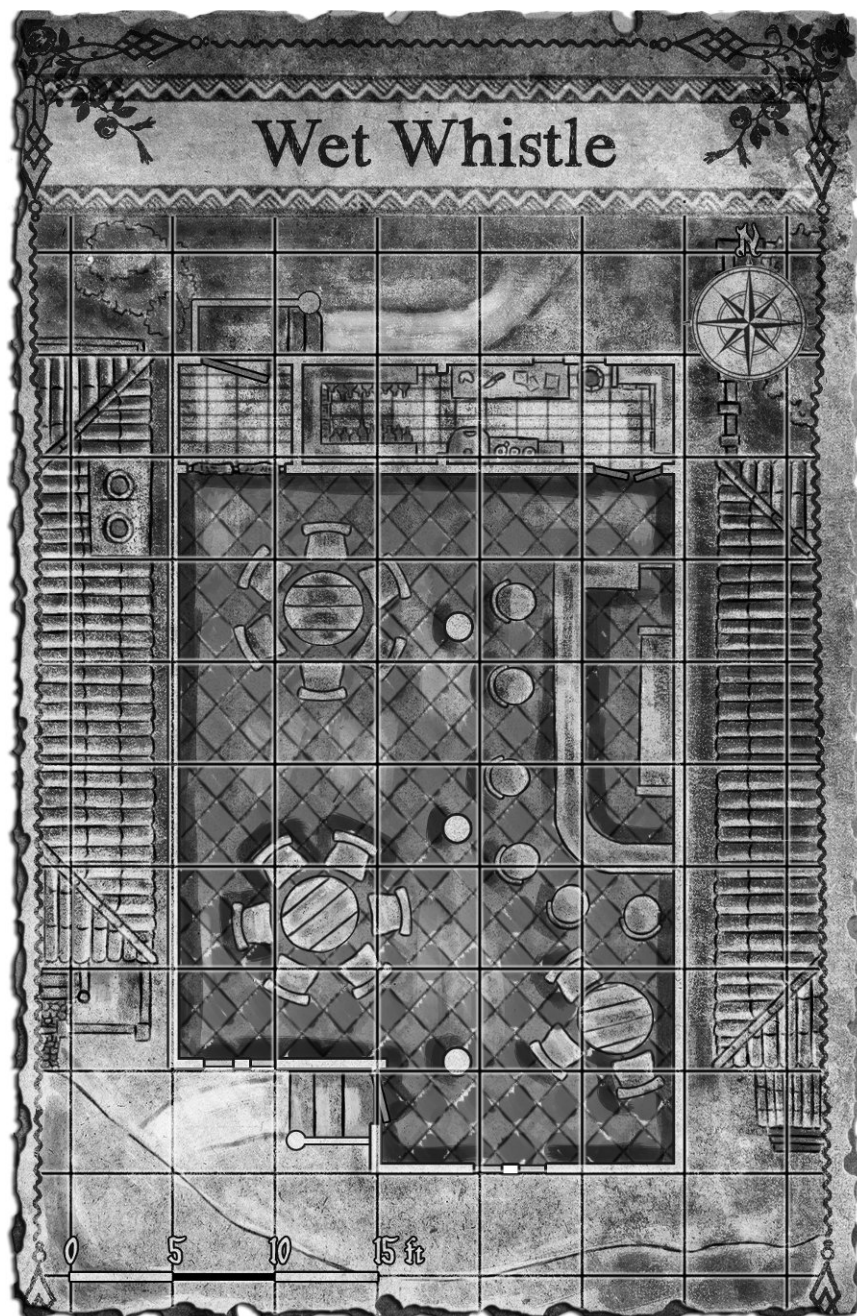
Melee scimitar +6 (1d6+2/18–20)

Ranged longbow +4 (1d8/×3)

TACTICS

During Combat Latham is aware he's a bit of a brute and so wades into combat and tries to provide flanking for the rest of his gang.

Morale If Latham is reduced below 7 hit points he realizes that the PCs are too much for his group and



attempts to flee. Failing that, he surrenders to the PCs (figuring that a few years of hard labor would be better than death).

STATISTICS

Str 15, **Dex** 13, **Con** 12, **Int** 10, **Wis** 9, **Cha** 8

Base Atk +3; **CMB** +4; **CMD** 15

Feats Alertness, Toughness, Weapon Focus (scimitar)

Skills Diplomacy +5, Intimidate +5, Perception +1, Sense Motive +1, Sleight of Hand +7

Languages Common, Elven

Gear chain shirt, scimitar, longbow with 20 arrows, 81 gp.

LATHAM'S LIBERATORS (4) CR 1/2

XP 200 each

Human rogue 1

N Medium humanoid

Init +3; **Senses** Perception +3

DEFENSE

AC 14, touch 12, flat-footed 12 (+1 armor, +3 Dex)

hp 5 each (1d8+1)

Fort +1, **Ref** +5, **Will** -1

OFFENSE

Speed 30 ft.

Melee sap +2 (1d6+2 nonlethal)

Ranged dart +3 (1d4+2)

Special Attacks sneak attack +1d6 (+2 with sap)

TACTICS

Before Combat Liberators attempt to obtain a good position to sneak attack with a dart at the beginning of combat.

During Combat Liberators draw saps and move into flanking. They prefer to target spellcasters while leaving heavily armored foes to their leader. They plan to knock all the PCs unconscious and rob them for all their earthly possessions.

Morale A liberator flees only if Latham falls or flees; otherwise, they are too intimidated by their leader to surrender in his presence.

STATISTICS

Str 14, **Dex** 17, **Con** 12, **Int** 13, **Wis** 8, **Cha** 10

Base Atk +0; **CMB** +2; **CMD** 15

Feats Sap Adept, Weapon Finesse

Skills Acrobatics +7, Appraise +5, Bluff +4, Disable Device +7, Disguise +4, Escape Artist +7, Knowledge (local) +5, Perception +3 (+4 to find traps), Sense Motive +3, Sleight of Hand +7, Stealth +7

Languages Common, Elven

SQ trapfinding +1

Gear padded armor, sap, darts (3), thieves' tools

If Latham or any member of his gang survive their attack on the PCs, they can inform the PCs that a friend of theirs named Cawnel pointed the PCs out to them. Latham and his gang know that Cawnel is a regular at the Wet Whistle and that he likes to use disguises. With a DC 20 Diplomacy check or a DC 11 Intimidate check, they provide the PCs with a very detailed description of Cawnel; Latham adds that he saw Cawnel steal a dagger from Peacekeeper Watrebach, adding with a tone of respect "'twas the sweetest, lightest lift I ever had the honor to see." Latham can also clear the PCs' names as described in the "Cawnel Intervenes" section of Encounter 1.

ENCOUNTER 5: THE GRAND BAZAAR (CR 2)

The PCs are likely to pass through the Grand Bazaar as they travel through Thaven. They might also seek to sell or buy equipment during the adventure, and the Grand Bazaar is a good location for this (although the lower-quality Sail Market is also popular).



JF

Semi-permanent stalls fill this market in the center of the Cointown district. The mingling scents of spices, pastries, and sizzling meats linger throughout. Towards the east, metal-smiths show off cunning clockwork mechanisms.

The Grand Bazaar is a chaotic collection of stalls and carts, each merchant trying to shout over the others for customers. As a general rule, any item costing less than 1,000 gp is available here, including scrolls and potions. Some PCs may think to acquire magic items to divine Gustavus's location; if so, refer to the **Using Magic to Locate Gustavus** sidebar and standard pricing for any scrolls or similar items the PCs purchase.

Cawnel Intervenes

If the PCs spend any appreciable time in the Grand Bazaar, Cawnel sneaks to a booth whose proprietor is assisted by a clockwork servant. Cawnel uses his Disable Device skill to damage the automaton, sending the four-armed machine careening towards the PCs. Cawnel flees in the ensuing confusion. Observant PCs may notice Cawnel while he sabotages the clockwork servant with a Perception check opposed by Cawnel's Stealth check.

CLOCKWORK SERVANT CR 2

XP 600

N Medium construct (clockwork)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 16, touch 14, flat-footed 12 (+2 Dex, +2 dodge, +2 natural)

hp 31 (2d10+20); fast healing 2

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

Immune construct traits

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee slam +6 (1d4+6)

Ranged net +4 (entangle)

TACTICS

During Combat The sabotaged clockwork servant attempts to entangle 1d4 targets with its net; it

USING MAGIC TO LOCATE GUSTAVUS

Although low-level PCs do not have high-level spells to locate Gustavus, they may elect to purchase a scroll of a higher-level spell or hire a spellcaster to cast a more powerful spell. Below is a guide for the spells commonly available to PCs or hired spellcasters.

Locate Object: This spell provides little information due to its limited range; the PCs locate an item of Gustavus's only if near the Reniverrea estate.

Locate Creature: As with *locate object*, the spell provides little information unless the PCs are sufficiently close to Gustavus. Furthermore, this spell is foiled by running water, so cannot be used from east of the Vidikin River.

Scrying: This spell can provide the most information, as Gustavus voluntarily fails his save against scrying attempts. The spell's caster might be able to cast *message* through the spell as well; in this case, Gustavus supplies as much information as possible. Unfortunately, he only knows that there was someone in his shop when he returned from the Wet Whistle. He felt a hard knock on the back of his head and when he woke up he was bound and blindfolded in a carriage. After the carriage stopped he was carried for two minutes and deposited in a wine cellar. Yesterday, some guards began pulling out crates of some of the best wine. He's sure that there is some event being planned but he's sure that, once the guests are gone, he'll be killed.

then attacks whatever creatures are nearest with its slam attacks.

Morale Each time it is reduced below 10 hit points, the clockwork servant uses its repair clockwork ability on itself. Otherwise, the clockwork servant attacks until destroyed.

STATISTICS

Str 19, **Dex** 14, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +2; **CMB** +6; **CMD** 20

Feats Improved Initiative^B, Lightning Reflexes^B

SQ repair clockwork, swift reactions, winding

SPECIAL ABILITIES

Net (Ex) As a standard action, a clockwork servant can launch a net from its shoulder. The launcher itself can contain up to five nets—loading a folded net into the launcher is a standard action.

Repair Clockwork (Ex) Clockwork servants are adept at repairing other clockwork constructs. As a standard action that does not provoke an attack of opportunity, a clockwork servant can repair damage done to either itself or an adjacent clockwork creature, healing 1d10 points of damage to the target.

Swift Reactions (Ex) Clockwork constructs generally react much more swiftly than other constructs. They gain Improved Initiative and Lightning Reflexes as bonus feats, and gain a +2 dodge bonus to AC.

Vulnerable to Electricity (Ex) Clockwork constructs take 150% as much damage as normal from electricity attacks.

Winding (Ex) Clockwork constructs must be wound with special keys to function. As a general rule, a fully wound clockwork servant can remain active for two hours.

Once the clockwork servant has been defeated, the proprietor of the stall apologizes profusely for any harm caused by his malfunctioning machine. If the PCs investigate the automaton, a DC 15 Disable Device or Knowledge (engineering) check reveals that the construct was purposely sabotaged just prior to attacking the PCs.

The automaton's owner asks the PCs to take the clockwork servant to Zankina Jangles at the Clockworkery (see Encounter 7) to examine the machine and arrange for a replacement. The owner offers a "restocking fee" of 100 gp to the PCs for their efforts.

ENCOUNTER 6: GIANO THE SCRIBE

The PCs may visit this location to talk with one of Gustavus's

professional peers as suggested by the Constables in Encounter 1. Alternatively, the PCs may speak with Giano in their efforts to procure an invitation to the Reniverrea estate in **Act 4**.

A quill pen decorates this establishment's shingle hanging above the front door. Flowing from the pen's tip in elaborate cursive are the words "Giano the Scribe." Inside, the shop lies in shadow except for a slanted desk beside one wall. A middle-aged human sits on a high stool, his steady hand at work on a square of parchment. A tiny winged creature on a perch next to the desk blinks down at the man's work.

Giano the Scribe (NG middle-aged male human wizard 7) is one of Thaven's most successful scribes and purveyors of magical devices and scrolls. Giano has become very nearsighted over the past several decades and wears heavy spectacles. He relies upon his air mephit familiar to

Handout 3

BALANDHREN RENIVERREA

*REQUESTS THE PLEASURE OF
YOUR COMPANY CELEBRATING
HIS DAUGHTER SAELYN
RENIVERREA'S THIRTY-FIFTH
YEAR.*

*ON THE AFTERNOON OF
ARGENT MOON DAY IN THE
4395TH YEAR OF THE ELVEN
CALENDAR.*

*PLEASE COME DRESSED AS
YOUR FAVORITE HERO OR
CHAMPION*

*AS SAELYN BEGINS THE
ADVENTURE OF HER LIFE.*

double-check his work and keep an eye on the shop. Giano is currently finishing the calligraphy on few last-minute invitations to the upcoming Reniverrea party and is behind on his work. As such, Giano is not interested in discussing Gustavus's fate. Giano sees his competitor as a dabbler and a drunkard who preys upon the dreams of young people seeking fortune.

Giano can also assist the PCs in procuring scrolls. If the PCs think to ask Giano about magic to locate Gustavus, refer to the **Using Magic to Locate Gustavus** sidebar on page 25.

If the PCs show interest in Giano's work, he shows them the invitation he is working on. He refuses to give or sell invitations to the PCs, but he sees no harm in letting the PCs look over one of his meticulously-lettered invitations. The invitation is presented as **Handout 3**.

Several completed invitations sit on a table near the desk. Acquiring them without the nearsighted Giano's notice is automatic, but potential thieves must succeed on a Bluff or Sleight of Hand check opposed by Giano's mephit familiar (Perception +6, Sense Motive +0) or the mephit shouts a warning to the scribe. Giano demands that the PCs return the stolen invitations, but he does not chase PCs who simply flee with the invitations in hand.

ENCOUNTER 7: THE CLOCKWORKERY

PCs might visit this location if requested by the automaton owner in the Grand Bazaar. Alternatively, the PCs might elect to visit this location if they are curious about the firefighting automaton outside of Gustavus's shop or the clockwork training dummy at the Saber Lodge (see Encounter 3).

Broad windows facing the busy market square display tiny metal men and animals marching or dancing, their windup keys twirling. A sign above the door reads "The Clockworkery."

Zankina Jangles (LN female halfling expert 4/wizard 6) practices magic, but only as necessary to pursue her first love: mechanical devices. She is a tinkerer and enjoys nothing more than building

wind-up toys, devices, and decorations. The wealthy of Thaven patronize her shop for gifts for their children or unique objects they can display in their homes. Her most expensive items are permanently animated objects. The automaton at the Saber Lodge is one of her recent inventions.

Inside her shop, Zankina Jangles is finishing preparations on a gift for Saelyn Reniverrea from her father. The mechanical creation is a clockwork jewelry box that plays music while dancing mechanical sprites twirl around the outside of the box. Although she has little time for questions, Zankina gladly answers inquiries about automatons. Zankina proudly tells the PCs that one of her assistants used her fire-fighting automaton last night around eleven bells to douse a fire.

If the PCs present the sabotaged clockwork servant from the Grand Bazaar, Zankina immediately ceases work on the jewelry box to examine it. After a few moments, she asks the PCs who might want them dead—she identifies the sabotaged part to the PCs.

If the PCs return to the Clockworkery on the day of the party, Zankina is finishing the jewelry box for Saelyn Reniverrea. If the PCs offer to deliver it for her—perhaps intending to use the delivery as their excuse to enter the estate—Zankina gratefully accepts and pays them 5 gp for the service.

ENCOUNTER 8: RENIVERREA TRADING CO. (CR 1)

The PCs are unlikely to approach Balanidhren Reniverrea's business while searching for Gustavus, but may later seek out the trading company to gain admittance to the Reniverrea estate.

Two large warehouses, one with an overlooking office, sit by the Vidikin River. A set of carts and wagons are lined up nearby. The Reniverrea Trading Company appears to be shut down for the day.

Balanidhren Reniverrea pulled all of his workmen to his estate to work on the preparations for his party. Therefore, the company is running with minimal staffing in one warehouse. The other warehouse, along with its attached offices, is currently shut down. The few remaining workers dismiss any inquiries, encouraging the PCs to

return in a few days. These workers don't have any access to the estate and are happy to enjoy a few easy days of work while their employer is occupied with the party.

The main office is closed and locked with a good lock (DC 30 Disable Device to unlock). In Balanidhren's desk is a stack of twelve invitations from Giano the Scribe (see **Handout 3**). Balanidhren kept these invitations on hand to give to business contacts, but has forgotten their existence. PCs seeking admittance to the Reniverrea estate during the party need only fill in their names. Would-be burglars must contend with a poison dart protecting the drawer containing the invitations.

POISONED DART TRAP CR 1

XP 400

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger touch; **Reset** none

Effect Atk +10 ranged (poison dart; 1d3 plus greenblood oil)

ENCOUNTER 9: THE RENIVERREA ESTATE

PCs may approach the Reniverrea estate after discovering the rocking chair in **Act 1**, after learning that the Reniverrea estate purchased some of the wine on which Gustavus wrote his note (see Encounter 2), or if they are simply curious about the party that they've been hearing about. Use the description of the estate from **Act 4**, and add the following:

A pair of well-dressed guards stands on either side of the entry to the estate. One guard speaks with a woman leading a cart laden with brightly colored streamers. The guard references a list he has in his hand and then motions the cart inside.

The day prior to the party the Reniverrea estate is being prepared by a variety of craftsmen, all of whom have been provided work orders and are being checked against the list that one of the Reniverrea guards holds. The PCs cannot gain entry to the estate without these credentials, although you might allow the PCs to forge or steal

credentials from a legitimate tradesperson. If the PCs present the rocking chair recovered from Johdel's wagon in **Act 1**, the guard looks over the papers in the oilskin package and pays the PCs 100 gp. The guard directs a pair of servants to take the rocking chair into the estate.

The Reniverrea guards freely gossip about the estate's upcoming costume party in honor of their employer's daughter's birthday. If the PCs appear as typical adventurers, the guards might even observe that the PCs already "look the part," as the theme of the costume party is "adventurers." If the PCs express interest, the guards explain that the event is, unfortunately, invitation-only.

ENCOUNTER 10: OPPORTUNITY AT THE DOCKS

The PCs are likely to pass the Vidikin River docks as they pursue their investigations. Alternatively, if the PCs are at a dead end regarding a plan to enter the Reniverrea estate, you might arrange this encounter.

The river trade in Thaven runs in and out of these docks. Small cargo and fishing boats take moor and unload their wares. A large group of workmen cluster around a carriage with a stylized "R" on its side. An elderly elven man is speaking to the crowd before him.

Balanidhren Reniverrea's butler, Dountal (LN middle-age elf expert 2; Perception +4, Sense Motive +6), is at the docks hiring last-minute workers for party preparations at the Reniverrea estate. PCs may convince Dountal to hire them with a successful Bluff check (to play up their experience as laborers) or Disguise check (to resemble common workers). Dountal is desperate for workers, so the PCs gain a +4 bonus to these checks. If the PCs returned the rocking chair in Encounter 9 with good grace, Dountal has heard about the PCs as trustworthy delivery-persons, so he automatically accepts them as workers.

If the PCs convince Dountal to engage them as workers, the butler takes their descriptions and tells the estate guard to expect the PCs on the estate as laborers. The PCs are not able to bring large weapons or armor, unless disguised.

ACT 3

THE RENIVERREA CONNECTION

By now, the PCs may suspect that Gustavus is being held at the Reniverrea estate, and that their best opportunity to rescue him is to infiltrate the costume party for Saelyn Reniverrea. Use this act only if the PCs are off track and need their next steps more clearly spelled out.

Gustavus finds another rat and casts animal messenger on it at dawn. He sends the second rat to his house and hopes that it reaches the PCs. If the PCs neglect to check in at Gustavus's house, a local urchin delivers it to them, explaining that a friendly rat came up to him when he was poking around the scorched shop.

The note is written on a label from a bottle of wine from the Noruinivel winery and is provided as **Handout 4**. The vintage dates back more than 100 years; a DC 15 Knowledge (history) or Knowledge (nobility) check identifies Noruinivel wine as being exceptionally expensive and rare.

By now, the PCs have likely heard about Balanidhren Reniverrea's party for his daughter at the Reniverrea estate. If not, a DC 10 Knowledge (local) check reveals that Saelyn Reniverrea is

turning 35 today and her father is hosting a grand costume ball to celebrate her passage to womanhood. (Note that Knowledge checks of DC 10 or lower may be made untrained.)

Alternatively, the PCs can return to the Cork and Cask in Encounter 2 of **Act 2** to learn that the label came from a bottle of wine purchased by the merchant Balanidhren Reniverrea for his daughter's birthday party.



Handout 4

(Written on the back of a torn label)

Please give this note to whomever can help me. My adventurer friends from the evening before last are best, but anyone will do!

Help! I'm being held captive in a wine cellar. I think it's near the forest, on the west side of town. I'm sure the guards will kill me if they get wind that people are looking; they keep pulling bottles of wine out of the cellar for some event. Rescue me, please! But be quiet about it! - Gustavus

ACT 4

THE BIRTHDAY PARTY

This act details the PCs' exploration of the Reniverrea estate to locate and liberate Gustavus.

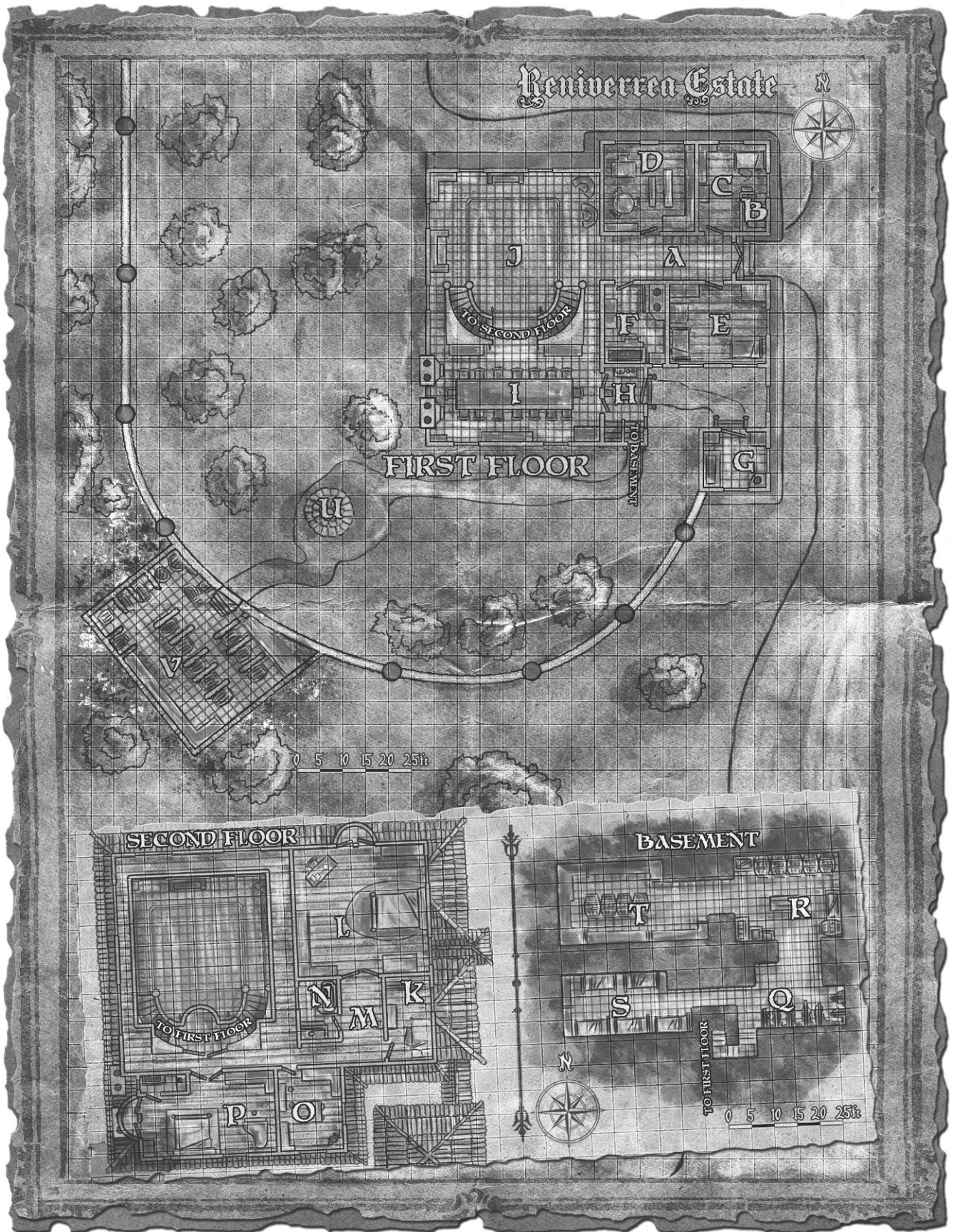
If the PCs choose to infiltrate the estate prior to Saelyn's costume party, they find that the final party preparations are in full swing. Workers are admitted at the front gate by the one of the Reniverrea guards, but the jobs to be performed and the identities of the workers are listed and checked by the guards as the workers enter. The estate will be more open at the time of the party, but the PCs must obtain an invitation or find another ruse to gain admittance (see the **Gaining Entrance to the Estate** sidebar on page 32).

The Reniverrea estate is on the western edge of Thaven. Although the rear yard of the manor is shared with a few other large houses, House Reniverrea is the most opulent and commanding of these stately residences. A map of the manor and the nearby grounds is on page 31.

This two-story manor house rises gracefully above a crushed shell drive. A tall stone wall shields the estate grounds from trespassers and onlookers.

The ten-foot-high walls frame the estate grounds are constructed of stone and mortar and are capped with jagged flint shards to dissuade anyone from climbing them. Climbing these walls requires





GAINING ENTRANCE TO THE ESTATE

The following are some of the means by which the PCs may gain entrance to the Reniverrea estate. Most of these methods are only effective during Saelyn's birthday party. If the PCs are spotted infiltrating the grounds, the guards respond as set forth in the **Caught by the Guard** sidebar on page 38.

1. Gain a forged invitation from the Wet Whistle (Encounter 4 of **Act 2**) or forge an invitation themselves (the forgery must pass the scrutiny of the Reniverrea guards, whose statistics are provided on this page).
2. Palm an invitation from Giano the Scribe (Encounter 6 of **Act 2**).
3. Transport Zankina Jangles's clockwork gift to the party (Encounter 7 of **Act 2**).
4. Steal an invitation from the Reniverrea trading company (Encounter 8 of **Act 2**).
5. Obtain employment from Dountal the butler (Encounter 10 of **Act 2**), although in this case the PCs likely need to leave heavy armor and large weapons behind for the sake of their disguise.
6. Deliver the rocking chair from Johdel's wagon. If the PCs deliver the rocking chair prior to the party, Dountal has someone simply take it from them with his thanks (See Encounter 9 of **Act 2**). If they bring the rocking chair during the party, Dountal has no servants available to bring the chair in, so he asks the PCs to quickly do so.
7. Charm their way in via magic or a winning smile (the Reniverrea guards are hostile to the idea of admitting visitors without an invitation). Except for Saelyn, Charatt, and one trusted guard, no one knows of Gustavus's kidnapping; everyone at the estate incredulously dismisses accusations of an "imprisoned scholar" there.
8. Sneak in by going over the outer wall and skulking through the yard. This may be one of the most difficult options available to the PCs. The wall is studded with shards, as described on this page, and the yard has large open areas with no cover, so the PCs are likely to be spotted; each PC must be invisible or succeed at a Stealth check to avoid attracting notice from the Reniverrea guards.

a DC 15 Climb check. Due to the shards of flint atop each of the walls, climbing over the walls requires a DC 15 Acrobatics check to avoid taking 1d4 points of slashing damage. One guard patrols the grounds, keeping an eye out for trespassers.

RENIVERREA GUARD CR 1/2

XP 200

Male elf warrior 2

LN Medium humanoid

Init +0; **Senses** low-light vision; Perception +5

DEFENSE

AC 16, touch 10, flat-footed 16 (+4 armor, +2 shield)

hp 11 (2d10)

Fort +3, **Ref** +1, **Will** -1; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee longsword +3 (1d8+1/19–20)

Ranged longbow +3 (1d8/x3)

TACTICS

Morale Guards fight until reduced to fewer than 5 hit points or until instructed to cease fighting. A guard reduced below 5 hit points drops his weapon and pleads for mercy.

STATISTICS

Str 13, **Dex** 13, **Con** 10, **Int** 12, **Wis** 9, **Cha** 8

Base Atk +2; **CMB** +3; **CMD** 14

Feats Alertness

Skills Intimidate +4, Perception +5, Profession (soldier) +4, Sense Motive +1; **Racial**

Modifiers +2 Perception

Languages Common, Elven, Sylvan

SQ elven magic, weapon familiarity

Combat Gear thunderstone; **Other Gear**

chain shirt, light steel shield, longsword, longbow with 20 arrows, Reniverrea guard uniform

Area A: Entry Hallway

This 30 foot hallway opens to a large area beyond. Dark paneling runs along each wall and is split by four doors. Simple yet

expensive magical lamps light the way along the hallway.

During the party preparations and the party itself, two Reniverrea guards are stationed here. Before the party, they are confirming that only approved workers are admitted to the estate; during the party, they politely take invitations here and refuse entry to anyone without an invitation.

RENIVERREA GUARDS (2) CR 1/2

XP 200 each

hp 11 each (see page 32)

Area B: Closet

This closet is used to store warm clothes, useful for inclement weather.

Area C: Charatt's Room

This spartan room connects to the front hallway and is reserved for the captain of the Reniverrea guard. Charatt sleeps in this room when not on duty. These accommodations are much nicer than the cramped basement room in which the other guards sleep.

Area D: Library and Office

This room is dominated by an ornate desk and bookcases. A high-quality map of the lands around Thaven is affixed to a cork wall behind the desk, with colored string and small notes tacked along the main trade routes to the city.

The desk here is locked with a good lock (Disable Device DC 30). The desk contains four pouches containing 50 platinum pieces each. Along with these pouches, the desk contains several ledgers detailing the extent of Reniverrea's trade business. A DC 15 Profession (bookkeeper) check reveals that the Reniverrea Trading Company is in excellent shape and Balanidhren Reniverrea is a highly organized manager. The book shelves are filled with a wide variety of valuable books on a variety of mundane subjects, worth 350 gp in total.

During the party, the doppelganger Dax—posing as Balanidhren Reniverrea—is in this office being badgered by business acquaintances.

Area E: Servant's room

Two bunkbeds brace the back wall of this room. A few simple decorations line the walls and the

closets are filled with unadorned black and white clothing.

Area F: Lavatory

This downstairs bathroom contains an iron bathtub and commode. It is well lit by magical lights on the ceiling and smells faintly of flowers and spices. This bathroom contains some of the most technologically advanced magical and mechanical contraptions available in Thaven. The tub brings water in through a mechanical pump from a well dug far down into the rocks below the estate. That water is then heated via a permanent *prestidigitation* spell. The toilet works on a similar mechanical pump system.

Area G: Exterior Kitchens

This building is the manor's exterior kitchen, which is often hot and unpleasant to work in. A servant's entrance near the kitchen allows for goods to be brought into and out of the manor house without using the main entrance. During Saelyn's party, servants carry silver trays in and out of this area, providing victuals for the party guests.

Area H: Servants' Entry

A room, not more than a wide hallway, stands off from the main dining room as a place to prepare dishes for presentation. A set of stairs leads down into the cellars and a pair of double doors lead out to the kitchens. The stairs in this location leads down to the cellar and area Q.

Area I: Dining Room

This long room is dominated by a massive table that extends for almost the entire length of the room. Dark wood chairs sit all around the table. The western wall contains a pair of imposing fireplaces.

The fine china and silverware in shelves along each side of this room are collectively worth 1,000 gp. As each piece contains a distinctive stylized "R", selling these pieces as loot may prove difficult.

Area J: Ballroom

The glass roof of this room stands more than thirty feet above the lacquered dance floor and lets the light of the sun stream in. Large glass doors lead outside to the well-maintained grounds. On the left side, two stairways lead down from a balcony high above.

The glass ceiling and high metal rafters have made the Reniverrea ball room the envy of many in Thaven. This ballroom is where the musicians are stationed during the party, but the party itself extends out into the grounds because the weather is pleasant.

During the party, two Reniverrea guards are stationed here to keep an eye on this ballroom as well as the yard.

RENIVERREA GUARDS (2) CR 1/2

XP 200 each

hp 11 each (see page 32)

Area K: Butler's Quarters

Sparsely decorated, this prim and proper room is the picture of a professional domestic servant's quarters.

Dountal, the butler for the Reniverrea estate, sleeps here. During the day he spends his time performing his duties throughout the manor.

Area L: Master Bedroom

This is the master bedroom of the Reniverrea estate. It contains a large bed and a small, antique writing desk along with bookshelves filled with novels and philosophical texts.

This opulent bedroom opens to a second floor balcony. The books along the walls are worth 250 gp in total. The ancient writing desk is carved from a single piece of wood and has had a permanent *ironwood* spell cast upon it to enhance its durability. There is a hidden drawer on the left hand side of the desk (Perception DC 15 to spot) that contains an empty poison vial, a poison-coated glass goblet, and several pages from Balanidhren's journal and contacts. Along with these papers are another set of papers with practice writing on them. The writing on this second set of papers repeats the phrase "My family cannot live down this shame" followed by repetitions of Balanidhren's signature. The practice writing becomes an increasingly close match to the journal entries until it is indistinguishable from the source material. The glass has rolled around in the drawer, spreading the poison to the drawer's contents—searching the drawer exposes the inquisitive PC to the contact poison.

POISONED DRAWER TRAP CR 5

XP 1,600

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger touch (searching the drawer); **Reset** none

Effect nitharit poison (contact, *save* Fort DC 13, *onset* 1 minute, *frequency* 1/minute for 6 minutes, *damage* 1d3 Con, *cure* 1 *save*)

Area M: Main Hallway

Dark paneling and paintings line the walls of this L-shaped corridor

This corridor is gloomy, and visitors walk under the stern gazes of the Reniverrea ancestors depicted in the paintings here. During the party, a single guard is stationed here to keep guests out of the upstairs rooms.

RENIVERREA GUARD CR 1/2

XP 200

hp 11 (see page 32)

Area N: Bath

The scent of pine and clean water fills this bathroom. It contains the same magical and technological conveniences of the downstairs lavatory (area F).

Area O: Upstairs Study

This study contains books, musical instruments, and a mannequin for dressmaking.

The masterwork sewing kit and masterwork mannequin here are worth 55gp each.

Area P: Saelyn's Room

A large bed surrounded by pink and green satin sits in the middle of this spacious room. A grand piano sits a short distance from the bed. Dresses fill a nearby closet. A private bath opens on the other side of the room.

This room contains all the trappings suitable for the pampered daughter of a wealthy merchant. The dresses and linens here are of exquisite make and worth 600 gp in total. If the PCs returned the rocking chair recovered in **Act 1**, it is here in Saelyn's room.

Underneath the bed is a diary tied shut with a pink ribbon. The diary details Saelyn's frequent meetings with Fermuk the satyr, complete with lurid details of their encounters. The last pages of the diary are taken up with Saelyn worrying about a fire she started and the gnome that "C.A." kidnapped and is keeping in the exterior wine cellar.

Area Q: Dry Storage

The scent of herbs fills this low room at the foot of the basement stairs.

Drying herbs and bins of fresh produce are kept in this basement room.

Area R: Extra Storage

A few crates line the walls of this large room.

This basement is filled with barrels, crates and luggage.

Area S: Guard Barracks

Several bunkbeds and footlockers line the walls in this cramped section of the basement.

Usually, House Reniverrea retains only two or three guards at a time; these guards relax here in the basement when not taking shifts patrolling the grounds or guarding the manor entrance. For the two weeks before Saelyn's party this number is increased to six.

Area T: The Wrong Wine Cellar

Dusty bottles line three walls of this long room. A log of vintages and bottles fills a nearby blackboard. Several entries note "Moved to exterior storage" under their listing. A few barrels stand against the far wall of this room.

This room stores wine for daily use, with most of the wine being stored in the larger cellar in area V. Following the murder of Balanidhren, Charatt and Dax stuffed the merchant's body in one of these barrels. A DC 25 Perception check reveals the corpse. Balanidhren was strangled to death, but the body is otherwise undamaged and bears no indication that it has been dead for any appreciable amount of time, as it is affected by a *gentle repose* spell. *Detect magic* reveals a faint necromancy aura from the spell.

Area U: Well

This well is made of neatly mortared stones and a mechanical pumping system.

This well is technically owned in common by all the manors that access the rear courtyard; practically speaking, it belongs to House Reniverrea.

Area V: Exterior Wine Cellar

On the far side of the rear courtyard, a blocky structure built into the wall is accessed by a heavy wooden door. The padlocked door is recessed slightly and down a few stairs, protecting it from the elements.

The padlock on the door is a good lock (Disable Device DC 30; hardness 10; 5 hp). Within, a stairway leads down into a large, cool underground room. Barrels of wine and the most expensive of House Reniverrea's vintages are housed here year-round. The estate's staff usually only enters this cellar to replenish the stock of wine in the main house and it is kept locked (the butler Dountal keeps the key). During the party, this room is left unlocked for convenience, as Dountal expects the party guests to consume a great deal of wine.

A single guard—the guard Charatt most trusts—is stationed here during the party, ostensibly to protect the valuable vintages here but actually to keep Gustavus out of sight. This guard doesn't let any of the servants into the wine cellar proper, but meets them on the stairs to pass up any wine that they need. The gnome is out of sight from the stairs, gagged and manacled to a wine rack in the eastern corner of this cellar.

RENIVERREA GUARD CR 1/2

XP 200

hp 11 (see page 32)

ENCOUNTER 1: A PARTY OF ADVENTURERS

The party has a theme of adventurers so once the PCs gain entrance to the party, it is easy to blend in even while wearing armor and carrying weapons. When the PCs enter the party in area J, by whatever means they choose, read the following.

A string quartet plays in a large ballroom, its glass doors open wide to the back lawn of the manor

house. The numerous guests are dressed as swordsmen, archers, mages, and priests. Servers dressed in white move through the crowd with silver trays of drinks and food.

Although guests mingle throughout the Reniverrea estate, the back lawn of the manor has the largest group of partygoers. Over a hundred citizens of Thaven are in attendance for Saelyn's party, including the heads of Thaven's major trading companies, prominent artists, and other local celebrities (including Eplund Alivax, Barlino Ferve, and any other characters from **Appendix 1** that you wish to include). Uridavu Boulderfist, commander of the Constables, is also in attendance, but he has no Constables with him. If the PCs impressed Uridavu Boulderfist in Encounter 3 of **Act 2**, he greets the PCs agreeably. Attendees key to this adventure are located as follows:

- Saelyn Reniverrea socializes with her guests in the back lawn. She is dressed as a sorcerer-princess from the popular fairy tale "The Princess's Magical Adventure."
- Charatt remains near Saelyn as she mingles, close enough to overhear her conversations.
- Dax spends his time as "Balanidhren Reniverrea" in his office (area D), beleaguered by associates and clients looking to gain business advantage during this exclusive event.
- Gustavus Hodgedar is imprisoned in the exterior wine cellar (area V).
- Dountal the butler oversees the small army of white-clad servants, moving between areas A, H, I, and J. Dountal is incredibly stressed and wants any problems immediately resolved or set out of the way so he can concentrate on managing the party.
- The six Reniverrea guards are spread throughout the estate: two take invitations at the front door and direct guests into the manor (area A), two are stationed in the ballroom and keep an eye on the back lawn (area J), one keeps visitors from the upstairs rooms (area M), and the sixth keeps everyone out of the exterior wine cellar where Gustavus is held (area V).

Questioning the Servants

The servants at the party are harried but polite enough to spend a few moments answering questions from legitimate-looking guests. Asking the estate's serving staff about a wine cellar requires a Diplomacy check; read only the highest check result obtained.

Check Result Response

Under 12 "Wine storage? Sir (or madam), I'm sure that's no concern of yours. We have several servants with wine available right here."

DC 12 "There is a wine cellar in the basement."

DC 18 "Although there is a wine cellar in the basement, it's nearly empty. For a party of this size, the wines from the exterior wine storage have been tapped."

DC 23 "There is a wine cellar in the basement—frankly, I find it cramped down there—but it's been practically emptied for the party. One of Charatt's most trusted guards has brought wines out from the exterior wine storage. Funny, none of the servants are allowed there, only Charatt's man."

Any server asked specifically about the Elerviel & Talvaul vintage or the Noruinivel vintage explains that those vintages are kept in the exterior wine storage.

Confronting Saelyn

Saelyn Reniverrea mingles among the guests and politely greets anyone that approaches. Saelyn's statistics are provided below for adjudicating any PC interaction with her, although she does not participate in open combat. As Charatt escorts Saelyn, he overhears any impolite accusation of wrongdoing and immediately expels the offending PC from the estate. Merely mentioning Gustavus Hodgedar in Saelyn's presence causes her and Charatt to both cast worried glances towards the exterior wine cellar, giving the PCs a significant clue.

SAELYN RENIVERREA CR 1

XP 400

Female elf aristocrat 3

N Medium humanoid (elf)

Init +1; **Senses** low-light vision; Perception +6

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 10 (3d8-3)

Fort +1, **Ref** +2, **Will** +3; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee unarmed strike +1 (1d3-1 nonlethal)

TACTICS

Morale Saelyn is well aware that she is no combatant and does everything in her power to avoid a fight.

STATISTICS

Str 9, **Dex** 13, **Con** 8, **Int** 11, **Wis** 10, **Cha** 12

Base Atk +2; **CMB** +1; **CMD** 12

Feats Arcane Talent (*prestidigitation*), Skill Focus (Diplomacy), Skill Focus (Bluff)

Skills Diplomacy +10, Bluff +10, Knowledge (history) +4, Knowledge (nobility) +4, Knowledge (local) +4, Perception +6, Perform (sing) +5, Profession (merchant) +4; **Racial Modifiers** +2 Perception

Languages Elven, Common

SQ elven magic, weapon familiarity

Gear princess costume and jewelry worth 2,000 gp

Confronting Balanidhren

The doppelganger Dax is skillfully impersonating the elven merchant Balanidhren. He is constantly surrounded by business acquaintances, so the PCs cannot even approach the merchant without a successful DC 18 Diplomacy check. Even if the PCs succeed, the merchant is not much assistance to the PCs, as he insists his daughter and house guard are capable of any wrongdoing.

At his first opportunity, Dax relates the PCs' inquiries to Charatt, who takes immediate action to expel the PCs from the party; refer to the **Caught by the Guard** sidebar on page 38.

If the PCs accuse him in front of the party guests, he calls for the guards and flees, taking

Saelyn with him if possible. The guests and servants are unlikely to side with the PCs even if the PCs produce the corpse from area T or provide other evidence—Dax's impersonation is too convincing. If the PCs bait Dax, such as by insisting that they know his secret, he suggests a private conversation with them. Dax brings the PCs to a secluded area, such as the master bedroom (area L), where he attacks them.

DAX CR 4

Male fey doppelganger

XP 1,200

NE Medium fey (shapechanger)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)

hp 26 (4d10+4)

Fort +2, **Ref** +7, **Will** +6; +4 vs. mind-affecting effects

DR 5/cold iron; **Immune** charm, sleep; **Resist** cold 10, electricity 10

OFFENSE

Speed 30 ft.; fly 45 ft. (good)

Melee 2 claws +7 (1d8+3)

Spell-Like Abilities (CL 18th; concentration +20)

At will—*detect thoughts* (DC 14)

3/day—*dancing lights*

1/day—*entangle* (DC 13), *faerie fire*, *glitterdust* (DC 14)

TACTICS

During Combat If Dax's cover is intact, he reacts as Balanidhren Reniverrea would: by avoiding melee and shouting for his estate guards. If his cover is exposed, Dax casts *entangle* to trap his foes, takes to the air, and attempts to blind foes with *glitterdust* before using his *wand of magic missile* from a safe distance.

Morale Dax is unlikely to break off from combat, as he cannot conceive of his defeat. He does not surrender.

STATISTICS

Str 16, **Dex** 17, **Con** 12, **Int** 15, **Wis** 14, **Cha** 15

Base Atk +4; **CMB** +7; **CMD** 21

CAUGHT BY THE GUARD

There are several ways the PCs might run afoul of the Reniverrea guard. Statistics for the Reniverrea estate guard are provided on page 32. PCs discovered sneaking into private areas of the estate, if caught, are confronted as follows:

If the PCs are caught on the estate before the party, they are deemed common thieves and the guards respond with violence. The Reniverrea guards converge on the PCs, but if the PCs flee, the guards do not leave the estate. A pair of guards marches captured PCs to the Constables headquarters, where they are arrested; if the PCs have made good names for themselves thus far in this adventure, they might be able to negotiate a contingent release. If the PCs are caught attempting to break into the exterior wine cellar (which is locked before the party but unlocked during the party), Charatt worries that the PCs may already know too much; he attempts to kill the PCs—personally if necessary—rather than turn them over to the Constables.

If the PCs are posing as guests during the party, a Reniverrea guard politely but firmly informs the trespassing PCs that the area is off-limits to guests. The guard then invites the PCs to rejoin the party in area J. PCs may attempt a Bluff or Diplomacy check to persuade a guard that their mistake was unintentional or otherwise benign. Failure raises the guard's suspicions: all guards keep an eye on the PCs thereafter, granting all Reniverrea guards +2 to all Perception and Sense Motive checks against attempts to penetrate their security.

If the PCs are posing as workers, deliverymen, or servants (whether before or during the party), If the PCs are not performing expected duties in appropriate locations, Dountal or the Reniverrea guards demand to know why the PCs aren't performing their expected duties. PCs may attempt Bluff or Diplomacy checks to create a plausible excuse. Failure results in the PC being escorted from the estate.

Feats Dodge, Improved Initiative

Skills Acrobatics +10, Bluff +13 (+17 while using change shape ability), Diplomacy +9, Disguise +13 (+33 while using change shape ability), Knowledge (local) +9, Perception +9, Sense Motive +9, Stealth +10; **Racial Modifiers** +4 Bluff, +4 Disguise

Languages Common, Sylvan

SQ change shape (alter self), mimicry, perfect copy, vanish

Gear wand of magic missile (CL 3rd; 15 charges)

SPECIAL ABILITIES

Mimicry (Ex) Dax is proficient in all weapons, armor, and shields. In addition, he can use any spell trigger or spell completion item as if the spells were on his spell list (CL 4th)

Perfect Copy (Su) When Dax uses change shape, he can assume the appearance of specific individuals.

Vanish (Su) As a swift action, Dax can vanish for 1 round as if affected by *invisibility*. He can use this ability for 4 rounds per day.

ENCOUNTER 2: ASSAULT ON THE EXTERIOR WINE CELLAR (CR 6+)

Use this encounter when the PCs seek Gustavus in the exterior wine cellar. This encounter may take place during the party or shortly thereafter (if the PCs decide to wait for the party guests to clear out).

As well as stationing a guard in the cellar itself, Charatt keeps the wine cellar under as much surveillance as he can while escorting Saelyn around the party. Fortunately, the door is in plain sight from the back lawn where most of the guests are mingling, so Charatt is likely to notice PCs investigating the wine cellar door. If the PCs are able to enter the wine cellar undetected—such as by using Stealth or creating a distraction—the lone guard inside the cellar throws his thunderstone. If attacked, this guard fights defensively until reinforcements arrive.

When the PCs attempt to enter the exterior wine cellar, combat likely proceeds as follows:

Round One: Combat begins.

Round Two: Charatt and one other guard reach the cellar entrance.

Round Three: A second guard reaches the cellar. Saelyn detects the activity and begins moving toward the cellar along with several other curious onlookers.

Round Four: The remaining three guards reach the cellar.

Round Five: Saelyn reaches the cellar and starts screaming about people ruining her birthday party.

Round Six: Dax (posing as Balanidhren Reniverrea) and Uridavu Boulderfist, if still on the premises, reach the cellar entrance and demand that all parties cease hostilities immediately. Dax is willing to sell out his compatriots in order to preserve his cover, so “Balanidhren” commands Charatt and his guard to lower their weapons, and Uridavu sternly commands the PCs to do the same.

CHARATT A'TAM CR 4

XP 1,200

Male paoternosh fighter (free hand fighter) 3

LE Medium fey

Init +7; **Senses** low-light vision; **Perception** +7

DEFENSE

AC 23, touch 19, flat-footed 18 (+4 armor, +4 Dex, +2 dodge, +3 deflection)

hp 48 (3d6+3d10+18)

Fort +6, **Ref** +9, **Will** +4

Defensive Abilities elusive +1; **DR** 2/cold iron

OFFENSE

Speed 30 ft.

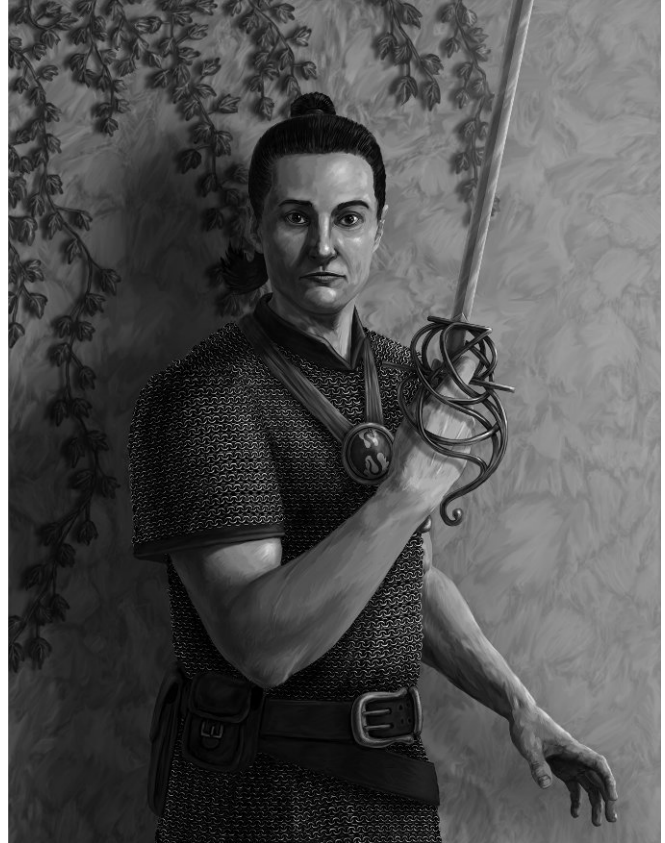
Melee mithral rapier +9 (1d8-1/18-20)

Ranged bone dagger +8 (1d4-3/19-20)

Spell-Like Abilities (CL 3rd; concentration +6)
3/day—*murderous command* (DC 14)

TACTICS

During Combat Charatt uses his masterwork rapier to whittle down his foes, relying upon his high Armor Class to avoid taking damage in return. If he has the opportunity to fight at range, Charatt throws his bone daggers, dealing bleed damage with his Splintering Weapon feat if he hits. Combining these attacks with his spell-like ability (to cause his



opponents to strike at each other) is his favorite course of battle.

Morale Charatt fights until defeated or until Balanidhren Reniverrea calls him off.

STATISTICS

Str 9, **Dex** 18, **Con** 14, **Int** 8, **Wis** 12, **Cha** 17

Base Atk +4; **CMB** +3 (+4 to disarm); **CMD** 20 (21 vs. disarm)

Feats Dodge, Enforcer, Splintering Weapon, Toughness, Weapon Finesse

Skills Acrobatics +11, Bluff +9 (+10 to feint or to create a diversion to hide), Intimidate +11, Perception +7, Profession (soldier) +5, Stealth +7;

Racial Modifiers +2 Bluff, +2 Disguise

Languages Common, Sylvan

Gear masterwork chain shirt, mithral rapier, six bone daggers, Reniverrea guard uniform

SPECIAL ABILITIES

Human Heritage (Su) A paoternosh can never fully shed the human nature with which it was raised. A paoternosh counts as fey and humanoid (human)

for any spells or effects that depend upon its creature type.

Unearthly Grace (Su) A paoternosh adds his Charisma modifier as a racial bonus on all his saving throws, and as a deflection bonus to his Armor Class.

RENIVERREA GUARD (UP TO 6) CR 1/2

XP 200 each

hp 11 each (see page 32)

After the Combat

When the battered Gustavus is revealed to be manacled in the cellar, the entire conspiracy starts to crumble.

Saelyn breaks down in tears and blames Charatt for the kidnapping, claiming that all she did was to break into Gustavus's house with Charatt, but accidentally knocked over a lamp when Gustavus returned unexpectedly. At some point, such as when the PCs ask Saelyn why she would participate in such a serious crime, the love-struck woman confesses that she's in love with a gorgeous young satyr named Fermuk. Fermuk asked Saelyn to go with Charatt, and Saelyn felt that she could not refuse the suggestion (a DC 15 Sense Motive reveals that Saelyn's uncharacteristic decision might have been due to a magical compulsion; a DC 15 Knowledge (arcana) or Knowledge (nature) check recalls that satyrs can compel others with a *suggestion* ability). Saelyn finishes by stating that she just wishes she could go back to Fermuk's glen and be with him forever; she provides directions to the glen freely.

Charatt admits that he helped Saelyn break into Gustavus's house and, when Gustavus came back earlier than expected, Charatt knocked Gustavus out and brought him back to the estate. Charatt attempts to pass himself off as Saelyn's protector, only grudgingly acknowledging Fermuk if questioned directly about the satyr. Charatt flatly refuses to confess to anything that the PCs do not have direct proof of, as he knows that revealing his true plan—killing Balanidhren, blackmailing Saelyn, gaining control of the Reniverrea finances—would invite a death sentence.

THE MERCHANT'S MURDER

Charatt has committed a more serious crime than just kidnapping Gustavus. He has murdered his employer, Balanidhren Reniverrea. Of course, Charatt doesn't volunteer this information if no one has yet discovered the poison in the merchant's desk, Balanidhren's body in the basement, or if Dax has not been exposed as a doppelganger.

The PCs might have discovered a vial of poison vial in Balanidhren's desk while investigating the house (area L). If they bring this up, Gustavus has a critical piece of information to impart: he had arranged to deliver such a vial of poison along with a *scroll of gentle repose* to a client known only as "Dax." Gustavus assumes that Dax is an adventurer, although he suspects that Dax is particularly good with disguises and otherwise cannot identify him.

Dax most likely will have attempted to flee if Balanidhren's corpse has been discovered, or if the contents of the desk are revealed. Otherwise, Dax continues his impersonation of Balanidhren indefinitely.

Dax's response is dependent upon whether the PCs discovered Balanidhren's body (area T) or the preparations for the faked suicide (area L). If Dax feels his cover is intact, he demands that Gustavus be freed, his daughter confined to her room, and Charatt turned over to the Constables. The PCs might suspect Dax as Balanidhren to be complicit in these events, but Saelyn and Charatt both admit, if asked, that Balanidhren had no clue about the kidnapping, the fire, or his daughter's fey lover. Charatt for his part is simply hoping at this point that Dax can use his influence as Balanidhren to lessen his sentence. If present, Uridavu Boulderfist takes Balanidhren at his word, but resolves to discreetly investigate the whole matter thoroughly.

ACT 5

FERMUK'S GLEN

This Act assumes that the PCs pursue Charatt's co-conspirator, Fermuk. The PCs might want to bring him to justice for murdering Johdel, or might want to find out what was so important in Gustavus's books. Furthermore, the NPCs encourage the PCs to pursue Fermuk: Gustavus would like the stolen books recovered, and if Dax still impersonates Balanidhren, he "wants his daughter's lover brought to justice" by eliminating another conspirator. Dax commands two of his guards to assist the PCs.

Gustavus is happy for a chance to stretch his legs and, despite claiming that his adventuring life is behind him, he insists on accompanying the PCs to Fermuk's glen. He refuses to enter melee, but his bardic abilities might prove useful to the PCs.

Saelyn or Charatt can provide directions to Fermuk's glen, although the PCs are more likely to get directions from a weeping Saelyn than a stone-faced Charatt. After an easy two-mile hike through the woods, the PCs reach Fermuk's glen. Read or paraphrase the following:

A small creek cuts through this open clearing in the deep forest. In the clearing, a short, broad-shouldered satyr stokes a small campfire. In one hand he holds a black scythe; in the other, he holds a black bound book, casually tossing it into the fire.

Fermuk has been waiting in the woods for Saelyn's party to end and for Charatt to bring Gustavus to him.

While waiting, Fermuk has been burning the books he stole.

When Fermuk detects the PCs' approach, he realizes that his plans have fallen apart. In the first round of combat, Fermuk tosses the remaining book onto the fire and moves to attack the PCs. The book takes 2 rounds to be consumed by the fire. If at any point during that time it is removed from the fire (a PC reaching directly into the fire takes 1d6 fire damage) or if the fire is extinguished, the information on the Reniverrea family within the tome remains intact.

FERMUK THE GOAT CR 4

XP 1,200

Male young satyr barbarian 1

CE Small fey

Init +5; **Senses** low-light vision; Perception +11

DEFENSE

AC 21, touch 14, flat-footed 16 (+4 armor, +4 Dex, +1 dodge, +3 natural, -2 rage, +1 size)

hp 70 (8d6+1d12+36)



Fort +9, Ref +11, Will +10

DR 5/cold iron

OFFENSE

Speed 50 ft.

Melee +1 *scythe* +10 (1d6+7/x4) and horns +6 (1d4+2)

Ranged shortbow +10 (1d4/x3)

Special Attacks pipes, rage (12 rounds/day)

Spell-Like Abilities (CL 8th, concentration +13)

At will—*charm person* (DC 16), *dancing lights*, *ghost sound* (DC 15), *sleep* (DC 16), *suggestion* (DC 18)

1/day—*fear* (DC 19), *summon nature's ally III*

TACTICS

Before Combat If Fermuk anticipates a fight, he uses his *summon nature's ally III* ability to summon a dire bat. The dire bat deals with long-distance opponents (like archers) and helps to pinpoint invisible opponents.

During Combat Fermuk longs for a good fight, but not necessarily a fair one, so he uses his *fear* ability to reduce his opposition then rages and charges any remaining opponents.

Morale Furious that his plans have gone so awry, Fermuk fights to the death.

Base Statistics When not raging, Fermuk's statistics are **AC** 23, touch 16, flat-footed 18; **hp** 52; **Fort** +7, **Will** +8; **Melee** +1 *scythe* +9 (1d6+3/x4) and horns +4 (1d4+1); **Str** 14, **Con** 15; **CMB** +7

STATISTICS

Str 18, **Dex** 21, **Con** 19, **Int** 10, **Wis** 14, **Cha** 21

Base Atk +5; **CMB** +8; **CMD** 22

Feats Dodge, Extra Rage, Mobility, Spring Attack, Step Up

Skills Bluff +16, Diplomacy +16, Disguise +10, Intimidate +19, Knowledge (nature) +5, Perception +11, Perform (wind instruments) +16, Stealth +15, Survival +10

Languages Common, Sylvan

SQ fast movement

Combat Gear *potion of cure moderate wounds*; **Other Gear** masterwork chain shirt, +1 *scythe*, shortbow and 20 arrows, masterwork panpipes

SPECIAL ABILITIES

Pipes (Su) A satyr can focus and empower his magic by playing haunting melodies on his panpipes.



When he plays, all creatures within a 60-foot radius must make a DC 19 Will save or be affected by *charm person*, *fear*, *sleep*, or *suggestion*, depending on what tune the satyr chooses. A creature that successfully saves against any of the pipes' effects cannot be affected by the same set of pipes for 24 hours, but can still be affected by the satyr's other spell-like abilities as normal. The satyr's use of his pipes does not count toward his uses per day of his spell-like abilities, and if separated from them he may continue to use his standard abilities. The pipes themselves are masterwork, and a satyr can craft a replacement with 1 week of labor. The save DC is Charisma-based.

Fermuk's glade is simply decorated with a comfortable bower to act as a large bed, several half-full bottles of alcohol, and a few trinkets from past lovers (including Saelyn's mother's jewelry) worth 280 gp. Among the trinkets is a *feather token (whip)* that Fermuk does not realize is magical.

If the PCs recover the book, they find it to be a compilation of family histories, including some of the noteworthy families of Thaven. This information isn't particularly valuable, but it is fairly obscure. Of particular note is that the

Reniverreas of Thaven are connected to the Rhielven clan of elves in the eastern forests, proving several legitimate heirs to Balanidhren Renniverrea's financial fortunes.

Cawnel Intervenes

Unless Cawnel was caught or killed in **Act 2**, the paoternosh is here with Fermuk, waiting for Charatt and Dax. As soon as he knows the PCs are coming—or in the first round of combat if Cawnel is caught unawares—he ducks into the treeline and attempts to hide. From hiding, he uses his spells to incapacitate troublesome PCs. As soon as Cawnel is reduced to fewer than 15 hit points, the sly paoternosh flees back to Thaven.

CAWNEL CR 3

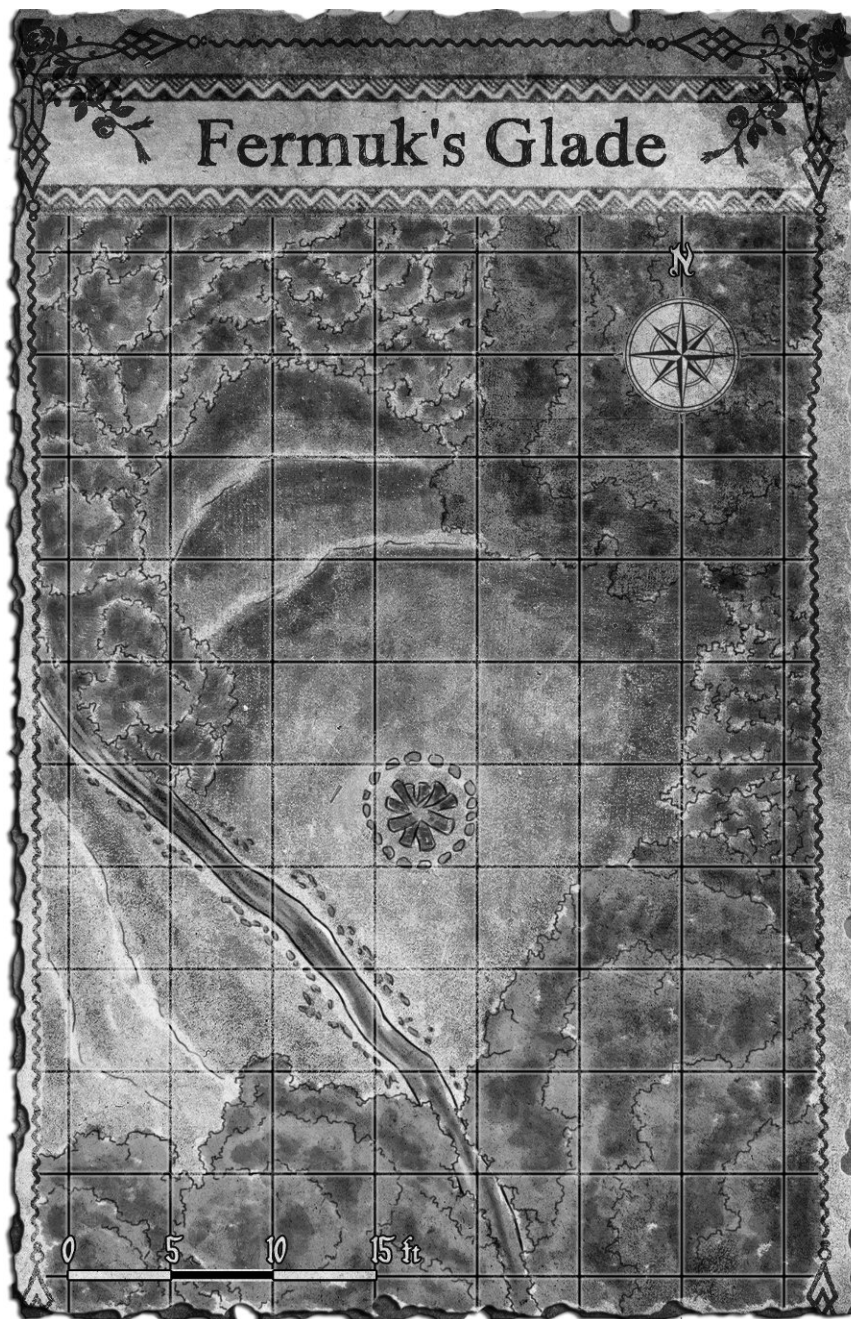
XP 800

hp 25 (see page 16)

CONCLUSION

Whether or not the PCs managed to recover Gustavus's books, they are free to return to the Reniverrea estate. Gustavus has little to reward the PCs with other than his thanks, as he must rebuild his home and business. The only potential loose end is Dax. If the PCs have not revealed the doppelganger, Dountal discovers the poison in his master's desk while the PCs are in the woods confronting Fermuk. Despite the protestations of "Balanidhren," the Constables conduct an immediate search of the house, finding the merchant's corpse. Dax uses his abilities to flee, and you can decide whether the doppelganger escapes to bedevil the PCs at some later time, or whether the PCs return just in time to intercept the fleeing doppelganger and finish the malicious shapeshifter for good.

THE END



APPENDIX 1

THAVEN

“Tall Town, Mephit-home, the Last Riverport; this town has many names, but most of us call it the name carved into the ancient, crumbling South Gate: Thaven. We sit at the south end of a wide river and the crossroads of two major caravan routes, so it’s natural that a city would grow up here and natural that the Mercantile Council would run things. Our town guard—the hardheaded Constables—keeps the peace. We’ve got a lot to be proud of: skilled craftsmen, exciting playhouses and pubs, impressive landmarks, and even a university. In all, Thaven’s a very pleasant place to live and transact business.”
—Envinar Goldenhair, ifrit spice merchant

“Thaven is a hazardous cesspit. Dimwitted mephits skulk in every nook and cranny, pestering decent folk. The tottering buildings in the Carcass hide criminals of every stripe. Street preachers and madmen rave about some long-overdue doom descending upon us. The Constables crack down on us folks who bend a few rules just to get by, but they don’t seem too effective against the monsters that creep into the city. The Countess, gods bless her, tries to help the poor, but the Mercantile Council is jealous of her authority and undercuts her at every turn. Me, I’m looking to get out as soon as I can scrape together the funds.” —Verk Splitlip, halfling tanner and smuggler

Thaven is a vibrant, cosmopolitan mercantile town along the Vidikin River. Nominally a part of the Kingdom of Kelwyk, Thaven is far from the kingdom’s heartland and therefore receives little support—but also suffers little oversight. Shielded by walls and protected by a diligent town guard, Thaven is a bustling community, famed for its trade in exotic goods and notorious as a staging point for expeditions into the surrounding wilderness.

Physically, Thaven is built along a slow-moving but deep section of the Vidikin River. South of Thaven, the river is difficult to navigate, so Thaven serves as the southernmost point of trade on the Vidikin. The riverfront is the lowest part of town, with the neighborhoods to the north and south rising atop several hills. Most buildings in Thaven are wood with stone foundations, typically ancient stone blocks from the ruins of a previous city on which Thaven was built. Most buildings are two to four stories tall, with shingled roofs to protect from the region’s frequent rain. The preponderance of multi-story buildings atop its hills gives Thaven its nickname of “Tall Town.”

Thaven and its immediately surrounding farms and logging communities have a population of about 2,800 people. The town is divided into five neighborhoods of unequal size. The largest, central neighborhood is where most tradesmen live and work; this large area doesn’t have a formal name, but many call it **Thavenheart** to distinguish it from other areas of town. To the northwest is the **Carcass**, Thaven’s poorest neighborhood, which consists of rickety shelters constructed atop ancient, crumbling stone buildings. Crime is common in the Carcass, and its streets are not safe after dark. North of the Vidikin River is **Gladhandlers**, housing the entertainment and hospitality industries. The city’s inns, theaters, and public houses rise tall here, affording an impressive view of the city and the river. Several bards and performers—including some of the city’s wealthiest and most popular citizens—live amid the bustle of Gladhandlers. The southwest neighborhood of the city is a walled area known as **Cointown**. The town’s largest market is in the center of Cointown, and the powerful Mercantile Council governs from this neighborhood. The southern portion of the city is **Oldhome**, where the

wealthiest residents of Thaven—including Thaven’s ruler, Countess Odlinna Estessor—live amid Thaven’s religious centers, including the ecumenical temple called the Open Hands House.

Technically, the ruler of Thaven is the Count of the Vidikin Border, a hereditary title appointed by the king of Kelwyk several centuries ago. In practice, the city is governed by representatives of several mercantile interests headquartered in Thaven called the Mercantile Council. The current countess, **Odlinna Estessor** (LG female human aristocrat 8), comes from a long line of timid aristocrats happy to cede power to the Mercantile Council in exchange for lives of ease. Lady Odlinna, unlike her predecessors, cares deeply about the city and exercises her authority to fund orphanages and create public assistance programs. As a result, Lady Odlinna enjoys unprecedented popularity among the populace. The Mercantile Council quietly resists Odlinna’s growing authority, but cannot do so publicly without being seen as overt enemies of the poor and downtrodden in Thaven.

Thaven has always required a large cadre of town guardsmen, due to its proximity to the wilderness and the importance the Mercantile Council puts on public security. The longstanding captain of the guard, **Uridavu Boulderfist** (LN male oread brawler 10), has further bolstered the force in the last few decades by cracking down on corruption and emphasizing hand-to-hand training. The Thaven town guard consists of nearly fifty disciplined hand-to-hand fighters colloquially called the **Constables**. The Constables are primarily humans, but Uridavu has introduced several oreads into the ranks of the Constables as well.

Elemental influences run strong in Thaven, and entire communities of elemental races—ifrits, oreads, sylphs, undines—are present in the large town. Thaven also hosts a veritable infestation of mephits. The most enterprising of the diminutive creatures serve as couriers or dogsbodies, while others form roving gangs. Even the lowliest mephit holds its pointed chin high, as the mephits consider themselves to be the true citizens of the town while humanoids are mere squatters.

THAVEN SETTLEMENT STATISTICS

THAVEN

N large town

Corruption +0; Crime +0; Economy +2; Law +0; Lore +2; Society +0

Qualities magically attuned, prosperous, strategic location

Danger +5

DEMOGRAPHICS

Government autocracy

Population 2,810 (2,105 humans, 420 elemental-kin [ifrits, oreads, sylphs, and undines], 160 halflings, 125 other; plus approx. 100 mephits)

NOTABLE NPCs

Countess Odlinna Estessor (LG female human aristocrat 8)

Mercantile Council Leader Eplund Alivax (LN male human sorcerer 11)

Constable Captain Uridavu Boulderfist (LN male male oread brawler 10)

MARKETPLACE

Base Value 3,575 gp; **Purchase Limit** 18,000 gp;

Spellcasting 7th

Minor Items 3d4; **Medium Items** 2d4; **Major Items** 1d4

THAVEN’S HISTORY

Thaven was founded nearly 700 years ago by a merchant prince named Indvard. Indvard was seeking a site for a trade hub far from Kelwyk’s heartland, in light of new ventures opening to the south. Indvard and his surveyors scouted the location and identified several advantages: defensible hills, a navigable river allowing access to points north, and an intersection of the imminent trade routes. That the location contained the ruins of a good-sized town seemed odd, as no town appeared on any of their maps. The ruins appeared to be only decades old and were sprinkled with a strange silvery dust. Although most of the buildings were obliterated, two massive stone bridges over the Vidikin River remained intact. The only evidence of the identity of the ruined town was the



south gate. Although badly battered and cracked, the carved sign plainly read “Welcome to Thaven.”

Stranger still, the ruins were haunted by an unusual profusion of mephits. The dimwitted creatures couldn’t or wouldn’t speak of the ruins’ previous inhabitants and were mad-denyingly unspecific about the catastrophe that had befallen the town. Ever one to turn difficulties into opportunities, Indvard had the mephits hired as assistants (particularly those mephits with orderly personalities, such as earth and dust mephits) or driven off into hiding.

Construction of the new site proceeded quickly, because the existing ruins consisted of useful stone foundations and a litter of stone blocks strewn about the site from the unknown catastrophe. Indvard’s merchant house moved into the area as the new trade routes opened, and a flood of settlers soon followed. Despite Indvard’s desire to name the town after himself, the name “Thaven” stuck.

Quick to assert control of the border holding, the king of Kelwyk declared the region a county under the crown’s control, but by the time the first count came to Thaven to establish a hereditary line of rulership, the Mercantile Council was firmly in control. Throughout Thaven’s history, most counts and countesses have been content to live at ease with the Mercantile Council in control. Where a count has attempted to assert control—whether by military might or economic inducement—the Mercantile Council has always proved to be the cleverer opponent and retained control. The current countess provides a unique challenge to the Mercantile Council, as her benevolent policies have garnered her unprecedented popularity. The Mercantile Council is unclear how to counteract Lady Odlinna’s growing authority and their delay may cost them control of Thaven for the first time since its founding.

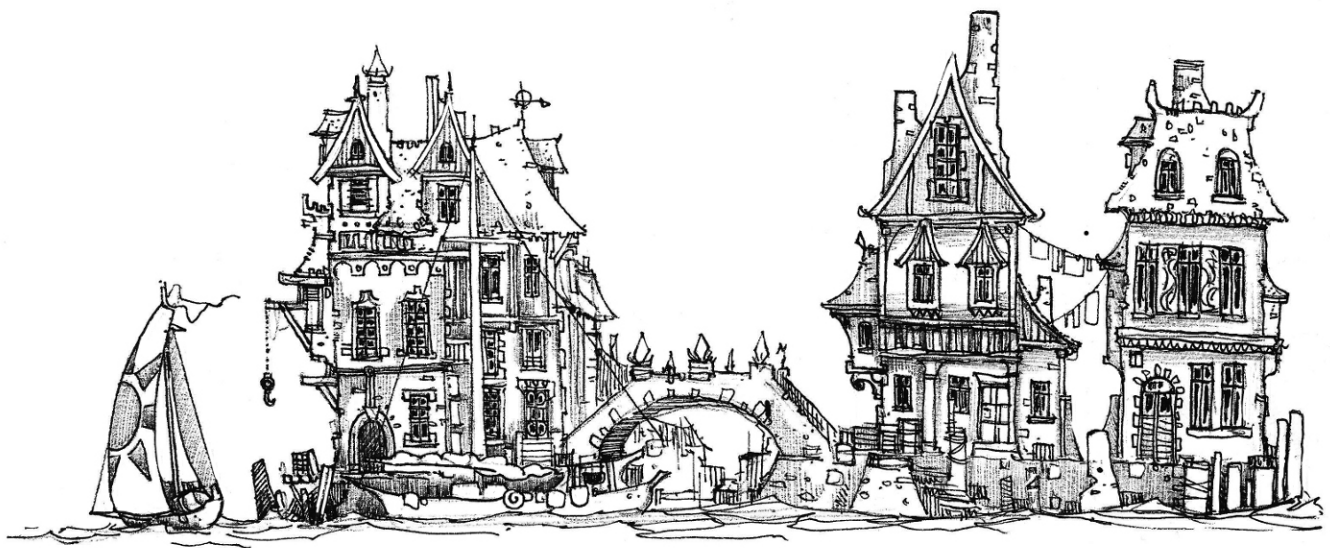


Thaven has grown ever since, despite the distance from the heartland and the dangers of the surrounding wilderness. Constrained by the walls erected by Indvard’s initial civic plan, the town has generally grown upward rather than outward, although a few elements lie outside of the city’s walls (such as the extensive river docks and the town’s cemetery). Although clusters of tall buildings are prone to disastrous collapses in other locations, Thaven has been free of serious structural accidents, thanks to the ingenuity of its masons and architects.

LOCATIONS IN THAVEN

Notable locations in Thaven include the following. Any resident of Thaven can impart the information below to curious visitors.

1. Grand Bazaar (marketplace). The larger and more splendid of Thaven’s two public markets is located, appropriately enough, in the center of Cointown. Stalls in this open-air market are available for anyone in the public to use on a rotating weekly basis but, in practice, members of the Mercantile Council occupy the best stalls year-round. Trade in the Grand Bazaar runs toward the exotic—such as spices, silks, magic items, and clockworks—and merchants who sell more pedestrian items such as food, clothing, and furniture are sometimes derided as “finding the wrong market.” Nevertheless, the residents of



Cointown cannot live on gold alone, so even lowly food peddlers ply a good trade in the Grand Bazaar.

2. Heart Magic (apothecary). Although alchemical mixtures of all kinds are available at this bright and cheery apothecary shop, the proprietor **Fizaldia** (NG female ifrit alchemist 5) specializes in concoctions rumored to secure true love or ease heartaches. Fizaldia is a gifted herbalist with a fiery temper to match her flame-red hair, and she has no patience for customers seeking poisons, drugs, or other unsavory formulae.

3. Hero's Welcome (inn and tavern). This comfortable inn and tavern caters to up-and-coming adventurers, where the charismatic self-promoter **Ardennic the Great** (LG middle-aged male human paladin 4) presses patrons with tales of his former adventures and animated advice about how to become as famous and wealthy as he is.

4. Open Hands House (temple). One of the tallest and most ornate towers in Thaven, the Open Hands House stands between Thavenheart to the north and Oldhome to the south. The building is an ecumenical temple in which the worship of all gods is ostensibly permitted, but followers of evil or chaotic gods are discouraged. Supplicants who live at the Open Hands House follow a regimented, austere code, and many train as monks. The tower

has two courtyards replete with exquisite statuary. The northern, public courtyard is open to anyone seeking refuge or guidance; the southern courtyard is private and open only to residents of the temple or invited guests. Little is known about the temple's reclusive Abbess Allarata, who is only ever seen draped in gauzy veils.

5. Orphaned Clown (playhouse and tavern). One of the liveliest establishments in the festive Gladhanders neighborhood, the Orphaned Clown is operated by the dramatic prima donna **Barlino Ferve** (N male human bard 8). On most evenings, the Orphaned Clown exhibits bawdy comedies or raucous musicians, but Barlino occasionally closes his establishment for private parties during the new moon, and the townspeople can only speculate about the mysterious cloaked patrons and unusual noises issuing from the playhouse during these exclusive events.

6. Sail Market (marketplace). Although the delights of the Grand Market tantalize the wealthy in Thaven, most citizens patronize the small market at the foot of the North Bridge. Called the Sail Market for the sheets of sail canvas stretched over the market in hot or inclement weather, many residents consider this the "sale" market, as common items—including most mundane items listed in the *Pathfinder Roleplaying Game Core Rulebook*—are available here at standard prices.

NEW RULES FOR THAVEN PCs

Thaven holds a wealth of options for the PCs, including the following new rules. These rules are intended for PCs who have grown up in Thaven but, with permission from the GM, may be taken after the PCs have spent some time in the cosmopolitan town.

MEPHIT FAMILIAR (FEAT)

You may acquire one of Thaven's ubiquitous mephits as a familiar.

Prerequisites: Ability to acquire a new familiar, alignment with a neutral component (such as lawful neutral or neutral good).

Benefit: When choosing a familiar, you may select a mephit. If your arcane spellcaster level is less than 7th, your mephit familiar retains an inconvenient amount of free will and is occasionally resistant to your commands. Your familiar refuses commands that would put it directly into danger (such as entering combat, scouting dangerous areas, or springing suspected traps) and will only use its breath weapon or spell-like abilities in its own defense or as determined by the GM. Once your arcane spellcaster level is at least 7th, your mephit familiar becomes more pliable and acts as you direct. Your mephit familiar otherwise uses the rules for regular familiars, except that its type does not change.

CAMPAIGN TRAITS

Powerful Elemental Heritage: You are one of the elemental races (an ifrit, oread, sylph, or undine) whose ancestors were drawn to Thaven, and the elemental power of your race is particularly strong. You can use your ifrit, oread, sylph, or undine racial spell-like ability an additional time each day.

Mercantile Council Advocate: You have spent many years in Thaven working for or publicly supporting the highly political Mercantile Council, and you have developed a sixth sense to identify rapidly shifting allegiances. You gain a +1 trait bonus to Sense Motive, and Sense Motive is always a class skill for you. This trait bonus increases to +3 when making a hunch, but not for other uses of Sense Motive.

Thaven Doomspeaker: You have explored the esoteric history of Thaven and you know that the town is subject to secret arcane forces that threaten to tear it asunder. You suspect that Thaven's destruction is long overdue, and you are driven to discover what has delayed the catastrophe. Connections between arcane lore and hidden history now come naturally to you. You may make untrained checks with Knowledge (arcana) or Knowledge (history) so long as the DC is 20 or less.

7. South Bridge Mill (mill and storehouse). Early in Thaven's history, a coalition of grain traders purchased the South Bridge from the town. Although the grain traders were required to permit continuous public access over the bridge, they renovated most of the bridge to serve as a massive grain mill and storehouse. The public thoroughfare—a twisting, claustrophobic alley across the bridge—is rarely used.

8. Vidikin River (river). This deep river flows lazily northward from several dangerous cataracts south of Thaven. The Vidikin River—which is just “the river” to most residents of Thaven—provides the town's primary source of water and a

substantial portion of its commerce. Several docks and warehouses on the east side of Thaven, just outside of the city's walls, support the river trade that comes from the north. Although most river vessels can easily fit under the high, arched North Bridge, the South Bridge is choked with the massive wheels and paddles used to power the mill that sits atop that bridge; river travel is, for all practical purposes, stopped at the South Bridge. Most of the town's water is obtained from the clear water just south of the South Bridge, untainted by the river traffic and the town's sewers that dump into the river to the north. Most of the city's undine residents live or work along the river.

NOTABLE CHARACTERS

Ardennic the Great (LG middle-aged male human paladin 4) is a shameless self-promoter who enjoyed some success in his youth against ogre bandits north of Thaven. After defeating the ogres, Ardennic raided their vault and returned to Thaven to restore the stolen goods to their rightful owners. Even after returning these goods, and after providing generous financial support to Lady Odlinna's poorhouses, Ardennic still had enough plunder left over to open an inn. Ardennic feigns enthusiasm for going on "just one more heroic adventure," but he has not donned his plate mail in over a decade.

Countess Odlinna Estessor (LG female human aristocrat 8) is the nominal ruler of Thaven, though she chafes against the pervasive and long-standing influence of the Mercantile Council. Determined to reverse the passive leadership of her ancestors, Odlinna strives to expand Thaven's social services and support for the needy. Her determined kindness, aristocratic bearing, and beauty make her the most adored woman in Thaven.

Doomsayer (CN male human expert 3) is a common sight in the streets of Thaven, raving about how the city is cursed and will meet its destruction. Although the ragged man's ravings are contradictory and disjointed (for example, it's unclear whether Thaven's destruction will be an upheaval of the land, massive beasts crawling from the river, or by death raining from the skies), he is consistent in his assertion that the city's destruction is long overdue. Doomsayer is occasionally followed by a small coterie of zealots.

Eplund Alivax (LN male human sorcerer 11) currently heads the Mercantile Council. The manager of a successful spice trading house, Eplund is a shrewd judge of character. Eplund is rarely seen outside of Cointown, where he cuts an impressive figure with his long black hair and dramatic carmine cassock. He is rumored to use enchantment spells to sway deals, but no proof of improper magical influence has ever been found.

Master Sphinx (N male maftet inquisitor 6) is Thaven's self-appointed private detective. The brooding, cloaked figure investigates crimes in the

city, asking terse but insightful questions of witnesses and relentlessly pursuing wrongdoers. Master Sphinx identifies wrongdoers to satisfy his employers' or his own curiosity, and he only rarely brings criminals to the Constables' attention. As a result, Uridavu Boulderfists sees Master Sphinx as a troublemaker rather than an ally. An adherent of an unnamed desert god of mysteries, Master Sphinx admits to being far from his homeland, but does not reveal why he now resides in Thaven.

Salomand Florion (CN male human oracle of coin 9) is the head of Thaven's only formal thieves' guild, the Lightfingers Brotherhood. The Lightfingers Brotherhood is more benign than thieves' guilds in other cities, emphasizing larceny and smuggling over drug peddling and assassination. This has much to do with Salomand's infectiously placid personality and peculiar religious conviction: Salomand claims divine power from the "spirit of theft," and believes it is in the taking—not the having—that provides spiritual enlightenment.

Tazasha Haze (CE female steam mephit rogue 3) is an infamous smuggler and information broker. From her cluttered parlor in the Cointown neighborhood guarded by earth mephit thugs, Haze meets with high-paying clients to acquire rare items or to arrange illicit deals within the ebb and flow of the town's caravans and river traffic. Haze knows Salomand Florian, but shares neither the human's religious conviction nor restraint.

Uridavu Boulderfist (LN male oread brawler 10) leads the Constables, the town guard of Thaven. Uridavu is a huge man with a stony complexion and a serious, deliberate manner. Public perception of the Constables is important to him, and Uridavu works to gradually improve the effectiveness and image of his organization. Uridavu is a realist, and knows that even a highly trained guard force will face monsters and dangers beyond their ability to defeat; as a result, Uridavu makes it a point to befriend powerful adventurers who may be able to supplement his defense of the town if the need arises. To detractors who claim that the Constables serve to protect the interests of the Mercantile Council alone, he responds that the Mercantile Council deserves as much protection as anyone else.

SECRETS OF THAVEN

Thaven holds many secrets, ripe with adventure opportunity. A few of the secrets of the bustling town are presented here.

City After City After City

Everyone knows that Thaven was founded over a ruined city. In truth, that city was only the most recent to be built upon the same spot. A city has been built at Thaven's location nearly a dozen times, each time surviving for 600 years before being destroyed in an elemental catastrophe. Sometimes the city is laid low by an earthquake, other times by a powerful flash flood, and once by vents of boiling steam. In every case, the previous city is destroyed and soon forgotten, until another group of settlers finds the location appealing, beginning the construction anew.

Within the Hills

The stone foundations of the earlier city form the bases of Thaven's buildings today. Underneath these stone foundations are crumbling remains of even older cities, some of which currently serve as Thaven's sewer system. Thaven's two hills—a large hill south of the river and a smaller hill to the north—were flat ground millennia ago. The centuries-long cycles of growth and destruction have produced tall hills, each honeycombed with the remains of previous cities. Although the ground beneath Thaven's cobblestones is primarily compressed stone and earth, several extensive chambers still survive in the subterranean darkness. Many of these passages cannot be accessed without dedicated digging or a seismic shift, and some containing lost treasures or sleeping horrors.

The Mephit Survivors

The only survivors of these periodic calamities are mephits, their elemental natures giving them protection that humanoids lack. Although many mephits die along with each city, enough mephits survive to keep a continuous mephit population in place. Few mephits alive today experienced the latest devastation first-hand; although mephits are long-lived, it is the grandchildren and great-grandchildren of those mephits that live in the city today. Mephits are generally dim-witted and are not

good caretakers of family history, so stories of the city's destruction are only half-remembered folktales in mephit communities. Despite these generalities, some mephits are aware of the cycle, and a few venerable mephit elders recall the latest destruction personally. For their own reasons, these elders are loath to share the secret with the humanoids in Thaven today.

What's in a Name?

The cracked "Welcome to Thaven" sign discovered by the town's original settlers gave the town its current name, but "Thaven" wasn't the previous town's name. Historians in the previous settlement—a far-flung outpost to a remote southern kingdom—learned of the cycle of destruction early enough to evacuate the city. As a few mephits were helpful in learning of the pending disaster, the inhabitants formally left the city to the mephits, who had no desire to leave. As a final gift, the erstwhile inhabitants erected a stone arch engraved with "Welcome to Mephithaven." When the catastrophe finally came—a great earthquake that spit quartz powder over the ruins—the stone arch cracked and settled, losing the first five letters of the town's name.

Destruction Delayed

The destruction of settlements at Thaven's site has occurred every 600 years with clockwork precision—until recently. The previous catastrophe was nearly 700 years ago, so Thaven's destruction is almost a century overdue. None know why this latest annihilation has been delayed, what form the pending destruction will take, or why psychically sensitive citizens like Doomsayer know that doom hovers over the town like a dark shroud. These mysteries are certain to be revealed in due time.



APPENDIX 2

SCALING THIS ADVENTURE

This adventure is designed for four to six PCs of 3rd or 4th level, but the challenges can be scaled for parties of higher or lower level.

For **2nd-level PCs**, you can decrease the difficulty of the encounters as follows. In Encounter 1 of **Act 1**, remove the swinging log trap. Encounter 3 of **Act 2** requires no change, but keep in mind the PCs are not likely to best the clockwork training dummy. In Encounter 4 of **Act 2**, remove two of Latham's Liberators. In Encounter 2 of **Act 4**, the first three Reniverrea guards to reach the cellar hang back to control the crowd; as a result, the PCs fight, at most, Charatt and three guards. In **Act 5**, replace Fermuk with an ordinary satyr; furthermore, Fermuk has already expended his *fear* and *summon monster III* powers earlier in the day and does not have them to use against the PCs.

For **5th-level or 6th-level PCs**, you can increase the difficulty of the encounters as follows. In Encounter 1 of **Act 1**, add two more nuglub gremlins. In Encounter 2 of **Act 2**, increase the Perception DC of the falling cask trap to 20 and increase its damage to 6d6. In Encounter 3 of **Act 2**, use the stats of a clockwork soldier for the clockwork training dummy; reduce its speed to 5 ft. and add a heart target (AC 28, hp 6, DR 2/-). In Encounter 4 of **Act 2**, Latham is instead accompanied by five thuggish Liberators, all of whom have the same statistics as Latham. In Encounter 5 of **Act 2**, replace the clockwork worker with a clockwork soldier; by way of apology for the attack, its owner allows the PCs to keep the soldier's magical halberd. Throughout **Act 4**, use the statistics of Thaven Peacekeepers on page 19 for all Reniverrea guards; however, as the Reniverrea guards are all elves, add +2 to their Perception checks, +2 to saves against enchantment effects, and immunity to sleep effects. In **Act 5**, use the following statistics for Fermuk.

FERMUK THE GOAT CR 8

XP 4,800

Satyr barbarian 5

CN Medium fey

Init +9; **Senses** low-light vision; Perception +18

DEFENSE

AC 19, touch 14, flat-footed 19 (+5 Dex, +1 dodge, +5 natural, -2 rage)

hp 125 (13 HD; 5d12+8d6+65)

Fort +11, **Ref** +12, **Will** +12

Defensive Abilities improved uncanny dodge, trap sense +1; **DR** 5/cold iron

OFFENSE

Speed 50 ft.

Melee +1 scythe +16/+11 (2d4+10/x4) and horns +10 (1d6+3)

Ranged javelin +14 (1d6+6)

Special Attacks pipes, rage (15 rounds/day), rage powers (knockback, quick reflexes)

Spell-Like Abilities (CL 8th; concentration +11)

At will—*charm person* (DC 14), *dancing lights*, *ghost sound* (DC 13), *sleep* (DC 14), *suggestion* (DC 16)

1/day—*fear* (DC 17), *summon nature's ally III*

TACTICS

Before Combat If Fermuk anticipates a fight, he uses his *summon nature's ally III* ability to summon a dire bat. The dire bat deals with long-distance opponents (like archers) and helps to pinpoint invisible opponents.

During Combat Fermuk uses his *fear* ability to reduce his opposition then rages and charges any remaining opponents.

Morale Furious that his plans have gone so awry, Fermuk fights to the death.

Base Statistics When not raging, Fermuk's statistics are **AC** 21, touch 16, flat-footed 21; **hp** 99; **Fort** +9,

Will +10; **Melee** +1 *scythe* +14/+9 (2d4+7/x4) and horns +8 (1d6+2); **Ranged** javelin +14 (1d6+4); **Str** 18, **Con** 17; **CMB** +13; **Skills** Climb +10, Swim +10

STATISTICS

Str 22, **Dex** 20, **Con** 21, **Int** 12, **Wis** 16, **Cha** 17

Base Atk +9; **CMB** +15; **CMD** 29

Feats Dodge, Mobility, Improved Initiative, Power Attack, Skill Focus (Perception), Spring Attack, Vital Strike

Skills Acrobatics +15 (+23 when jumping), Bluff +14, Climb +12, Diplomacy +14, Disguise +8, Intimidate +18, Knowledge (nature) +10, Perception +18, Perform (wind instruments) +18, Stealth +19, Survival +18, Swim +12; **Racial Modifiers** +4 Perception, +4 Perform, +4 Stealth

Languages Common, Sylvan

Combat Gear *potion of cure serious wounds*, **Other Gear** +1 *scythe*, dagger, javelins (4), masterwork panpipes

SPECIAL ABILITIES

Pipes (Su) A satyr can focus and empower his magic by playing haunting melodies on his panpipes. When he plays, all creatures within a 60-foot radius must make a DC 17 Will save or be affected by *charm person*, *fear*, *sleep*, or *suggestion*, depending on what tune the satyr chooses. A creature that successfully saves against any of the pipes' effects cannot be affected by the same set of pipes for 24 hours, but can still be affected by the satyr's other spell-like abilities as normal. The satyr's use of his pipes does not count toward his uses per day of his spell-like abilities, and if separated from them he may continue to use his standard abilities. The pipes themselves are masterwork, and a satyr can craft a replacement with 1 week of labor. The save DC is Charisma-based.

APPENDIX 3

NEW MONSTERS

Belgar

This creature looks like a pregnant crone cloaked in concealing shadows, ten feet tall and emaciated except for her distended belly. Her fingers end in large, ebon claws. Small yellow flames dance deep in the black pits of her eyes.

BELGAR CR 10

XP 9,600

NE Large fey

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +19

DEFENSE

AC 26, touch 19, flat-footed 16 (+9 Dex, +1 dodge, +7 natural, –1 size)

hp 105 (14d6+56)

Fort +8, **Ref** +18, **Will** +11

Defensive Abilities evasion; **DR** 10/cold iron

OFFENSE

Speed 40 ft.

Melee 2 claws +15 (1d6+6)

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

Special Attacks rend (2 claws, 2d6+9), sneak attack +4d6

Spell-Like Abilities (CL 14th; concentration +18)

At will—*ray of exhaustion* (DC 17), *silence*

3/day—*deeper darkness*, *shadow conjuration*, *true seeing*

1/day—*shadow walk* (DC 20)

STATISTICS

Str 22, **Dex** 29, **Con** 18, **Int** 12, **Wis** 15, **Cha** 19

Base Atk +7; **CMB** +14; **CMD** 33

Feats Combat Reflexes, Deft Hands, Dodge, Intimidating Prowess, Shadow Strike, Vital Strike, Weapon Finesse

Skills Disable Device +27, Intimidate +24, Knowledge (local) +11, Knowledge (nature) +11, Perception

+19, Sense Motive +19, Sleight of Hand +30 (+34 in dim light or darker), Stealth +22; **Racial Modifiers** +4 to Sleight of Hand in areas of dim light or darker.

Languages Aklo, Common, Sylvan

ECOLOGY

Environment any

Organization solitary or family (belgar plus 1d6 paaternoshes)

Treasure standard

SPECIAL ABILITIES

Infant Legerdemain (Ex) Known for its trickery in swapping its own offspring for the infants of others, a belgar treats any infant fey or humanoid creature



as a coin-sized object for the purposes of its Sleight of Hand checks.

Shadow Jump (Su) A belgar can travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area in dim light or darker. A belgar can jump up to a total of 140 feet each day in this way; this may be a single jump of 140 feet or many shorter jumps, but each jump, no matter how small, counts as a 10-foot increment.

These horrid fey creatures are responsible for many legends regarding changelings or fairy infants. Incredibly fecund, a belgar is always female and can mate with virtually any kind of fey or humanoid. Belgars prefer to terrify and bully lone travelers into carnal relations, often murdering their partners after intercourse. Belgars enjoy nothing more than the experience of pregnancy. Once a belgar gives birth, it loses interest in its offspring and instead seeks a human family to raise its child. A belgar stalks a human family with an infant at home, then slips into the house late at night to swap its own infant offspring for the

natural child of the oblivious humans. Such a changeling is known as a paoternosh. A paoternosh grows up with no knowledge of his or her fey parentage, but often develops bizarre, inhuman abilities during puberty. If a belgar chooses to reveal itself to a grown paoternosh, it often finds a lonely misfit aching for information about its place in the world, despite the repulsive truth. Weaving false promises of belonging and love with subtle enchantments, a belgar often molds its paoternosh offspring into serving devotedly and, if male, into fathering another paoternosh infant.

Belgars eat very little, preferring raw meat. A typical belgar stands 10 feet tall but weighs only 150 pounds (or about 200 pounds when pregnant).

Clockwork Training Dummy

This humanoid figure of wood, iron, and clockworks is affixed to a heavy base. It holds a padded baton in a double-jointed limb, and the center of its chest is dotted with a tiny red target.

CLOCKWORK TRAINING DUMMY CR 4

XP 1,200

N Medium construct (clockwork)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 17, touch 15, flat-footed 12 (+3 Dex, +2 dodge, +2 natural)

hp 42 (4d10+20)

Fort +1, **Ref** +6, **Will** +1

Immune construct traits

Weaknesses heart target (AC 25, hp 4, DR 2/-), vulnerable to electricity

OFFENSE

Speed 5 ft. (cannot charge or run)

Melee masterwork baton +8 (1d8+3 nonlethal)

Space 5 ft.; **Reach** 10 ft.

STATISTICS

Str 16, **Dex** 16, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +4; **CMB** +7; **CMD** 22

Feats Improved Initiative^B, Lightning Reflexes^B

SQ swift reactions, winding

Gear masterwork baton



ECOLOGY

Environment any

Organization solitary, team (2–4), or squadron (5–10)

Treasure masterwork baton (as masterwork heavy mace, but deals nonlethal damage)

SPECIAL ABILITIES

Heart Target (Ex) A clockwork training dummy is built with a tiny external unwinding mechanism, usually surrounded by a target (to train combatants to attack a vital area). This mechanism has one-tenth the hit points of the clockwork training dummy (4 hp for most clockwork training dummies), and DR 2/–, but is a Fine object rather than a Medium object and therefore has an AC 8 points higher than the clockwork training dummy itself (AC 25 for most clockwork training dummies). Damage to this mechanism does not reduce the clockwork training dummy's hit points. If the mechanism is reduced to 0 hit points, the clockwork training dummy is not destroyed, but it immediately deactivates as though its winding had fully ceased. This mechanism is usually placed over the creature's heart, but can be moved to the creature's head or another vital area as needed for training purposes.

Swift Reactions (Ex) Clockwork constructs generally react much more swiftly than other constructs. They gain Improved Initiative and Lightning Reflexes as bonus feats, and gain a +2 dodge bonus to AC.

Vulnerable to Electricity (Ex) Clockwork constructs take 150% as much damage as normal from electricity attacks.

Winding (Ex) Clockwork constructs must be wound with special keys to function. As a general rule, a fully wound clockwork training dummy can remain active for one hour per Hit Die (4 hours for most clockwork training dummies).

Far more useful than inanimate training dummies, clockwork training dummies are highly prized in martial training facilities for the ability to simulate a combat against an active—although fairly slow-moving—foe. Blows delivered by a clockwork training dummy's baton are painful but not life-threatening, and the creature's "heart target," or external winding mechanism, is a valuable tool to teach trainees to target vital spots. Clockwork training dummies are generally sold with several customization options, and an hour's work is

sufficient to modify the training dummy in any one of the following ways (or to return it to its original design):

- *Long reach:* the clockwork training dummy's reach increases to 15 feet, but this imbalances the creature. A clockwork training dummy with increased reach cannot move, and suffers a -2 to its CMD against bull rush, reposition, or trip maneuvers.
- *Shielded:* extensive shielding gives the clockwork training dummy a +4 shield bonus to its AC, but reduces its reach to only 5 feet.
- *Reinforced:* the clockwork training dummy is covered with sturdy plates that give it DR 5/adamantine, but the extra weight gives the creature a -4 penalty on attack rolls.

Clockwork training dummies are about 6 feet tall and weigh about 300 pounds (or 500 pounds if reinforced).

Construction

The creator of a clockwork training dummy must start with crafted clockwork pieces worth 1,000 gp, which includes the cost of the masterwork baton incorporated into the creature.

CLOCKWORK TRAINING DUMMY

CL 12th; Price 11,000 gp

CONSTRUCTION

Requirements Craft Construct, *geas/quest* and *make whole*, creator must be at least caster level 12th;
Skill Craft (clockwork) DC 20; **Cost** 6,000 gp

Paoternosh

This tall man moves with a delicate grace. Although he has all the appearance of an ordinary human, something about his large, dark eyes and smooth features hint at some supernatural ancestry. He raises his weapon, a cruel smile on his lips.

PAOTERNOSH CR 1

XP 400

CE Medium fey (augmented humanoid)

Init +5; **Senses** low-light vision; Perception +6

DEFENSE

AC 14, touch 12, flat-footed 13 (+2 armor, +1 deflection, +1 Dex)



hp 16 (3d6+6)

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

DR 2/cold iron

OFFENSE

Speed 30 ft.

Melee rapier +1 (1d6/18-20)

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

Spell-Like Abilities (CL 3rd; concentration +4)
3/day—*murderous command* (DC 12)

STATISTICS

Str 11, **Dex** 13, **Con** 12, **Int** 8, **Wis** 10, **Cha** 13

Base Atk +1; **CMB** +1; **CMD** 12

Feats Improved Initiative, Toughness

Skills Acrobatics +7, Bluff +9, Disguise +9, Perception
+6, Stealth +7; **Racial Modifiers** +2 Bluff, +2 Disguise

Languages Common, Sylvan

Gear rapier, dagger, leather armor

ECOLOGY

Environment urban

Organization solitary

Treasure standard (rapier, dagger, leather armor, other treasure)

SPECIAL ABILITIES

Human Heritage (Su) A paoternosh can never fully shed the human nature with which it was raised. A paoternosh counts as fey and humanoid (human) for any spells or effects that depend upon its creature type.

Unearthly Grace (Su) A paoternosh adds his Charisma modifier as a racial bonus on saving throws, and as a deflection bonus to Armor Class.

A paoternosh is the offspring of a vile fey creature called a belgar. The belgar does not usually raise its newborn young, instead sneaking into a human household with a newborn baby and swapping the human baby with its paoternosh offspring. The paoternosh grows up as a human, maturing as an ordinary human child does. However, the paoternosh carries its fey ancestry deep inside. At puberty, the paoternosh develops a supernatural grace and the ability to influence the emotions of others. The paoternosh acquires a 1st-level enchantment spell that it can use 3 times per day as a spell-like ability; common effects are *charm person*, *delusional pride*, or *murderous command*. Paoternoshes live lonely lives, particularly after they develop their bizarre nonhuman abilities. Most paoternoshes, no matter how much they are loved by their human “parents,” never feel like they fit in to human society and drift into the company of others who lurk at the fringes of society (such as dissolute profligates or amoral criminals). As a result, most paoternoshes are chaotic, and a large percentage of paoternoshes are evil.

Occasionally, an adult paoternosh is contacted by its true belgar parent. The belgar explains the paoternosh’s origin and powers then binds the paoternosh in an eldritch ritual to become a loyal servitor and agent among human society. This eldritch ritual is rarely necessary, as most lonely paoternoshes become fanatically loyal to their true fey parent once the circumstances of their awkward lives are finally explained.

APPENDIX 4

CONSOLIDATED HANDOUTS

Handout 1

Hail adventurers!

Your reputation as perspicacious problem solvers precedes you, and I have a task that requires keen eyes and a bit of travel. If it pleases you, meet me at my shop tomorrow at noon. You can find it at the north end of Hillsedge Street in central Thaven.

Signed,
Gustavus Hodgedar, Scrivener

Handout 2

(Written on the back of a torn label)

To Whom It May Concern: Yesterday a group of adventurers met with me. Please give them this note when they return.

To my new friends: Help!! I have been kidnapped and am being held in a wine cellar. I need you to **QUIETLY** find me and rescue me. The guards holding me are very skittish and they might just cut my throat if they think they're going to get caught. I will send more notes to my shop if more rats become available.

- Gustavus

Handout 3

BALANDHREN RENVERREA

*REQUESTS THE PLEASURE OF
YOUR COMPANY CELEBRATING
HIS DAUGHTER SAELYN
RENVERREA'S THIRTY-FIFTH
YEAR.*

*ON THE AFTERNOON OF
ARGENT MOON DAY IN THE
4395TH YEAR OF THE ELVEN
CALENDAR.*

*PLEASE COME DRESSED AS
YOUR FAVORITE HERO OR
CHAMPION*

*AS SAELYN BEGINS THE
ADVENTURE OF HER LIFE.*

Handout 4

(Written on the back of a torn label)

Please give this note to whomever can help me. My adventurer friends from the evening before last are best, but anyone will do!

Help! I'm being held captive in a wine cellar. I think it's near the forest, on the west side of town. I'm sure the guards will kill me if they get wind that people are looking; they keep pulling bottles of wine out of the cellar for some event. Rescue me, please! But be quiet about it! - Gustavus

APPENDIX 5

PREGENERATED CHARACTERS

The five pregenerated PCs on the following pages can be used with this adventure from the start or as a replacement if a PC dies during this adventure.

All of these PCs were built using a standard 15-point purchase method and rules from the *Pathfinder Roleplaying Game Core Rulebook* and the *Advanced Players Guide*. These PCs each have gear appropriate for a 3rd-level PC. Each PC selected hit

points as a favored class bonus, except Andeniel who has additional skill points. Statistics for Andeniel's familiar (an irritable fox named Lutea) are provided below.

Additional pregenerated PCs (and these pregenerated PCs available at other levels) can be found in *The Emergency Character Collection* from Run Amok Games.

LUTEA, FOX

Familiar

N Tiny magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

DEFENSE

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)

hp 4 (2 HD)

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

Defensive Abilities improved evasion

OFFENSE

Speed 40 ft.

Melee bite +5 (1d3–1)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 9, **Dex** 15, **Con** 13, **Int** 6, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** -2; **CMD** 10 (14 vs. trip)

Feats Skill Focus (Perception)

Skills (ACP 0) Acrobatics +2 (+10 when jumping), Heal +3, Knowledge (arcana) +0, Knowledge (nature) +0, Perception +8, Spellcraft +0, Stealth +15, Survival +1 (+5 when tracking by scent)

SQ empathic link, share spells, store spells

Alekandros

Appearance: Alekandros is an attractive, well-muscled human man in his late 20s. He has a winning smile, dark hair, and arresting steel-colored eyes. He is in outstanding physical shape.

Personality: Alekandros is a zealot, constantly seeking glorious battle for its own sake. He most enjoys testing his combat prowess against other melee combatants. Alekandros' metal-colored eyes give him limited vision that he finds embarrassing. He has a commanding personality and makes friends easily, but is a slow thinker.

In Combat: Alekandros is most effective swinging his falchion at the front lines of a fight. He casts a few defensive spells if he knows a battle is coming, but holds back a few spell slots to provide healing after combat.



ALEKANDROS, MALE HUMAN ORACLE 3

N Medium humanoid (human)

Init +1 (war sight); **Senses** darkvision 30 ft.;
Perception +6

DEFENSE

AC 20, touch 11, flat-footed 19 (+9 armor, +1 Dex)

hp 26 (3d8+9)

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

OFFENSE

Speed 20 ft.

Melee masterwork falchion +7 (2d4+4/18–20)

Ranged javelin +3 (1d6+3)

Oracle Spells Known (CL 3rd; concentration +5)

1st (6/day)—*cure light wounds*, *divine favor*, *enlarge person*, *magic weapon*, *protection from evil*

0 (at will)—*create water*, *detect poison*, *guidance*, *stabilize*, *virtue*

Mystery battle

STATISTICS

Str 16, **Dex** 12, **Con** 13, **Int** 8, **Wis** 10, **Cha** 15

Base Atk +2; **CMB** +5; **CMD** 16

Feats Extra Revelation (weapon mastery), Power Attack, Toughness, Weapon Focus (falchion)

Skills (ACP -5) Diplomacy +8, Intimidate +8, Perception +6, Sense Motive +6

Languages Common

SQ oracle's curse (clouded vision), revelations (skill at arms, war sight, weapon mastery [falchion])

Gear masterwork full plate, masterwork falchion, cold iron falchion, javelins (4), *lesser strand of prayer beads* (bead of blessing only), *scroll of comprehend languages* (2), antitoxin, backpack, bedroll, blanket, everburning torch, magnet, spell component pouch, waterskin, 2 gp

HIT POINTS:

CONDITIONS AND MODIFIERS:

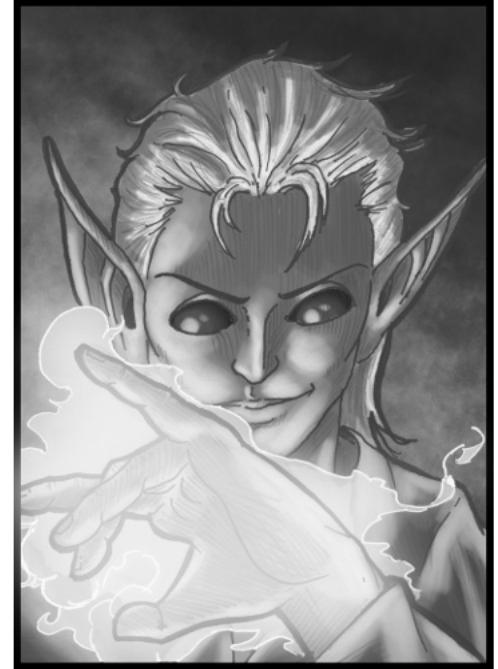
NOTES:

Andeniel

Appearance: Andeniel is an elven man near middle age, but he has youthful looks and a friendly smile. He dresses simply in worn but well-made clothes. A faint odor of floral herbs hangs around him.

Personality: Andeniel was a simple herbalist before a mysterious fey entity saved his life. Andeniel now wanders where dreams and omens imparted by his fey patron direct him. Andeniel is a simple, settled man who does not enjoy the wandering life, but suffers with good grace as his patron's tasks—which always seem puzzling and random to him when imparted—tend to ultimately benefit good people. Andeniel possesses a keen and probing intellect, and is something of an amateur natural philosopher.

In Combat: Andeniel relies on his hexes in combat, supplemented with archery.



ANDENIEL, MALE ELF WITCH 3

CG Medium humanoid (elf)

Init +3; **Senses** low-light vision; Perception +3

DEFENSE

AC 15, touch 14, flat-footed 11 (+3 Dex, +1 dodge, +1 shield)

hp 13 (3d6)

Fort +1, **Ref** +6, **Will** +2; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee masterwork shortspear +2 (1d6)

Ranged masterwork composite longbow +5 (1d8/x3)

Special Attacks hexes (evil eye [−2, 6 rounds], flight [*feather fall* at will, *levitate* 1/day])

Witch Spells Prepared (CL 3rd; concentration +6)

2nd—*glitterdust* (DC 15), *summon monster II*

1st—*comprehend languages*, *mage armor*, *shield of faith*

0 (at will)—*daze* (DC 13), *dancing lights*, *mending*, *spark*

Patron Wisdom

STATISTICS

Str 10, **Dex** 16, **Con** 11, **Int** 17, **Wis** 8, **Cha** 12

Base Atk +1; **CMB** +1; **CMD** 15

Feats Alertness, Dodge, Point-Blank Shot

Skills (ACP 0) Fly +9, Heal +5, Knowledge (arcana) +9, Knowledge (nature) +9, Perception +3, Sense Motive +1, Spellcraft +9 (+11 to identify magic item properties), Stealth +6, Swim +4

Languages Common, Draconic, Elven, Goblin, Sylvan

SQ elven magic, weapon familiarity, witch's familiar (fox named Lutea)

Gear mithral buckler, masterwork shortspear, masterwork composite longbow with 20 arrows and 20 blunt arrows, *pearl of power* (1st level), *scroll of cure light wounds* (4), acid (2), belt pouch, blood block, chalkboard and chalk, flint and steel, healer's kit, masterwork backpack, smelling salts, spell component pouch, sunrod (2), waterskin, 7 gp

HIT POINTS:

CONDITIONS AND MODIFIERS:

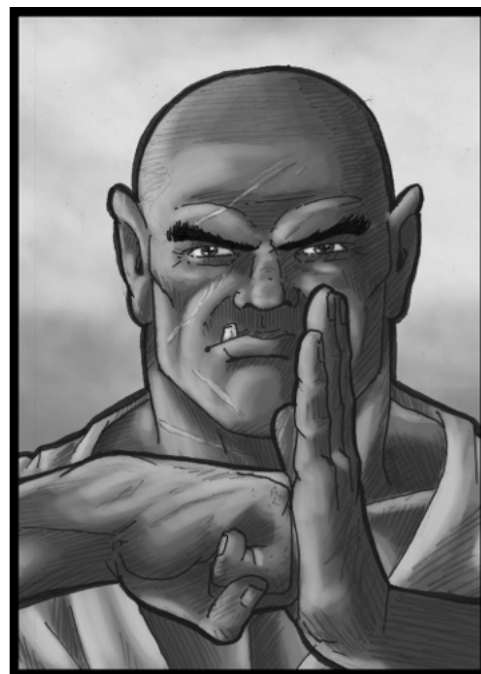
NOTES:

Lat Keth

Appearance: Lat Keth is a calm-looking half-orc man approaching middle age. His hair is black but shaved bald. Lat Keth is well-muscled and graceful, but dressed as simply as a beggar.

Personality: Let Keth is a quiet, devout man who continuously hones his body to the peak of physical perfection. In order to obtain enlightenment, Lat Keth swore off all worldly items and lives simply, creating the few items he carries. Lat Keth is neither smart nor personable, but he is generous with his wise advice. He understands that few people can live the way he has chosen and he does not expect others to follow his lifestyle.

In Combat: Lat Keth is a mobile melee combatant. He excels at attacks against foes in the enemy's rear lines, such as archers or spellcasters. He favors stunning attacks against such opponents.



LAT KETH, MALE HALF-ORC MONK 3

LN Medium humanoid (human, orc)

Init +1; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 15, touch 15, flat-footed 13 (+1 deflection, +1 Dex, +1 dodge, +2 Wis)

hp 26 (3d8+9)

Fort +5, **Ref** +5, **Will** +6; +2 vs. enchantment

Defensive Abilities evasion, orc ferocity

OFFENSE

Speed 40 ft.

Melee unarmed strike +7 (1d6+4)

Melee flurry of blows unarmed strike +6/+6 (1d6+4)

Melee club +6 (1d6+6)

Ranged sling +2 (1d3+4)

Special Attacks flurry of blows, stunning fist (3/day, DC 13)

STATISTICS

Str 18, **Dex** 12, **Con** 12, **Int** 8, **Wis** 14, **Cha** 8

Base Atk +2; **CMB** +7; **CMD** 20

Feats Combat Reflexes, Dodge, Improved Unarmed Strike, Stunning Fist, Toughness, Weapon Focus (unarmed strike)

Skills (ACP 0) Acrobatics +7 (+11 when jumping), Climb +8, Intimidate +5, Perception +7, Sense Motive +7

Languages Common, Orc

SQ fast movement, maneuver training, orc blood, still mind, weapon familiarity

Gear club, sling, 10 rocks

Vow of Poverty Lat Keth has taken a vow of poverty, so he will not use or carry any possessions other than a few simple nonmagical items he can create himself (a club, a sling, a tunic, a waterskin, and similar). Lat Keth can use expendable items provided by another character—such as a *potion of cure light wounds*—but cannot carry any money or other gear even if loaned by someone else. Lat Keth's vow gives him certain numerical bonuses that have already been included in his statistics.

HIT POINTS:

CONDITIONS AND MODIFIERS:

NOTES:

Osmer

Appearance: This sullen-looking tiefling man is thin and gangly. His features are sharply pointed and his equipment is festooned with small spikes and barbs. A faint odor of ash hangs around him.

Personality: Osmer believes that the world is a hard place, and the only response is to be harder. He is good at picking up any useful trick, martial or arcane, and he rarely lets moral considerations influence his thinking. Osmer doesn't ever stay in one place long, partly because he has a blunt, surly demeanor that alienates even the kindest neighbors. Although he prides himself as a worldly, anti-authoritarian rebel who always speaks his mind, Osmer is somewhat immature and prone to sulking.

In Combat: Osmer uses spell combat to deliver melee attacks and spells at the same time. When prudent, he uses his *darkness* ability or *vanish* spell to obtain advantageous positioning unseen.



OSMER, MALE TIEFLING MAGUS 3

CN Medium outsider (native)

Init +3; **Senses** darkvision 60 ft.; Perception -1

DEFENSE

AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex)

hp 23 (3d8+6)

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

Resist cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee masterwork rapier +6 (1d6+1/18-20)

Ranged composite longbow +5 (1d8+1/x3)

Special Attacks spell combat (-2 attack), spellstrike

Spell-Like Abilities (CL 3rd, concentration +2)

1/day—*darkness*

Magus Spells Prepared (CL 3rd; concentration +6)

1st—*color spray* (DC 14), *magic missile*, *shocking grasp*, *vanish*

0 (at will)—*dancing lights*, *disrupt undead*, *prestidigitation*, *ray of frost*

STATISTICS

Str 12, **Dex** 16, **Con** 13, **Int** 17, **Wis** 8, **Cha** 8

Base Atk +2; **CMB** +3; **CMD** 16

Feats Combat Casting, Weapon Finesse

Skills (ACP -1) Acrobatics +5, Appraise +6, Bluff +1, Knowledge (arcana) +9, Knowledge (planes) +9, Spellcraft +9, Stealth +4

Languages Abyssal, Common, Draconic, Giant, Goblin

SQ arcane pool (4 points, +1), magus arcane (arcane accuracy)

Gear +1 *chain shirt*, masterwork rapier, composite longbow (Str +1) with 20 arrows, *pearl of power* (1st level), *scroll of levitate*, belt pouch, barbed vest, spellbook, spell component pouch, smoked goggles, weapon blanch (cold iron), weapon blanch (silver), 3 gp

HIT POINTS:

ARCANE POOL:

CONDITIONS AND MODIFIERS:

NOTES:

Tedric

Appearance: Tedric is a fit, handsome halfling man in his early twenties. He has a mop of brown hair and is tall for a halfling.

Personality: Tedric is impulsive and a bit reckless. He is prone to leaping into a situation without considering the consequences, or following a stray impulse against common sense. Fortunately, Tedric is elusive enough to typically avoid any serious consequences of his rash actions. Despite his penchant for rushing into danger without thinking, Tedric is a good-hearted halfling eager to help anyone in need.

In Combat: Tedric is not shy about charging directly into melee, particularly when he can gain flanking. He often attempts to throw foes off-balance with a well-timed bluff in order to strike a vital spot.



TEDRIC, MALE HALFLING ROGUE 3

NG Small humanoid (halfling)

Init +3; **Senses** Perception +7

DEFENSE

AC 19, touch 14, flat-footed 16 (+4 armor, +3 Dex, +1 shield, +1 size)

hp 26 (3d8+9)

Fort +4, **Ref** +7, **Will** +1; +2 vs. fear

Defensive Abilities evasion, trap sense +1

OFFENSE

Speed 20 ft.

Melee masterwork short sword +7 (1d4/19–20)

Ranged masterwork shortbow +7 (1d4/x3)

Special Attacks sneak attack +2d6

STATISTICS

Str 10, **Dex** 17, **Con** 14, **Int** 13, **Wis** 8, **Cha** 12

Base Atk +2; **CMB** +1; **CMD** 14

Feats Combat Expertise, Improved Feint, Weapon Finesse

Skills (ACP 0) Acrobatics +11 (+7 when jumping), Bluff +7, Climb +8, Disable Device +11, Escape Artist +9, Knowledge (local) +7, Perception +7, Sleight of Hand +9, Stealth +13

Languages Common, Goblin, Halfling

SQ rogue talent (combat trick), trapfinding +1

Gear +1 studded leather armor, masterwork

buckler, masterwork short sword, masterwork shortbow with 20 arrows, *potion of cure light wounds* (2), *potion of invisibility* (2), *potion of protection from evil*, backpack, everburning torch, 50 ft. silk rope, small steel mirror, sunrod, masterwork thieves' tools, thunderstone, 15 gp

HIT POINTS:

CONDITIONS AND MODIFIERS:

NOTES:

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game

Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

A Flirtation with Fey. Copyright 2014, Run Amok Games; Authors: Gregory Hanigan and Ron Lundeen