

PRICE OF PROTECTION

A ONE-ROUND DUNGEONS & DRAGONS® MARK OF HEROES™ ADVENTURE

Version 0.1

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A paranoid professor needs a few Diggers to guard an artifact. The pay is well over the norm and the dangers the professor perceives are likely all in her head; it's easy money...maybe too easy. An adventure optimized for 10th-level characters.

Resources for this adventure [and the authors of those works] include *Complete Adventurer* [Jesse Decker], *Eberron Campaign Setting* [Keith Baker, Bill Slavicsek, James Wyatt], *Monster Manual III* [Andy Collins, Andrew J. Finch, Ed Stark], *Sharn: City of Towers* [Keith Baker, James Wyatt].

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Preparing for Play

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

Throughout this adventure, text in *bold italics* provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

ADVENTURE BACKGROUND

The Boromar Clan's main source of income comes from mundane crimes such as loan sharking, smuggling and the occasional mugging, but a sizable amount of coin is earned with fencing stolen and illegal goods. While artifacts from Xen'drik or the Dhakaani Empire are not particularly common, they appear often enough to make it worthwhile for the clan to have contacts among the professors of Morgrave University. So when the respected professor Gena Haldren approached them with a request to borrow money they saw it as a business opportunity. Even if she could not repay the debt in gold, she could always repay the interests in services. Little did they know

that not everything was as it appeared or they might have thought twice before providing a sizable loan to professor Haldren.

Professor Haldren might once have been a hardworking talented woman, but not anymore. People say that the line between madness and genius is thin and easily crossed. Professor Haldren is no exception. The seeds of madness had always been present in her mind, slowly growing during her long research into the destruction of the Dhakaani Empire and civilization of the giants in Xen'drik. Recently it blossomed into full-blown paranoia when she came across an intriguing magical item known as a *Sarlonan puzzle orb*.

The orb was likely nothing more than a catalyst, but the damage was done. The mystery it represented turned solving it into an obsession and from here things went further down hill. She became convinced malignant entities from some other world have invaded this dimension several times, causing the destruction of the civilization of the giants and the Dhakaani Empire. Each time the invaders were defeated, but never destroyed. As far as she knows they are still trying to conquer this world. She also believes they were behind many of the evil things that befell Galifar. They achieved this by possessing people, and now she thinks that because of her knowledge she has become a prime target for these entities.

Overcome by fear, she desperately tried to find some kind of protection before it would be too late. Research pointed in the direction of Xen'drik for a possible source of protection, but such expeditions cost a lot of money, money she did not have. She could try to find a regular sponsor, but she feared that if she had to explain her reasons, the entities would learn of it and prevent her from achieving her goal. So she borrowed the money from the Boromar Clan to prevent any questions from being asked.

The expedition to Xen'drik was a success, and she actually found what she was looking for. She found an ancient beacon that would generate a protective field similar to that provided by a *protection from evil* except it would cover a much larger area and it would protect against all alignments. Activating the beacon proved to be quite difficult and she has not been able to get it to work yet. Fearing that the entities could sense the artifact and would come for her before she could activate it, she realizes she needs protection by powerful adventurers. At least until she figures out how the artifact is activated. She turns to Matron Marta, an old acquaintance she trusts from the Diggers' Union. That is where the PCs come into the equation. She hires them for protection and muscle while cataloguing and transporting her findings of a recent expedition. She tells them only that she has evidence that rivals have an interest in the item, and are willing to kill her for it.

What she did not count on is the fact that now that she is back in Sharn, the Boromar Clan wants their money back (or at least part of their interests). Nor did she take into account that the Daask, deadly rivals of the Boromar Clan, would come after her and not just out of spite for their rivals. So when both groups come knocking on her door, she decides to go into hiding. She made a deal with the Diggers' Union though, and they want her found and brought to the Diggers' headquarters in Wroat. Besides, through other members of the expedition the Diggers know of the artifact and its supposed function. Considering the recent problems (see *EMH-12 Escape from Grea Tower*) they want the artifact as well. The Boromar Clan on the other hand points out to the PCs that the Diggers' Union was paid with their money, and might as well earn it for real and find the professor for them. Who do the PCs side with and can they find the professor before their rivals do?

PREPERATIONS

EMH-15 Price of Protection takes place in Sharn, and makes extensive use of the information provided in *Sharn: City of Towers*. Having read the book is not necessary to run the adventure, but it can be used to flash out some of the details while running the adventure. It should be noted that Sharn is divided in several districts and wards and that references to the names of these areas is used extensively throughout the adventure. Each district can be seen as a town of its own with a unique mood. Where important descriptions are provided, otherwise one is referred to *Sharn: City of Towers* or one can ignore the details as has been done in the adventure.

Besides the PCs there are two groups with a pivotal role in this adventure, namely the Boromar Clan and the Daask. Both groups are influential criminal organizations in Sharn, with the Daask being a relative new addition. The two are fighting a turf war among each other. The Boromar Clan is lead by a family of wealthy halfings closely associated with House Jorasco through marriage, belongs to the Sixty (a group of the sixty most influential and wealthy families of Sharn) and has members in the City Council. Many members of the Sharn Watch work for them on the side as well. Their leader is Saidan Boromar.

The Daask are an aggressive group of criminals whose core members consist of monster immigrants from Droaam such as goblins, gnolls, ogres and trolls. Their leader is the ogre mage rogue Cavallah. It is also closely allied with the city's temple of the Dark Six. They operate from the slums and the ruins below Sharn and specialize in violent crimes such as muggings, assassinations and protection rackets. Recently they diversified by starting to sell drugs and the services of monstrous agents for more legal businesses such as laborers and bodyguards. Less known among Sharn's citizens is that the Daask are in reality lead by Sora Katra, one of the hag rulers of Droaam. She uses the organization for her own mysterious goals, and gold is not their primary motivation.

More information on what the PCs might know on the Daask and the Boromar Clan can be found in the sidebar.

Throughout the adventure, it might be necessary to provide a quick description of professor Haldren and the artifact. For ease of reference these are provided below.

Professor Glenna Haldren: Professor Haldren is a short stocky middle-aged human woman with long curly brown hair and a sun tanned skin. Her clothing looks old and worn, and she has a somewhat bedraggled look. She has the posture of a cornered cat desperately looking for a way out, giving people the feeling she is ready to run away in panic.

Artifact: The artifact Glenna Haldren found during a recent expedition in Xen'drik looks a bit like a tripod brass brazier roughly 3 feet high. Instead of a head for the incense there is a Sybernis dragonshard about the size of an adult halfling's head cut in a way that it roughly forms a sphere. The shard is bound to the tripod with ornately decorated bands depicting stylish representations of demons and large humans* fighting each other – neither side victorious. The tripod is decorated with sharp geometrical patrons. People staying within a couple of feet of the artifact might hear strange whispers of several different voices. If the listener succeeds at a DC 25 Listen check and speaks Giant, the listener recognizes that to be

the language spoken, but it is an archaic dialect and the words make no sense.

Even if had it been non-magical, it would have been really valuable, but it radiates a strong Abjuration aura. During this adventure professor Haldren has not yet figured out how to activate it, otherwise the shard would be glowing with a soft blue-white light as bright as that of a candle.

* The figures represent Quori and giants, but due to schematic nature of the figures the difference is difficult to spot.

[sidebar]

What the PCs might know:

Citizens of Sharn gain a +2 circumstance modifier on this check, and can make it untrained up to DC 15.

On the Boromar Clan:

Knowledge (local) check result

- 12 The Boromar Clan is a wealthy halfling family who are one of the most influential and powerful families in Sharn.
- 15 The Boromar Clan lead the major crime organization of Sharn, but due to its wealth, influence, and the corruption of the Watch, it has remained untouched until fairly recently a new criminal organization arrived – the Daask. The Clan is not specialized in any particular type of crime, though it does not do assassinations.
- 17 The Boromar Clan patriarch is Saidan Boromar, who is married with a member of House Jorasco. They still have close connections with their relatives in the Talenta Plains.
- 20 The Boromar Clan's power depends for a great deal on the sense of being untouchable. Their inability to find a decent answer to their recent rivals, the Daask, pose a serious threat to their power.

Knowledge (nobility and royalty) check result

- 15 The Boromar Clan is a very rich and influential family in Sharn. Members of this clan also live in the Talenta Plains.
- 17 The wealth and influence comes from the fact that they are reputed to control virtually all crime in Sharn.
- 20 The Boromar Clan has close ties to House Jaresco through marriage.

On the Daask:

Knowledge (local) check result

- 12 The Daask is a violent criminal organization in Sharn consisting mainly of monsters such as goblins, gnolls, harpies, ogres and trolls.
- 15 The Daask operate from the lower regions of Sharn and are involved in a guerrilla war with the Boromar Clan, their rivals in crime. Their leaders are immigrants from Droaam. They are led by a female ogre mage named Cavallah. They have close connections with the Temple of the Dark Six.
- 17 The Daask have recently started delivering a strange drug known as dragon's blood. It is highly addictive and it enhances the power of sorcerers and dragon marks. You can contact them through the tavern Shamukaar in Khyber's Gate – neutral ground in an otherwise with monsters infested neighbourhood.
- 20 The Daask in Sharn are just a cell of an organization that works all over Khorvaire and perhaps beyond. Its real leader is Sora Katra, one of the three hag rulers of Droaam. The goals of

- 25 this organization might be far more mysterious than mere gold.
Through their contacts in Droaam the Daask are on friendly foot with House Tharashk. It is rumoured that this alliance is what makes it so difficult for the Boromar Clan to fight them.
[end sidebar]

ADVENTURE SUMMARY

EMH-15 Price of Protection is a free flowing adventure. It is mainly an investigative scenario, but unless the PCs thread carefully, there is a considerable chance they need steel to solve some of the differences with the protagonists.

Prologue Protection Money: The PCs are summoned in the Chamber of Messages in Grea Tower where they meet Professor Haldren. Matron Martra gives them a short briefing beforehand about how to handle the professor. Professor Haldren asks them a few questions after which she hires them. While she immediately leaves, the PCs are expected to follow later so that she can make the necessary arrangements (planning to do some background checks upon the PCs). The PCs can use this time to learn more about the Professor as well as why she is so important to the Diggers' Union.

Part One Unexpected Guests: The PCs are expected to start their job at a warehouse in Precarious, which is used by the Professor. When they arrive, they find the door open, the professor missing, with the monstrous thugs of Daask ransacking the place. Once they have dealt with the Daask, likely through force, but possibly through Diplomacy, they can search the warehouse for clues on the Professor's whereabouts.

Part Two An Offer of Friendship: At some point while investigating the warehouse a Sharn Watch patrol comes knocking on the door. Officially because they had complaints about the noise, in reality because they want to check upon the financial backer's interests: the Boromar Clan. They "invite" the PCs to talk with Saidan Boromar, though whether the PCs have much choice in the matter remains to be seen.

If the PCs accept the invitation, they are directed to the Hunter's Prize in Little Plains (a district in Middle Memphis). If they refuse, the Watch is going to make their lives difficult indeed. Once at the Hunter's Prize they have a chat with Saidan, patriarch of the Boromar clan, about his interest in the professor. He states that the PCs are paid with his gold, and they might as well earn it by working directly for him. Note that he rather prefers the professor to be alive and amongst his retinue than dead, though he is certainly willing to settle for the artifact.

Part Three Race Against the Clock: Once the PCs realize what is going on, the race to find the professor starts in earnest. It should be clear that several parties (Boromar Clan, and the Daask) want to find the professor, and none has the best interest of the professor in mind (due to recent events detailed in *EMH-12 Escape from Grea Tower* the Diggers Unions' interest lies more with the artifact than the professor). Even if the PCs decide to ally with the Daask, the Boromar Clan, or both (the last of which requires some solid Bluff-checks to pull off), those groups still send agents of their own.

There are basically three paths to find the professor:

- *Skycoach Pilot Troubles* details how the PCs can track down the pilot of the skycoach she took at Precarious while fleeing the Daask. It takes them

to the streets of Stoneyard where they need to ask around to find the professor's hideout.

- *Dead Friends* detail the trail that the professor left when she inherited property from Uther Thropp, an old friend of her. It leads them right to the doorsteps of her hideout in Stoneyard.
- *Wizardly Protection* details how the PCs might learn about her presence in Stoneyard by trying to track down the wizard, who protected her hideout several months ago

Besides these three basic paths it also details some other avenues to acquire information, though most of them are dead ends or red herrings.

Part Four Safe-Houses: Clues lead the PCs to an orchard in Stoneyard. Well-protected, the professor locked herself up inside. To get her, the PCs have to bypass the many traps. Once inside, they must decide what to do next. If they want to talk to the professor, they will need to calm her down first.

Part Five Painful Partings: Having found the professor, the PCs have to take her and the artifact to either the Daask, the Boromar Clan or outside the city. Whatever they decide, at least one side tries to stop them on their way to safety, more than willing to use force to acquire what they want.

Conclusion: There are four possible endings to the adventure. Either the PCs fail, in which case the Diggers' Union ends up empty handed and the professor either dead or in eternal servitude of the Boromar Clan. Or the PCs succeed, and either smuggle the Professor out of the city and bring her to Grea Tower, or deliver her to the Daask or the Boromar Clan. While the former is preferable to the Digger's Union, the latter at least places the Daask or the Boromar Clan in debt with the Digger's Union. Something they might take advantage of in future time...

PROLOGUE PROTECTION MONEY

While recovering in Grea Tower from their previous adventure the PCs receive an invitation for a meeting with Matron Martra in the Hall of Messengers.

Matron Martra is an influential woman in the Diggers' Union who does not tolerate disobedience, so when she asked you to meet her at the Hall of Messengers you complied. Apparently you were not the only one since several other adventurers are waiting in one of the many booths that line the hall. Matron Martra, a large imposing woman with a stern expression and a tight blond bun at the back of her head, is already waiting for you. Since Diggers' Union business is dealt within the private quarters, you wonder why there is no non-member present.

Matron Martra is a strict and humorless woman who is secure in her position and who tolerates no disobedience. She hates idle chit chat and cuts directly to the chase.

"In a few moments an important patron enters this booth. Her name is Professor Glena Haldren, a respected professor at Morggrave University who has worked with us in the past. Apparently she needs adventurers to help guard her and the artifacts she found on a recent expedition to Xen'drik. She has paid a sizable amount of

money for the best. You get a fair share if she decides to hire you.

She is eccentric, and wants a personal interview with any potential employee. Be polite and don't ask too many questions. She values her privacy and has refused to work with people for less. She does not like to be contradicted, and above all don't show an interest in her recent projects. You can ask me the questions after she has agreed to hire you. Is this clear?"

After having had the confirmation she is waiting for, she goes away to fetch the professor. During these few minutes the PCs have some time to chat among one another until she returns with Professor Haldren.

A few minutes after she left, matron Martra returns, giving you all a stern gaze before opening the door for the professor. A short stocky woman with long curly brown hair and a suntanned skin enters. The woman's clothing look old and worn, and she looks like she fell asleep with her clothes on. She has the looks of a cornered cat, desperately looking for a way out. You get the feeling she is ready to run away in panic any moment now.

She quickly scans the booth while grabbing a fist-sized clear crystal out of her belt pouch. She mumbles a few words, and stares intensely through the crystal at each of you while mumbling: "Good. Good. It will do." She puts the crystal away, grabs a piece of parchment and dips the feather in the ink jar that stands on the table.

"Right, name, country of residence and specialty in the adventuring business please," she starts with the stern voice of a teacher.

Professor Haldren rapidly fires several questions about previous adventures the PCs have been on, trying to ascertain the skills of those she is about to hire. She also wants to take a close look at their identification papers, giving them a closer scrutiny than most border guards would. All the while she is making notes. If a PC is a resident of Sharn, she looks a bit suspiciously at that PC for a few seconds before proceeding.

If somebody asks her a question, she asks why the PCs want to know with a clear hint of panic in her voice. Matron Martra cuts any such questioning short, preferably with a stern gaze, but if that is not enough a short cough or even a command. The only question professor Haldren answers is about why she needs adventurers. Apparently she is expecting a shipment of valuable artifacts from a recent expedition to Xen'drik, and she fears influential criminals (if the PCs insist she mentions the Boromar clan) have learned of its existence and now threaten to steal them. She needs powerful guards, preferably from outside of the city, or at least with ties to an organization she knows she can trust.

Once Professor Haldren is finished, she takes one final look at her notes, and then rises. She states that she is going to send a message to the PCs later that day whether she hires them or not. If so, the message also include instructions. She then leaves.

After having escorted Professor Haldren out, Martra returns. If the PCs have any questions after this interview, now is the time. Note that Matron Martra does not know much, except why the professor needs bodyguards. She also knows that the professor is a historian, specialized in the Dhakaani Empire. She suspects the professor's interest in Xen'drik has to do with how the two empires both collapsed after a cataclysm of sorts. She can also explain that the Boromar clan is a powerful influential family of halflings in Sharn who control most crime in the city. Many Sharn Watch officers are on the payroll of the family. She has no idea why the clan would hold any

interest in ancient artifacts, but she doubts it can be for anything good.

Before the PCs leave, she has one final thing to say:

"One more thing, the professor has paid a sizable amount of money. What is more, as far as we can ascertain she is working on something of particular interest to us. Keep her safe at all costs."

If the PCs have earned the trust of the Diggers' Union, or were involved in *EMH-12 Escape from Grea Tower*, she also confides in them that the Union learned that professor Haldren was looking for something that offered protection against mind control in a large area. If there is such an item, it would be more important than the professor!

PART 1: UNEXPECTED GUESTS (EL 13)

A few days after the meeting with Professor Haldren, each PC receives a package. It contains a ticket for the lightning rail from Wroat to Sharn, and a small note from the professor. The note gives an address of a warehouse in the city district Precarious and the request to go there as soon as they arrive in Sharn.

The journey from Wroat to Sharn is uneventful, as is the short trip from the station in Terminus to Precarious. Precarious is a warehouse district on top of the cliffs towering above Dagger River. Magical cranes of various sizes lift the cargo from the ships to the warehouses above. Tenements, flophouses, and an assortment of workhouses and businesses of questionable trade practices surround the warehouses. In short, it is a lower class district rife with petty crime and filth.

The warehouse you are looking for is on the edge of the district and has a rundown look about it. Its shutters and doors are closed, and the paint is flaking off. The docks in front of the huge double doors are covered with mud and garbage that has recently been moved aside to make space for workers. The crane looks like it has seen better days as well. The dreary look of the place is worsened by the overcast sky and near constant drizzle that is turning the street and docks in a muddy slippery affair. There is no railing along the road and docks and one misstep close to the edge would make you fall down into the docks and river far below.

A map of the warehouse can be found in DMs' Aid 1. The PCs are on the top on the street on the area marked as such. At this time of the day most of the district is filled with people, but the area surrounding the warehouse is devoid of people. There are more than enough rats and other vermin though.

When the PCs approach the warehouse, they note that one of the two big doors stands slightly ajar. The door shows obvious signs of forced entry with its lock being forced open by a crowbar. A PC succeeding at a DC 20 Survival check notes the tracks of several creatures entering the place fairly recently, but since there are many tracks in the area it is difficult to say how many and when. There are definitely tracks of a Large-sized humanoid.

The double doors lead to the main storage area, room 1 on the map, a detailed description of which can be found below. The corpse of a woman is clearly visible from the door, but the rest of the area is dark and there are ample of areas to hide. The thugs hiding in the area have laid an ambush – hiding on the spots noted on the map. Most are out of sight behind the crates, but the harpy archer inside is *invisible* and hiding on top of the

crates. Somebody who can see invisible creatures can make a DC 23 Spot check to see them. The second harpy archer is hiding amongst the crane outside – not invisible but out of sight (so she cannot see the PCs either). As soon as the PCs enter the area to examine the body, or start casting spells they spring the ambush. Remember that Trakal is invisible as well!

Note: It is not raining hard enough to affect ranged combat, Listen, and Spot checks. Creatures with light sensitivity are not dazzled due to the cloudy conditions.

Creatures: Hidden in the main storage area is a band of thugs, all members of the Daask. The group consists of 5 goblin warriors, cheap cannon fodder which the leaders gladly sacrifice. These are not dangerous to the PCs except perhaps as a distraction. The real threat comes from the gang's leader, an ogre mage fighter named Trakal who is specialized in fighting with a spiked chain, and two skilled harpy archers.

Trakal: Male ogre mage Ftr1; hp 58; see Appendix 1.

Harpy Archers (2): Male harpy Rgr5; hp 80 each; see Appendix 1.

Goblin Thugs (5): Male goblin War1; hp 5 each; see *Monster Manual* page 133.

Tactics: The harpies are no fools, and they feel right at home among the towers of Sharn. At the start of the fight, the harpies outside start singing while flying above the river in the hope of luring any opponent over the edge (even though doing so grants their victims a second saving throw). It is a 100 feet fall down on the docks below, potentially dealing 10d6 falling damage. The goblins and Tarkal have been made immune to the effects of the captivating song for the day. The harpies inside the warehouse start the fight by shooting at the PCs inside. Once the song has no effect anymore, those singing join in by shooting at tempting targets as well – preferably while seeking cover (e.g. among the steel bars of the crane). The harpies focus on opponents with good ranged attacks such as archers and wizards, preferring to target shifters and humans above other races.

Tarkal tries to get closer without being seen to use his *cone of cold*, trying to hit as many target as possible. He does not care about the goblins. Once he used his *cone of cold*, he uses his flight capabilities and superior reach to great effect, loving to trip opponents and forcing them to trigger attacks of opportunity while remaining 15 feet of the ground. If there is a superb opportunity to bull rush somebody off the road, he certainly takes it.

The goblins are nothing more than cannon fodder, and as soon as they realize this they hide as far away from the fight as possible.

Tarkal flees when all harpy archers are disposed off or when he is at 15 hit points or less. He flees by turning gaseous and flying away as quickly as possible (remember even in gaseous form his speed is 40 feet). The harpies flee when at 10% of their hit points. If flight is impossible, they surrender.

Development: The Daask assume that the PCs are members of the Boromar Clan and that they are out to kill them. The Daask are not mindless monsters, and they are willing to listen to reason even during the fight. A DC 35 Diplomacy check (base 25 to turn to Indifferent, -10 penalty due to the rushed job) persuades them to stop fighting. It only works when Trakal is still alive and able to speak.

The Daask did kill the woman, a fact that they do not deny nor boast about. They also have no idea where the Professor is, or the artifact in her possession, both of whom they are looking for (not willing to give any details

on the artifact). They demand the answers from the PCs, and when they are convinced the PCs don't have them they stomp away. If their attitude is changed to Friendly or better, Trakal offers them a deal. He wants the Professor (alive) and the artifact (they are not willing to tell why, and honestly don't know why the artifact is sought after), and if the PCs can deliver both they get a big reward from the Daask. They also tell them how to contact them in Shamukaar (a seedy tavern in Khyber's Gate).

If the Daask are victorious in battle, they do not chase any fleeing PCs, nor do they go out of their way to rob or kill any of the PCs that were left behind (except for small obviously valuable items). They immediately leave, realizing the professor is not here anymore and expecting more Boromar Clan employees arriving soon.

If the PCs are victorious they have some time to examine the area before the Sharn Watch comes knocking on the door (see below).

The goblins do not know much. They are not even real members of the Daask, and were just drafted for this job. They are convinced the warehouse was used by the Boromar Clan and this was one of their normal attacks against their hated rivals.

The harpies know more, but they are less talkative. A DC 22 Intimidate or DC 50 Diplomacy (from Hostile to Helpful) check gets them to talk. Before such check they are deviant, ridiculing the PCs and their alliance with the Boromar Clan. Once broken, they confirm that they were sent here to help Trakal find the professor. They are able to give an uncannily precise description that they got from their bosses in Droaam. They also know there is some kind of powerful artifact involved, but they do not know what it looks like.

Since Trakal can turn gaseous, or shape change into a smaller humanoid to loosen any bonds the PCs might have placed on him, imprisoning him is difficult. Even if they manage to do so, he is not very talkative – ultimately he does not know much more than the harpies except that an item in the possession of the professor is more important than the professor herself. He does not know how exactly the item looks like, but he was assured that he would recognize it on sight. He is willing to offer the PCs the same deal as discussed above, though he now also threatens with the enmity of the Daask and of course demands to be released.

If the PCs have nothing more than the bodies of the Daask, they find charcoal sketches of Professor Haldren in the pouches of the harpies and Trakal. While they carry no obvious marks of their allegiance, any PC that succeeds at a DC 12 Knowledge (local) check realize that harpies and ogre mages in these parts are likely members of the Daask.

Scaling the Encounter

11th-Level Characters (EL 14): There are three harpy archers (hp 80 each); see Appendix 1. The third harpy is also outside.

12th-Level Characters (EL 15): There are four harpy archers (hp 80 each), and use the 3rd-level version of Trakal (hp 88); see Appendix 1. There are two harpies inside and two outside.

13th-Level Characters (EL 16): There are three elite harpy archers (hp 95 each), and use the 3rd-level version of Trakal (hp 88); see Appendix 1. The DC to spot the elite hunters is 25. The third harpy is also outside.

THE WAREHOUSE

The warehouse, where the professor wanted to meet the PCs, is a rundown building in a rundown part in a bad neighborhood. The warehouse is build at the very bottom of a tower that reaches high up in the sky.

1. Street and Docks

The street running in front of the warehouse winds its way down the cliff to the docks below and up in between two towers further into the city. It is not a main road into the city, relatively small, steep and slick with mud and garbage. These areas count as a steep slope, incurring an additional –2 penalty on Balance and Tumble checks due to the slipperiness. Failing these checks is risky, since there is no railing and the river is far below.

Directly in front of the warehouse is a platform sticking out above the cliffs like a balcony. There is no railing here either. The squares with a triangle on it are considered difficult terrain due to mud and garbage that has been shuffled on heaps fairly recently. It costs two squares to move into such an area, and it incurs a –2 penalty on Tumble and Move Silently checks.

The crane is detailed below. Its sturdy wooden lifting platform lies on the platform. It can be pushed off to create a somewhat unstable platform in the sky. The chains with which it is tied to the crane are not metal, but are instead made out of arcane energy.

Exterior Doors: strong wooden doors; 2 in. thick; hardness 5; hp 20; AC 5; Break DC 25 [note that the two big doors are already open]; Open Lock DC 30.

Exterior Walls: superior masonry; 1 ft. thick; hardness 8; hp 90; AC 5; Break DC 35.

Interior Walls: masonry; 6 in. thick; hardness 8; hp 45; AC 5; Break DC 30.

2. Main Storage Area

Unlike the rest of the building, this has clearly been used recently. There are crates everywhere, piled against the walls and in the center of the room. Most of the crates are closed, but a few are open. These are filled with straw, and what appear to be archeological artifacts of all kind. A DC 15 Knowledge (history) or Knowledge (geography) allows the PCs to recognize these as being of Xen'drik origin. None of these artifacts are of particular value. Opening all the crates and examining their contents should take hours – time that the PCs do not have.

The dead woman is a human. She wears leather trousers, a sturdy blouse and vest and a watertight green hooded cloak. Her skin is worn by weather and she is covered with minor scars. Her brown hair is cut short. There is little doubt about the fact that she was either an adventurer or a soldier. Her papers tell that her name is Ket Devir, and that she is a member of the Clifftop Adventurers' Guild. She came here to collect her fees for delivering the cargo. She did not expect trouble of the kind that includes an angry ogre mage or she would have taken some friends along. More information on what she knows can be found in Part 3 in the subsection "Clifftop Adventurers' Guild". Note that her presence is a red herring of sorts. She cannot help the PCs find the professor and neither can the adventurers' guild.

Note: The ceiling is 20 ft. high, giving the harpies and Trakal plenty of room to maneuver.

3. Guardroom

A big wooden table and two wooden benches dominate the room. In the corner stands a closet. Its doors are open, showing old cutlery, a few tin cups and some games (cards, dice, chess and checkers). The room is dusty and filled with cobwebs, but it clearly has been disturbed recently. The table has been pushed into a corner to give Trakal more space to maneuver. There is nothing of value or interest in the room.

4. Second Storage Area

This part of the warehouse has clearly not been used in ages. Most of the shelves are empty, and the few crates that do stand here look old and the straw in them smells moldy. Like in the main storage area the ceiling is 20 feet high, and the shelves reach to the top.

Hidden behind some of the shelves and empty crates is a backdoor. A DC 15 Search check of the area reveals the door. It leads to an alley of sorts inside the tower. The alley leads to a small square, where right now people are loading large barrels from an adjacent warehouse onto a flying barge. The workers are grim, and suspicious about strangers. See Area 10 below for information on what they know.

5. Office

This room is clearly an office of some sort, but like the rest of the building it is dusty. In one corner stands a rather large desk and several archive cabinets. The other side of the room is dominated by a low table and several comfortable chairs. Somebody has clearly searched the place, since there are papers strewn all over the place and the ink jar on the desk has been thrown against the wall. The ink stain is still wet and slowly dripping down the wall. The chair behind the desk has been smashed against the wall, its remains lying in the corner.

Most of the papers are yellow with age, detailing what the warehouse has been used for in the past. A PC who succeeds at a DC 15 Search check finds a ledger under one of the archive cabinets. The text is written in Draconic, and it clearly belonged to Professor Haldren. Inside the ledger they also find a Breland license for an expedition to Xen'drik. The ledger is a rather detailed list of expenses of the professor of the last few months, and after careful study might reveal some useful information. Doing so costs time, and the investigator must have some means to read Draconic. Even if the investigator can read Draconic it requires a DC 15 Intelligence or Profession (merchant or a similar profession) check and 1d4 hours of study. The PCs can retry the check, but doing so costs another 1d4 hours.

Once deciphered the PCs learn the following facts:

- Until a few months ago the professor was not a big spender. In fact, she must have been living the life of a hermit considering how little she spent.
- Suddenly she started to spend a lot of money. Apparently the gold was used to fund research of some kind, even including a trip to the Korranberg Library (a very famous and extensive library in Korranberg, the capitol of Zilargo). There are no details on what books.
- A couple of days before the sudden cash spree, she apparently sold several knick-knacks and Xen'drik artifacts to Cloud Antiquities (a DC 12 Gather Information or Knowledge (local) check leads the PCs interested in this shop to Little Xen'drik in Seventh Tower in Upper Menthis – more information can be found in Part 3).
- She also spent a lot of money on things to secure her house, her office and herself. One of the spells mentioned is a permanent *Mordenkainen's private sanctum*. The ledger does not mention which wizard cast the spell, but there are not that many wizards powerful enough to deliver this service...
- She borrowed a sizable amount of money from the Boromar Clan.
- The money was used to finance an expedition to Xen'drik, and later to hire the PCs. She hired guards among the Clifftop Adventurers' Guild.

- ∞ The last few entries also contain references to expenses made in Morgrave University Library. There are no details on what books.

6. Secure Storage Area

The door to this small room is particular sturdy, but it stands wide open with the key still in the lock. Inside there are dusty shelves and cobweb filled corners. A few empty, dirty, cracked bottles stand on the shelves, but there is nothing that looks remotely valuable.

PCs with the Track feat who succeed in a DC 17 Survival check note that something has recently been in the room, but that it is gone now. PCs with the Investigate feat who succeed at a DC 15 Search check realize it was a hard tripod object roughly the size of a halfling. It scratched the stone floor when it was removed in a hurry showing traces of a green metal – likely copper or brass.

7. Toilet

This small room's purpose leaves little to the imagination. It hasn't been cleaned in some time, nor has it been used much lately. There is nothing of interest to be found here.

8. Cloak Room

This small room is usually reserved to put away coats and cloaks. It is dusty and filled with cobwebs. On the racks hangs one watertight hooded cloak – a brown old one that has been patched several times. The cloak is still wet. The cloak belongs to the professor, which the PCs should recognize. It is proof that she left in a hurry. The cloak is neither magical nor valuable.

9. The Crane

The crane consists of two arms made out of wood and metal connected together with a hinge. The arms are big enough for people to walk on, or to hide in between the beams. There are no ropes involved, instead cargo is lifted by magical means, with the ropes being replaced with green lines of magical energy (a good picture can be found in *Sharn: City of Towers* page 65). Like most magical items it is controlled by thought and command words by somebody standing on the platform on top of the first arm. A ladder leads up to it from the road. Climbing this ladder requires a DC 5 Climb check. The crane is rusted and in disrepair but still functional.

The crane at the warehouse is not in commission at the moment, and there is no such line of energy and the specially crafted platform is resting on the balcony. If the platform is moved of the balcony the crane activates, but unless somebody is standing on the control platform, it does not move. When in the air the platform is fairly stable – the benefits of magic – though there is always the risk of being pushed off.

10. The Surrounding Region

While there are not many people in the direct area around the warehouse, the region is not deserted – especially not for powerful adventurers. While some might be searching the place for visible clues, others might try to find eyewitnesses. PCs doing so need to make a Gather Information check. Normally gathering information costs 1d4 hours, but due to limited time that has passed since the events in the warehouse transpired, this costs only a few minutes. Due to the nature of the check no favors can be used either.

Gather Information on the front of the warehouse

DC	Result
10	People have seen somebody fitting the description of the professor walk towards the warehouse roughly one hour earlier. They have not seen her leave.
15	The day before people were unloading a ship below the warehouse. The workers were not locals. The professor was in charge, and she looked rather worried.
20	People heard the professor talk to herself – something about the cargo having arrived too early and that it worried her greatly.

Gather Information at the back

DC	Result
10	People saw somebody fitting the description of the professor leave the alley. She looks rather distressed and in a hurry, and jumped on the first skycoach she saw.
15	Somebody recognized the skycoach as belonging to a company known as Syrania Transport – a poetic name for what is basically a local transport company whose pilots are known for their rudeness and lack of piloting skills. They are cheap though. Their headquarters is at the Bazaar.
20	Somebody can describe the pilot – a tall gaunt man, pale skin, black hair and a nasty cough. He isn't from this district.

Note that people with the Urban Tracking feat might want to immediately start following her tracks. Before they can go though, the Watch should arrive.

GUARDS KNOCKING ON THE DOOR

At some point while the PCs are investigating the warehouse, or when they are about to leave, a Watch patrol arrives at the warehouse. The watch should come knocking on the door either when the PCs have lost interest in the warehouse, or when they have found most of the clues.

These guards are working for the Boromar Clan and they are looking for Professor Haldren. As far as they are concerned the professor is at the warehouse, and they are planning to have a chat with her about her debts to the Clan. Since it would be no good if she fled, they are approaching relatively stealthy – that is they approach her warehouse using the towers and twisted streets to remain out of sight as long as possible.

If the PCs have posted a guard outside, they see the Watch Detail marching around a corner. There is enough time to prepare, or even flee, but if they leave through the front door the Watch is going to see them leave the building. Since the Watch is notoriously corrupt and holds little love for the thugs of the Daask there is little the PCs have to fear from the Watch. If the PCs posted no guard, they suddenly hear the loud gruff voice of sergeant Barr coming from the front door accompanied by loud banging on the door.

Barr Jorkan, watch sergeant: Male dwarf ftr3 (LN).

Appearance: Barr is a typical dwarf except for his clean-shaven head and his broad nose that shows the marks of having been broken several times. His teeth are yellow, and he tends to chew tobacco with fervor. His uniform looks somewhat dirty, but his eyes are alert and piercing.

Personality: Rude, stern, but highly loyal to his friends and rather brave for a typical Watch in this region. All in all, a fairly competent Watch officer, but his

rudeness kept him from being promoted or transferred to better neighborhoods. Embittered, he turned to the Boromar Clan who at least valued his skills and did not care about his offensive behavior.

Watch guards (4): Male and female human War1.

Appearance: Typical human Watch members armed with halberds and saps. They seem a bit uncomfortable around the PCs, keeping their distance, ready to bolt.

Personality: Silent, obedient, somewhat cowardly.

Development: The reaction of the guards depends on how the PCs react to their arrival. Since there are many possibilities it is difficult to describe their reactions, but with the following information you should be able to deal with the most likely situations:

- They are convinced the professor is at the warehouse, and want to speak with her. If the professor does not show herself, they want to search the warehouse to make sure she is not there.
- If the doors are closed, they bash them in to search the place.
- They have a message for her from a mutual friend – an “invitation” to visit The Hunter’s Prize in the Little Plains to discuss business with Saidan Boromar. Their tone leaves little to the imagination: this invitation should not be refused.
- If the Watch has made sure the professor is not here, they invite the PCs instead with similar urgings.
- Sergeant Barr shows remarkable knowledge on who the PCs are and what they are doing here. He does not even ask for their papers. If questioned about it, he mentions that his friends have a keen interest in their investments.
- He wants the PCs out of the warehouse immediately, confiscating everything that is in there to further the investigation into the disappearance of the professor and the murder of the poor woman (he does not sound overly concerned or grieved by her death).
- He does not know for certain who the dead woman is, but he suspects it is either an assistant of the professor or somebody working for the owner of the warehouse. He doubts the last since they tend to have bodyguards with them when in this district.
- All 5 Watch members are working for the Boromar Clan, something which they do not readily admit. They talk about their mutual friends with the Professor. When pressed, they admit that occasionally they earn a bit of extra cash by working for the Boromar Clan.
- They know nothing about what is going on, and if the PCs press them for answers, they point out that if they accept the invitation Lord Boromar might be able to answer some of them.
- Barr is clearly surprised about the presence of the Daask, but he thinks nothing of it unless the PCs mention the sketches or that they were specifically looking for the professor. He is worried in that case, but he does not mention why. It does increase his urgency to get the PCs to speak with the Boromar Clan.
- If asked about what to do with any Daask prisoners, he advises to kill them by tossing them into the river below. Saves a lot of hassle. Otherwise the PCs might as well let them go, since that is what eventually would happen if he arrested them.
- They are willing to ignore any crimes the PCs might have committed while at the warehouse, if they accept the invitation. Barr is going to be their

personal guide to make sure they arrive in a timely fashion.

- Otherwise he threatens them with the full might of the Watch by making sure they are accused of the kidnapping of the professor and the death of the woman. He knows these charges probably do not stick, but it would seriously hinder any PCs in their investigations and keep them of the street to give full freedom to the Boromar Clan.

It is vital, that by the end of this encounter, the PCs are curious about what is going on. If curiosity alone does not make them accept the invitation, then the threat of angering the Boromar Clan might do the trick.

If the PCs accept the invitation, Barr leaves his men to deal with the mess, while he himself guides the PCs to Little Plains. Proceed with Part 2.

TROUBLESHOOTING

While unlikely, it is certainly possible the PCs show little interest in the disappearance of professor Haldren. You might want to remind them that they were hired to protect the professor, and she is obviously in trouble. The Diggers’ Union does not look kindly on members who abandon their posts. Doing so would definitely lead to their discharge from the guild under circumstances that would make it very difficult for the PCs to ever find a job again. If they still refuse, so be it, but the adventure is over for them.

If the PCs refuse the invitation, Barr tries to arrest them, but at the first show of violence he and his men flee. They know they are no match for the PCs. The Diggers’ Union would not look kindly on the PCs for doing so, since it draws unwanted attention from powerful people for no other reason than that the PCs are unwilling to talk with the Boromar Clan. What is more, their names and appearances are spread among the Watch, making life very difficult for them and might even result in the Redcloak Battalion (an elite unit of adventures that is specifically formed to deal with threats of the power level as the PCs) being put on their trail. They can still play the adventure, but they should feel hunted at every corner, and any legal options for investigations are not open to them. If they allow themselves to be arrested, a representative of the Boromar Clan comes to visit them. That representative basically tells the same thing as in Part 2, and gives them the same offer (to meet with Saidan). If the PCs refuse, they are eventually released due to being innocent, but the adventure is over.

If the PCs fled the scene before the Watch could arrest them, other Watch officers eventually track them down with a similar option.

PART 2: AN OFFER OF FRIENDSHIP

The following boxed text assumes the PCs take up Barr’s invitation and accept him as a guide to the Hunter’s Prize in Little Plains by taking a skycoach. Adjust the text under different circumstances.

When you all have accepted the invitation Barr nods his approval, and marches away searching the sky for an available skycoach. When he sees one, he gives a sharp whistle and soon you are sitting in one, speeding on its way to the Little Plains.

After about 15 minutes of slaloming through towers and several near collisions with other skycoaches and soarsleds you arrive at your destination. The district is a little bit odd, with the roads being built on the outside of

the towers and the small size of the doors and windows. The streets and sky is filled with halflings and dinosaurs, making perfectly clear where the name comes from.

The skycoach drops you off on a large balcony. Several dinosaurs are teetered to the wall of the tower and the smell of cooking fires and sizzling meat comes from the tower. A sign above the door shows a dead threehorn with several hunters standing proudly on it. The mark of Gballanda is clearly visible. Barr goes inside in what appears to be a cave-like tavern or restaurant. There are no tables, instead there are blankets situated around several fire pits. The walls are decorated with the heads of various voracious looking predators as well as some ornately decorated masks. The restaurant is nearly empty, except for five heavily armed lean muscular halfling hunters playing a game of what appears to be dragon ante. In the corner you see an old halfling woman in urban clothing dozing – a dragonmark clearly visible.

The five halfling hunters are Saidan's personal bodyguards. They do not seem to be surprised by the PCs appearance, and they do not seem to acknowledge their presence. The halfling in the corner is a healer of House Jorasco. A DC 15 Spellcraft allows the PCs to recognize the dragonmark.

Barr patiently waits for a reaction, motioning the PCs to do the same. After a few minutes of gaming, one of the bodyguards drops his cards in disgust, grumbling about his bad luck and then walks towards the PCs and Barr.

"No professor? O well, at least you got the adventurers. Saidan is expecting you. You," while turning his attention towards you, "please remove all your weapons, including spell component pouches, wands and similar items."

Barr and the halflings do not care if one or more of the PCs prefer to remain behind, as long as at least a couple of them go inside to have a talk with Saidan. Any PC who remains behind gets a seat, a drink of their choice and, if they want, a big piece of dinosaur meat cooked the halfling way. If they show an interest in the game, they can even join them. Any PC that wants to proceed is thoroughly searched which includes a scan with a *detect magic* and a *true seeing* spell cast by a half-elf member of House Medani with a greater dragon mark. Once the halflings are certain the PCs carry no weapons or other dangerous items, they allow Barr and the PCs to proceed to the backroom.

Barr takes them through a low door into a more urban looking smaller room, for example it has furniture. The walls are decorated in a similar fashion as the common room. It is not nearly as luxurious as some might expect for one of the wealthiest men in Sharn, but Saidan does not need luxury to impress people and he only comes here occasionally to enjoy a decent meal.

Inside the room, enjoying a steak, are a richly dressed middle-aged halfling, and a middle-aged female halfling. Right next to the door stands a mean-looking halfling with the muscle of a gorilla. The male halfling enjoying the steak immediately rises when the PCs enter, he politely greets Barr and the PCs, introducing himself as Saidan Boromar and the beautiful lady as his wife Mala Boromar d'Jorasco. He offers the PCs a seat, as well as something to drink and eat. If they accept, so much the better, if they refuse he doesn't show any sign of anger.

Once all are seated, or have made clear they are fine standing, he (and his wife) start asking the PCs all kinds of questions about their past, how friends and family members are doing (assuming a rich and influential man who has done some background research would be able to determine such) and what kind of heroic deeds they have

done. He stays polite, even when the PCs tell clearly outrageous stories. Eventually he turns the conversation to why the PCs are here, asking them about their relation with professor Haldren and the events at the warehouse. The only time that he shows anger, is when the PCs mention the Daask – he does not hide the fact he despises those violent thugs and murderers.

PCs who want to cut the chase get some rather disappointed looks from Saidan and his wife. It is what they would expect from adventurers: impatient and rude. They do not say anything about it. If the PCs are not that impatient, he eventually comes to the point: Professor Haldren borrowed a sizeable amount of money from the Boromar Clan. He either wants the money back with interest, though he is willing to settle for the artifact in the professor's possession and the professor can pay back the interests with services. He is after all a reasonable man, and killing the professor is not going to get him his money back. He assumes the PCs understand his position, and they will help him finding the professor and returning her and the artifact to him. He is not too sure the Daask want to keep her alive, and he is in a good position to protect her. Besides, the PCs have been hired with his money, so they might as well start working directly for him.

If they do what he asks, he might be willing to contemplate a bonus on their regular pay and of course they earn the friendship of the Boromar Clan. Besides, he is an influential man and if the PCs do work directly for him it might be considerable easier to get help from the authorities in their search. If they don't, well, than they do not make any friends in Sharn and they would also have missed a great business opportunity.

Note that he is certain the professor is still alive – at least for the moment. If the PCs don't hurry, the Daask might find her first though. He knows the professor found a powerful and useful artifact in Xen'drik. He can give an accurate description (see the Background section for details) –the Boromars control virtually all smuggling in town- but he doesn't know what the artifact's powers are.

Development: Saidan is not about to force the PCs into allying with him. He knows they are powerful adventurers, and he is fully aware he cannot use the same tactics against them that he uses with most other people in town. Carrots just work better with adventures, so he tries to work on their greed and sense of justice – after all, the professor did use his money. He can even show a contract which states that she would start working for him if she could not return the money with interests in time. Besides, they would be stopping an evil and monstrous organization from reaching whatever evil goal it has with the professor. Wouldn't that be a truly heroic deed? He is even sure, he can help facilitate in case of a conflict between the PCs and the Diggers' Union.

If they accept all the better, and he immediately hands them some papers to help them with their research (in effect they bestow the temporary rights of a Watch officer upon the PCs). He also tells them that if the PCs have the professor, they should bring her and, if possible, the artifact to his office in Little Plains as soon as possible to minimize the risk of the Daask intercepting them. He also warns them of House Tharashk.

If the PCs want to negotiate, he is not willing to give much more. He can get enough people that are cheaper and easier to control than the PCs. He can offer them a 5% discount at local vendors and a 10% discount at house Jorasco during the adventure. He can arrange an invitation to a Tain Gala (the high society event in Sharn), or a meeting with a Council Member. He does not offer

the PCs any additional men to help them, that is not what he is paying them for.

If the PCs refuse, he acts somewhat disappointed, but lets them go. He orders his agents to keep a close eye on them to snatch the professor away if they find her before his men do. He also makes sure the Sharn Watch is not going to be very helpful. For the moment he will not arrange any accidents. It would cost more than it is worth.

Note: Characters with the Urban Tracking feat are likely to return to the warehouse to follow the trail while still hot. It requires a DC 23 Gather Information check to catch the trail, and it ultimately leads to Syrania Transport as described above. PCs without the feat have no chance of finding this trail unless they caught it while at the warehouse the first time.

PART 3: RACE AGAINST THE CLOCK

The next phase of the adventure consists of the PCs trying to find professor Haldren before their rivals do. The investigation starts at about noon. The PCs are welcome to keep searching throughout the night, but most legal businesses are closed. Assuming the PCs are active during the day, make adjustments where necessary when they are active during the night.

It is not a very good idea for the PCs to split up. They have rivals in town who would love to stop them, rivals who do not shy away from using extreme violence. Furthermore, if one group finds the professor, they might need to act quickly, being unable to find the others before it is too late. Finally, problems in communications might actually slow the investigation down with different groups learning the same things through different paths or by asking the wrong questions. Communication issues can be solved by magic, or by hiring the services of house Sivs (with *whispering wind* costing 50 gp and *sending* 250 gp, but free for members of the house with the Favor in House Sivs feat) or, when the location is known, house Vadalis (5 gp for a gargoyle courier) or House Orien (prices varying from 5 gp to 25 gp depending on speed and reliability). When the PCs do split up, make sure you are aware of any timing and communication problems they might have and act upon those issues.

Important: Throughout the PCs' investigation, agents of the Boromar Clan try to shadow the PCs. These agents are mostly urchins, beggars and the occasional off-duty Watch officer. The PCs realize they are being shadowed when they succeed at a DC 25 Spot check. Getting rid of the agent is relatively easy, but it only works for 1d4 hours before the PCs are found again (unless the PCs successfully disguise themselves). If confronted, these spies try to flee, but if that fails, they quickly surrender. If pressed, they readily admit that they have orders to keep an eye on the PCs from the Boromar Clan. The PCs' descriptions have been spread among the guild. They have orders to report the PCs' movements, but not to intervene. The only places without agents of the Boromar Clan are the slums and Undercity, but it is highly unlikely the investigation takes the PCs to those parts unless they are actually working for the Daask.

HOUSE THARASHK

When people are looking for something or somebody, one of the first things they tend to think of is House Tharashk – the house of finding. The House controls the Finders Guild and through them virtually all the inquisitives. A PC who succeeds at a DC 15 Knowledge (nobility and

royalty) check realizes that the House is closely associated with Droaam, and hence with the Daask. Members of the House know this automatically.

If the PCs insist on contacting an inquisitive, or simply do not make the connection, feel free to come up with an inquisitive of your own design or use an existing one as described in *Sharn: City of Towers* (e.g. the Globe Information Agency in Dragon Towers or Thuranne d'Velderan's Investigative Services in Warden Towers, see respectively page 44 and 75). At first the inquisitive is very helpful, asking the right kind of questions, and showing a genuine interest in the case. The average inquisitive costs 20 sp per day, a fee that is waived for people with Favored in House Tharashk feat. Early during the investigations the inquisitive learns about the interest of the Daask in professor Haldren and while they eventually deliver the location of her hideout, this is going to be long after having informed the Daask. In short, hiring the any inquisitive is ultimately ineffective. Even if the PCs made a deal with the Daask, the inquisitives prefer to let the Daask do the work of collecting the professor instead of paying independent adventurers to do so.

Note: The alliance between Droaam and House Tharashk might pose a problem if one of the PCs is an active member of said house. Superiors in House Tharashk certainly demand from that character to make the deal with the Daask, threatening with expulsion if they don't. A DC 25 Diplomacy check, or a character with the Favored in House feat can begrudgingly get permission to work against the Daask interest, but they still don't get help from the House.

HALDREN'S HOUSE

Professor Haldren officially lives in Center Bridge below Morgrave University. It should be relatively easy to learn this address – either through Morgrave University or the Diggers' Union office in Sharn. Center Bridge is a lower middle class residential district with a seedy feel due to the neighboring districts.

The professor's home is an apartment in one of the better and quieter parts of the neighborhood. The doors are locked with good locks (DC 30 Open Locks) and there is no sign of any other defensive measures. A quick look shows nobody has lived in the apartment in several weeks. PCs who have studied the ledger realize this is not the house the professor spend her money on protecting. Talking with the neighbors reveals nothing special. Haldren always has been a withdrawn silent woman, and she did make an appearance now and then to silence any suspicions from the neighbors. There is nothing of value in the house.

MORGRAVE UNIVERSITY

Since professor Haldren works at Morgrave University it is one of the likely places to start the investigations. The people at her department haven't seen her in quite some time and are unable to help the PCs. In fact, they think she still is in on some kind of expedition.

If pressed for more information, and the PCs succeed in a DC 15 Diplomacy check, they admit that the professor was becoming more and more withdrawn in the months prior to the expedition. Her behavior gave them reason to believe she was becoming insane since people observed her talking to herself, staring at some kind of strange sphere or orb and reacting very defensively and sometimes even aggressive to her colleagues. They are not certain she even is on an expedition since the University did not sponsor it and she never told them she had a private sponsor. She definitely was not rich enough to sponsor one herself.

If the PCs want to learn more, they can ask around on the University. They need to make a Gather Information check.

Gather Information check on professor Haldren:

- DC 10 Professor Haldren was not liked by the students. She was a boring speaker whose colleges were rather chaotic.
- DC 15 She was working on some kind of fairly important project involving Xen'drik, something to do with the war that caused the destruction of the Giant's empire. She asked all kinds of questions about the subject, but never wanted to tell why she needed to know.
- DC 20 Haldren recently inherited a huge sum of money from an uncle. Nobody knows the name of this uncle, or has ever met this uncle.
- DC 25 Professor Glenna Haldren is an orphan. She was raised by a gnome, Uther Thropp, who also worked on the University. The two had a fall-out decades ago, and she never spoke about him until he died a couple of months ago. He is the "uncle" she inherited the sum of money from.

PCs who found the ledger, and spoke with the owner of Cloud Antiquities (see "Dead Friends" below) or learn about Uther Thropp above might return to Morggrave University to enquire about him. Let these people make a Gather Information check to see what they learn.

Gather Information check on Uther Thropp:

- DC 10 Uther Thropp was an eccentric professor working as a herbalist at the university specialized in dangerous plant-life on Xen'drik. He died recently in a crash between two skycoaches. There are rumors he was involved in drugs trade and that his death was not an accident.
- DC 15 The professor lived in Den'iyas. He had few friends at the university and no relatives in Sharn. He was relatively wealthy, earning a steady income with a city farming company and by providing advice to Xen'drik expeditions. He ran his business from his home, but according to the rumors he owned additional property in the city. The stories differ widely on what locations though.
- DC 20 Apparently Professor Glenna Haldren was the sole beneficiary of his testament, which raised some eyebrows at the University. The two were not known to be friends or even speak much with each other.
- DC 25 Professor Glenna Haldren was raised as a young child by Uther Thropp, but the two had a fall out later in life mostly due to Uther's behavior.

SKYCOACH TROUBLES

PCs, who questioned the workers behind the warehouse in Part 1, might have learned that somebody fitting professor Haldren's description took a skycoach of the Syrania Transport Company. While the locals cannot tell who piloted the skycoach, people at the company's headquarters might be able to help in this regard.

Syrania Transport

The headquarters of Syrania Transport is a small workplace and office at the Bazaar. Like the name suggests, the Bazaar is a big marketplace and shop district. The crowd and noise of the district is overwhelming and it is the largest commercial district in Sharn. There is a large open market which is a maze of shops, tents and

make-shift stalls. It has a high concentration of criminal activity mostly controlled by the Boromar Clan and visitors are better off not to show wealth in the district since its guards are more interested in preventing riots than crime.

Somewhere among the many shops and stalls nearby a Sivis Message Station one can find the office, coach house and repair shop of Syrania Transport. The office itself is nothing more than a single room at the back of the workshop. It is a dirty place, and its workers are rude and greedy. Skycoaches tend to pick up their customers on the streets and the only customers to visit the office itself are either here to complain or to arrange the transport of bulk goods. The last are treated only slightly better than the first.

The easiest method to acquire the information the PCs need is to simply ask and offer a small bribe (5 gp or so) to smooth things over. A DC 10 Intimidate check also does the trick. It doesn't take much time for the clerk to learn that the likely pilot who took a passenger in Precarious around the time mentioned by the PCs is Darnan. There is no reference of it in the paperwork though, which does not go well with the clerk. He clearly doesn't like the idea of Darnan working on the side. An extra bribe, or some addition threats, gets the clerk to reveal that Darnan can be found in the Dragon Slayer and the Druid almost every evening that he is not working – a gambling den in Hareth's Folly.

Note that the people in the office only get the papers of Darnan's flights at the end of the day. Before that time they cannot really help the PCs. Smart PCs might decide to wait at the office for the pilot to return, but they don't know who to look for until the clerk actually has the ledgers from Darnan's shift, and unless the PCs intervene, Darnan is going to end up dead that night (see "Trouble at the Bar" below).

Trouble at the Bar

The Dragon Slayer and the Druid is a gambling den in Hareth's Folly, one of the weirder districts in Sharn bordering the Bazaar. The tavern is named after two cards in the card game Dragon Ante. It is a somewhat infamous place run by the greedy dwarf Ilak who according to rumor throws unruly customers out of the windows. Since the tavern is located under a bridge between towers these customers, if true, would plummet to their death on the streets far below.

To get in the tavern one has to walk down a steep slippery staircase to a wooden platform and the entrance. A second entrance at the back between the kitchen and the supply room leads to the streets as well, but this entrance is for employees only. The tavern consists of one big common room that runs under the full bridge with windows on both sides providing a superb view on the city. At one end of the common room stands a platform occasionally used by performers, but usually filled with tables just as the rest of the room. A small area behind the platform is used to store furniture and as a makeshift dressing room. At the other end of the common room stand the bar and a door that leads to the kitchen and supply room beyond. The wooden furniture is sturdy and simple and besides all kinds of identifiable stains there are no wall decorations.

The tavern serves all kinds of alcoholic beverages, but all are cheap and of horrible quality. It also serves food of sorts and salted snacks.

At night the tavern is crawling with people playing dragon ante or other card games. The rest of the time the place is closed. Most of the customers come from the lower class and the stakes are not very high. Ilak, the owner, also fulfills the role of a bookkeeper and bartender.

He has several sturdy looking dwarves and shifters in his service as bouncers.

Ilak: Male dwarf Exp2 (LE).

Appearance: Short and stocky with deep greasy black braided hair. His clothes have been patched hundreds of times, and they do not look like they have been cleaned all that often. He stinks out of his mouth and his teeth are yellow and crooked.

Personality: Greedy, rude and cold-hearted. He would sell his own wife (the cook) if anybody would want her. He is a bit weary around powerful adventurers, but at the same time he tries to get as much cash as possible from them.

Darnan: Male human Com1 (CN).

Appearance: Darnan has an average height and build, but it is clear he does not really care much about his appearance. He chews tobacco, and his teeth are brown and his clothes are stained.

Personality: Darnan is a bit of a bully, rude and quick to anger. He is a coward at heart though, and deeply unhappy with himself. He hates wasting his money on the games, and since he has extensive debts with the loansharks of the Boromar Clan he fears for his life.

Development: It is in this joint that the PCs can find Darnan.

Those who succeed at a DC 15 Spot check note two sturdy shifters hidden on the bridge at a spot where they can easily see the exit of the tavern. When confronted, the two warn the PCs to keep their noses out of other peoples' business. If pressed, a DC 15 Intimidate check gets them to admit they are waiting for somebody who owns their boss a large amount of money. While they are indeed waiting for Darnan that is not something they tell without further prodding. The PCs can chase them away for the moment which has an impact on the adventure later on.

Once the PCs enter the tavern, they find it rather busy, and it is somewhat difficult to quickly find the person they are looking for. The easiest method would be to ask the bartender Ilak. For the right price and some urging he is more than willing to point Darnan out. Otherwise the PCs have to examine all the people at each table, which undoubtedly draws a lot of attention. There are a lot of people here with things to hide, and even when the PCs blend in with the crowd (lower class clothing, bathing habits, speech patterns and only a dagger or knife as a weapon) they are still strangers.

Darnan is not glad with any attention from the PCs, or any stranger. As soon as he notes that a group of strangers is looking for him he tries to flee. He is not particular subtle about it, immediately drawing attention to himself. In his panicked state he disrupts a few games quickly leading to words of anger and a bar brawl. The brawl itself should pose no real threat to the PCs. Keep it descriptive, and allow the PCs interested in joining the fight to shine. Virtually all of the guests are low level commoners and experts. Darnan is less lucky, and he gets a few painful blows before he tries to get away in the chaos. If the PCs stop him they can question him right there or in a more private area. If Darnan escapes, he walks right into the hands of the people from whom he borrowed some money. People following closely behind can certainly intervene on Darnan's behalf, otherwise poor Darnan is thrown over the railing of the bridge to his death below. Slower PCs arrive just in time to try and rescue him during his fall with magic.

Once the PCs have him in a position where they can talk with Darnan, getting the required information should not be too hard. He starts by asking money for the

information, even if the PCs saved his life. He desperately needs it, or otherwise he is going to die the next day. It doesn't cost the PCs much energy though to get him to talk without money. He dropped of a woman fitting professor Haldren's description in Stoneyard. He can even tell where, but this is not close to Haldren's hideout. With this information the PCs have significantly narrowed down the field. Proceed with Part 4 if they start their investigations in Stoneyard. If Darnan dies before he can provide the PCs with the necessary information, nothing is lost. They can always talk with the dead, and there are two more routes open for investigation.

DEAD FRIENDS

One of the clues the PCs find in the ledger at the warehouse is a reference to several items the Professor sold at Cloud Antiquities. While in itself not particular strange, combined with the fact that it coincides with a spending spree should alert the PCs there is something odd about it – especially since there are no references about how she gained the items. It is the start of a trail of clues that eventually could lead to her current Hide-Out in Stoneyard.

Cloud Antiquities

Cloud Antiquities is a well-known shop that is part of Little Xen'drik – a small area with 5 other shops all specialized in selling and buying Xen'drik artifacts. Reina Doiran owns Cloud Antiquities (NG female human expert/sorcerer 6) – a flamboyant and eccentric woman. She values appearance and mystery more than things of obvious scholarly worth. She is quite helpful to the PCs, but she is hard pressed to remember Professor Haldren. She sees many faces, and she suspects that what ever the business was about, it was not particular intriguing or else she would remember.

If the PCs succeed at a DC 20 Diplomacy check, she grabs her own ledgers and notes that the professor sold her some intriguing statuettes and art objects of Xen'drik origin. Apparently she had inherited them from a friend at the university. After some digging she finds the ownership papers: the name of Uther Thropp is mentioned on them. All the items have been sold by now. If the PCs express an interest in the items, she advises them to talk with people at Morgrave University or in cities administrative offices who surely have more detailed records of this inheritance. She remarks the PCs are quite lucky that Breland government is so concerned with the illegal trade in Xen'drik artifacts or else there would not have been such an extensive paper trail.

Reina Doiran does not know where the professor is, and she also does not know what the professor's recent expedition was about. In fact, she is kind of surprised to hear about it. She knows of most major expeditions to Xen'drik –professional interest– but never heard of this one, suggesting the regular sponsors did not finance it.

City Administrative Offices

The City Archives are located in High Towers, the civic district of the city. As the name already implies, the district offers a panoramic view of the surrounding city. The streets are wide, well-lit and clean. The area is crawling with guards. The Archives itself is a large windowless building on the top of Vasha Tower and it contains a near endless amount of legal and historical records of Sharn.

The Archives is the place to visit when looking for property records and death certificates. Getting access to the documents is not particularly easy and under normal circumstances involves many forms and interviews. While bribery does speed up things, it doesn't do so in a manner

useful to the PCs. There are two ways they can gain access quickly: (1) by working for the Boromar Clan and (2) by invoking a favor with a dragonmark house. The first is self-explanatory. The second is true for a PC with the Favor in the House feat, or by scratching a use from the story objects “Gratitude from House Cannith” or “Gratitude from House Lyrandor” earned in previous adventures. In all cases only limited access is allowed, and while inside the PCs are under constant supervision of a clerk.

After 1d4+1 hours of searching the following things can be found on Professor Glenna Haldren:

Property deeds:

- Professor Glenna Haldren owns an apartment in Center Bridge (see above for details).

Uther Thropp:

- Uther Thropp was an eccentric somewhat rich professor on Morgrave University. He was a male gnome.
- He died a couple of months ago in a crash between two skycoaches. No details can be found on the crash (and if the PCs spend time on this they learn it was a normal accident).
- Professor Glenna Haldren was the sole beneficiary of his testament.
- Her relation with the deceased is unclear. They were definitely not married or related.
- The list of items Glenna inherited contains some very detailed descriptions, of mostly unremarkable items. It does include what appears to be a *Sarlolan puzzle orb* – which some PCs might recognize.
- She inherited a house in Den’iyas (a gnome neighborhood). If people check in the property deeds she immediately sold the house.
- Uther Thropp apparently also owned a gardening company. Since there are no deeds of it having been sold, Haldren probably possesses it. The property is mentioned in the property deeds, but the deeds themselves appear to be missing.
- The company’s main office was at Uther’s house.

Curious Residents

Through city archives or rumors at Morgrave University the PCs learned that Haldren recently inherited a house in the gnome neighborhood Den’iyas. She immediately sold it, but PCs might decide to investigate it, especially since there are references to a company whose property deeds are missing.

Gnomes are not forthcoming with information to strangers. At the same time they try to learn as much as possible about the PCs and the source of the PCs’ curiosity – hoping to get a hold over them (or at least make a profit). People asking around about Uther Thropp, the professor or the house Uther lived in must make a Gather Information check with the following results:

Gather Information on Uther Thropp:

- DC 10 Nobody has seen anybody fitting the description of professor Haldren in the neighborhood. People point out where Uther Thropp lived. They don’t know much about the man. He kept mostly to his self, though he did receive his customers at his house.
- DC 15 Not much is known about the new inhabitants of Uther Thropp’s house. Parden, the man of the house, is never at home during the day, leaving

the raising of his children to his wife Druna. They have three children.

- 20 Uther Thropp owned property all over the city. Rumors have it he was a bit paranoid and kept his property deeds in his own house. He was rather greedy.

- 25 In his young years Uther Thropp had a lover, and they adopted a human child. His lover died at a young age under suspicious circumstances and nobody has seen the human (by that time an adult) since that time.

The house has been bought by a gnome family who recently immigrated from Zilargo, hence the lack of rumors about them in the neighborhood. Parden is a magewright who works in one of Cannith’s many alchemist workshops. Druna is a seamstress working at home while taking care of her children. They don’t have any friends in the city yet, and they are a bit suspicious when strangers appear on their doorsteps. Their behavior might arouse suspicion, but is perfectly understandable and has little to do with the professor (who they never met and who’s disappearance they have nothing to do with).

Parden: Male gnome magewright2 (AL N).

Appearance: Parden is of average height and build with short brown hair and no beard or moustache. His face is marred by several burn scars.

Personality: Parden is an energetic man who has trouble sitting still for long times. He tends to speak very quickly, sometimes too fast for most people to understand what he is saying. Like all gnomes he is curious to the core.

Druna: Female gnome Com2 (AL N)

Appearance: Druna is small even for a gnome with long braided brown hair and a somewhat pale skin color.

Personality: Druna is shy, and rather withdrawn and silent, especially for a gnome. She fears strangers, especially the big folk, and feels ill at ease in the big city.

Development: There are three ways the PCs can gain access to the house. They can try to get an invitation, which requires a believable reason, some friendly words and a DC 30 Diplomacy check. Members of House Cannith gain a +4 circumstance bonus on this check, while PCs with the Favor in House Cannith feat automatically succeed. PCs with the story object “Gratitude from House Cannith” gain a +3 circumstance bonus. Success results in an invitation for tea, and a guided tour through the house. If they want to search the place unobserved, one of the PCs could do so with a successful DC 14 Bluff check.

The second method involves acquiring a warrant which is only possible through the Boromar Clan. Parden and Druna react furiously to such a warrant, since it ruins their reputation and they are far from helpful. There is little they can do about it though.

Finally, the PCs might decide to sneak into the house without permission. Since it is an ordinary apartment inhabited by ordinary people this should be very easy. There are no traps. The thick wooden doors are locked with good quality locks strengthened by an *arcane lock* spell. The windows are too small for a Medium-sized creature to crawl through, and they are closed with sturdy looking shutters. They have a badger as a pet which is trained as a guard. If caught, the PCs are accused of burglary. If they haven’t stolen anything, a heavy fine and compensation for any damages done gets them off the hook.

The house is typical for a family of gnomes, and there is nothing out of the ordinary about it. There are a couple of old boxes on the attic that contain papers from Thropp's company. The gnomes know about it, and if they realize the PCs have an interest in it they try to learn why; trying to gain an advantage on the PCs like any good gnome would (either financial or through knowledge). If here as guests, they eventually allow the PCs to look at the papers for the right price while being observed of course. Note that they have looked through the papers and found little of interest to them. As far as they are concerned it is all just useless crap which they kept a hold on just in case. It appears to have been a good idea if the PCs really are willing to pay good gold for it.

The PCs who investigate the papers, all written in Gnomish, don't learn anything special. A DC 25 Search check on one of the boxes shows it has a double bottom. In it they find the deeds to some property in Stoneyard. If the PCs are here as guests and want to keep the records, they need to succeed at a DC 20 Sleight of Hand check. Otherwise Parden and/or Druna note the papers and demands to get them – they bought the boxes together with the house and it is now their property. If he has learned anything important about the PCs he might try to blackmail them into giving it to him (e.g. I wonder how much the Daask pay for this information...), but he accepts money as well. Parden and Druna love to negotiate, but quickly relents if confronted with threats of physical violence. They are a bit disappointed, but it is what they expected from non-gnomes. On the other hand, if the PCs proof to be tough negotiators his mood lightens up considerably.

In any event, the deeds lead to a house in Stoneyard, which indeed is the current hide-out of professor Haldren. If the PCs investigate it, proceed with Part 4.

WIZARDLY PROTECTION

PCs that have studied the ledger might realize that Glenna Haldren spend an extra-ordinary amount of gold on protecting her "house". When the PCs investigate her official home, they do not find any of these protections, which suggest she has a secret hide-out somewhere within Sharn. Since Glenna is not a spellcaster herself she had to hire a powerful wizard to put in place some of those protections. The amount of wizards that can cast these spells and are available for hire in Sharn can be counted on one hand.

If the PCs ask where they (or others) can hire a wizard, they are directed to The Esoteric Order of Aureon or the Guild of Starlight and Shadow. The Order has a reputation of being disciplined, strictly organized and they are well-respected by law-abiding citizens. The Order works regularly with the cities authorities, and refuses any job that would harm the interests of Breland. Their specialty is protection and divination.

The Guild of Starlight and Shadow are much less organized and much more willing to work outside the law. Their members are known for their illusions and enchantments, but they do use other types of magic for the right kind of money. Unlike the Order, they tend to accept jobs without asking questions.

The Order's headquarters can be found in Clifftop (quite close to the Clifftop Adventurers' Guild). The Guild's headquarters is in Deathsgate.

Order of Aureon

Due to the Order's nature, they have detailed records on any job they have ever performed for a customer. The downside is that they respect their clienteles' privacy, and only search their records if the PCs have a warrant. PCs working for the Boromar Clan can acquire such a warrant

relatively quickly, but otherwise this is impossible. No amount of bribery or flattery can convince the Guild otherwise. With a warrant the PCs quickly learn that Haldren did not hire a wizard from the Order.

Guild of Starlight

The Guild of Starlight and Shadows is much less organized, and there are no records for the more secretive jobs. Luckily for the PCs only a handful of people can cast the most powerful spell mentioned in the ledger (*Mordenkainen's private sanctum* combined with a *permanency*). At the moment only one of these wizards is present in the city, namely the elven-lady Shanaerra and there is no guarantee she is the wizard the PCs are looking for.

The PCs can make an appointment with her, but doing so through normal routes is not practical within the time-frame of this adventure. By the time a meeting can be arranged days have past and Professor has been long found by the PCs' rivals. The PCs can try to rush the job by making a DC 30 Diplomacy check and offering 100 gp just to speak with her. They gain a +2 circumstance bonus on this check for every 10 gp paid as a bribe to the desk clerk up to a maximum of +10 with a bribe of 50 gp. If successful, the clerk drops them at a meeting room and he gets Shanaerra to arrive within the hour.

Enchanting Ladies

Shanaerra is a female Khorvaire elf of great beauty with a quick smile who loves to flirt with beautiful men. She does not reveal details about her previous jobs, and makes this perfectly clear if pressed for information. She is a bit vain. PCs using this against her by trying to make her boast about previous jobs must succeed in a DC 20 Bluff check. If they succeed, they learn she indeed did a job for Glenna, though she doesn't know exactly who Glenna was or why she needed the protection. While Shanaerra does not provide an address, her description of the area does point to a particular district, after all, there are not that many districts in Sharn with an abundance of orchards and parks. PCs who succeed in a DC 20 (local) check recognize it as being in Stoneyard in Lower Northedge, otherwise asking around in the city points in the same direction.

It is possible the PCs try to convince Shanaerra that the professor's life is in danger and that they need to know her address to save her. While it might well be the truth, it does not get her to reveal the address. After all, it might just be a convenient lie to get at her customer, something which would seriously harm her reputation. When the PCs suggest using Divination magic to verify the truth, she objects that divinations can be fooled. If the PCs succeed in a DC 30 Diplomacy check, she relents, but only when the PCs agree to let a friend of hers cast the spell: Kaleen, a cleric of Aureon and they pay for this service as normal (which is 60 gp per casting of *zone of truth*). Note that the caster is fully aware whether or not somebody succeeds at his save. Kaleen is intelligent enough to ask the questions in such a fashion that she is sure that (a) Glenna Haldren's life really is in danger and (b) the PCs are not part of that danger. So as long as the PCs are not working for the Boromar Clan or the Daask, she verifies the truth of the PCs' story, convincing Shanaerra to reveal the address.

Another good method in trying to learn the address is by suggesting the PCs represent the professor and that she needs additional protections on her apartment. Shanaerra reacts with suspicion to it, since Glenna Haldren never has worked through intermediaries before. She is not a fool, and realizes it might well be a ploy to get her to reveal the hide-out to her customer's enemies. Even if

the PCs convince her, she tells them she will get to the apartment on her own to verify the truth of the excuse. The PCs may hope to follow her, but Shanaerra is aware of that possibility and uses magic to get at Haldren's residence unseen (*dimension door*, *disguise self* and similar spells). Following her is certainly possible, but requires magic as well (such as *locate person* or a well-timed *scry*). If successful, she leads the PCs to the professor's hide-out.

It is certainly possible the PCs come up with additional methods to convince Shanaerra to reveal the professor's address. Use your judgment to determine success, but remember that Shanaerra is not susceptible to bribery and as a high level wizard acutely aware of most kinds of magics that would force her to help the PCs. She definitely does not look kindly to people casting spells during the meeting. If she needs to make a saving throw, and realizes she did, she immediately cuts the meeting short and kicks the PCs out.

Note that a *detect thought* spell, while risky, might work. It does not reveal an address, but it does lead the PCs to Stoneyard.

Shanaerra: Female elf wiz9 (AL CG).

Appearance: Shanaerra is a tall thin elf with long steep black hair and a sun-tanned skin. She has deep blue eyes, sharp facial features and she wears the latest fashion.

Personality: Shanaerra is a fun loving person who loves good music, good food and shopping. She is a flirt, and tends to have difficulties focusing on one subject for a long time.

Kaleen: Female human Clr3 (AL LN).

Appearance: Kaleen is a short plumb woman with brown hair tied together in a bump on the back of her head. She wears simple robes and small golden glasses. She tends to whisper instead of speaking.

Personality: Kaleen is in many things the opposite of Shanaerra, which is exactly why the two became such good friends. Shanaerra's presence allows Kaleen to loosen up a bit, and Kaleen's presence greatly helps Shanaerra's study. Kaleen is a bit of a know-it-all with a great interest in all things planar and fey.

Development: As long as the PCs ask the right questions, and are charismatic enough, they should have learned the likely address of the hide-out of the Professor. Or at least have narrowed it down to a district. If they investigate the district and/or the hide-out proceed with Part 4 below.

CLIFFTOP ADVENTURERS' GUILD

The headquarters of Clifftop Adventurer's Guild can be found in Clifftop in Upper Dura. The Guild has a good reputation, and its members are rarely, if ever, associated with crimes. When informed about Ket Devir's death, they are shocked, and more than willing to help the PCs in the investigation. If on the other hand the PCs hide the fact that she is dead, or never mention they are trying to solve her murder, it takes a DC 30 Diplomacy check to get them to open the books. They respect the privacy of their clients and employees.

Without their help the PCs can only learn that Ket had just returned from an expedition to Xen'drik together with some friends where she protected some crazy old lady who was obsessively looking for something and only if they succeed at a DC 15 Gather Information check in the Drunken Dragon (costing the regular amount of time and gold). If they do manage to persuade the Guild to provide official help, they get the full details on that particular expedition, including a list of names. The contract itself shows nothing out of the ordinary for an expedition to Xen'drik, but if the PCs talk with the

contract broker, he mentions that Professor Haldren did act rather strangely, almost paranoid. He has seen worse though.

Talking with some of Ket's fellow adventurers shows that they all thought Professor Haldren was a nutcase. Her money was good though, and all in all her insanity was relatively harmless. She kept speaking in herself, doing all kinds of weird rituals, constantly moving camp and always very suspicious of betrayal, even more so than is practical in a hostile environment like Xen'drik. They even saw her with some strange glowing sphere when she thought nobody was observing her. If any of the PCs shows a puzzle orb, they confirm the orb certainly looks more or less like the orb Professor Haldren was staring at.

Finally the adventurers can also confirm Professor Haldren was looking for something very specific. Apparently she and Ket found it, because nobody else saw it, and the mission was aborted soon after. Due to legal paper work it was impossible to take the item back to Khorvaire immediately, and the professor went ahead to arrange affairs. They don't know exactly what kind of affairs needed to be arranged, but they suspect she wanted to smuggle the object into Sharn without going through the usual channels so that as little people as possible knew about the object.

Nobody at the Guild has a clue where the professor is now, and frankly they don't care. They were paid for a job and they did that job. Professor Haldren was not likable enough to do more than that.

Note: It is certainly possible the PCs want to speak with Ket by using *speak with dead* or they might even try to raise her. If the PCs opt to raise her, she accepts it, but it does cost the PCs 1100 gp divided however they like as a gp dept when registering the event. The only additional information she can give is a detailed description of the object, which she indeed found in one ruin or another (archeology doesn't hold her interest that much – she really has no idea where exactly the item was found) and she confirms the reason she followed later with the cargo was because the professor desperately needed to smuggle the item into the city. Ket doesn't know why, but it was clearly very important to Professor Haldren, much more important than avoiding taxes. It was almost as if the professor thought her life depended on it...

HOUSE TARKANN

In a previous adventure the PCs could earn the story object: "Ally of the House Tarkann". Since it is likely one or more of the PCs on your table have this favor, the text is reprinted below:

Ally of the House Tarkann:

Despite some differences you have proven yourself an ally of House Tarkann. While in Sharn, you can contact a member of this organization in thirty minutes by making a DC 10 Gather Information check. If you succeed, your house Tarkann allies will perform a Gather Information check throughout all of Sharn and return the results 8 hours later as if you had made a DC 25 Gather Information check. The DM may assign a –5 (for subjects not appropriate to Sharn or its underworld) to +5 (for particularly shady subjects) the Tarkanans' check.

By invoking this favor, the PCs learn about the name of the skycoach pilot and where he usually can be found as discussed in the "Skycoach Troubles" section above. The PCs still have to talk with the pilot to learn more. House Tarkanan also provides the information given with generic Gather Information checks provided under "Morgrave University" and the Clifftop Adventurers' Guild.

MAGIC

In a world filled with magic there are a lot of spells to aid anybody trying to find somebody. At the same time there are several spells that protect the wary against such magic. Paranoid and expecting an assault from extra-planar entities, she warded her room with a permanent *Mordenkainen's private sanctum* – a spell that blocks all scrying.

Commune/Contact Other Plane: One of the most obvious limits of this spell is that only yes or no questions can be answered. Since the powers that be are not omniscient, all the PCs can do is verify the professor is still alive and hiding somewhere in Sharn. Either by sheer luck or with the information gained from the City Administrative Offices they can narrow it down to the district she is hiding in (see Part 4 below as well as the rest of this section). The powers that be do not know the exact nature of the artifact, except that it is powerful, of giant origin and protective in nature. It is not directly dangerous to its possessor, but like with any powerful object it draws powerful people to it like moths to a flame.

Divination: This spell can provide useful, but cryptic advice based on specific questions the caster asks. Below follow a few likely questions and the answers received with this spell:

Q. Where can we find professor Haldren?

A. "Seek at her roots and you'll find what you are looking for."

Q. What should we do with the professor/artifact?

A. "None of the three paths leads to darkness, all are difficult to traverse, but neither leads to the light."

Legend Lore: The casting time of this spell makes it not worthwhile casting it during this adventure.

Locate Creature/Object: While *Mordenkainen's private sanctum* does not offer protection against this spell, it is not practical due to its relatively short range and the time limit. *Locate creature* does help once the PCs have narrowed her location down to a district as such it saves them the time and trouble of asking around when they traced her steps through the skycoach she took (see the Syrania Transport section above). The duration of *locate object* is even too short for that.

Scrying: Since her hide-out is permanently protected with a *Mordenkainen's private sanctum* this spell (and related spells) simply does not work. By the time she is out of supplies and has to leave the hide-out either the PCs or one of their rivals have tracked her down.

Sending: Since the PCs know professor Haldren it is relatively easy to send a message to her through this spell. The problem is that she is paranoid, and even without this spell she is hearing voices in her head. To her anything said through this spell is just another voice among a drone of others. At best she replies with a demand to shut up. Still, it is a good method to ascertain she is still alive.

PART 4: HIDEOUT

At some point during their investigations the PCs should either learn the exact address of the professor's hideout or at least narrow it down to the Stoneyard district in Lower Northedge.

THE STREETS OF STONEYARD

Stoneyard is a quiet lower class residential area. It is noted for its large shifter population as well as its many parks and orchard balconies that line its towers. Crime rates are low in the area and neither the Boromar Clan nor the Daask visit the area very often (there is simply not much to earn), and what is more, the locals tend to keep to themselves without making a fuss about minor disturbances of the peace. In short, it is an ideal place for Professor Haldren to hide.

Depending on the route the PCs took to find the Professor's hideout, they still might need to find the exact address. The PCs should make a Gather Information check in the area with the results being detailed in the table below. Even PCs that already have the address might try to learn a few things about it before approaching it. They use the same table.

Gather Information check results:

- DC 10 The PCs learn that a woman fitting the description of professor Haldren has been seen in the neighborhood. No address can be given.
- DC 15 The PCs learn the exact address of professor Haldren's hideout. People have seen her enter the place, but she never left it. The place is considered haunted ever since its owner died, and people avoid it. The previous owner was a gnome, but he did not live in this district, and people know almost nothing about him.
- DC 20 Shortly after the previous owner died, a wizard and a member of house Kundarak have been seen working on the building. The locals assume it has something to do with selling the property.
- DC 25 The place used to be a toolshed and it was filled to the brink with junk.
- DC 30 A few people have seen plants actually move in the garden and one drunk whispers he actually saw the plants strangle a pig.

HALDREN'S PLACE OF HIDING

The hideout is a small folly like structure in the middle of an orchard. It is a small round 15 ft. high building with a domed roof and it is made primarily out of white marble. It has a diameter of 20 ft.. The roof appears to be supported by round pillars, but the areas in between are filled with stone walls and there are no windows. One relatively large steel door provides access to its interior. The folly used to be the supply room and tool shed for Uther's company. A map of the place can be found in DM's Aid 2.

1. The Orchard (EL 5)

The orchard is surrounded by 10 feet high walls topped with sharp stones, requiring a DC 27 Climb check to climb. Two sturdy wooden gates provide access to the orchard, and these are closed and locked. Getting in the garden should not be too difficult. PCs with *feather fall* could even jump down from one of the neighboring towers right into the garden.

Gates: Strong wooden doors; 2 in. thick; hardness 5; hp 20; Break DC 20; Open Lock DC 25.

The orchard itself is a peach orchard with its trees abundantly flowering. It clearly has not been taken care of in several months, and the place is overgrown with weeds. A small path winds its way from the gates to the building in its center, but it is overgrown and only 5 feet wide. Two assassin vines roam the area as marked on the map. The assassin vines are part of the professor's defenses. Their intent is to keep unwanted visitors out. While they

do not pose a real threat to the PCs, you should play it out since the drain on resources might have an impact on battles later on the same day.

Assassin Vines (2): hp 30 each; see *Monster Manual* page 20.

2. Outside the shed (EL 6)

The shed is made out of thick marble walls and there are no windows. There are no decorations on the building. The rusty iron door looks sturdy and locked. It is strengthened with an *arcane lock* cast at 10th level and it is also trapped. The hinges are on the inside.

Exterior Walls: superior masonry; 1 ft. thick; hardness 8; hp 90; Break DC 35.

Iron Door: 2 in. thick; hardness 10; hp 60; Break DC 38.

Glyph of Warding (blast): CR 6; spell effect (maximized *glyph of warding* [blast], 10th-level caster, 40 acid, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28. Note that the spell has been hidden with a *Nystul's magic aura* as such it cannot be detected with a *detect magic* or similar spells.

3. Ground floor (EL 6)

The whole inside of the shed (both the groundfloor and the attic) is covered with a *Mordenkainen's private sanctum*. As a result nobody on the outside can see into the building or hear sounds coming from it, not even with *divination* magic. All they see is a dark, foggy mass. It does prevent speech from penetrating the barrier, but not other modes of communication.

The ground floor consists of one area completely filled with tools, boxes, crates and other junk. There is no free space big enough for the PCs, and everybody using *dimension door* or similar abilities to get inside is shunted outside taking 1d6 points of damage in the process. This does not mean the PCs cannot make a way through the junk, but doing so makes a loud racket and it is virtually impossible to surprise the professor.

Anybody can see that there should be an attic of some kind in the building, but the hatch is well hidden, requiring a DC 20 Search check to find. It is made out of wood, and trapped in a similar fashion as the door outside (albeit with a different energy type).

Note that once inside, the PCs can communicate with Professor Haldren at the attic, perhaps avoiding the need to avoid triggering the ward at the hatch.

Hatch: strong wood; 2 in. thick; hardness 5; hp 20; Break DC 25; Open Lock DC 35. [Note that bashing open the hatch from below is not easy, especially since there is very limited space to maneuver.

Glyph of Warding (blast): CR 6; spell effect (maximized *glyph of warding* [blast], 10th-level caster, 40 electricity, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28. Note that the spell has been hidden with a *Nystul's magic aura* as such it cannot be detected with a *detect magic* or similar spells.

4. The attic

The small attic is humid, and hot. The smell of mildew is strong. It is hardly a comfortable place to live. Still, that is exactly what the professor is doing for the moment. Light is provided by an everburning torch. In a corner stands a

simple wooden bed, and there is a small desk and chair. The desk is covered with books and a couple of ink jars and writing quills. The whole area is covered with pieces of parchment some covered with notes. There is a cabinet filled with dried food. Here that the PCs can find the professor. Her reaction to the arrival of the PCs can be found below.

Note that the PCs can safely *dimension door* in the attic.

PROFESSOR'S REACTION

Overcome with fear Professor Haldren cooped herself up in the attic of her hideout. She spends most of her time lying under her bed, sleeping or staring at the puzzle orb, or trying to activate the artifact. Unless she is sleeping, she is constantly whispering to herself. The moment she realizes people have entered her domain, she freezes, suddenly realizing how foolish she has been. There is no emergency exit. Unless the PCs call to her from the ground floor they find her curled up in a fetal position mumbling to herself "*There is no way out!*" over and over again.

If the PCs want to have a sensible conversation with Professor Haldren, they need to calm her down and convince her of their good intentions (whether they have them is another story). Doing so requires patience, gentle words and a 40 Diplomacy check. If the check fails, she remains in her near catatonic state. The PCs can try this through the hatch from down below, but it incurs a -5 penalty on the Diplomacy check. Spells such as *calm emotions* also work.

Once calmed the PCs can slowly learn what happened, although warped through the mind of a paranoid schizophrenic. She is convinced Uther Thropp was murdered because of what he knew about the planned invasion of peoples' minds through extra-planar entities. When she inherited his possessions, she came across some clues, mainly through the coded message in a small orb (the puzzle orb) that pointed her in the right direction. From there she also learned about the invasion. Once she knew about it, she tried to find protection against it. During the investigations she realized the giants had faced a similar threat earlier and had devised a means of protection. Desperate to acquire such an item, she indeed borrowed money from the Boromar Clan and through hard work and dedication she did find the item in Xen'drik. Of course, the item is still dormant and she fears the entities are on to her, having sent the Daask to kill her.

At first she wants to remain in the hideout, even inviting the PCs to stay inside. When the PCs point out though that it was not she who placed the protections on the place, the enemy can easily trace her by finding the wizard who did. Besides, the PCs traced her down and it is only a matter of time if the others do as well. Once convinced of this, she begs the PCs to get her out of Sharn to a safe place where she can study the artifact and activate it. Once activated she and perhaps the PCs can be protected against these entities after which they can take the fight to these creatures and save the world.

It should be clear by now that the Professor is insane, though in a world filled with even weirder conspiracies the PCs might actually believe her. Since the insanity is of a purely mundane nature it cannot be cured through a *heal* spell or lesser curative magic. What the PCs do next is up to them. Proceed with Part 5.

Note that the Professor is not even aware yet that the Boromar Clan is looking for her. If she learns about it, she does not want to be taken to them either. She is convinced they are unwitting pawns of these entities as

well, which is also why she does not care she stole a sizable amount of money from them.

PART 5: PAINFUL PARTINGS

Once the PCs have professor Haldren securely in their grasp, it becomes time to decide what to do with her and the artifact.

All three factions want to possess both. The plans of the Daask for the professor are unknown. The Boromar Clan merely wants to get their money back and at the same time setting an example. They prefer to keep the professor alive to let her work for them. The Diggers' Union is mainly interested in the artifact for its supposed powers of protection against mental attacks. Whether they value professor Haldren's life is a question, except perhaps as a font of knowledge on the artifact. Which of the three actually is best for the professor is unclear. Fact is that the professor definitely prefers the Diggers' Union, neither trusting monsters nor criminals. Ultimately the choice is up to the PCs and what happens next depends on the decision of the PCs.

If they decide to follow the professor's wishes, proceed with "The Gates of Sharn". If they choose to deliver the professor to the Boromar Clan use "Monsters in the Streets". If the Daask are the only good option start with "When Rogues Get Angry".

Whatever they decide, they do face the generic problem of getting Haldren to the spot where they want her without the opposition trying to stop them. Dimensional travel is not an option, not only because under no circumstances would Haldren be willing, but also since apparently the artifact is under the effects of a permanent *dimensional anchor*. It simply cannot be transported through dimensional magic like *dimension door*, *planeshift* or *teleport*. Allow the PCs to make a plan, most likely involving mundane disguises or a speedy dash towards their goal. Whether or not the plan works can be found in the relevant section below.

Note that the PCs might decide to wait for the night, but they should realize that for one thing the city never really sleeps. It might be easier to hide by night, but at the same time the enemy has an easier time to use full force against them. A second problem is that neither the Daask nor the Boromar Clan are doing nothing while the PCs are looking for Professor Haldren. They might miss some of the vital clues the PCs have, nor do they have their skill, but they do know the city better and eventually they are going to find the house. Waiting might make things only worse.

WHEN ROGUES GET ANGRY (EL 19)

Stoneyard lies in Lower Northedge, more or less on ground level and relatively close to the entrances to Khyber's Gate. There are no skycoaches going in that direction even if the PCs offer a fortune in gold. People willing to risk their life and livelihood for money do not become skycoach pilots. So to get professor Haldren at the Daask, they have to walk (or ride, but that is not quicker in Sharn).

The Boromar Clan has been keeping an eye on the PCs since their arrival in Sharn, and it is unlikely the PCs ever managed to avoid their attention for long. As such they have a pretty good idea on where the PCs are. Fearful for treachery, they put their best hunters on their trail – hunters that feel right at home among the towers of Sharn. These hunters are no fools, and one of the first spots to look is at the entrances into Khyber's Gate. They are not all-knowing though and the PCs can avoid detection, but doing so is not easy.

While traveling through the streets and alleys of Sharn, the PCs should spot these hunters soaring low over the crowd – roughly 30 ft. above ground level. Exactly when the PCs become aware of their presence depends on their marching order. The towers of Sharn block a clear view of the sky, and the hunters are experienced enough to keep out of sight as long as possible by using the towers for cover. If the PCs walk in a small group, they only note the hunters seconds before they fly over. If they are more spread out, they might have more time to react.

In any event, the hunters are clearly looking for something. Their animal companions know the scent of professor Haldren, and when they smell it, they signal its presence to their masters. If their masters also see the PCs and/or the professor they immediately react with force since the only reason for the PCs to be in this region is to deliver the professor to the Daask. If they only see the professor, they react by attacking her, allowing the PCs to set up an ambush. If they don't see the professor due to magical or mundane disguise (and remember that the head-hunters have a +17 Spot check modifier) they appear to fly on. They turn back and land out of sight on the route the PCs are taking. They prepare an ambush this time using *detect magic* and scent of their animals to pinpoint the PCs with more accuracy.

Note that the Daask are also looking for Professor Haldren, the artifact and the PCs, but they are not looking for them in this region. After all, the only reason for the PCs to be here is to deliver their findings to the Daask and under those circumstances there is no reason to stop them. On the other hand, if the PCs work for the Boromar Clan or remain independent this would be the last place to be.

If the PCs have something to hide the professor's scent and her appearance they can certainly avoid these hunters. While on their way to Khyber's Gate the hunters fly over them several times, increasing the chance of detection and lowering the effectiveness of most magical ways to avoid detection. It should not be impossible to avoid detection, but neither should it be too easy and the PCs should know it. Avoiding the wrath of the Boromar Clan is not easy in Sharn.

Creatures: The Boromar Clan hired a couple of hunters from the Talenta Plains to hunt down the professor and in case of trouble the PCs. These hunters have trained themselves while hunting the enemies of the halflings, the undead and humans of Karrnath and the elves of Valenar. They are obsessed with finding properly challenging prey, having learned early that normal animals pose little threat. In that regard the elves of Valenar are much more respected than most humans and undead and as such they focus on elves above other prey. Their origins should be clear to any observer, since they are wearing traditional halfling gear as well as the masks of those on a hunt.

Note that the stat-block assumes that certain spells are already in effect. Of these *animal growth* is not continually active, instead it is the spell *Bentan* casts immediately. Other long duration spells such as *barkskin* and *resist energy* might be cast by Bentan on his fellow hunters, but whether he has done so depends on the amount of head-hunters which is why these have not been included in their stat blocks.

Bentan: Male halfling drd11; hp 88; See Appendix 1.

Spitter: Bentan's animal companion, bloodstriker dinosaur; hp 112; see Appendix 1.

Halfling Head-Hunter: Male (and Female) halfling Rgr6/Beastmaster5; hp 82; See Appendix 1.

Glidewing: Animal companion Head-Hunter; hp 78; see Appendix 1.

Tactics: The halfling hunters are specialized in archery, preferring to shoot at the PCs from the back of their animal companions. Only when their mounts die or when cornered do they resort to melee. Note that with *arrow mind* they can keep using their bows with no risks in melee. Do not forget that they have *rings of feather falling*!

Bentan starts the fight by casting *wall of thorns* followed by *mass bear's endurance* on his companions and *flamestrike* on the PCs. They try to avoid hitting the professor, but they prefer a dead professor to her ending up in the hands of the Daask. While he usually rides on his animal companion (who usually operates under a *air walk* effect and knows how to handle it), he dismounts as soon as his companions get into melee so that the beast can enter melee without risking his rider. He also rushes in melee when out of ranged spells or when confronted with PCs that are better at ranged attacks than they are – ordering his companion to stay out of reach of melee fighters while focusing on spellcasters and archers. His companion is better off charging creatures, while triggering attacks of opportunity instead of receiving a full round attack from a melee fighter.

While relatively fanatic hunters, they do not fight to the death. If at 15 hit points or below they flee or when impossible surrender.

Development: Of the two opponents the PCs face the Boromar Clan is the most open to negotiations. They are only interested in profit and power, and neither is really served in a battle with the PCs. So if it comes to a fight, the PCs can try to make a deal while defending themselves against the hunters. The hunters definitely try to make a deal especially when loosing. The hunters though are very careful not to provide the PCs with the time to set-up proper defenses. They are fighters and by now the PCs have had more than enough time to make a deal with the Boromar Clan. If the PCs succeed in a DC 45 Diplomacy check (including the penalty for the rushed job), they can make peace by just offering the professor, the artifact or the property deeds of her hide-out (which due to its defenses is actually quite useful to the Boromar Clan). If they offer two of the three they gain a +10 circumstance modifier on the check. If they offer all three, the fight is ended immediately, and if they still succeed at the Diplomacy check they do get the reward.

If a deal is made, the hunters escort the PCs back to the office of the Boromar Clan in Little Plains. On its way the PCs are attacked by the Daask as discussed below in “Monsters in the Air”. The hunters certainly try to help, but under these circumstances the Daask focus on abducting the professor and the artifact through the whirlwind ability of the elder air elementals and not as much on killing the PCs. Advice on how to run such an encounter can be found in “Gates of Sharn” where the PCs also have a chance to run in both groups at the same time.

On the other hand, if they avoid the hunters' attention, or defeat them, the path into Khyber's Gate is free and they can safely deliver the professor and the artifact to the Daask. What happens there is detailed in Conclusion. If they did avoid detection, and you still have time left, you can let the hunters confront the PCs on their way back. The Boromar Clan does have its spies in Khyber's Gate, and they don't like the idea of letting the PCs get away unpunished with defying them. Such a fight is not mandatory though, and it should only be done if the PCs avoided it the first time (hunters of the skill to pose a threat to the PCs are rather rare) and there is both time enough and the players appear to be up for it.

Scaling the Encounter:

11th-level: Add 1 halfling head-hunter with companion.

12th-level: Add 2 halfling head-hunters with companions.

13th-level: Add 3 halfling head-hunters with companions.

MONSTERS IN THE AIR (EL 13)

Stoneyard lies in Lower Northedge, a long way from Little Plains in Middle Menthis. Unlike the route to Khyber's Gate this path only takes them into better parts of the city and the PCs can decide to walk or take a skycoach. For this encounter the choice has little impact, except that the potential fight with the Daask can be more difficult in the air than on the ground. It is also much easier for the Daask to protect the path the PCs are going to take and they have posted their spies around Menthis and their agents nearby. Fast as these agents are, as soon as they spot the PCs, they chase them down and hopefully ambush them.

Avoiding detection is not easy since the Daask have resorted to magic. One of their agents has a *locate creature* running focused on Professor Haldren and a *locate object* focused on the artifact. Mundane and magical disguises offer little protection against this spell, but a *misdirection* or *nondetection* protects them against *locate creature* and lead or *obscure object* against *locate object*. Do not tell the players about these spells. If the spells are active (and in case of a *nondetection* spell not broken by a successful +10 caster level check), roll a simple Spot check against the PCs' Disguise check. Since they recognize the PCs and the professor on sight, they get a +4 circumstance bonus on the check for a total of +11. It should not be impossible to avoid detection, but neither should it be too easy and the PCs should know it. Avoiding the wrath of the Daask is not easy in Sharn.

Creatures: Trakal had been put in charge of capturing Professor Haldren and the artifact. If he survived the encounter with the PCs in Part 1, he is still actively hunting the professor. If he died, the Daask turned to Rokar, a hobgoblin wizard and his bodyguard Hashuur – both are mercenaries from Droaam with no direct loyalties to the Daask.

Realizing that they cannot afford a long battle in the heart of Boromar Clan territory, they decided to gate in extra-planar help from Syrania: one (or more) elder air elementals. These swift maneuverable creatures are perfect in quickly grabbing what they want and disappearing from the scene.

If alive:

Trakal: Male ogre-mage Ftr1

Or when Trakal died in Part 1:

Rokar: Male hobgoblin Wiz10;

Hashuur: Male hobgoblin Ftr5/Tactical Soldier 3;

And:

Elder Air Elemental: See *Monster Manual* page 96.

Tactics: The goal of the Daask is to get the professor and the artifact. By now anger and hatred did get the betterment of the Daask and they also want to kill the PCs. So at first they try to get the professor and the artifact by killing the PCs, and only when it is clear that they are about to loose do the elementals take on whirlwind shape and attempt to capture the professor and the artifact. Of course, this is only possible if they actually know who the professor is and who is carrying the

artifact. As a result of this, at least 2 elementals never take on the whirlwind form until they are nearly killed (below 25% of their hit points). Once they have got the professor and/or the artifact they fly away as quickly as possible while their companions try to cover their retreat. Before that time the elementals make excellent use of their speed, Spring Attack feat, flyby attack and nearby towers and bridges to harass the PCs without ever staying within melee range. If an opportunity presents itself to Bull Rush a PC of a tower they also take it even if doing so opens them to a full-round melee attack.

Rokar and Hashaar are flying on a small skycoach, attempting to harass the PCs from a distance as well – using spell and bow. When confronted in melee, Hashaar tries to keep his charge save while Rokar casts *fly* and tries to get away. Rokar flees when at 25% of his hit points or less. Hashaar only flees when Rokar is save.

Trakal also keeps his distance, realizing that without backup he would be defeated real quickly by the PCs. On the other hand, unless the PCs make extensive use of fire and acid, he does not really fear death. If knocked unconscious in this area, he simply falls down ending deep below the current level. Since he survives such a fall easily, he is not too worried about it. Trakal flees when at 10% or less. The moment he flees, any living elder air elementals focus on kidnapping the professor and stealing the artifact.

Development: Unlike the Boromar Clan there is no reasoning with the Daask. They want Professor Haldren and the artifact, and by now they want the PCs dead as well. PCs that are in a tight spot can surrender the Professor and the artifact and flee the scene. Doing so saves their lives, but at this stage there is no reward for the PCs. The Boromar Clan is not going to be happy about it either.

On the other hand, if the PCs avoid detection or defeated the Daask and deliver the professor and the artifact at the Boromar Clan's doors, the Clan is going to be grateful. They give them the promised reward and the adventure is basically over. At this stage the PCs might also try to keep the artifact or the professor, and if they offer the deeds to the professor's hide-out doing so is automatic. Keeping both the artifact and professor Haldren requires a DC 40 Diplomacy check (Unfriendly to Helpful), and is impossible without the deeds to her hide-out. Of course, offering access to the professor in Wroat or the services of the Diggers' Union help as well. The last is not going to be received well by the Diggers' Union's leaders though.

Scaling the Encounter

11th-level: Add 1 elder air elemental

12th-level: Add 1 elder air elementals, and if you use Trakal use his 3rd level version and Hashuur and Rokar. If you don't use Trakal add one more elder elemental for a total of 3.

13th-level: Add 2 elder air elementals, or 3 if not using Trakal.

GATES OF SHARN

Of the three choices the PCs can make, this is by far the most difficult to deal with. To get professor Haldren at the Diggers' Union headquarters in Wroat, they first have to get the professor out of the city – something that is easier said than done when two powerful and influential criminal organizations try to stop you. There are basically four paths out of the city, namely the havens in Dagger River, the ordinary gates, the Orien Lightning-Rail or by Lyrandar flying vessel. The fact that two groups want to stop the PCs complicates things even further.

Whatever exit the PCs choose, they have to travel through the better part of the city with the lightning rail station and the airship docks probably being the closest. The problem of the airships is of course that there are not that many, and chances are rather big none is to leave within any reasonable time frame. The lightning rail has a similar problem, but since it goes on a specific schedule the PCs can certainly aim their arrival to coincide with a departing train.

It is at the end of the trip that there path is likely to be blocked by one or both of their opposing groups. Since there are only a few exits they only have to watch a few locations. For simplicity sake use the same groups as mentioned in "When Rogues Get Angry" and "Monsters in the Air" except now they are waiting at whatever exit the PCs have selected. Both groups also use the same tactics to locate the PCs, except that they do not have to move. Trakal and the air elementals remain invisible, and it is unlikely the PCs recognize the halflings and the hobgoblins as a potential threat until they move in for the kill (use Hide opposed by the PCs' Spot to determine surprise as per the normal rules). The PCs can avoid detection through the same methods as discussed above, but make them aware in that case that the exits are being watched so that they realize what is going on.

Creatures: See the previous two sections.

Tactics: See the previous two sections.

Development: To make running this encounter possible both factions should not attack the PCs at the same time. Doing so makes it difficult to judge the challenge, and at the same time it increases the chance of ending up in a stalemate. After all, waiting to fight the now weakened winner is much better than fighting still fresh opponents. Instead, let the Boromar Clan hunters initiate combat. After all, they have an easier time recognizing the professor or the PCs and they are less afraid of the local Watch interrupting the fight. After 2 rounds of fighting it should be clear which side is winning, and at that point the Daask arrive. The Daask send in the air elementals to kidnap the professor and steal the artifact. During the confusion of the 3rd round, the Boromar Clan keeps fighting the PCs as though nothing happens. Only in the 4th round do they realize what is going on, and they immediately offer a truce to the PCs – anything is better then the Daask getting the professor and the artifact. They might attempt to get something out of the truce, but by now they are desperate. If the PCs accept the truce, the two fight the Daask, which might end up in a high speed chase on the glidewings which you can make tenser by Ride and Balance checks at the right time. If the PCs do not accept the truce, the Boromar Clan tries to retreat from the fight, leaving the fighting up to PCs only to turn upon the winner of the conflict. If a truce was made, they do not break their word, and begrudgingly allow the PCs to leave.

On the other hand, the PCs might try to avoid any fight, instead rushing to the exit as soon as they are confronted by one side or the other. This would quickly turn the fight in a high speed chase. Remember that both the Daask and the Boromar Clan are primarily interested in the Professor and the Artifact. They do not allow them to be distracted too easily by PCs staying behind to cover the retreat of the professor. The moment the PCs arrive at their chosen exit, they are save. Even the Boromar Clan is not influential enough to stop a lightning rail train, a Lyrandar airship, a normal ship, or face the Guards stationed at a city gate – at least not within the timeframe of the PCs' flight. When exactly the PCs arrive at this

point is up to your judgment, but it should not be too easy. Let the PCs work for their escape.

In any event, once out of the city the adventure is over. Proceed with the Conclusion.

CONCLUSION

There are basically three possible endings of this adventure depending on what the PCs did with Professor Haldren and the artifact.

The most favorable outcome for the Diggers' Union would be when the PCs manage to get the professor and the artifact out of the city and safely into the Union's headquarters in Wroat, although the Union would be more than happy with just the artifact. The artifact itself does not yet provide the protection the Union had hoped for since it has not been activated yet. In due time the Union should learn how to activate it, which would be considerably easier when they have the professor. Whether or not the Union has the time to do so is all together other question.

The Diggers' Union is going to be much less happy when the PCs deliver the professor and the artifact to the Boromar Clan or the Daask. Of the two the Boromar Clan is the least worrying. At least the Union can try to make a deal with the Boromar Clan and if that fails commission its theft. The Daask on the other hand immediately transport the professor and the artifact to Droaam and they are not open to negotiations. Still, there is little the Union can do about it except begrudgingly accept it and trusting the PCs had no real choice in the matter.

ADVENTURE QUESTIONS

Dungeon & Dragons Campaigns (of which Mark of Heroes is part of) tracks character progress digitally. At the adventure's end, you report what the characters did, by answering a number of questions. The answers to those questions are tallied, and determine not only what happens in the campaign, but also the experience points (XP) and gold piece (gp) value increase each character gains.

At the end of this adventure, you'll find the RPGA Session Tracking form, tailored for this adventure. On the section titled "Adventure Questions" fill in the bubble that corresponds to the best answer for the questions below.

Many times the questions ask whether or not the PCs defeated an encounter. Defeating doesn't necessarily mean killing all enemies, but many times such an event suffices as defeating an encounter. Sometimes PCs merely bypass an encounter. Through luck or circumstance a group of PCs can avoid encounters unscathed. Does bypassing an encounter earn the XP that defeating it would? No. The reward for getting past an encounter without actually interacting with it is having extra resources to bear in the next encounter. Where is the line? You are going to have to make the decision, because you are the DM.

For traps, PCs get experience points just for encountering them, whether or not they have been disabled.

Sometimes the PCs' actions don't really fit the actions of a particular adventure question perfectly. This especially happens when you play the adventure using the "Scaling the Encounter" options. In these cases find the answer that best fits the spirit of the results.

1. Did the PCs defeat the Daask thugs at the warehouse?

- No. Those monsters gave them a sound trashing.
- No. They made a deal with them.
- Yes.

2. How did the PCs deal with the Boromar Clan?

- They never got the invitation by remaining out of sight of the Watch.
- They refused the invitation.
- They accepted the invitation, and listened politely to Boromar's wishes.
- They accepted the invitation, but rudely refused to make any deals with these criminals.

3. How did the PCs track down Professor Haldren?

- They never found the professor.
- They tracked the professor through one of the three possible paths.
- They tracked the professor through two of the three possible paths.
- They tracked the professor through all three possible paths.

4. How did the PCs deal with the professors defenses?

- They disabled or triggered all the traps.
- They avoided most traps by convincing the professor to let them in, or by using dimensional magic to enter her house.
- They never found the professor.

5. Who did the PCs fight while getting to resolve the adventure?

- They never came this far.
- They fought the Boromar Clan's hunters.
- They fought the Daask thugs.
- They fought both.

6. What did the PCs do with the professor?

- They left her to her own fate.
- They handed her over to the Daask.
- They handed her over to the Boromar Clan.
- They brought her to the Diggers' Union.
- She died.

7. What did the PCs do with the artifact?

- They never found it.
- They delivered it to the Daask.
- They delivered it to the Boromar Clan.
- They delivered it to the Diggers' Union.

8. Rate the group's roleplaying?

- Fantastic. Everyone had interesting and engaging characters that interacted with the adventure in very fun ways.
- Good. Most everyone had interesting and engaging characters that interacted with the adventure in very fun ways.
- Okay. There was some roleplaying.
- None. They treated the adventure only as a set of objectives. There was no roleplaying.

STORY OBJECTS

Object ID: MH????

Object Name: Favor of the Boromar Clan

Object Description: ????

Object ID: MH????

Object Name: Reward of the Daask

Object Description: ????

Note that it might be a good idea to add something if the PCs choose for the Diggers' Union. Perhaps something akin to "Touch by the Giant's Incarnum" due to the proximity of the artifact this unlocks stuff from the

Incarnum book or provides a +3 bonus on one save against a mind-affecting effect once per adventure.

We might also want to include something to express any displeasure from the Boromar Clan or the Daask, but personally I don't think they would take the PCs actions that personally.

PART 1: UNEXPECTED GUESTS

TRAKAL CR 9

Male ogre mage fighter 1
LE Large giant
Init +2; **Senses** Darkvision 90 ft., low-light vision, Listen +9, Spot +9
Languages Common, Giant, Goblin
AC 23, touch 10, flat-footed 22
hp 58 (6 HD); regeneration 5
SR 19
Fort +12, **Ref** +4, **Will** +5
Speed 40 ft. (8 squares), fly 40 ft. (good)
Melee mwk spiked chain +11 (2d6+12/19-20)
Ranged longbow +5 (2d6/x3)
Space 10 ft.; **Reach** 10 ft. (20 ft. with spiked chain)
Base Atk +4; **Grp** +16
Combat Options Combat Expertise, Combat Reflexes
Special Atk change shape (any Small, Medium, or Large humanoid or giant)
Combat Gear *potion of cure moderate wounds*
Spell-Like Abilities (CL 9th):
1/day—*charm person* (DC 14), *cone of cold* (DC 18), *gaseous form*, *sleep* (DC 14).
At will—*darkness*, *invisibility*.

Abilities Str 26, Dex 14, Con 20, Int 12, Wis 12, Cha 17
SQ flight
Feats Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Iron Will.
Skills Concentration +11, Intimidate +6, Listen +9, Spellcraft +4, Spot +9
Possessions combat gear plus 20 arrows, dagger, mwk full plate, *cloak of resistance* +1, 20 gp
Flight (Su) An ogre mage can cease or resume flight as a free action. While using *gaseous form* it can fly at its normal speed and has perfect maneuverability.
Hook “Leave one alive. They might know where the professor is.”

TRAKAL (ELITE VERSION)

CR 11

Male ogre mage fighter 3
LE Large giant
Init +2; **Senses** Darkvision 90 ft., low-light vision, Listen +9, Spot +9
Languages Common, Giant, Goblin
AC 21, touch 11, flat-footed 19
hp 80 (8 HD); regeneration 5
SR 19
Fort +13, **Ref** +5, **Will** +6
Speed 40 ft. (8 squares), fly 40 ft. (good)
Melee mwk spiked chain +14/+9 (2d6+12/19-20)
Ranged longbow +8/+1 (2d6/x3)
Space 10 ft.; **Reach** 10 ft. (20 ft. with spiked chain)
Base Atk +6; **Grp** +18
Combat Options Combat Expertise, Combat Reflexes, Improved Trip
Special Atk change shape (any Small, Medium, or Large humanoid or giant)
Combat Gear *potion of cure moderate wounds*, *potion of remove blindness*
Spell-Like Abilities (CL 9th):

APPENDIX 1: OPPONENTS

1/day—*charm person* (DC 15), *cone of cold* (DC 19), *gaseous form*, *sleep* (DC 15).
At will—*darkness*, *invisibility*.

Abilities Str 26, Dex 14, Con 20, Int 12, Wis 12, Cha 18
SQ flight

Feats Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Trip, Iron Will.

Skills Concentration +11, Intimidate +13, Listen +9, Spellcraft +4, Spot +9

Possessions combat gear plus 20 arrows, dagger, +1 *chain shirt*, *cloak of resistance* +1, 20 gp

Flight (Su) An ogre mage can cease or resume flight as a free action. While using *gaseous form* it can fly at its normal speed and has perfect maneuverability.

Hook “Leave one alive. They might know where the professor is.”

HARPY ARCHER

CR 9

Female harpy ranger 5
CE Medium monstrous humanoid
Init +5; **Senses** Darkvision 60 ft., Listen +10, Spot +8
Languages Common

AC 22, touch 16, flat-footed 17

hp 80 (12 HD)

Fort +8, **Ref** +14, **Will** +8

Speed 20 ft. (4 squares), fly 80 ft. (average)

Melee 2 claws +14 (1d3+2)

Ranged +1 *composite longbow* +18/+13/+8 (1d8+3/19-20/x3) or
+1 *composite longbow* +16/+16/+11/+6 (1d8+3/19-20/x3) with rapid shot

Base Atk +12; **Grp** +14

Combat Options Point Blank Shot, Precise Shot

Special Atk Captivating song, favorite enemy humanoid shapeshifter +4, favored enemy humanoid human +2

Combat Gear *potion of cure moderate wounds*, 2 tanglefoot bags, 20 arrows, 10 silver arrows

Ranger Spells Prepared (CL 2nd):

1st—*resist energy*

Abilities Str 14, Dex 20, Con 15, Int 8, Wis 14, Cha 16

Feats Ability Focus (captivating song), Endurance^B, Hover, Improved Critical (composite longbow), Point Blank Shot, Precise Shot, Rapid Shot^B, Track^B.

Skills Bluff +9, Hide +13, Intimidate +5, Listen +10, Move Silently +13, Perform (oratory) +5, Spot +6, Survival +7

Possessions Combat gear plus 40 arrows, +1 *chain shirt*, *ring of protection* +1

Captivating Song (Su) The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-foot spread must succeed on a DC 18 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving

throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Hook "Can you fly?"

ELITE HARPY ARCHER

CR 11

Female harpy ranger 6/fighter 1

CE Medium monstrous humanoid

Init +5; **Senses** Darkvision 60 ft., Listen +10, Spot +8

Languages Common

AC 23, touch 16, flat-footed 18

hp 95 (14 HD)

Fort +12, **Ref** +16, **Will** +10

Speed 20 ft. (4 squares), fly 80 ft. (average)

Melee 2 claws +16 (1d3+2)

Ranged +1 *composite longbow* +21/+16/+11 (1d8+3/19-20/x3) or

+1 *composite longbow* +19/+19/+14/+9 (1d8+3/19-20/x3) with rapid shot

Base Atk +14; **Grp** +16

Atk Options Manyshot, Point Blank Shot, Precise Shot

Special Atk Captivating song, favorite enemy humanoid shapeshifter +4, favored enemy humanoid human +2

Combat Gear *potion of cure moderate wounds*, 2 tanglefoot bags, 20 arrows, 10 silver arrows

Ranger Spells Prepared (CL 2nd):

1st—*resist energy* (2)

Abilities Str 14, Dex 20, Con 15, Int 8, Wis 14, Cha 16

Feats Ability Focus (captivating song), Endurance^B, Hover, Improved Critical (composite longbow), Manyshot^B, Point Blank Shot, Precise Shot, Rapid Shot^B, Track^B, Weapon Focus (composite longbow).

Skills Bluff +9, Hide +15, Intimidate +6, Listen +10, Move Silently +15, Perform (oratory) +5, Spot +6, Survival +8

Possessions Combat gear plus 40 arrows, +1 *chain shirt*, *ring of protection* +1, *cloak of resistance* +1, *amulet of natural armor* +1

Captivating Song (Su) The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-foot spread must succeed on a DC 18 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's

countersong ability allows the captivated creature to attempt a new Will save.

Hook "Can you fly?"

PART 5: BOROMAR CLAN

BENTAN

CR 11

Male halfling druid 11

NE Small humanoid (halfling)

Init +6; **Senses** Listen +14, Spot +12

Languages Common, Halfling

AC 24, touch 15, flat-footed 22

hp 80 (11 HD)

Immune Venom immunity

Resist +2 morale bonus against fear effects, woodland stride, fire 30

Fort +12, **Ref** +8, **Will** +15

Speed 20 ft. (4 squares)

Melee mwk lance +10/+5 (1d6/x3) or mwk scimitar +10/+5 (1d4/18-20)

Ranged sling +12 (1d3)

Base Atk +8; **Grp** +4

Atk Options Mounted Combat

Combat Gear *spellstaff with cure critical wounds*, *wand of detect magic*.

Druid Spells Prepared (CL 11th):

6th—*mass bear's endurance*

5th—*animal growth* (2), *wall of thorns*

4th—*air walk* (2), *flame strike* (2)

3rd—*cure moderate wounds*, *greater magic fang* (2), *poison*, *protection from energy*.

2nd—*barkskin* (2), *resist energy* (2)

1st—*cure light wounds*, *fearful fire*, *obscuring mist*, *produce flame* (2)

0—*detect magic* (2), *detect poison*, *light*, *read magic*.

Scratched spells have been used

Abilities Str 10, Dex 14, Con 14, Int 10, Wis 20, Cha 8

SQ Trackless Step, Wild shape 4/day (Large, Tiny)

Feats Improved Initiative, Martial Weapon Proficiency (Lance), Mounted Combat, Skill Focus

(Concentration)

Skills Concentration +13, Handle Animal +13, Listen +14, Ride +15, Spot +12, Survival +11

Possessions Combat gear plus dagger, 10 bullets, leather armor, +1 heavy wooden shield, *ring of protection* +2, *cloak of resistance* +2, *ring of feather falling*, *periapt of wisdom* +2

Hook "You have disappointed rich people, let's see if you are worthy prey."

SPITTER (ANIMAL COMPANION, ANIMAL GROWTH)

CR ~

Male bloodstriker dinosaur

N Huge animal

Init -1; **Senses** Low-light vision, Scent, Listen +2, Spot +2

AC 23, touch 7, flat-footed 23

hp 112 (9 HD); **DR** 10/magic

Resist fire 30

Fort +17, **Ref** +9, **Will** +7

Speed 40 ft. (8 squares), burrow 20 ft.; *air walk*

Melee *greater magic fang* bite +16 (2d6+17 plus 1d6 acid) or *greater magic fang* bite +18 (2d6+17 plus 3d6 plus 1d6 acid) when charging

Space 15 ft.; **Reach** 10 ft.

Base Atk +6; **Grp** +24

Combat Options Powerful Charge

Special Atk Blood Squirt

Abilities Str 30, Dex 9, Con 25, Int 2, Wis 10, Cha 9

SQ Caustic blood (1d6 acid damage), spiked skin (2d6+10 damage)

Feats Alertness, Powerful Charge^B, Toughness (3)

Skills Hide -2 (+2 when burrowing), Listen +2, Spot +8

Possessions Exotic riding saddle

Blood Squirt (Ex) Ever 1d4 rounds, a bloodstriker can project a 30-foot line of its acidic blood as a standard action. Anyone in the area takes 2d6 points of acid damage (Reflex DC 21 half).

Caustic Blood (Ex) Any creature successfully striking a bloodstriker with a melee weapon or natural weapon takes 1d6 points of acid damage. Weapons with exceptional reach, such as longspear, do not endanger their users in this way.

Spiked Skin (Ex) A bloodstriker's thick skin bristles with defensive spikes. Any creature attacking a bloodstriker with a melee weapon or natural weapon takes 2d6+10 points of piercing and slashing damage from the dinosaur's barbs. Weapons with exceptional reach, such as longspear, do not endanger their users in this way.

HEAD-HUNTERS

CR 11

Male and Female halfling ranger/beastmaster 6/5
NE Small humanoid (halfling)

Init +4; Senses Low-light vision, Scent, Listen +19, Spot +17

Languages Common, Halfling

AC 23, touch 17, flat-footed 19

hp 85 (11 HD)

Resist +2 morale bonus on saves vs. fear effects

Fort +12, **Ref** +14, **Will** +5

Speed 20 ft. (4 squares)

Melee mwk lance +15/+10/+5 (1d6+3/x3) or
mwk greatsword +15/+10/+5 (1d10+3/19-20)

Ranged +1 *mighty composite longbow* +17/+12/+7
(1d6+3/x3) or
+1 *mighty composite longbow* +15/+15/+10/+5
(1d6+3/x3) with rapid shot

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

Combat Options favored enemy human +2, favored enemy humanoid elf +4, mounted archery, mounted combat, point blank shot, manyshot.

Combat Gear tanglefoot bags (2), alchemist fire (2)

Ranger Spells Prepared (CL 3rd):

1st—*arrow mind*

Spell-Like Abilities (CL 5th):

1/day—*speak with animals*

Abilities Str 14, Dex 18, Con 14, Int 10, Wis 12, Cha 8

SQ Animal companion, wild empathy

Feats Alertness^B, Endurance^B, Mounted Archery, Mounted Combat, Manyshot^B, Point Blank Shot, Rapid Shot^B, Skill Focus (Handle Animal), Track^B

Skills Handle Animal +13, Hide +15, Listen +19, Move Silently +13, Ride +18, Spot +17, Survival +15

Possessions Combat gear plus *chain shirt* +2, *gloves of dexterity* +2, *ring of protection* +2, *ring of feather falling*, hunter masks.

Hook Tchonk [the sound of an arrow hitting]

GLIDEWING (ANIMAL COMPANION, ANIMAL GROWTH)

CR ~

N Huge animal

Init +2; Senses Low-light vision, Listen +7, Spot +7

AC 21, touch 12, flat-footed 18

hp 78 (7 HD); DR 10/magic

Resist Evasion, +4 morale bonus Will saves vs. enchantment spell effects.

Fort +14, **Ref** +11, **Will** +8

Speed 20 ft. (4 squares), fly 80 ft. (average)

Melee Bite +12 (2d6+13)

Space 15 ft.; **Reach** 10 ft.

Base Atk +5; **Grp** +22

Combat Options Flyby Attack

Abilities Str 29, Dex 15, Con 20, Int 2, Wis 15, Cha 11

Feats Alertness, Armor Proficiency (light), Flyby Attack

Skills Listen +7, Spot +7

Possessions Exotic riding saddle, studded leather barding.

PART 5: THE DAASK

ROKAR

CR 10

Male hobgoblin wizard (diviner) 10

LE Medium humanoid (goblinoid)

Init +7; **Senses** Darkvision 60 ft., Listen +0, Spot +0

Languages Common, Draconic, Elven, Giant, Goblin

AC 18, touch 14, flat-footed 15

hp 62 (10 HD)

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

Speed 30 ft. (6 squares)

Melee mwk dagger +5 (1d4-1/19-20)

Ranged light crossbow +8 (1d8/19-20)

Base Atk +5; **Grp** +4

Combat Gear *potion of remove blindness*, *scroll of magic circle against good*, *scroll of fly*, *wand of grease*

Wizard Spells Prepared (CL 10th):

5th—empowered *fireball* (acid), *prying eyes*, *telekinesis*

4th—*dimension door*, *Evard's black tentacles*, *locate creature*, *Otiluke's resilient sphere*

3rd—*arcane sight*, *dispel magic*, empowered *magic missile*, *fireball*, *fly*

2nd—*blindness/deafness*, ~~extended mage armor~~, *glitterdust*, *scorching ray* (acid) (2), *see invisibility*

1st—*detect secret doors*, *feather fall*, *mage armor*, *magic missile* (2), *shield*

0—*detect magic* (2), *detect poison*, *message*, *read magic*

Abilities Str 8, Dex 16, Con 16, Int 18, Wis 10, Cha 12

Feats Empower Spell^B, Energy Substitution (acid)^B, Extend Spell, Improved Initiative, Improved Toughness, Iron Will, Scribe Scroll^B

Skills Concentration +16, Knowledge (Arcana) +13, Knowledge (history) +10, Knowledge (local) +9,

Knowledge (the planes) +10, Spellcraft +18, Tumble +8

Possessions Combat gear plus *cloak of resistance* +2, *ring of protection* +1, *headband of intellect* +2

Nothing personal"

HASHUUR

CR 8

Male hobgoblin fighter/tactical soldier 5/3

LE Medium humanoid (goblinoid)

Init +3; **Senses** Darkvision 60 ft., Listen +1, Spot +1

Languages Common, Goblin

AC 24, touch 12, flat-footed 23

hp 76 (8 HD)

Fort +11, **Ref** +11, **Will** +6

Speed 20 ft. (4 squares)

Melee mwk longsword +13/+8 (1d8+5/19-20)

Ranged mwk composite longbow +12/+7 (1d8+3/x3)

Base Atk +8; Grp +11

Atk Options Cleave, Combat Reflexes, Power Attack

Combat Gear potion of cure moderate wounds, potions of fly, potion of remove blindness

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

SQ Flanker, Interpose

Feats Cleave, Combat Reflexes, Iron Will, Power Attack, Sidestep^B, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +11, Jump +11, Sense Motive +6

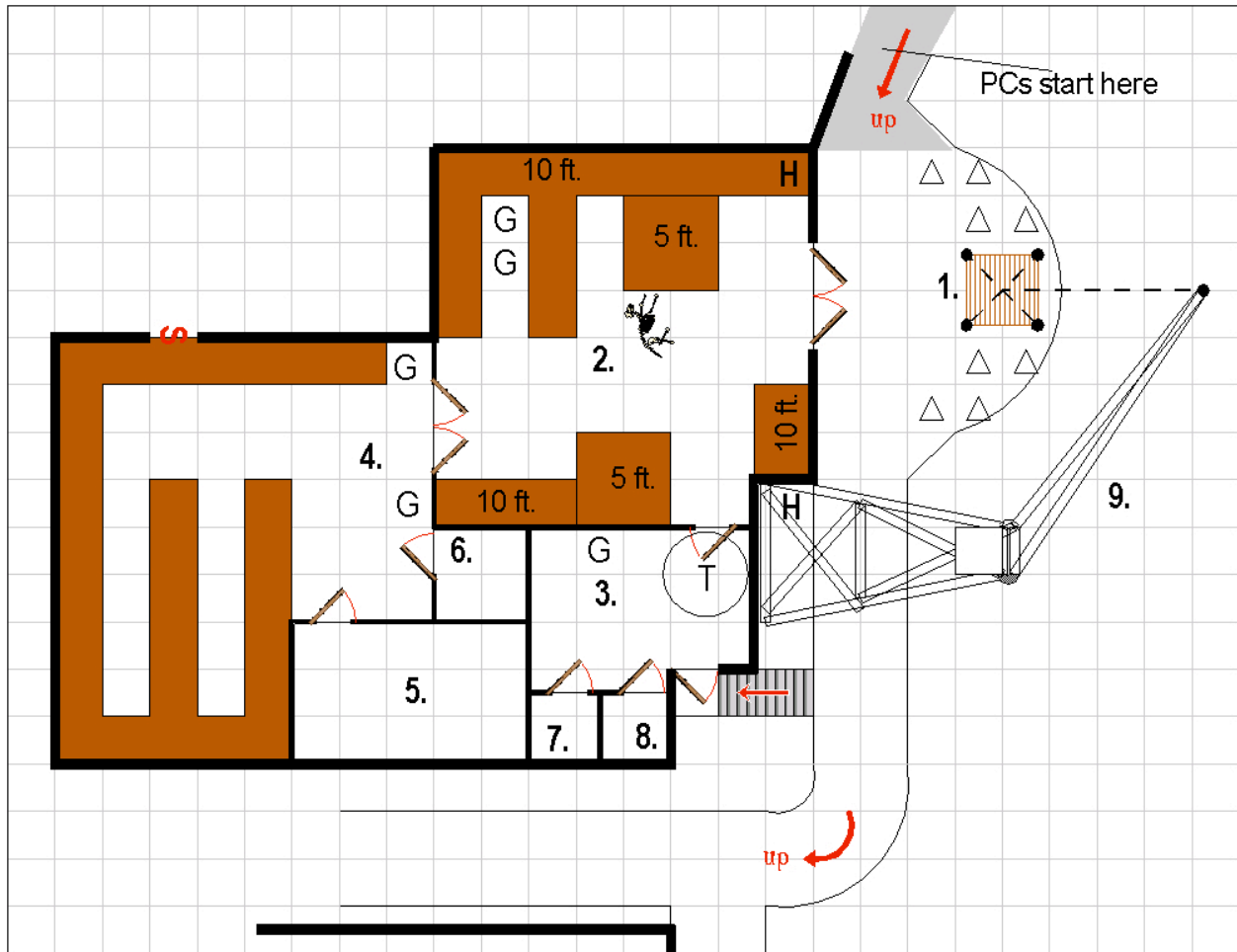
Possessions Combat gear plus dagger, 20 arrows, +1 full plate, +1 heavy steel shield, *cloak of resistance* +1, *ring of protection* +1

Flanker (Ex) A tactical soldier can designate any adjacent square as the square from which flanking against an ally is determined. She may designate the square at the beginning of her turn or at any time during her turn. The designated square remains her effective square for flanking until she is no longer adjacent to it or until she chooses a different square. The character can even choose a square that is impassable or occupied.

Interpose (Ex) A tactical soldier can use this ability 3/day. When an enemy threatens in melee and makes a successful attack against an adjacent ally of hers, the tactical soldier may take the damage (and other effects) of the blow as if she had been hit instead.

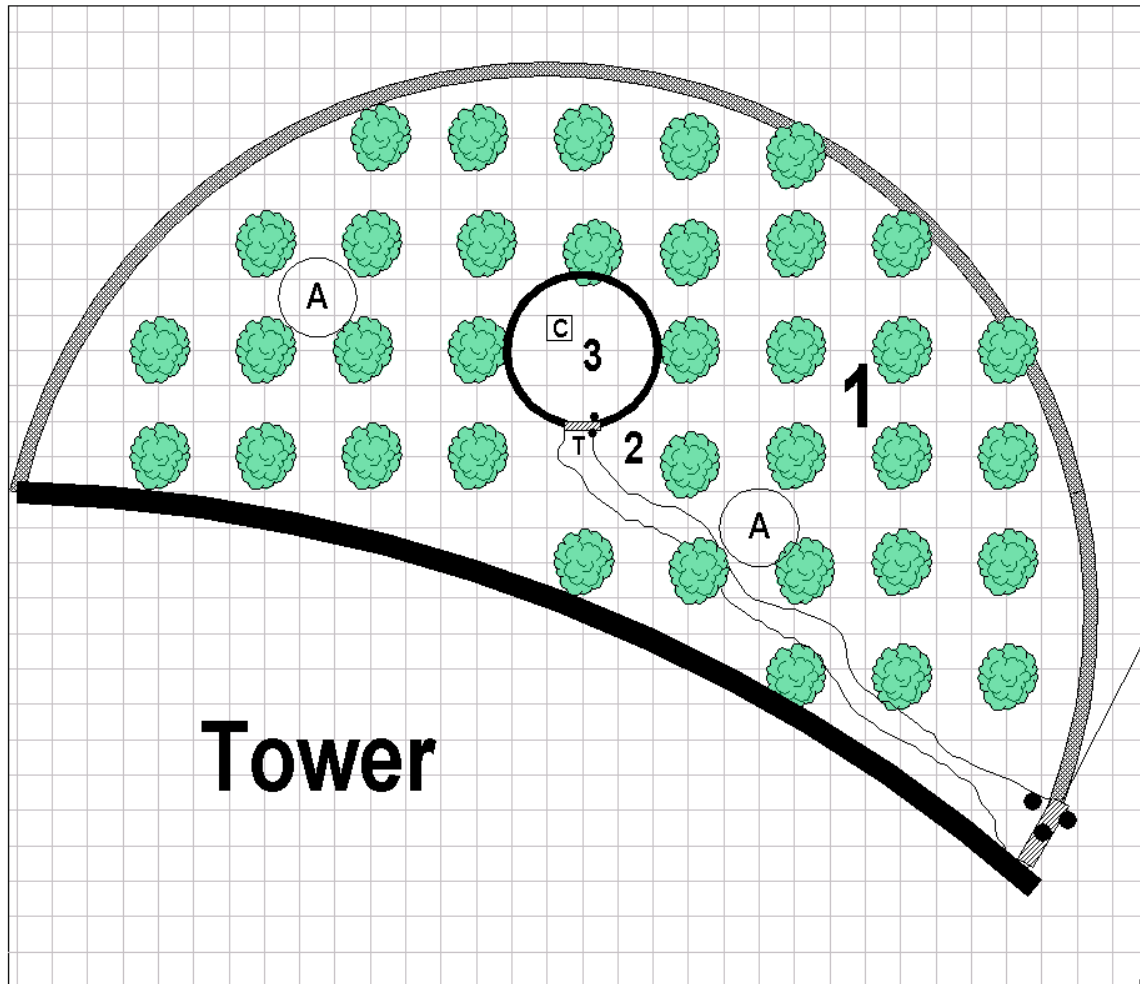
Hook

DM'S AID 1: MAP WAREHOUSE



1 square is 5 ft.

DM'S AID 2: MAP HIDEOUT



1 square = 5 ft.

DMS' AID 3: ADVENTURE FLOW CHART

