

Silk and Assassins

Part Two of the Corrupter series

A One-round Living City Adventure

By Sean Duff

The town of Hlintar is once again in need of your help. The thief gangs have squared off since your last visit, and now a gang war threatens to break out. The town will be devastated if you don't come and help.

Part 2 of the Corrupter Series. An adventure for tiers 1-6.

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsulize their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

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

Tier Structure

To determine the tier, add the level of all the characters. Multi-classed and dual-classed characters count as their highest level plus one for each additional class. In addition, add the levels of any adventuring NPCs the PCs bring, and the full hit dice of any animals which can enter combat on the side of the PCs. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>
T1:	4-12	5-13	6-14	7-15
T2:	13-22	14-24	15-26	16-28
T3:	23-32	25-35	27-38	29-41
T4:	33-42	36-46	39-50	42-54
T5:	43-52	47-57	51-62	55-67
T6:	53+	58+	63+	68+

DM Background

In part one of the corrupter series, *Fallen Knight*, the PCs were aided by a group of thieves in Hlinter known as the Silken. A rival thieves' guild, The Scorned, was angered at the outcome of the whole situation. A band of their thieves sent to stop the PCs were easily thwarted and they lost out on what they thought would have been major loot from the crypt of Balzabar. Now they are taking out their vengeance on the rival thieves'

guild through a series of assassinations. The leader of the Silken, a bar owner and secret member of the merchants circle that runs the city, needs this killing to stop. Members of his own guild are calling for a guild war, with merchant trade already suffering due to the Band of the Red Sun's continued harassment of trade routes. The city can't afford a war between the thieves and smugglers. The war would cause the merchants in the city to lose a steady flow of black market goods that, while illegal, are the city's most profitable goods. Without the merchants' domination of the market, they fear that they may lose their control of the city, and their lucrative trade routes through out all of the Vast.

The Scorned found out about all of the interference from a mysterious being that only called himself the Corrupter. Using powerful emotion spells, the Corrupter caused rage and anger amongst key members of the usually non-violent guild. Now, instead of spending their time lifting purses from passing merchants, or smuggling goods in from all over, they are spending all of their time considering revenge. And revenge they have gotten over the past two weeks; they have sent four of the Silken to their early graves. While these killings were against lower level members of the guild, veiled threats have been made against some of the higher-ups, including against Egg, the leader of the guild. Now the leader of the Scorned, Rovert Underbush, has fallen deeply into an insane world driven by nothing but revenge. And he wants nothing more than to see those he blames for his failure to be assassinated.

Kelv, the mage who hired the PCs for recovering Wilton O' Frinn to the side of good (*Fallen Knight*) will again call on the PCs to help set things straight in the once-peaceful city. He will again summon the PCs to his tower in Hlinter and ask for the PCs help bringing this confrontation to an end. The PCs will be told of the stranger that came forward to the leaders of the Scorned. A double agent that worked for the Silken while also working for the Scorned tells the PCs a tale of a stranger that left two gifts at the headquarters of the thieves' guild. One of these items was a *stone of emotion*, a magic item that was left in the Scorned Headquarters to keep the rage inflamed against the rival guild. The agent fears that the stranger did something strange to change the once jovial leader of the Scorned Thieves, he came forward to Kelv to present his fears.

Key Event Summary:

1. PCs are summoned to aid Kelv Cormantle in protection of one of the Merchants Council.
2. PCs witness an assassination first-hand in open streets in broad daylight.
3. PCs meet Egg at his bar where PCs decide how best to protect the target.

4. First assassination attempt, followed immediately thereafter by the necklace attempt.
5. PCs save life of Egg or he dies. A Guild War is on the Horizon. The PCs are given till midnight to resolve the issue, and possibly save Tessie, Gull's daughter.
6. PCs are attacked by the assassin Arenol.
7. The Guild War erupts, and the PCs have a chance to get into the Scorned HQ.
8. PCs search the HQ.
9. PCs fight the enraged demon
10. PCs get first glimpse of the Corrupter.

Notes for Event:

1. Both thieves' guilds are under the effects of an old *wish* spell cast by a master mage thief that made them undetectable to magical divinations. So while in either Eggie's Tavern or the Scorned underground lair, detection and location spells will not work.
2. Arenol is hired to kill the PCs. If these PCs were not used in *Fallen Knight*, they will be mistaken as the heroes that did save the paladin and attacked by mistake.
3. Hlintar is a city full of thieves, run by merchants, and with a different set of laws and standards. The PCs have no rights in this city to make arrests or detain citizens.

Encounter One: Summons

For those PCs who were played in *Fallen Knight*, present this:

Awakened early by a tap at the door you go see who is calling you now. As you open the door, you recognize a familiar face, that of Peek, a small young man who once summoned you to a mages service. "Ah hi, Kelv told me to come get you again, Ah, we need your help again I think. He said the job pays well again, I think. If ya want to help well he wants to meet you again at the temple of Mystra, so if ya coming get ready. Well I gotta go wake up others."

If none of the PCs have played the first event then read the following:

Early you awake to a tapping at your door. "Wake up in there." When you make it to the door, you see a small boy. "Hi," waves the boy. "You're an adventurer and my master needs some, want to work?" he says with a small smile.

Give the PC a second to agree then continue.

"Good, get your things and follow me," says the quirky youth. "Oh yeah we are going to the temple of

Mystra. I almost forgot, you got to go there, I gotta go wake some one else up," he says running down the street.

Once the PCs get to the temple read the following:

Near the steps to the temple, a man in his thirties with a receding hairline and mages' robes approaches you. "For those who know me, its nice to see you again. For those here that don't my name is Kelv Cormantle, I am a mage of some small renown from Hlintar. I again travel down to the city of adventure to find heroes, for a pressing need to my city. Right now our status as the trade hub of the Vast is in jeopardy. A group of bandits harasses our merchant caravans, and two thieves' guilds are in the midst of a war. One of the guilds has threatened one of are, leaders of the city. A member of the merchants circle, named Egg. . We need some one to stop and capture this assassin, so we may question him as to who has been doing the hiring and where he meets them. Then perhaps we can get information as to the whereabouts of the guild, so we can stop this war, and concentrate on the bandit threat. So, what say you, would you be interested in saving one of our leaders lives?" says the longwinded mage as he finishes his speech.

If the PCs demand some gold for their services Kelv will gladly pay up to 300 gold pieces per PC to complete this mission. When they have agreed, continue.

The mage makes a grand gesture with his hands and a gateway opens. Beyond, instead of the temple you see a well-lit room. As he steps through he waves for all of you to do so as well. Once on the other side, he waves his hand and the shimmering gate way disappears with a shudder. "Welcome to Hlintar. Now you need to go to Eggie's bar and protect our good man Egg. You'll recognize him from his huge bald head. Just tell him Kelv sent you and he will know why you are there. He is a little edgy right now, with all the death threats," he finishes and shows you to the door.

The PCs are really being rushed out of the house, so give the players that impression. If the PCs ask any questions or show any reservations, make it clear to the PCs that Egg is a leader of the city. Some PCs may have problems with this still; if they do tell them that if Egg is killed his guild will then have no choice but, to retaliate. This would lead to a full-scale thieves' war with many innocents caught in the crossfire. PCs should eventually find a reason to do such a task, either for gold or to save a life. Once they agree to protect Egg have them go to Encounter 2.

Encounter 2: Trouble in the Streets

After leaving Kelv Cormantle's tower the PCs will run into a situation. An assassin has just finished killing a member of Egg's guild, the Silken. As soon as PCs leave the tower read the following:

Leaving the tower to protect a man from an impending assassination attempt, you make good time through the city. You pass through the merchant district and notice that there are fewer stalls than there should be for such a trade city. You overhear a merchant shouting out an outrageous price for bolts of cloth. Yet people seem to be buying them at the high prices. As you pass through the merchants' square you notice the traffic in Bendold's Busted Bones has even slowed down, not the usual bustle of customers and bar patrons the place is used to having. Just now getting out of the merchants' square, you are suddenly startled by a blood-curdling scream. Looking to your right, in an alley way you see a man grasp his chest where an arrow protrudes. He looks at you, eyes going blank and grasping the arrow shaft. A sound draws your attention upward, where you see a man in black running along the rooftops.

The PCs now have two possibilities. They can chase down the assassin, or try to see what they can do about the man with the arrow in his chest. If PCs give chase it will take them three rounds to get to the rooftops via cat walks (unless they can fly). Once there, the PCs will have to jump from rooftop to rooftop to keep up with the man. They will need to make Dex checks every two rounds of following him to make sure they do not fall. Any PC that falls takes 2d6 points of damage. The man weaves in between clotheslines to slow pursuit, diving into a top floor of a building and running through people's homes as the PCs pursue. The man is running a 36; use the running rules in the DMG for this chase.

The assassin turns to fight when the PCs get close enough to capture him.

PCs that do not pursue will have a chance to save Bob's life; if they cast a *slow poison* or *neutralize poison* spell immediately and remove the arrow using a healing proficiency they will manage to save him. If he dies, he is done for, since his low Constitution causes him to fail any resurrection survival check he might have to make.

Bob has a silk scarf on him, the indication of his guild, The Silken. From Bob they can learn that the assassin was probably from the guild The Scorned. Bob was chased by a small band of the men right into this archer ambush. He knows that relations have been

strained lately between the guilds, and this is the fourth such attack.

Tier One:

Gunner, hm T3: AL CE; AC 5 (Leather+Dex); MV 12; hp 14; THAC0 15; #AT 2; Dmg 1d6+2 (*short bow* +2); SA Back stab x2; SD Tumble, active *nondetection* spell, active *free action* spell; Str 12, Dex 17, Con 12, Int 7, Wis 7, Cha 6; MR nil; SZ M; ML 5.

Tier Two:

Gunner, hm T5: AL CE; AC 5 (Leather+Dex); MV 12; hp 24; THAC0 14; #AT 2; Dmg 1d6+2 (*short bow* +2); SA Back stab x2; SD Tumble, active *nondetection* spell, active *free action* spell; Str 12, Dex 17, Con 12, Int 7, Wis 7, Cha 6; MR nil; SZ M; ML 5.

Tier Three:

Gunner, hm T7: AL CE; AC 5 (Leather+Dex); MV 12; hp 34; THAC0 13; #AT 2; Dmg 1d6+2 (*short bow* +2); SA Back stab x3, poison does 1d8 (save versus poison for half); SD Tumble, active *nondetection* spell, active *free action* spell; Str 12, Dex 17, Con 12, Int 7, Wis 7, Cha 6; MR nil; SZ M; ML 5.

Tier Four:

Gunner, hm T9: AL CE; AC 5 (Leather+Dex); MV 12; hp 44; THAC0 12; #AT 2; 1d6+2 (*short bow* +2); SA Back stab x4, poison does 3d8 (save versus poison for half); SD Tumble, active *nondetection* spell, active *free action* spell; Str 12, Dex 17, Con 12, Int 7, Wis 7, Cha 6; MR nil; SZ M; ML 5.

Tier Five:

Gunner, hm T11: AL CE; AC 5 (Leather+Dex); MV 24; hp 54; THAC0 9; #AT 4; 1d6+2 (*short bow* +2); SA Back stabx4, poison does 5d8 (save versus poison for half); SD Tumble, under effects of *potion of speed*, active *nondetection* spell, active *free action* spell; Str 17, Dex 17, Con 12, Int 7, Wis 7, Cha 6; MR nil; SZ M; ML 5.

Tier Six:

Gunner, hm T17: AL CE; AC 4 (Leather+Dex); MV 24; hp 74; THAC0 6; #AT 4; Dmg 1-6+4 (*short bow* +2); SA Back stabx5, poison does 7d8 (save versus poison for half); SD Tumble, under effects of *potion of speed*, active *nondetection* spell, active *free action* spell; Str 18, Dex 18, Con 18, Int 7, Wis 7, Cha 6; MR nil; SZ M; ML 5.

If PCs manage to take down Gunner and question him, they learn the following:

- There is an open contract on all members of the Silken. Each member is worth 400 gold dead if the

blood-stained scarf is delivered to Rovert.

- Rovert, the leader of The Scorned, wants war with the Silken.
- Something big is going down soon. He's not sure what, he just knows it's big.

He will beg for his life, even offering PCs his bow and the location of hidden stash of gems he has.

After PCs deal with the body and the assassin, a patrol of council guards finally show up. The leader will briefly question the PCs as to what has happened. After the explanation, he will take away the bodies, or the body and the prisoner. Once he leaves with the bodies he will turn to the PCs and tell them the following.

“Strangers, watch out. This city is on edge, with the lack of goods coming in thanks to the new bandit group. And rumors say a thieves’ war is about to start, not the best time to be around here. Also, you might want to watch your back; interfering in a hit can often lead to the wrong kind of attention,” he says waving goodbye as he and his patrol head away.

Encounter 3: Eggie’s Eatery and Tavern

The trip over to the tavern leads through the merchants district. Any goods cost 50% more than in the *Player’s Handbook*. This is a very large city and most goods can be found here. Once the PCs get to Eggie’s, read the following:

As you approach the downtrodden building in the dock section of Hlinter, you see many men standing out front of the Eatery playing dice. Although the men try to seem busy with their game, you all notice them peering at you.

If the PCs decide to talk to the men outside, the men will grunt that Egg is inside. If players wish to dice with the men, they are all thieves with cheating and gaming proficiencies, so the PCs would have a difficult time in winning any coin (the men stop playing with the PCs after losing 25 go to them).

Once PCs enter the building read the following:

As you enter into the front doors of the eating establishment, you notice that the smells of good cooking coming from the kitchen. A human female minstrel strums a lute on a stage surrounded by oaken tables, filled with men listening to her song. The inside of the inn is well furnished and well kept, much different than the outside of it. Armed men stand around the bar wearing leather jerkins as a muscular

man with a bald head tends the bar with a weak forced smile on his face as he serves his patrons.

If PCs just sit at a table and observe for a while, they notice they get a lot of suspicious looks but nothing much happens. Once they decide to talk to Egg he will give brief friendly answers until they mention that Kelv sent them. After the PCs say that Kelv sent them he will look noticeably more relieved.

“Oh ok, whew, had me nervous walking in here with all them weapons. Well, come with me we need to talk in private,” he says as he begins to walk back towards a private dining room.

Wait till PCs follow then continue.

As you enter a well-appointed dining room Egg shuts the curtain behind you and takes a seat at the table. “Please sit, we have much to discuss. As Kelv probably told you, I have a hired killer after me. I don’t want to die, and I don’t want too many of my boys to know about it or they may take out their own vengeance. So, I need some professionals to see that my head stays on these shoulders. And I guess you be it.”

Possible PC Questions

1. Who is trying to kill you? *“The Scorned want me dead, they’re a rival thieves’ guild, but it was always more of a friendly rivalry. Since the Talisman was removed from a crypt from around here, they blame me for them not getting a share of the action and some of their men turning up dead or in jail.*
2. Why don’t you want your men to fight back? *“Last thing this city needs now is a guild war, I sit on the Merchants Circle and know what kinda trouble this city is in right now. With trade down due to the bandits, the city financially can’t afford the thieves at war. We get many goods into the city that regular merchants can’t. The more gold spent, the better the city does. If we were to go to war the city would be in financial trouble, and all of Hlinter’s power is financial; without gold this city doesn’t run.”*
3. What do you want us to do? *“Well guard me, and when the killer finally shows himself, we need to capture him. Questioning this man is crucial.”*
4. You look fairly well protected. Why us? *“One I fear infiltrators; they are thieves after all, and their loyalty goes as far as the gold in their pocket. And two, I don’t want my thieves to know I’m also a Council member. When I need to go to the council chambers I’ll still be needing guards, and my lads wont quite qualify.”*
5. When might this attack happen? *“Soon I fear.*

Whatever power is behind these attacks wants a guild war badly. He knows I have been covering up. No one else could have prevented the guild from making a counter assault. So, I'm afraid some one will be here soon."

6. Why should we help a thief? *"I do what I do and am what I am. I have stolen in my lifetime, but never from those that couldn't afford to lose. I now sit on the council, for years the Merchants Council always had a thief or smuggler on the Council. They need information, we get it, they need certain goods brought into the city unannounced, we get it. We keep prices where they should be, by causing shortages if something gets too cheap and surplus if it gets too expensive. We in reality keep the economy of the city flowing smoothly. So by protecting me you help protect the city."*
7. What is in it for us? *Well I take it Kelv paid you some, but if you save my life, I will double what he pays. If you help prevent the guild war ill triple it."*

Note: No detection or mind-reading spells will function while inside Eggie's. The thieves' guild headquarters of The Silken is magically warded against all such attempts.

Once the PCs come out from the back with Egg he will begin to return to the bar when the next encounter takes place. Once they come out move to Encounter 4.

Encounter 4: To crack an Egg

There are two assassins in the main room at this point, both have *nondetection* spells active. One thinks he is solo, the other knows of the first one and is very sure he will fail. She then will use much greater subtlety to kill Egg. She has already been using her powers as a bard, to make the thieves all believe that the ensuing attacks against Egg are all part of a play. The song she sings is a type of mass *suggestion* spell cast from her magical lute. She has a *necklace of creeping strangulation* with her. Once the PCs have defeated the lone man she will close quickly and try and slip the *necklace* around Egg's neck. The minstrel is the second assassin; the first is a thief who has changed sides because his daughter is being held hostage. He now will try to kill the leader of his guild.

As you make your way out of the back dining room the minstrel strums a tune of a lost love, the bar patrons all watch the beautiful woman as she strums away at her lute. Egg makes his way to back to the bar when a man at a table stands up, steel shining from his hands. Egg's back is turned and all other patrons in the bar have their attentions on the bard.

This inept assassin with throw a poisoned knife at Egg's back, but first the PCs get a round of actions.

Egg, hm T12: AL NG; AC 2 (*leather* +3,Dex); MV 12; hp 54; THAC0 11 or 12; #AT 2; Dmg 1d6+3 or 1d6+2 (*short sword*+2, *short sword* +1); SA Back stab x5; SD Tumble; Str 17, Dex 18, Con 16, Int 17, Wis 12, Cha 16; MR nil; SZ M; ML 14.

Magic Items: *leather armor* +3, *short sword* +2, *short sword* +1

Tier One:

Gull, hm T3: AL CN; AC 5 (*Leather*+Dex); MV 12; hp 14; THAC0 19 (sword) or 17 (throwing dagger); #AT 1; Dmg 1d6 (*Short Sword*), 1d4 (*poisoned dagger*, poison does 1d8, save for no damage); SA Back stab x2; SD Tumble, active *nondetection* spell; Str 12, Dex 17, Con 12, Int 7, Wis 7, Cha 6; MR nil; SZ M; ML 5.

Tier Two:

Gull, hm T5: AL CN; AC 5 (*Leather*+Dex); MV 12; hp 24; THAC0 18 (sword) or 16 (throwing dagger); #AT 1; Dmg 1d6 (*Short Sword*), 1d4 (*poisoned dagger*, poison does 2d8, save for half damage); SA Back stab x3; SD Tumble, active *nondetection* spell; Str 12, Dex 17, Con 12, Int 7, Wis 7, Cha 6; MR nil; SZ M; ML 5.

Tier Three:

Gull, hm T7: AL CN; AC 5 (*Leather*+Dex); MV 12; hp 34; THAC0 17 (sword) or 15 (throwing dagger); #AT 1; Dmg 1d6 (*Short Sword*), 1d4 (*poisoned dagger*, poison does 4d8, save for half damage); SA Back stab x3; SD Tumble, active *nondetection* spell; Str 12, Dex 17, Con 12, Int 7, Wis 7, Cha 6; MR nil; SZ M; ML 5.

Tier Four:

Gull, hm T9: AL CN; AC 5 (*Leather*+Dex); MV 12; hp 44; THAC0 15 (sword) or 13 (throwing dagger); #AT 1; Dmg 1d6 (*Short Sword*), 1d4 (*poisoned dagger*, poison does 6d8, save for half damage); SA Back stab x4; SD Tumble, active *nondetection* spell; Str 12, Dex 17, Con 12, Int 7, Wis 7, Cha 6; MR nil; SZ M; ML 5.

Tier Five and Six:

Gull, hm T11: AL CN; AC 5 (*Leather*+Dex); MV 12; hp 54; THAC0 11 (sword) or 9 (throwing dagger); #AT 1; Dmg 1d6 (*Short Sword*), 1d4 (*poisoned dagger*, poison does 8d8, save for half damage); SA Back stab x2; SD Tumble, active *nondetection* spell; Str 12, Dex 17, Con 12, Int 7, Wis 7, Cha 6; MR nil; SZ M; ML 5.

After what should be a easy victory for the PCs read the following:

The sound of the quick battle turns all heads toward your group. They see you with weapons drawn and spell components out, and yet oddly they all sit back and smile as if watching a show. Egg speaks up before they try to attack your group. "Thank you," he says pointing to the defeated assassin. "So, it seems we have ourselves a turncoat. So, anyone else in here want to try and take a shot at me? Huh, who else took some gold to kill their old friend the Egg? Anyone?" The whole tavern turns to look at one another all with smiling eyes and a couple of chuckles.

Give the PCs time to react as to how they will guard Egg and deal with the hired assassin. After the PCs have settled things down a bit and start to question Gull (assuming he lived), the true assassin will make her attempt. Remember she is devious and is not stupid; she plans to escape after killing the leader of the Silken.

She will move slightly toward Egg and attempt to wrap the *necklace of creeping strangulation* around his neck. The PCs can notice her attempt if they are watching her specifically, or if they make a successful Observation proficiency check. The PCs are not in a position to intercept the *necklace*. Egg sees the attack coming and blocks the *necklace* with his forearm.

Davania then tries to distract the PCs from Egg, using her bard skills and her weapons, so that the necklace can finish its work. She will use positioning, confusion, misdirection, insults, and defensive spells to cause the PCs to attack her and leave the *necklace* to finish Egg.

Tier One:

Davania GoldenThroat, hf B7: AL NE; AC 2 (*bracers of defense AC 5 + Dex*); MV 12; hp 34; THAC0 17; #AT 2; Dmg 1d4 (daggers); SA Poison (1d8 dmg, save versus poison half), spells; SD Tumble, active *nondetection*, contingency *teleport* spell; MR nil; Str 12, Dex 17, Con 16, Int 18, Wis 15, Cha 18; SZ M; ML 5.

Spells: 1st—*charm, color spray, sleep*; 2nd—*forget, glitterdust*; 3rd—*hold person*.

Tactics: While insulting the PCs she will blind any working on Egg with her *glitterdust* spell. If that doesn't work she will cast *hold person* on those working on him.

Tier Two:

Davania GoldenThroat, hf B9: AL NE; AC 2 (*bracers of defense AC 5 + Dex*); MV 12; hp 44; THAC0 16; #AT 2; Dmg 1d4 (daggers); SA Poison (2d8 dmg, save versus poison half), spells; SD Tumble, active *nondetection*, contingency *teleport* spell; MR nil; Str 12, Dex 17, Con 16, Int 18, Wis 15, Cha 18; SZ M; ML 5.

Spells: 1st—*charm, color spray, sleep*; 2nd—*forget, mirror image, glitterdust*; 3rd—*lightning bolt, hold person*.

Tactics: She will use her spells to stop PCs from rescuing Egg. If PC fighters close she will mirror image to buy her more time before her contingency *teleport* goes off.

Tier Three:

Davania GoldenThroat, hf B11: AL NE; AC 2 (*bracers of defense AC 5 + Dex*); MV 12; hp 54; THAC0 15; #AT 2; Dmg 1d4 (daggers); SA Poison (3d8 dmg, save versus poison half), spells; SD Tumble, active *nondetection*, contingency *teleport* spell, active *stoneskin* spell (9 attacks); MR nil; Str 12, Dex 17, Con 16, Int 18, Wis 15, Cha 18; SZ M; ML 5.

Spells: 1st—*charm, color spray, sleep*; 2nd—*forget, mirror image, glitterdust*; 3rd—*lightning bolt, slow, hold person*; 4th—*confusion*.

Tactics: She will use the *confusion* spell to cause the PCs and the thieves to wander about and not help Egg.

Tier four:

Davania GoldenThroat, hf B13: AL NE; AC 2 (*bracers of defense AC 5 + Dex*); MV 12; hp 58; THAC0 14; #AT 2; Dmg 1d4 (daggers); SA Poison (5d8 dmg, save versus poison half), spells; SD Tumble, active *nondetection*, contingency *teleport* spell, active *stoneskin* spell (11 attacks); MR nil; Str 12, Dex 17, Con 16, Int 18, Wis 15, Cha 18; SZ M; ML 5.

Spells: 1st—*charm, color spray, sleep*; 2nd—*forget, mirror image, glitterdust*; 3rd—*lightning bolt, slow, hold person*; 4th—*confusion, polymorph other*; 5th—*chaos*.

Tactics: She will use the *chaos* spell to cause the PCs and the thieves to wander about and not help Egg. From there she will use the spell most likely to stop the PCs from helping Egg survive. Average thief stats for those affected by chaos.

Average Thief (29): AL CN; AC 5 (*Leather+Dex*); MV 12; HD 3; hp 14; THAC0 19; #AT 1; Dmg 1d6 (*Short Sword*); SA Back stab x2; SD average thief skills; MR nil; SZ M; ML 5.

Tier five:

Davania GoldenThroat, hf B16: AL NE; AC 2 (*bracers of defense AC 5 + Dex*); MV 12; hp 62; THAC0 12; #AT 2; Dmg 1d4 (daggers); SA Poison (5d8 dmg, save versus poison half), spells; SD Tumble, active *nondetection*, contingency *teleport* spell, active *stoneskin* spell (11 attacks); MR nil; Str 12, Dex 17, Con 16, Int 18, Wis 15, Cha 18; SZ M; ML 5.

Spells: 1st—*charm, color spray* x2, *sleep*; 2nd—*forget, mirror image, Melf's acid arrow, glitterdust*; 3rd—*lightning bolt* x2, *slow, hold person*; 4th—*confusion, stonesskin, polymorph other*; 5th—*chaos, wall of iron*; 6th—*chain lightning*.

Tactics: She will use the *chaos* spell to cause the PCs and the thieves to wander about and not help Egg. From there she will use the spell most likely to stop the PCs from helping Egg survive. Average thief stats for those affected by chaos.

Average Thief (29): AL CN; AC 5 (Leather+Dex); MV 12; HD 3; hp 14; THAC0 19; #AT 1; Dmg 1d6 (Short Sword); SA Back stab x2; SD average thief skills; MR nil; SZ M; ML 5.

Tier Six:

Davania GoldenThroat, hf B18: AL NE; AC -4 (*bracers of defense AC 4 + Dex + ring of protection +3*); MV 12; hp 66; THAC0 11; #AT 2; Dmg 1d4 (daggers); SA Poison (5d8 dmg, save versus poison half), spells; SD Tumble, active *nondetection*, contingency *teleport* spell, active *stonesskin* spell (14 attacks); MR nil; Str 12, Dex 18, Con 16, Int 18, Wis 15, Cha 18; SZ M; ML 5.

Spells: 1st—*charm, color spray* x2, *sleep*; 2nd—*forget, mirror image, Melf's acid arrow, glitterdust*; 3rd—*lightning bolt* x2, *slow, hold person*; 4th—*confusion, stonesskin, polymorph other*; 5th—*chaos, wall of force* x2; 6th—*chain lightning* x2.

Tactics: She will use the *chaos* spell to cause the PCs and the thieves to wander about and not help Egg. From there she will use the spell most likely to stop the PCs from helping him survive. She could surround him in a *wall of force*, if the PCs concentrate their efforts on him. Any PC within a few feet of Egg may also be caught with in. Average thief stats for those affected by chaos.

Average Thief (29): AL CN; AC 5 (Leather+Dex); MV 12; HD 3; hp 14; THAC0 19; #AT 1; Dmg 1d6 (Short Sword); SA Back stab x2; SD average thief skills; MR nil; SZ M; ML 5.

Every Tier Tactics:

Davania will only stay for a couple of rounds (she has a contingency *teleport* spell cast on her; if she drops below 5 hp, is paralyzed, or five rounds elapse after deploying the item, she teleports away) and try to cause as much confusion as possible.

Davania was sent here, knowing that the first man would fail and she would take advantage of the chaos that the first man would cause. Knowing there was a

traitor in the midst would give her just the opportunity to get close enough to throw the *necklace of creeping strangulation*. Once she does it attaches its self to Egg's arm and works its way to his throat in six rounds.

The PCs have six rounds to try and determine how to get it off. Once it works its way to Egg's throat, nothing short of a *wish* spell can remove the *necklace* until he is dead. While it is creeping there are several ways to get it off.

- A successful dispel magic spell will disable the item for two rounds.
- PCs can slide another object in the path of the necklace, it will then begin creeping onto that.
- The PCs can cut off Egg's arm; while this will disable the man it will save his life.
- A PC wizard could cast an *item* spell on it and remove it from Egg's arm.
- A PC wizard could cast *feign death* on Egg, which would cause the item to deactivate.
- PCs can cast a *reduce* spell on Egg and then have one round to pull off the *necklace* before it tightens again.

If the PCs think of anything else creative to get it off, use your judgment. No simple Strength check or bend bars attempt will remove the item.

Once the PCs have actually looked at Egg read the following to tell them what the necklace is doing.

The silver cord closes is in the shape of a snake with rubies for eyes. It is intricately worked and obviously magical. The item is wrapped tightly around Egg's forearm and is slithering up his arm.

If Egg Survives.

The PCs can question Gull (if he lived) to find out more. Davania won't talk, even if she is captured.

Questioning Gull:

Whether Egg was killed or not the PCs should have the opportunity to speak with Gull. If the PCs killed him then they can take him back to Kelv's tower where he can get a *speak with dead* spell cast on the man. Gull is a true coward; once he feels his life is endangered and will answer any PC questions. The answers he will give follow.

The reason that Rover so easily gave away the position of his headquarters to a man that would so easily give away the information is quite simple. The emotion stone has made him completely insane with rage, and thoughts of revenge. He no longer cares about the secrecy of the guild, just getting revenge against those that wronged him.

1. Who hired you? *The Scorned, they knew I was a member of the Silken and hired me to try and kill*

Egg. They paid me a lot of gold, and they wanted it done in public, and they have my Tessie.

2. Why did you betray your own? *Gold and fear. If I didn't take the job they would have killed my Tessie, and they said if I did it I would be rich and could leave the city.*
3. Who is Tessie? *She is my daughter, they will kill her in three days if Egg isn't dead.*
4. Did you know about the second assassin? *No, that one surprised me.*
5. Where is their headquarters? *They have a well-guarded guild headquarters in the graveyard. It is in a large mausoleum. Below one of the coffins is a hidden stairway down to the leader's chambers. But, it is very well guarded and trapped. Their leader is a lot more paranoid than old Egg.*
6. Who is the leader? *Rovert Underbush is the leader. He was a reasonable man, only caring about the profit of his thievery and the guild. Now, he seems to have become a bloodthirsty killer. Something is not right there. When I was at the headquarters he had a huge northerner in his quarters, he was paying this man 2,000 gold pieces to kill a group of adventurers from the city of Ravens Bluff. Said something about how they interfered with his rightful property. Anyway I saw this fellow, huge guy all dressed in red armor with a massive pole ax, called himself Arenol.*
7. How could we get in? *Well if Egg was killed I was to meet them at the guild headquarters. Perhaps I can get you in (, if we make everyone think Egg is dead).*

Egg wants the PCs to head to The Scorned headquarters and see if Tessie can be rescued, and what has changed The Scorned's leader. into the now violent practices its commenting of late. Read the following warning from the doorman at Eggs.

If Egg Dies

If the PCs couldn't save his life the event will take a suddenly different turn as the thieves of The Silken will take up arms and immediately start talk of war. Once they find out that Egg is indeed dead, the second in command of The Silken will come forward and speak.

The necklace having done its work squeezing the life out of Egg. The men and woman in the room are stunned to silence as the jovial Egg lies dead on the floor. "Those bastards from the Scorned killed Egg," says a large man as he looks about the tavern to his fellow guild members. "It's time for a pay back. We strike them tonight at their shipping house." He turns towards you and speaks softly. "Thank you for trying to save Egg, but now you're not needed. If you want to

stop the war, you better get Rovert and find out what the heck is going on. Unless something truly fantastic has happened, by midnight the war is on. Now, please leave and do not return without monumental proof."

As you make your way to the door of the eatery the large bouncer looks at you and voices an ominous warning. "Aye, we be in de midst of a thieves war. And you all be targets, ye be doing well by your self if you was to watch your own back, lest you find a knife sticking out from between your shoulder blades."

Once out, have PCs make observation checks. Success indicates that they notice Arenol's thieves watching the door. If the PCs wish they can bypass Arenol by either sneaking to the guild headquarters or turning invisible.

On the other hand, they could try to ambush Arenol and crew.

Whether they are attacked or pull off an ambush, the fight is detailed in the next encounter.

Encounter 5: To Scorned Headquarters

When the PCs begin to make their way to the scorned headquarters they will be intercepted by Arenol and his crew. This event happens whether Egg was killed or not. Once PCs make their way to the Scorned Headquarters they will cross through the poor district of town on their way to the cemetery. This is where the attack will take place.

If they walk boldly down the street they will be ambushed by a very prepared group (in this case, skip the read-aloud text and spring the fight on them). He will use the weaknesses of the PCs against them when possible. A cautious group could even surprise the boldly over-confident man.

This encounter is to let the PCs know they have made some powerful enemies.

Leaving Eggie's Eatery and Tavern you make your way through the winding streets of Hlinter. The well-kept streets of the merchants district are quickly replaced by dirt packed roads as you enter Flea Bottom, the poor district in the city of Hlinter. Things grow quiet suddenly, and a group of men steps out from the shadows, led by a large man sprouting weapons and wearing red chain mail. "I'm Arenol the Red, and you are my mark, know that am not cheap so your death should be a great honor. Kill them," he shouts and his men draw weapons and attack.

Tier One

Arenol the Red, hm F(Ber)5: AL NE; AC 1 (chain +2, Dex); MV 12; hp 51; THAC0 11; #AT 3/2; Dmg 1d10+4; SA Gases, specialized Bardiche; SD +4 save

bonus on mind-affecting spells; MR nil; Str 17, Dex 16, Con 17, Int 12, Wis 7, Cha 6; SZ M; ML 20.

Magic Items: *Chain mail +2 Bloodlust* (causes wearer to gain a +4 bonus to saves vs mind-affecting spells, and grants a +2 rage bonus to hit and damage once per day. The wearer can never retreat once in a fight.), *bardiche +2*

Magical Gases: Attached to a bandoleer are 10 balls crystal spheres filled with magical gases that have varying effects. Each sphere may only be used once.

1. *Stinking cloud* sphere (as spell cast by 3rd level caster).
2. *Invisibility* sphere (as spell *invisibility 10 ft. radius*, cast by 10th level caster)
3. *Slow* sphere (as *slow* spell cast by 10th level caster)
4. *Fog cloud* sphere (as *fog cloud* spell cast by 10th level caster)
5. *Fireball* sphere (as *fireball* spell cast by 6th level caster)
6. *Heat metal* sphere (globe must hit metal target, acts as *heat metal* spell cast by 10th level caster)
7. *Dispel magic* sphere (as *dispel magic* spell cast by 10th level caster)
8. *Hold person* sphere (as *hold person* spell cast by 10th level caster, affects maximum number of targets possible in a 3 ft. radius area around the place where the globe broke)
9. Poison Gas sphere (2d6 points of damage to all in a 10 ft. radius, save for no damage)
10. *Monster summoning* sphere (summons 2d4 goblins)

He uses these in combat.

Thugs(4), hm T1: AL CN; AC 7 (Leather); MV 12; hp 7; THAC0 20; #AT 1; Dmg 1d6 (short sword); SA Back stab x2; SD nil; MR nil; SZ M; ML 12.

Tactics: Arenol sits back and watches for two rounds, as he thinks his men can deal with this problem. He holds off on using his spheres unless he is really losing. The thieves attack at once, with one having hidden in shadows to try and backstab a spell caster to disturb a spell.

Tier Two

Arenol the Red, hm F(Ber)7: AL NE; AC 1 (*chain +2, Dex*); MV 12; hp 71; THAC0 8; #AT 2; Dmg 1d10+7; SA Gases, specialized Bardiche; SD +4 save bonus on mind-affecting spells; MR nil; Str 18.51, Dex 16, Con 17, Int 12, Wis 7, Cha 6; SZ M; ML 20.

Magic Items: *Chain mail +2 Bloodlust* (causes wearer to gain a +4 bonus to saves vs mind-affecting spells, and grants a +2 rage bonus to hit and damage once per day. The wearer can never retreat once in a

fight.), *bardiche +2*

Magical Gases: See tier one.

Thugs(4), hm T3: AL CN; AC 7 (Leather); MV 12; hp 17; THAC0 19; #AT 1; Dmg 1d6 (short sword); SA Back stab x2; SD nil; MR nil; SZ M; ML 12.

Tactics: Arenol waits one round to engage unless engaged first. Two thieves are hidden in the shadows, and backstab in end of round one.

Tier Three

Arenol the Red, hm F(Ber)10: AL NE; AC 1 (*chain +2, Dex*); MV 12; hp 101; THAC0 5; #AT 2; Dmg 1d10+7; SA Gases, specialized Bardiche; SD +4 save bonus on mind-affecting spells; MR nil; Str 18.51, Dex 16, Con 17, Int 12, Wis 7, Cha 6; SZ M; ML 20.

Magic Items: *Chain mail +2 Bloodlust* (causes wearer to gain a +4 bonus to saves vs mind-affecting spells, and grants a +2 rage bonus to hit and damage once per day. The wearer can never retreat once in a fight.), *bardiche +2*

Magical Gases: See tier one.

Thugs(4), hm T5: AL CN; AC 7 (Leather); MV 12; hp 27; THAC0 18; #AT 1; Dmg 1d6 (short sword); SA Back stab x3; SD nil; MR nil; SZ M; ML 12.

Tactics: Arenol charges, as he thinks his men cannot deal with this problem. He uses as many of his spheres as needed. The thieves attack at once, with three having hidden in shadows to backstab spellcasters.

Tier Four

Arenol the Red, hm F(Ber)14: AL NE; AC 1 (*chain +2, Dex*); MV 12; hp 119; THAC0 1; #AT 2; Dmg 1d10+10; SA Gases, specialized Bardiche; SD +4 save bonus on mind-affecting spells; MR nil; Str 18.00, Dex 16, Con 17, Int 12, Wis 7, Cha 6; SZ M; ML 20.

Magic Items: *Chain mail +2 Bloodlust* (causes wearer to gain a +4 bonus to saves vs mind-affecting spells, and grants a +2 rage bonus to hit and damage once per day. The wearer can never retreat once in a fight.), *bardiche +2*

Magical Gases: See tier one.

If he is ambushing the PCs, then he has treated his bardiche with *oil of sharpness* and drank a *potion of storm giant strength* (total effect, add +4 to hit and +7 to damage).

Thugs(4), hm T8: AL CN; AC 4 (Leather+Dex); MV 12; hp 37; THAC0 15; #AT 2; Dmg 1d6+1 (short sword) and 1d4+1 (dagger); SA Back stab x3; SD nil; MR nil; SZ M; ML 12.

Tactics: Arenol charges, throwing gas globes to best

effect. Arenol can throw a sphere (as one attack) and attack every round with his bardiche (as one attack). The thieves attack at once, with three having hidden in shadows.

Tier Five:

Arenol the Red, hm F(Ber)17: AL NE; AC -1 (*chain* +2, Dex); MV 12; hp 137; THAC0 -1; #AT 5/2; Dmg 1d10+10; SA Gases, specialized Bardiche; SD +4 save bonus on mind-affecting spells, active *stoneskin* spell from scroll (6 attacks); MR nil; Str 18.00, Dex 18, Con 17, Int 12, Wis 7, Cha 6; SZ M; ML 20.

Magic Items: *Chain mail* +2 *Bloodlust* (causes wearer to gain a +4 bonus to saves vs mind-affecting spells, and grants a +2 rage bonus to hit and damage once per day. The wearer can never retreat once in a fight.), *bardiche* +2

Magical Gases: See tier one.

If he is ambushing the PCs, then he has treated his bardiche with *oil of sharpness* and drank a *potion of storm giant strength* (total effect, add +4 to hit and +7 to damage). He is also in berserk mode (additional +1 to attack, +3 damage, +5 temporary hit points, immune to mind-affecting magic).

Thugs(4), hm T8: AL CN; AC 4 (Leather+Dex); MV 12; hp 37; THAC0 15; #AT 2; Dmg 1d6+1 (short sword) and 1d4+1 (dagger); SA Back stab x3; SD nil; MR nil; SZ M; ML 12.

Tactics: Arenol charges, throwing gas globes to best effect. Arenol can throw a sphere (as one attack) and attack every round with his bardiche (as one attack). The thieves attack at once, with three having hidden in shadows.

Tier Six

Arenol the Red, hm F(Ber)20: AL NE; AC -1 (*chain* +2, Dex); MV 12; hp 155; THAC0 -1; #AT 3; Dmg 1d10+10; SA Gases, specialized Bardiche; SD +4 save bonus on mind-affecting spells, active *stoneskin* spell from scroll (14 attacks); MR nil; Str 18.00, Dex 18, Con 17, Int 12, Wis 7, Cha 6; SZ M; ML 20.

Magic Items: *Chain mail* +2 *Bloodlust* (causes wearer to gain a +4 bonus to saves vs mind-affecting spells, and grants a +2 rage bonus to hit and damage once per day. The wearer can never retreat once in a fight.), *bardiche* +2

Magical Gases: See tier one.

If he is ambushing the PCs, then he has treated his bardiche with *oil of sharpness* and drank a *potion of storm giant strength* (total effect, add +4 to hit and +7 to damage). He is also in berserk mode (additional +1 to attack, +3 damage, +5 temporary hit points, immune to mind-affecting magic). Lastly, he is enlarged 100% (cast from a scroll), so double all damage dice (before

modifiers).

Thugs(4), hm T12: AL CN; AC 4 (Leather+Dex); MV 12; hp 51; THAC0 10; #AT 2; Dmg 1d6+3 (short sword) and 1d4+3 (dagger); SA Back stab x4; SD all have active *stoneskin* spells (6 attacks); MR nil; SZ M; ML 12.

Tactics: Arenol charges, throwing gas globes to best effect. Arenol can throw a sphere (as one attack) and attack every round with his bardiche (as one attack). The thieves attack at once, with three having hidden in shadows.

Once the combat is over the PCs may have some questions. If anyone survived, or there is access to a speak with dead spell, the PCs can find out the following:

- Arenol was hired by the leader of The Scorned, to gain revenge on the PCs for an offense they committed against the gang in *Fallen Knight*.
- The Scorned has upped its operations lately, from low-rate stuff to prime-time crime.
- This is the first time Arenol has worked for The Scorned.
- These guys (except Arenol, who would not have been affected) noticed a strange effect in The Scorned HQ. When they went in the leaders office they all felt a sudden hatred pass over them, and a murderous rage toward any of the Silken or the PCs. Once they left it faded, but slowly.

PCs that search can find Arenol's equipment as well as 2,000 gold pieces.

Note Arenol will not run, surrender, or let himself be captured. If captured anyway, he escapes as soon as he can and attacks again.

Encounter 6: Thieves War.

As you make your way towards the headquarters of the thieves' guild that has been causing all the trouble, you notice that the streets are strangely empty. Suddenly a shout goes up from a man running through the streets. "There's a big fight going on in front of Eggie's. Looks like the guilds are finally going to have at it." Strangely many citizens come out of their house and make their way back towards Eggie's. "I ain't going to miss that show," you here one man shout as he heads off towards the fight.

The PCs should realize that this may be the perfect opportunity to sneak into the thieves' guild and find out what has gone wrong with the leader of the Scorned. Most of the lower ranking members are now involved

in a direct assault on Eggie's bar, trying to end the rivalry the old-fashioned way. If PCs stop some one to ask why the Merchants guard isn't getting involved, the citizen will tell the PC that they're all being paid by the guilds and some are even their fighting for one side or another.

PCs may wish to go back to Eggie's at this point to help join in the fighting. If Gull came with the PCs, he will tell them that this would be the best time to get into the headquarters and rescue his daughter and see what is going on with their Guild leader.

If PCs return to the bar, the fighting will have spilled out onto the streets of Eggie's, up on the roof, on stairways and in alleyways. Men lay bleeding on the ground and many still fight in ragged groups, the fighting being chaotic rather than a planned battle. PCs can take actions here if they wish, but they will be hard-pressed to tell one side from the other. All of these men are fairly low-ranking members of the guilds and if PCs take significant actions both sides will break and run.

PCs can take a head count and find several dead from each side on the ground. They will find nothing of value. PCs may try to chase down some of the thieves, but the thieves know the city a lot better and will duck into alleys sewers and safe houses and will be able to escape.

A bouncer from Eggie's will tell the PCs that most members of the Scorned are now spread out across the city and now would be a good time to go to the Scorned headquarters.

Encounter 7: Into a Thieves Den

As you make your way into the graveyards, the mausoleum looms before you. A silence settles across the area as you make your way towards the heavy set of doors. The entrance way is composed of carved stone doors with stone murals of ships and wagons on the tomb. Over the entrance way is a plaque. It reads "Here lie the Bennetts, they where scorned in their life."

The door into the mausoleum is strangely not locked. In their rage to go attack the Silken, the Scorned members forgot to lock the front door. PCs that try and find traps or open locks will find that there is a lock and a trap, but it is currently open and presents no threat to the PCs.

After the PCs have been in the HQ for 20 minutes, skip to Encounter 8.

Area 1:

This is the entrance way into the scorned headquarters. At the bottom is a trap for all who fail to say the

command word to inactivate it. The command word is in the form of a puzzle. Once PCs descend half way down the steps they find a plaque with the riddle.

As you descend the flight of stairs it seems more lavish than you would expect a thieves' guild to be. The stairs are carpeted, the walls are illuminated with glow bulbs in the wall set in the mouths of dragons heads statues. As you make your way down the stairs there is a golden plaque with writing on it.

What is greater than the gods, yet more evil than all the demons. The poor have it, the rich don't but don't want it, and if you eat it you will die?

This is what we had, and we will never have again. Give are motto at the bottom of the stairs or you will be shown as unworthy.

Answer: Nothing

Trap: If PCs do not give the correct answer to the riddle, they find a wall of stone in an area that is at the direct bottom of the stairs. If the command word "nothing" is not given, a *dispel magic* spell is activated at 15th level when the characters reach the wall. This will dispel any precast spells and potions the PCs may have on them.

The trap its self covers a 20 ft. x 20 ft. area at the bottom of the flight of steps. The first two PCs down the stairs if single file, and the first four PCs if shoulder-to-shoulder, will be caught in this trap. The trap is a fall followed by a release of metal ball bearings from the ceiling. The trap does 1d4 points of damage per effective PC level (for tier). Thus a first level character takes 1d4 points of damage, while a 12th level PC will take 12d4 points of damage.

Area 2:

This is the main hall of the Scorned. Everyone from the main hall is out attacking or fleeing from the Silken, giving the whole area a strangely silent effect for such a large hall. There are 7 doors in this room, each locked and most trapped, one on the north which leads out and two doors on each the east, west, and south walls.

Once PCs get by the trap from area one read the following.

Standing before you is a massive hall. On the walls are tapestries in a hodgepodge fashion. None belong together, but each appears to be expensive. The floor is covered with all manors of rugs and carpets, once again none appear to match but all appear as if they are quite expensive. There are mismatched furniture pieces of high value as well. All appear to belong in a wealthy merchant's or minor noble's home, not in a

crypt. The room is illuminated by four large chandeliers, spread about the room, each once again mismatched. As large as the room is, it appears to be totally empty. As your eyes adjust to the brighter lights of the room you notice six closed doors, two on each the east, west and southern walls.

PCs can try and take some of the items if they wish. However it is all heavier type goods, all of high quality but difficult for the PCs to get out of here. Among the lighter items are 3 pieces art worth 800 gp and 2 rugs worth 1200 gp.

Area 3:

This large room is unlocked and untrapped. This is the sleeping area for the lower ranking members of the scorned. The room is lined with dozen of bunk beds (108) and a footlocker at the base of each. If PCs search the locker they will find only clothes and items of little value in here.

Stepping into this room you notice four rows of bunk beds that fill this 40 ft by 60 ft foot room. The room is Spartan expect for the beds, and the foot lockers at each bed's foot.

Area 4:

Area four is one of the Scorned's stolen goods room. The room is locked and trapped and there is a trained guard beast in here. It is, after all, a thieves' guild, and the leaders hardly trust their lower ranking members not to get to greedy. The lock is of expert design and the trap is meant to teach naive thieves a lesson. If a PC fails his open locks attempt he will lose a hand.

Bashing the door down will draw the immediate attention of the creature guarding the room.

The room has guardian gargoyles.

Opening the door to the room you see a huge storage area. The ceilings are 25 feet high and all manner of goods are stacked high towards the ceiling. You see boxes labeled, silk, spice, tobac, and coffee. There are pieces of art placed carefully in the corners and there are statues about the room. As you step into the room the once-still statues take flight and approach you!

Tier One:

Gargoyle: Int Low; AL CE; AC 5; MV 9, fl 15 (c); HD 4+4; hp 22; THAC0 14; #AT 4; Dmg 1d3/1d3/1d6/1d4; SA nil; SD hit only by +1 weapons; MR nil; SZ M; ML 20.

Tier Two:

Gargoyle (3): Int Low; AL CE; AC 5; MV 9, fl 15 (c); HD 4+4; hp 22; THAC0 14; #AT 4; Dmg

1d3/1d3/1d6/1d4; SA nil; SD hit only by +1 weapons; MR nil; SZ M; ML 20.

Tier Three:

Gargoyle (6): Int Low; AL CE; AC 5; MV 9, fl 15 (c); HD 4+4; hp 22; THAC0 14; #AT 4; Dmg 1d3/1d3/1d6/1d4; SA nil; SD hit only by +1 weapons; MR nil; SZ M; ML 20.

Tier Four:

Gargoyle (10): Int Low; AL CE; AC 5; MV 9, fl 15 (c); HD 4+4; hp 22; THAC0 14; #AT 4; Dmg 1d3/1d3/1d6/1d4; SA nil; SD hit only by +1 weapons; MR nil; SZ M; ML 20.

Tier Five:

Greater Gargoyle (10): Int Low; AL CE; AC 1; MV 9, fl 15 (c); HD 7+4; hp 42; THAC0 10; #AT 4; Dmg 1d3/1d3/1d6/1d4; SA nil; SD hit only by +1 weapons; MR nil; SZ M; ML 20.

Tier Six:

Greater Gargoyle (15): Int Low; AL CE; AC 1; MV 9, fl 15 (c); HD 7+4; hp 42; THAC0 10; #AT 4; Dmg 1d3/1d3/1d6/1d4; SA nil; SD hit only by +1 weapons; MR nil; SZ M; ML 20.

After the PCs deal with the gargoyles, they can search the room. There is nothing magical in here but there is about 200,000 gold pieces worth of stolen property in the room. Most of the goods are very large and the PCs would have trouble getting them out of here before the majority of the thieves show up. PCs should realize that they won't be able to get everything out of the area and that their objective is not in here.

Area 5:

This door is locked. Rovert, slipping deeper and deeper into paranoia, has had this room warded against teleportation and the stone warded against being magically manipulated. The door is wizard locked at 20th level, and has 5 locks each with increasing difficulty to pick. (-10, -20, -30, -40 -50%). Finally, the door is barred and would take a combined PC strength of 36 to break through the door (only after the wizard lock, and regular locks were dealt with). If a group of PCs manage to get through all of that then begin Encounter 8 as they open the door.

Area 6:

This is the thieves' training area.

Upon opening the door you peer into a well-lit room that is filled with all manner of strange sights. There are mannequins with bells attached, walls with

handholds and false balconies, mats spread across the floor, and an obstacle course of strange design.

The room holds nothing of value, but if any PC thieves wish to try and make their way through the obstacle course, or use any of the training devices, they're welcome to try. Make things up and have fun.

Area7:

This room is locked and trapped. It is the area where the higher-ups in the guild stay. It is empty right now, as all are discussing matters in the conference room (Area 5). The lock is complicated, and PC thieves have a -35% chance to pick it. The trap is not on the door itself, but right beyond the door is a trip wire that releases *magic missiles* based on the level of the PC that trips the wire (1-2nd get one, 3-4, get 2, 4-7 get three, 8+ receive 5). The trap is of a magical nature and thus PC thieves have a -15% chance to find and remove it.

As you step into this room, you notice that not everything in here is mismatched. Beautiful tables and furniture make a nice entry way into this room. In the distance three beds can be seen, and many chests and drawers. A large woven rug covers much of the floor, and the room is illuminated by statues holding aloft glowing balls of light. A small shelf of books lines one wall near the back of the room. Looking about, you realize the room must be larger than you suspected, as there is almost too much stuff in here. There appear to be no exits out, and the room is devoid of life.

If PCs search the room they find that all the goods in here are of good quality, although nothing as gaudy as what is in the store room. If PCs search the bookshelf they will find a Journal (**Player Handout #1**) of one of the under-bosses in the guild. In it he brings up his concerns that something is holding sway over Rovern. If the PCs state they are looking for a journal, or roll an observation check at half or Intelligence at a quarter, hand them **Player Handout #1**. They can also find this thief's personal treasure in a book that has a false chamber. The book is trapped by a *fire trap* spell (cast at 5th level). If this spell is activated it will burn the rest of the book shelf up. There is 4,250 gold pieces worth of mixed jewelry in a bag in the hollowed out book.

Also in the room there is a secret exit and entrance for the guilds higher-ranking members, under one of the beds. It leads to a tomb at the other end of the cemetery.

Encounter 8: RAGE

This is the room the scorned leaders now occupy (Area 5). Sadly, so does a unique form of a tanar'ri—a Rage. Upon hearing about the defeat of his men and how Egg

survived the battle, the leader of the Scorned, Rovern Underbush, flew into a rage. He then picked up the *emotion stone*, damning the gift given to him by the man called the Corrupter, and smashed it to bits against a wall. Unfortunately the true power behind the stone was a unique form of tanar'ri that feeds on strong emotions. It was trapped centuries ago by the Corrupter. The leaders of the Scorned are now being consumed by the fiend, which is enraged because of its long imprisonment.

As you search the headquarters of the Scorned, you hear a roar of rage and a sound of a door being burst into splinters.

If the PCs go to investigate, they find the door to Area 5 now missing, as there is a huge hole where the door once stood.

As you make your way into the main area of the underground guild, a strange and fearsome sight presents itself before you. A man is backing through the burnt out door. Suddenly a blur of gray and red streaks out the door after him, landing atop him. With a massive body, this is one of the strangest creatures you have ever seen. It has shoulders as broad as two large men and massive muscles, and is clearly some kind of demon. Atop its broad shoulders is a large head with six faces, and a barbed tail lashes back and forth as the beast speaks to the prone man. "You shall now die, but quickly for freeing me of my prison."

The head turns and another face speaks. "I shall grant you a last feeling of love for my freedom," says the face of a beautiful woman atop the hideous demon. Rovern's face suddenly goes to a smile as a taloned claw rips into his chest and pulls out his heart. The massive demon then seems to notice you for the first time and turns its head again, yet another face speaking "Ah desert," it says as it charges you in a rush.

The PCs might try to interrupt this touching scene.

For different tiers the demon having just broken free of its prison is may be a weakened version, but at tier 4 it has its full abilities. Each tier describes the demon's tactics and the powers it can use.

The Rage

A Rage is a tanar'ri that feeds upon strong emotions of sentient beings. To further its feeding it has a natural aura that causes people around the creature to experience strong emotions so the creature can feed of the energy that it causes.

It is a large demon standing eight foot in height with gray skin and a red underbelly. It is a massively muscled demon that attacks with claws and a large

barbed tail that all lash out at an opponent in the same round. It has a very large head with six different faces upon it. The faces circle with a strange motion and the beast takes on the emotional aspect of the face that has control for the time.

Tier One:

Rage, tanar'ri: Int Very; AL CE; AC 3; MV 24; HD 6; hp 9 per face (only faces may take damage); THAC0 15; #AT 3; Dmg 1d4/1d4 (claw) and 1d6 (barbed tail); SA Emotion control, face innate powers; SD Only faces take damage, to kill the demon you must slay all six of its faces (on area effect spells only the forward face will take any damage); MR 25%; SZ L; ML.

Note: At tier one Only three faces need to be defeated for creature to perish.

Emotion Control: PCs during this fight will suffer emotions; which one depends on which face is leading the tanar'ri for that round. Each round roll to determine the face that appears to lead it (excluding any that may have been slain). Then have the PCs make saving throws every round to see if they are under the emotion control of the beast. The range of the emotions is listed below, along with any additional powers that the lead face may have the round it is in control of the body.

1. Sadness: PC is overcome with incredible sadness and spends the round weeping.
2. Anger: PCs are hateful of the rage beast and attack it at a +2 on all die rolls.
3. Jealousy: PC will attack the best-equipped PC for that round, jealous of their wealth and equipment.
4. Love: PCs hit with this emotion will defend the rage as if they loved it.
5. Rage: PCs with the rage emotion will attack the creature with melee weapons, not caring about personal defense (lose Dex and shield bonuses to AC, but attack at +4 to hit).
6. Hatred: PCs hate the creature and will instantly attack, trying to kill it with the best of their ability.

Face Innate Powers (lead face can use this power as a standard action):

1. Love: *charm person* or *hold person* (only one person)
2. Hate: *2 magic missiles* from its eyes.
3. Jealousy: *shatter* or *shout*
4. Rage: *lightning bolt* (6d6points of damage)
5. Sadness: *spectral force*
6. Anger: *telekinesis* (600 lbs)

Tactics: At tier one the beast has none of the magical powers of each face yet, and will only attack using claws and tail. PCs will be subject to the effects of the *emotion* spell-like ability.

Tier 2:

Rage, tanar'ri: Int Very; AL CE; AC 1; MV 24; HD 9; hp 15 per face (only faces may take damage); THAC0 14; #AT 3; Dmg 1d4+2/1d4+2 (claw) and 1d8+2 (barbed tail); SA Emotion control, face innate powers; SD Only faces take damage, to kill the demon you must slay all six of its faces (on area effect spells only the forward face will take any damage); MR 35%; SZ L; ML.

Note: At tier two only four of the faces need to be slain for the creature to perish.

Emotion Control: See tier one.

Tactics: At tier two the beast has only gained the powers of the love and hate faces (and only when those faces are the lead faces). It will attack using claws and tail, and PCs will be subject to the effects of the emotion ability. Note roll a random d6 to determine what face is in charge.

Tier 3:

Rage, tanar'ri: Int Very; AL CE; AC -1; MV 24; HD 11; hp 20 per face (only faces may take damage); THAC0 7; #AT 3; Dmg 1d4+4/1d4+4 (claw) and 1d8+12 (barbed tail); SA Emotion control, face innate powers; SD Only faces take damage, to kill the demon you must slay all six of its faces (on area effect spells only the forward face will take any damage); MR 50%; SZ L; ML.

Emotion Control: See tier one.

Tactics: At tier three the beast has all of its innate abilities, and will use the ability corresponding to the face in charge that round as well as claw and tail barbs.

Tier 4:

Rage, tanar'ri: Int Very; AL CE; AC -3; MV 24; HD 14; hp 25 per face (only faces may take damage); THAC0 4; #AT 3; Dmg 1d4+7/1d4+7 (claw) and 1d8+12 (barbed tail); SA Emotion control, face innate powers; SD Only faces take damage, to kill the demon you must slay all six of its faces (on area effect spells only the forward face will take any damage); MR 65%; SZ L; ML.

Emotion Control: See tier one.

Tactics: At tier four the beast has all of its innate abilities, and will use the ability corresponding to the face in charge that round as well as claw and tail barbs.

Tier 5:

Rage, tanar'ri: Int Very; AL CE; AC -3; MV 24; HD 14; hp 30 per face (only faces may take damage); THAC0 4; #AT 3; Dmg 1d4+7/1d4+7 (claw) and 1d8+12 (barbed tail); SA Emotion control, face innate

powers; SD Only faces take damage, to kill the demon you must slay all six of its faces (on area effect spells only the forward face will take any damage); MR 65%; SZ L; ML.

Emotion Control: See tier one.

Tactics: At tier five the beast has all of its innate abilities, and will use the ability corresponding to the face in charge that round as well as claw and tail barbs.

Tier 6:

Rage, tanar'ri: Int Very; AL CE; AC -7; MV 24; HD 18; hp 35 per face (only faces may take damage); THAC0 4; #AT 3; Dmg 1d4+10/1d4+10 (claw) and 1d8+20 (barbed tail); SA Poison in tail (save vs poison at -2 or be affected as if by a *harm* spell), Emotion control, face innate powers; SD Only faces take damage, to kill the demon you must slay all six of its faces (on area effect spells only the forward face will take any damage); MR 65%; SZ L; ML.

Emotion Control: See tier one.

Tactics: At tier six the beast has all of its innate abilities, and will use the ability corresponding to the face in charge that round as well as claw and tail barbs.

In the room:

Stepping into the room you see the trail of destruction wrought by the rampaging demon. Once-fine paintings are splashed with blood, a fine carpet is now covered with entrails. The bodies of several people have been rendered unrecognizable by the terrible creature's brutal rage, and lie in sections or pieces around the room. A weeping can be heard from a dark corner of the huge meeting room.

The room that the beast materialized in was the main meeting hall and the quarters of the guild leader, Rovert Underbush. Now it is stained with the blood of the higher-ups of the guild. What was once left of this great and profitable organization fell apart in one day. Their guild leader, night watch master and day watch master were all in the room when the beast was freed.

In the far corner of the room is Gull's daughter, Tessie, locked in a small cage and crying in stark terror; the beast was feeding on the strong emotion the girl was giving off at having watched it quickly slaughter 3 men.

If Gull is with the PCs he will be overjoyed that she is still alive, and a tearful reunion will take place. Just after the reunion a loud clatter erupts from the entrance way of the guild. Wilton O'Frinn and the Council Guard have found the location of the headquarters and are now deciding to raid the area to put a stop to the war of the thieves. This may put a huge damper on the PCs plans to be rich.

If the PCs had dreams of taking any of the thieves' treasure for their own, they better act fast. All the wealth here will be confiscated by the Council Guard and Wilton O'Frinn himself, in an effort to redistribute the stolen property.

"Ugghh darn," you hear a shout as if a man fell quickly followed by a clamor of men in armor. Quickly stepping into the room with you is the large regal figure of Wilton O'Frinn leading the Council guard. "So, you beat me here. Well I don't approve of you making mush of the leaders of the thieves' guild, they were to stand trial for their crimes."

At this point give the PCs a chance to explain what happened as to the demon. PCs can help with the search for clues as to what went wrong. Eventually they will uncover in this room a secret stone under one of the blood-soaked carpets and a journal of Rovert's will be found (**Player Handout #2**). There is also, with the journal, a crystal ball. When it is picked up, read this:

As you pick up the translucent crystal ball before you the light in the room seems to be absorbed by the ball and shapes appear in the swirling Midst of the globe. "Rovert, Ah you are not Rovert. I feared something went terrible wrong. So, you are the meddlers in my affairs. I warn you, when you are next summoned to come to the City of Hlintar, do not. There is nothing you can do to stop my plans." The crystal ball begins to glow warmly and a fading laughter can be heard.

After one minute the crystal ball blows up, inflicting 1d6 hp of damage per tier. If the crystal ball is put in a *bag of holding* or some other extra-dimensional space, the item making the space must save vs magical fire or be destroyed (and all contents lost).

Conclusion

At this point the event is mostly over. If PCs try to help with the clean up of the goods, the paladin Wilton will speak.

"Thank you for your aid in defeating the war of the guilds. I'm afraid that it has meant the end to the Scorned," he says with a saddened smile. "Even thieves didn't deserve to die as brutally at the hands of a demon as this. But, with all of these stolen goods recovered, the merchants will be overjoyed to have their property returned to them. However, be warned, I sensed a great evil coming from that globe, and for me to feel evil in that way it must be terrible indeed. Take his warning to heart, and if he appears again

and we in Hlintar need your help again, I would understand if you declined.”

Give the PCs a minute to respond with “no threat will deter us,” or something along those lines.

“I knew a threat like that wouldn’t scare a band such as yourselves. Well if Kelv or I need you again we will journey to the City of Ravens to find you. He is your reward for protecting Egg as promised. With that he hands you each a pouch jingling full of platinum.

If the PCs managed to save Egg, then add the following.

“This bag here was from Egg himself. He said to give it to you for saving his life. Said something about how you saved his so he hopes these could save yours someday,” he says handing you a bag with several items in it. “I wish you thanks for what you have done. But now we need to get to work returning these items to their rightful owner. Goodbye,” he says as he gestures to several guards to escort you out of the underground hideout.

The End of Silk and Assassins

Experience Point Summary

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.
3. PCs get the experience for the tier for which their INDIVIDUAL level qualifies them, according to the chart below. If the PC falls into a higher individual tier than the party’s tier, he or she gets the experience at the adventure tier level. Under no circumstances can a character's individual award exceed the party tier.

For example, if the party has a 2nd level PC, a 5th level PC, three 6th level PCs, and an 11th level PC, the group falls into tier 3. The 2nd level PC gets tier 1 experience, the four PCs on tier 3 get tier 3 experience, and the 11th level PC also gets tier 3 experience.

Tier 1:	Character levels 1 and 2
Tier 2:	Character levels 3 and 4
Tier 3:	Character levels 5 and 6
Tier 4:	Character levels 7 and 8
Tier 5:	Character levels 9 and 10
Tier 6:	Character levels 11+

Encounter 2:

Defeating Gunner	100 xp
Saving Bob:	50 xp
Learning of strained relations between the guilds	25 xp

Encounter 4

Defeating Gull:	50 xp
Stopping Davina:	100 xp
Stopping the necklace of strangulation:	50 xp

Encounter 5

Defeating Arenol and his Band of Thugs	100 xp
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Encounter 7

Solving the Riddle	50 xp
Defeating Gargoyles	100 xp
Finding Journal	25 xp

Encounter 8

Defeating Rage	200 xp
Rescuing Tessie	50 xp

Total Experience for Objectives:	900 xp
Roleplaying Experience:	0-500 xp

Total Possible Experience:	1,400 xp
For Tier 2:	2,800 xp
For Tier 3:	4,200 xp
For Tier 4:	5,600 xp
For Tier 5:	7,000 xp
For Tier 6:	8,400 xp

Treasure Summary

PCs may keep items from the scenario which are listed on the treasure list or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the PCs cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the PC to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the PC. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some PCs. Items which are worth more than 5,000

gp, which are of personal significance to the owner (including family heirlooms), and magical items will be discovered in the possession of the PC by one means or another. The PC who stole them must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives one Infamy point for being a known thief. For other items which meet the criteria in #1 above, use your judgment on whether a PC thief gets away with the theft or not.

Any item retained according to these rules which does not have a certificate will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Encounter 2:

- *Short bow* +2 (Medium, Value 2,150 gp)

Encounter 5:

- *Chain mail* +2 *Bloodlust* (Medium, Value 9,500 gp, unusual): When worn, this armor causes the wearer to gain a +4 bonus to Will saves vs mind-affecting spells, and once per day grants a +2 bonus to hit and damage for one round. The wearer can never retreat once in a fight.
- *Bardiche* +2 (Medium, Value 8,250 gp)
- *Magical Gases* (Value 1,500 gp per globe): Attached to a bandoleer are 10 balls crystal spheres filled with magical gases that have varying effects. Each sphere may only be used once.
 1. *Stinking cloud* sphere (as spell cast by 10th level caster).
 2. *Invisibility* sphere (as spell *invisibility 10 ft. radius*, cast by 10th level caster)
 3. *Slow* sphere (as *slow* spell cast by 10th level caster)
 4. *Fog cloud* sphere (as *fog cloud* spell cast by 10th level caster)
 5. *Fireball* sphere (as *fireball* spell cast by 6th level caster)
 6. *Heat metal* sphere (globe must hit metal target, acts as *heat metal* spell cast by 10th level caster)
 7. *Dispel magic* sphere (as *dispel magic* spell cast by 10th level caster)
 8. *Hold person* sphere (as *hold person* spell cast by 10th level caster, affects maximum number of targets possible in a 3 ft. radius area around the place where the globe broke)
 9. *Poison Gas* sphere (2d6 points of damage to all

in a 10 ft. radius, save for no damage)

10. *Monster summoning* sphere (summons 2d4 goblins)

- 2,000 gold

Encounter 7:

Loss of Hand: The thief PC lost his hand in an attempt to pick a trapped lock. If the hand is not restored the PC thief loses 40% from all thief skills, and cannot cast spells.

Encounter 8:

- 200 pp for reward of PCs guarding Egg.

The items are given only if the PCs saved Egg.

- *Amulet of missile shielding* (Value 750 gp per charge, unusual): This amulet can be used to cast the spell *protection from arrows* (2E: *protection from normal missiles*) as a 5th level sorcerer if worn about the neck. Activating the item is a standard action. Each casting uses a charge, and the amulet has 8 charges.
- *Smugglers' scarf* (Value 1,000 gp, unusual): This fine silken scarf grants the wearer a +2 competence bonus to Hide and Move Silently skill checks when worn about the neck. (2E: +10% bonus to Hide in Shadows and Move Silently thief skills, thieves only). This counts as a necklace/amulet slot.

Fame:

PCs that defeated Arenol The Red will receive +1 fame in general throughout the vast.

Chiv Points:

A PC knight that challenged Arenol the Red to individual combat receives one chivalry point.

Player Hand Out #1

Rovert passed on a lucrative contract offer for a smuggling job, this concerns me greatly as are funds of gold have been rapidly depleted by the constant hiring of assassins. I have my suspicions that the strange man bearing gifts may have done something to change the outlook of the guild. While he gave us a massive amount of gold and Magic for such a easy job, it makes me think of the line my mom said once, If its to good to be true it usually isn't true. Those words never ring so true as today. He has ordered war with the Silken, now while we have always had a friendly rivalry and a competition we have never been violent with Hlintars other thieves' guild. When he hired GoldenThroat to Kill the Egg, it was almost a sure thing she would get it done, as expensive and as talented as she came recommended. Then he hired that insane berserker to kill. Those that he says stole the treasure from the crypt, all in one day he spent almost half of are coin treasury on two assassination attempts. Now I go to confront this corrupter and see what he has done to our guild, I hope I return.

This is dated three days ago and is the last entry

Players Handout #2: Rovers Journal

Dated 11 days ago: *A new alliance the scorned are making that will make us rich beyond our wildest dreams. A man came forward today and presented us with a proposal for the greater good of both of us. He said he had a way to get goods in past the bandits outside the city, we in turn would sell these black market goods for quite a profit. In return any goods brought in any other way we just have to try and make disappear into our pockets. He has brought us two magical gifts to help us on our undertaking, one a stone that helps us see the truth better about our enemies. And second a crystal ball that he will tell us when we must make the pick up of the goods smuggled past the bandit army. This man wanted nothing in return besides our help in smuggling goods into the city, I wonder what his ploy is.*

Dated 9 Days Ago: *The fools of the Silken are still smuggling goods in and the man in the crystal ball, he said if I want continued exclusive rights for the smuggling I must make them pay. And after years of it being a competitive rivalry I think that should change as well.*

Dated 7 Days Ago: *We have made our first strike at the Silken killing a low ranking beggar, going to see what the idiot Egg does before trying another target.*

Dated 4 Days Ago: *We strike again killing a few more of the Silken their members now it was we the scorned that did it. Yet Egg makes no retaliations, I wonder what he has planned. No matter I meet with two of the realms top assassins today, one to kill Egg the second to Journey to Ravens Bluff to take out some pesky adventurers that kept their hands off the loot in that tomb that Dougal had uncovered. Arenol will deal with them, and Davina has a plan to strike at the leader of the Silken in his own precious bar. The chaos that will rain will be a thing of beauty.*

Dated Yesterday: *I hear the foolish adventurers from the city of Ravens have been summoned to my city to help protect Egg this is most wonderful news. My assassins can quickly finish off both of my enemies and the Scorned can grow rich beyond its wildest dreams. This man that calls himself the Corrupter is very useful telling us all about our new enemies. Arenol will be well prepared when he meets and kills them. The evil bards plan came quickly together today as well when we captured the daughter of one of Egg's most trusted men, he will kill Egg just to see her released safe. And if he fails Davina will use the distraction to finish the job. What a marvelous day*

Dwarven Player Handout: Hlintar

Hlintar is also known for the hatred that it inspires in dwarven hearts. Well over a hundred winters ago, a corrupt and evil master merchant coveted the dwarf-held lands east of the town. The leaders of these small communities were invited to meet with the master merchant, then killed in their sleep. Some escaped and later gained revenge by catching the master merchant in his own bed room and breaking every bone and joint in his body. Since that day, no dwarf formerly native to Hlintar will enter the city.

Ravens Bluff Trumpeter

Bandits of the Red Sun Raid Ravens Bluff Caravans.

By Toby Wartwarden

Recently a new threat has arisen to the north of our beloved city, a well-organized group of bandits is causing merchants great losses as they try to trade with the city of Hlintar. The group calls themselves the Band of the Red Sun and preys on the roads north and south of our northern neighbor Hlintar. This has cut the shipping of pork products and mounts to our city a great deal over the past two months. The flow has halved, causing a dramatic rise in cost of these once easily gotten goods. I know that I personally miss my morning bacon at the Sleepy Dwarf Tavern.

Hlintar is known to ship down the majority of pork into our fair city and this band is simply ruining my breakfasts. Now Hlintar, being a landlocked city, thus overland trade being harmed clearly hurts trade with them. The only routes into the city being besieged have left little goods going to or from the city. From what I hear prices are rising and tempers flaring in the city, and even some calls for a new high merchant if something isn't done.

To combat this band the city to the north has begun an academy for young men and women willing to learn to be merchant guards and take a two-year employ in the merchant guard service. This service has just started to guard the caravans and admittedly they have been some help in stemming the tide. Orn Vandorn, head of this new academy, is offering positions to any able-bodied young man or woman that is willing to take the trip up to the city and sign on for two years of service. Bah! Two years! Who would want to guard pig farms and horse ranches for two years? Personally not this reporter, no sir, not ole Toby. I prefer the ole life of excitement that the city of Ravens provides. But anyway back to the story.

The band has hurt many trade companies that do regular routes between the two cities. The band is on average striking at 2 such caravans a day. One north and one along the south road. Whoever is leading them really seems to have a grudge on the city as trade to Tantras and Hillsfar has barely been affected.

Eyewitness reports indicate well-timed strikes with wagons being looted or burned if they cannot carry them off. They have been said to strike in groups of twelve to twenty and each strike they disappear quickly after, as teams of adventurers and city guards have been out to investigate. So fellow merchants, in conclusion if you want to trade with Hlintar hire a very sizable escort (and we all know how expensive adventurer labor is in this city), or find new routes to travel. The road north to Hlintar remains a dangerous one to sow if still looking for a good profit.

The Scorned Guild Headquarters

Key

■ DoorWay

● Trap

50 feet

