

DVY2-02



EVERY MAN'S DREAM

A One-Round D&D[®] LIVING GREYHAWK[®]
Dyvers Regional Adventure

Version 1

by Eric Price

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The gates of Dyvers lie just ahead. Inside, merchants from every nation strike bargains. What excitement and adventure await you in the greatest city of the Flannaes? An adventure for characters level 1-8. Prior play of a *Dish Best Served Cold* is recommended.

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

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before running the event Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh you memory of the creatures' abilities.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" among the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

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

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in the City of Dyvers. All in-region characters pay two Time Units to participate in the adventure. Adventures' Standard Upkeep costs 24 gp. Rich Upkeep costs 100 gp, and Luxury Upkeep costs 200 gp. Out-of-region characters pay double these costs.

ADVENTURE SYNOPSIS

Introduction: The characters begin on the Greyhawk road east of the City of Dyvers. The characters approach Thrommel's Arch and start to head in to the city. Just as they do, the portcullis on both ends come slamming down. The characters, some innocent commoners, and an escaping band of rogues are trapped in the narrow archways of the gate. Combat between the desperate rogues and (probably) the characters break out (with the city watch there just to muddle things up further). *This should be very cinema-graphic on the part of the DM.*

Encounter 1: The characters, fresh from their combat with the rogues, are brought to the nearby city jail, where they are questioned about what their actions in the recent altercation at Thrommel's Arch. The characters are requested for an audience by Maulles. Maulles Wisart is the Oeridian sage who was burgled by the rogues the characters met in the Arch.

Encounter 2: Assumes the characters take Maulles Wisart up on his request for an audience. If they do, he attempts to hire them to retrieve the book that was stolen from his home and offers the potions for the books safe return.

Encounter 3: Details several ways the characters can learn where the rogues' lair is outside of town, including using Alliance certs, interrogating rogues who were captured in the Introduction, or gathering information.

Intermission: Gives the party a chance to hire a ranger to help track and provides some box text to get them out of the city.

Encounter 4: While traversing the plains toward the rogues' lair the characters encounter some wild animals. How they handle the situation depends widely on the skills they have.

Encounter 5: The characters finally reach the rogues' lair, only to find it recently abandoned. Only a few rogues remain, greedily returning to filch some last minute items (or perhaps just straggling behind the other, smarter rogues in departing from camp). A thorough search of the camp reveals a sketch of a building, but nothing else.

Encounter 6: The characters rush back to the city and hurry to the Tri-Tower Tavern. Mass combat between the NPC party and the characters ensue if the characters try to stop the exchange from going down.

Encounter 7: Details the effects of combat based on when the characters intervene in the process.

Conclusion: The characters return to Maulles, either with the real book or with the forged one (or perhaps with no book at all). The real book brings extreme pleasure from Maulles, who insists on paying a finder's fee to the characters, in addition to any minor items they might have recovered from the rogues. Bringing the fake book back infuriates Maulles, who then questions the characters about what the person who bought the book looked like, who he said he was, and other pertinent information. He pays them a minor fee for the time and risk they endured, and curtly ushers them outside.

PLAYER INTRODUCTION: ENCOUNTER AT THE GATE

DM Handout #1 provides a map of the towers and archways that make up "Thrommel's Arch".

The NPCs and their tactics are detailed by APL in Appendix I. This should be very cinema-graphic on the part of the DM. If the characters are able to intervene that is fine but do not bog down the slot with a lot of combat with the guards who might be present and the NPCs. The purpose of the introduction is to provide a common frame of reference for the characters, get them employed, and introduce them to the capabilities of the NPCs so they can be prepared when (if) they meet them later.

The sun is out today and the crowd is thick as you move among it toward the looming archway ahead. Thrommel's Arch, a series of elaborate arches flanked by two towers, lies directly

ahead. People bump into you now and again, and you are leery of the tales of master cutpurses who work the crowds of this large city. Tucking your valuables in tighter against your body, you are struck by the odd notion that there seems to be no guard to sign you in to the city such as exists in the City of Greyhawk.

Indicate to the players that they are now moving beneath the arches. Make a Spot check for each character (DC 15), noting those who succeed. Any character that does succeed notices a group of adventurers entering the archway from the opposite direction. They have no weapons drawn but are moving quickly. Give each character that succeeded at the Spot check a partial action, and then continue with the read-aloud text below. You may have to modify the text based on character actions.

Just as you pass underneath the arches there is a sudden and ominous clanking of metal chain. Ahead of you, perhaps twenty feet, a portcullis slams to the ground with a thud. A few individuals ahead of you fall back in a desperate attempt to get out of the way, and from where you stand they seem successful. Behind you, another portcullis comes clanging down to the ground to land with a thud. While you were able to avoid the throng of flesh that pushed forward to get out of the way of this second portcullis, you find it now blocks any retreat you might have made. You, and a good number of other commoners and merchants, are trapped in the archways between the bars. Two individuals who had been coming the other way pull weapons from their sheathes.

Refer to the appropriate section of Appendix 1 for NPC actions and tactics during the following round. The NPCs are all very close together and in the southern-most arch when the portcullises are closed. The characters *should* be in the northern-most arch. Remember to be dramatic, with an emphasis on the action of the scene. Santinar moves to the locked guard door in the surprise round, while the others move to protect him or take hostages. Roll initiative for the NPCs giving the highest unmodified roll to Santinar (cut the author some slack, were going for atmosphere here, not strict combat rules).

Development: If Mossa Kakht is caught or killed by the characters, the book and the magic times stolen from Maulles is found by the guards. Proceed to encounter one, adjusting the read-aloud text as necessary and then adjust the conversation in Encounter Two to reflect Maulles Wisart's desire to find out the mastermind behind the robbery was.

ENCOUNTER 1: WELCOME TO DYVERS

You can't believe your luck. You have scarcely gotten into the city and already mayhem seems to plague you. Perhaps someone near you in the crowd has drawn the attention of Ralishaz—or perhaps you have.

Several armed men, dressed in chainmail and bearing the emblem of the Dyvers Watch approach you. They indicated for you to sheathe your weapons. You are pretty sure they want to talk to you about what just happened.

Every character/player knows Ralishaz is the god associated with bad luck.

The guards are quite sure the characters were justified in pulling their weapons during the encounter (unless the characters used excessive force or otherwise negligently injured innocent townsfolk). They ask the characters to follow them to a nearby jail where a full statement of the incident can be taken. Anyone making a Sense Motive (DC 10) realizes that the guards do not intend to arrest the characters as long as excessive force or negligence was not used.

Once there, the characters are separated from the rest of the crowd, apparently by chance. From there they are asked to give an accounting of themselves. Use this time to have each introduce themselves to the others, tell what they were coming to Dyvers for, who (if anyone) they were traveling with, etc. Ask them to describe what they saw and detail their actions. You may run this interrogation style if characters are not forthcoming with information.

If they ask, the portcullises were shut in an attempt to capture the quickly fleeing rogues.

When all the introductions are done and an accounting has been given, continue with the read-aloud text below.

Your interview seems to be winding down. Suddenly, the door across from where you are sitting opens. A strange man, dressed in black but with a plaid pattern or grays and burgundy's, enters. The guards who were talking to you stand to meet the stranger. They speak for a few moments then look at a parchment the stranger brought with him. They all turn to look at you, and then the stranger bows curly and retreats out of the room. The guards turn to you again.

The stranger is Oberand Hadesty [pronounced O-bur-and huh-DES-tee], a servant of Maulles. Maulles Wisart is a sage of ancient Oeridian history. The parchment he brought with him is a plea to speak with those responsible for trying to stop the rogues at Thrommel's Arch this morning. The constabulary hand the note to the characters and tell them they are free to go.

Note: Before leaving, the Constabulary inquires about the characters desire to look in to the matter. If they acknowledge that they are likely to, the Constabulary swears the characters in as legitimate law-enforcement personnel, but having a scope only as it pertains to this matter. Characters must still act within the scope of the law, but become exempt from, among other things, fines related to drawing weapons or casting spells (unless they recklessly damage property or injure civilians).

Give the players Player Handout 1.

Oberand Hadesty waits outside to introduce himself formally to the characters and to try and persuade them to follow them to his master's home, if they are so inclined.

ENCOUNTER 2: AN INTERESTED PATRON

Walking a short distance behind Oberand, you soon find yourselves moving south down a very crooked street.

In time you find yourselves at the door of a modest but well maintained home. Its miniature stone towers and domed roof are distinctly Oeridian. Your escort leads you inside and immediately to a waiting room to your left. He smiles, asks you to wait just a moment, and then leaves, closing the door behind him.

Within minutes the door opens again, and an older man wearing simple trousers and a checkered vest enters, smiling as he does.

The man is of course Maulles, the burgled sage mentioned in the back-story. He engages the characters, briefly giving a summary of whatever they told the constabulary, but correcting any mistakes they may have made in the retelling.

- He wishes to hire the characters to quickly recover the book that was stolen from his home this morning.
- He expects to reward the characters, if necessary by selling the items the rogues took from his home. If asked, he tells them what was taken—several potions and a book detailing an ancient Oeridian expedition. Selling the potions themselves should net the characters several hundred gold wheatsheafs.
- If asked about why he doesn't turn the information over to the constabulary, he indicates his disdain for law enforcement in general. "These problems should be taken care of in the manner they deserve." A successful Innuendo or Sense Motive check (DC 12) leaves the character with the impression Maules would prefer the burglars be killed.

See Appendix 2 for a description and background of Maulles.

If characters want to see the "crime scene": Read the read-aloud text below.

Maulles nods, seemingly acknowledging the wisdom in your request, and asks you to follow him. A few minutes and a half-dozen rooms later you arrive at what must be Maulles study. It is a library of immense size to be owned by just one man. One door leads away to the south; Maulles indicating it leads to his laboratory and the location of where the potions were taken from. A window just opposite the door appears to be the only other exit from the room.

The rogues came in through the open window, despite it being on the second floor. A careful Search of the library (DC 24) reveals a small advertisement for Gurdao the Mystical at the Sword and Tankard Inn. It is dated for

yesterday. If asked Maulles knows nothing of the advertisement and assumes it might be a clue. He doesn't know how he or the Constabulary who investigated could have missed it.

Development: If the characters were successful in defeating the robbers in the Introduction, and the books and magical items were found by the Constabulary and returned to Maulles, then he wishes to hire the characters to discover who knew of the book and why they wanted it, or if it was a simple burglary. Each of the characters automatically earns the Favor of Maulles as well as 50 gold wheat sheafs per APL as a reward from the city and from Maulles. That means 100 gp at APL 2, 200 gp at APL 4, 300 gp at APL 4, and 400 gp at APL 8. Maulles offers to pay more for information about who is behind the attempted robbery and information about why they wanted the book, but refuses to be specific without knowing what the information is. The characters will have to trace the same steps as they normally would to find out who the rogues were, where they were going to meet, and when the transaction was to take place. They then have to go and meet the mysterious buyer and attempt to learn his true identity.

ENCOUNTER 3: QUEST FOR INFORMATION

Once the characters leave the home of Maulles Wisart they need to find the location of the rogues' lair. The adventure is quite open here, and characters may have several options available.

The characters found the Gurdao clue and go to the Sword and Tankard Tavern: The characters have to meander up "the Parade" to get to the Sword and Tankard, but it doesn't take long. Once there a successful Gather Information check (DC 15) reveals that Gurdao performed here last night and is going to perform again tonight. While he can sing and tell tales, he seems to specialize in minor magics to make things disappear, people levitate, and so on. No one at the Sword and Tankard knows where Gurdao is staying.

Of course Gurdao is a red herring. Tebido hates the man and planted the advertisement hoping to implicate him in the crime. If the characters come back that evening they most certainly find Gurdao, but he is clueless about any aspect of the crime (which he should be, he's innocent). He can't explain why the advertisement was in the house. If asked (and only if asked) who might hold a grudge against him, he mentions a bard named Tebido Kimas. He can provide a description.

The characters return to the jail and they were successful in capturing a member of the rogues in the Introduction: The characters really have nothing to bargain with when negotiating or interrogating the NPCs from the morning's encounter at the gate. Each faces severe sentences from their participation in the murder of guards and commoners alike in their attempt to flee the

city. Still, the constabulary will let the characters interrogate the NPCs as long as no weapons are used. To succeed the player must make a successful Intimidate check (DC 12+ NPCs HD)

A successful roll gleans this:

- The names of the burglars – Mordinarn Darkwhisper, Santinar, Mossa Kakht, Robina Nimblefoot, and Tebido.
- That their hideout is in a valley on the plains east of the city and south of the Greyhawk road.

An unsuccessful check gleans the same information as above, but with lies interspersed. The DM is encouraged to make up the lies as he sees fit. Characters are likely to Sense Motive to determine if the NPC is lying. Use an opposing check from the NPC with the Bluff skill to determine if the lies go undetected.

A roll that succeeds by 5 or more earns:

- A map of how to get to the rogues hideout (Unless the characters have writing instruments with them the map will be a verbal one.).
- That "the Dark", Darkwhisper, and Nimblefoot are aliases. The NPC doesn't know their real names.

A roll that succeeds by 10 or more earns:

- A rough map of the camp (This is also a verbal map unless the characters have writing instruments with them).

No one knows to whom the book will be sold. All of the rogues know the transaction is to occur tomorrow evening at sundown, but don't know where. Mossa (and Mossa alone) knows the transaction will occur tomorrow evening at the Tri-Tower Tavern.

Development: If the lies are undetected and not later exposed as lies (from subsequent questioning of Alliance contacts), the characters will (obviously) not find the abandoned rogue camp or learn of the transaction. The book will be sold and Maulles Wisart will be infuriated.

The characters return to jail but there were no surviving NPCs captured in the Introduction: Without a live body there is little information to be gained from the constabulary. A successful Gather Information check (and 5 gp per APL) lets one of the guard members reveal that he recognized Mordinarn Darkwhisper as a cleric who was arrested last month for disturbing the peace at the Civic Temple. He knows nothing else.

The characters inquire with some of their less savory friends in the Alliance: There are a few certificates that have been released that would allow characters to learn more about the robbery and the robbers. Players may be reluctant to show these certificates in public, so be discreet about inquiring about them and in looking at them. Never mention the Alliance by name.

- *Friendship Cert of Fallon Decenson* (From *Dish Best Served Cold*) – This cert gets a meeting with a member of the Pickpockets Guild. Void or destroy any certs used to obtain the meeting. The pocket

knows the names of the burglars and that they are Alliance members. She heard about the pending heist while making her rounds in the Trade District. She overheard them to say that they needed to stop in Tent Town on the way back to camp for a few supplies.

- *Alliance Influence Cert of Timmorn Darkeyes* (From *Dish Best Served Cold*) – This cert grants the character with the cert (and only them) an interview with a member of the Infiltrator's Guild. Each person who wishes to be present at the meeting must expend a cert. Void or destroy any certs used to obtain the meeting. The member, who stays in darkness while he talks to the characters, says only that the burglary was sanctioned by someone higher in the guild, although that isn't where the request came from. If given the name of at least one of the burglars he can also relate that they have a camp east of town last he knew, but that they are a jumpy lot. For an additional monetary bribe (10 gp * APL) He identifies Mossa as the leader and details specifically where the burglar's camp is located.

Allow other certificates recognizing membership in the Alliance or favoritism by the Alliance. Modify the information as appropriate.

INTERMISSION: THE TREK OUT OF THE CITY

Sooner or later the characters will trek outside the city walls in search of the burglar's camp. The real camp lies to the east. See DM Map 2 for a close-up map of the burglar's camp. Of course, if the characters were lied to in Encounter 3 by a surviving NPC (and did not figure that out) they will be heading south. In this case, their efforts will be fruitless.

If the characters require someone with tracking ability, they may hire one within the city. Mathias, shown below, costs 5 gp per day and will not engage in combat except for personal safety.

🔱 **Mathias Seliburn, human male Rgr3.** wilderness lore +8.

Once they have made all preparation, continue with the read-aloud text.

Having asked around and gotten enough answers to satisfy your curiosity, you have finally set out away from the city toward the rogues' camp. By your estimations, you should arrive there in about 8 bells. The weather is mild for the season and by all accounts the trip should be relatively easy.

If the characters are on the right track (and heading east) continue on with the box text. Otherwise, role-play their

trip south with whatever incorrect information you gave them. After a while, proceed to Encounter 4.

You travel east past the tent town and beyond along the Great Greyhawk Road. You pass numerous travelers and merchants along your way and eventually reach the ancient shrine you have been looking for. Continuing on for a few miles you soon find the dead tree. From here you turn south into the grassy plains.

Proceed to Encounter 4.

ENCOUNTER 4: ANGRY ANIMALS

As the characters make their way to the rogues lair they have a chance to come across an (a group of) angry bear(s).

This encounter is a chance for a druid or ranger to shine with his or her Animal Empathy skill.

APL 2 (EL 1)

🐾 **Bear, Black:** hp 19; See *Monster Manual*.

APL 4 (EL 4)

🐾 **Bears, Black (2):** hp 19, 19; See *Monster Manual*.

APL 6 (EL 6)

🐾 **Bears, Brown (2):** hp 51, 51; See *Monster Manual*.

APL 8 (EL 9)

🐾 **Bears, Dire (2):** hp 102, 102; See *Monster Manual*.

ENCOUNTER 5: THE ROGUES' LAIR

The characters will undoubtedly want to exercise care when they get close to the rogues lair. They may even want to try and sneak up and scout it out. Whenever they arrive, describe the scene appropriately. Four individuals can be seen quickly scampering about camp. Astute individuals (Spot DC 15) notice the camp is otherwise deserted, and looks fairly cleaned out. See DM Handout 2 for a map of the rogues' camp.

APL 2 (EL 3)

🐾 **Bandits:** male human Rog1 (3); CR 1; Medium-size humanoid (human); HD 1d6; hp 6; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atks +0 melee (1d6/19-20, short sword) or +3 ranged (1d6/x3 shortbow); SA: sneak attack +1d6; AL NE; SV Fort +0, Ref +5, Will -1; Str 10, Dex 16, Con 10, Int 10, Wis 9, Cha 12.

Skills and Feats: Appraise +3, Climb +5, Disable Device +6, Disguise +4, Hide +6, Innuendo +4, Listen +4, Move

Silent +6, Open Lock +6, Pick Pocket +6; Improved Initiative, Point Blank Shot.

Possessions: leather armor, short sword, short bow, 12 arrows, 45 sp, 5 gp.

APL 4 (EL 6)

➤ **Bandits:** male human Rog2 (4); CR 2; Medium-size humanoid (human); HD 2d6; hp 10; Init +3; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d6/x3 shortbow); SA: sneak attack +1d6; SQ evasion; AL NE; SV Fort +0, Ref +6, Will -1; Str 10, Dex 16, Con 10, Int 10, Wis 9, Cha 12.

Skills and Feats: Appraise +3, Climb +5, Disable Device +8, Disguise +4, Hide +8, Innuendo +3, Listen +4, Move Silent +8, Open Lock +8, Pick Pocket +8; Improved Initiative, Point Blank Shot.

Possessions: Leather armor, short sword, short bow, 12 arrows, thieves' tools, 45 sp, 5 gp.

APL 6 (EL 8)

➤ **Bandits:** male human Rog3 (6); CR 3 Medium-size humanoid (human); HD 3d6+3; hp 17; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atks +3 melee (1d6/19-20, short sword) or +6 ranged (1d6/x3, shortbow); SA: sneak attack +2d6; SQ evasion, uncanny dodge; AL NE; SV Fort +2, Ref +7, Will +1; Str 12, Dex 16, Con 12, Int 10, Wis 10, Cha 12.

Skills and Feats: Appraise +5, Climb +6, Disable Device +8, Disguise +5, Hide +9, Innuendo +5, Listen +5, Move Silent +9, Open Lock +8, Pick Pocket +8, Use Magic Device +3; Improved Initiative, Point Blank Shot, Dodge.

Possessions: Leather armor, short sword, short bow, 12 arrows, thieves' tools, 75 sp, 15 gp.

APL 8 (EL 10)

➤ **Bandits:** male human Rog5 (6); CR 5; Medium-size humanoid (human); HD 5d6+5; hp 26; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 13); Atks +4 melee (1d6/19-20 short sword) or +7 ranged (1d6/x3, shortbow); SA: sneak attack +3d6; SQ evasion, uncanny dodge; AL NE; SV Fort +2, Ref +8, Will +1; Str 12, Dex 17, Con 12, Int 10, Wis 10, Cha 12.

Skills and Feats: Appraise +5, Climb +10, Disable Device +10, Disguise +5, Hide +11, Innuendo +6, Listen +7, Move Silent +11, Open Lock +11, Pick Pocket +8, Use Magic Device +5; Dodge, Point Blank Shot, Improved Initiative.

Possessions: Studded leather armor, short sword, short bow, 12 arrows, thieves' tools, 75 sp, 25 gp.

The rogues continue to search the camp for leftover items of value, but conclude their search an hour after the characters arrive. They leave if the characters do not stop them.

The characters wait until the rogues leave: There is nothing (portable) of value left in the camp. A Search check of building 5 (DC 23) reveals a crude map of a building. Give the characters Players Handout 2. The

building is not named and no other information is given. A successful skill check in Knowledge (local-Dyvers) (DC 25) allows the character to identify the building as the Tri-tower Tavern. characters who are unable to determine which building it is can learn by returning to Maulles Wisart (who knows instantly, having gone their on occasion). It doesn't count as a favor if Maulles is asked about the building.

The characters attack the camp before the rogues leave: The rogues use the building as cover, firing from the windows at anyone who approaches. They cannot be talked in to surrendering. All are wanted for murder in the City of Dyvers.

The characters are able to interrogate one of the rogues: Any of the rogues can relate that Mossa has an appointment the following evening (the evening of the second full day of the adventure). None of them knows where exactly but they do know it was in the city. They can also point out Mossa's quarters.

Treasure: The rogues have been lucky in their attempts to find some forgotten wealth. There is 25 gp per APL worth of goods with the rogues when they are found. If the rogues are burned out of their cabins the treasure is destroyed.

ENCOUNTER 6: TRI-TOWER TAVERN

See DM Handout #3 for a map of the Tri-tower Tavern.

The characters must make their way back to the city and locate the Tri-tower Tavern. A few questions should direct the characters to the correct location. If they still haven't determined the name of the building when they return, a Wisdom check (DC 10) leaves the mapholder thinking that Maulles Wisart might be able to shed some light on the situation. If the characters return to Maulles Wisart he is ecstatic about their progress and reveals instantly the name of the tavern and its location.

The Tri-tower Tavern has main entrances on both the ground and third floors. Mossa Kakht and any of his remaining rogue associates are on the fourth floor where the transaction is taking place on the fourth floor. Access to the fourth floor is restricted however. To make it up there characters will either have to sneak, bribe, or pay the table fee for a table above.

Sneak: Each sneaking character must make a Hide check opposed to the bouncer's Spot check. Failure brings an immediate grapple check from the bouncer and, if successful, a swift departure from the establishment for the character. The guard will be called if necessary.

☛ **Gaebo Nodricar, male human Exp3 (bouncer):** Str 17, hp 15, AC 11, Spot+7

Bribe: characters may attempt to bribe their way upstairs. The bribe is 6 gp per person per APL. Characters playing poor or destitute lifestyles cannot bribe their way up,

regardless of the coin offered. Half-orcs are also not allowed. An attractive half-orc (at least 12 charisma) may attempt to Bluff his way upstairs (but must still pay the bribe). If he fails he is recognized as a half-orc and refused.

Pay for a Table: The characters can pay for a table upstairs. The cost is typically 40 gp per APL, but paying for a table is a way to circumvent the problem with scruffy looking or half-orc character.

However they arrive upstairs the characters will come into the room at across from where Mossa and the mysterious buyer are seated. There are four other NPCs (aristocrats and experts) lounging in divans and chairs around the level. Read the read-aloud text below, adjusting it as necessary.

The rogues you met at the gate yesterday stand in the room opposite you across a wide opening. The one you now know as Mossa Kakht sits in an overstuffed chair speaking to two other gentlemen. One sits casually in a divan while another stands behind him looking alert. They seem to be chatting idly. The remaining ruffians from the arch incident are also present, although it is clear they have made some effort at a disguise.

Have the rogues in the party make Spot checks against the characters, granting circumstance bonuses based on how flashy the characters are. If they notice the characters now, Robina attempts to read lips, relaying any information she gets from her efforts to her colleagues. The NPCs cannot be surprised if they spot the characters and recognize them as a threat. Give the characters a few minutes of real time to plan what they want to do, and then continue with the read-aloud text. If they act before you begin the box text again, proceed to Encounter 7 and go to Section 1.

Mossa pulls a book from somewhere high on his body and hands it to the mysterious stranger sitting on the divan. The man looks to be thumbing through the book casually, not reading it, but skimming its pages. The others shift nervously about, and one of them, the woman, seems to look in the direction of [insert Random character name here]. She smiles and continues to watch for a little while, but in time turns back to the rest of her companions.

Give the characters a few more minutes to do something rash, and then continue with the box text. Proceed to Encounter 7 and go to section 2.

After a few moments the mysterious man snaps his fingers and the man behind him pulls forth several packages, handing them to Mossa [and the others].

The packages are gold—the aforementioned bounty for the book. There are 4 bags of 50 gp and 1 bag (Mossa's) of 200 gp. Give the characters a few more minutes to do something. Proceed to Encounter 7, section 2 if they do. If they wait until Mossa and the rest leave, go to Encounter 7, section 3.

ENCOUNTER 7: THE REAL BOOK?

Section 1: *The characters confront Mossa and his gang before they make the sale:*

Use the stats from the appropriate section of Appendix I. If there are only 3 characters at the table, remove Tebido from play to make things fairer. Mark him as escaped on the critical events summary. The rogues are all healed up and have a full complement of spells. Mossa still has the book, and tries to get it and himself out of the tavern. His gang follows suit. The mysterious buyer uses *silenced dimension door* to escape while his associate jumps down the whole in the middle, using *feather fall* to stop himself at the bottom. There is no way for the characters to find them or know who they were.

If cornered or against insurmountable odds, Mossa tries to bargain with the book. He attempts to bribe the characters with (conveniently enough) the same reward they would get if they brought him in. He'll have to go to his alliance contacts to get the money though, so if the characters kill him or turn him over to the constabulary they will not get the money.

Section 2: *The characters confront Mossa and his gang after the book changes hands:*

Mossa and his gang are still wanted, and fight to the death as they try to make their escape from the tavern. The mysterious stranger's accomplice uses his Pick Pockets skill to hide the real book in the divan and pull forth a forgery. Give any characters looking at the group a Spot check (opposed check against rogue's Pick Pockets result) to spot the switch.

The mysterious stranger appears frightened throughout the engagement but does nothing to help either side of the altercation. He plays the confused buyer who is quite unsuspecting in his purchase of the book. If caught in a lie or an attempt to rush him is made, he uses his *silenced dimension door* to transport himself outside the tavern, where he uses *alter self* (still operating) to change his form. For all intents and purposes he is gone and untraceable. Remember that *silenced dimension door* will effectively be a spell-like power and as long as he is conscious he will be able to cast it.

Section 3: *The characters let Mossa and his gang go and instead go after the mysterious stranger and his associate.*

The worst possible situation the characters could find themselves in. Mossa and his gang leave the tavern after the transaction is complete. As soon as he is confronted the mysterious buyer uses his *silenced dimension door* to transport himself outside the tavern and on to the ground. He then casts *alter self* and flees from the scene, using any spells at his disposal to avoid capture.

Only the rogue remains. He fights to the death. If captured, he does not know whom the person that hired

him was and cannot provide any more information than the characters likely already know.

CONCLUSION

The characters return with the real book:

You can hardly believe your luck. You have managed to retrieve the book Maulles hired you to return and even managed to get a look at the two prospective buyers. With utmost haste you return to the sage's home where you are admitted without delay. Maulles quickly takes the book from you, and after a couple of moments, looks up with you. The old codger is grinning ear to ear! With a spring in his step and a smile on his face he moves to speak with his servant Oberand, who promptly leaves the room. "I've sent him to fetch your reward" Maulles explains. A few awkward minutes pass and, true to Maulles word, Oberand returns with several sacks of coins. "Of course, these coins can not begin to express my true feelings of thanks for the return of this book, for in truth it may mark the location of the lost tower of Lum the Mad – the so-called "Tower of Madness". I only hope that I alone have this information and that whatever is eventually found in the tower, if it is found, can be used to benefit man and not harm him. If there is anything I can help you with, I hope that you will return here so that I may be of assistance to you.

The characters are rewarded with:

- The favor of Maulles Wisart (one for each character)
- The refund of any monies spent in bribes or fees while pursuing the book. Maulles does not pay for anything beyond bribes and fees. He specifically does not pay for equipment, arms, armor, or animals of any kind.
- 50 gold wheat sheaves per APL per character as a reward from Maulles. That means 100 gp at APL 2, 200 gp at APL 4, 300 gp at APL 6, and 400 gp at APL 8.

Maulles lets you look over your reward for a few moments and then continues. "Mind you I'm not made of gold. I sold some of my potions to raise that money, but I can not argue it is the best money I ever spent!" Still, I think that if you hurry over to the Constabulary, you may find that a little more awaits you. It seems I was not the first victim of these rogues, and a standing bounty was set for their capture. Although I am sure that much of their equipment may have been sold off to cover damages done by those nefarious scoundrels, there is undoubtedly some left for you."

Any other equipment from the NPCs, monies found, etc. were conveniently taken by the Dyvers Adventurers Guild, taxes, and in various fees and charges for deaths and damage caused by the NPCs. All of the NPC equipment is likewise taken in to custody if they were captured or killed.

Fines incurred by the characters for laws broken must be paid after rewards have been determined.

If the character return with the forgery:

You can hardly believe your luck. You have managed to retrieve the book Maulles hired you to return and even managed to get a look at the two prospective buyers. With utmost haste you return to the sage's home where you are admitted without delay. Maulles quickly takes the book from you, and after a couple of moments, looks up with you. The old codger has a most dejected look on his face, and his features darken even more as you watch him. "AAAAAGGGHHH, I've been had! I knew I should have hired more individuals to help in the search. The book you have brought me is a fake. The book I lost detailed ancient Oeridian life and, among other things, may mention the location of the lost tower of Lum the Mad – the so-called "Tower of Madness". I can only hope that whomever has the book has only the best intentions for mankind at heart." Maulles jerks with disgust as he twirls about as if trying to comprehend the gravity of the missing book. Finally he turns to Oberand. "Give them something for their effort anyway, and then see them out." I have much to consider." With that the old sage hobbles from the room [ignoring your pleas for a stay].

Oberand refunds any money spent on bribes by the characters or for the services of the ranger, but does not pay for any equipment or other items purchased during the adventure. Just before the characters are to leave Maulles returns to the room.

Suddenly the door the sage disappeared into opens again and the old man reemerges with a jingling pouch of coins in each hand.

This matter might not be a complete loss for you. Tell me what you can about those who robbed me and the men the robbers met.

If the characters are able to give the names of some of the rogues (even if the rogues escaped) and give a description of the person who bought the book as well as who he was with (if anyone), and ANY other information they can provide about the burglars or the buyer Maulles provides the characters with 50 gp per character (regardless of APL).

If they can specifically tell him the name of the main rogue (Mossa Kakht) and give a description of him they earn themselves an additional 50 gp each. After paying them their minor fee he has Oberand curtly usher them outside.

Reward from the city/sale of NPC equipment: Because of new rules with regard to treasure distribution, each character can get no more than the amount listed below as a reward during the course of scenario play. The sale of the equipment of the NPCs, along with rewards posted by Maulles and the city, as well as treasure found with the rogues at camp cannot exceed these values under any circumstances. The DM is allowed to make up a monetary reward on behalf of the city to make up the difference between the treasure gained thus far (from the rogues at camp and from Maulles) and these maximum values.

APL 2	200 gp
APL 4	400 gp

APL 6	600 gp
APL 8	1200 gp

Any other equipment from the NPCs, monies found, etc were conveniently taken by the Dyvers Adventurers Guild, taxes, and in various fees and charges for deaths and damage caused by the NPCs. All of the NPC equipment is likewise taken in to custody if they were captured or killed.

Fines incurred by the characters for laws broken must be paid after rewards have been determined.

The characters return without the book:

You can hardly believe your luck. You somehow failed to recover the book Maulles hired you to find. You spend the rest of the evening scouring the area looking for the two who were with the rogues, but you have no luck. Finally, completely out of options you return to the home of the burgled sage. You relate your tale of failure to Maulles, whose dejected look only serves to amplify your own sense of failure. I knew I should have hired more individuals to help in the search. The book I lost detailed ancient Oeridian life and, among other things, may mention the location of the lost tower of Lum the Mad – the so-called “Tower of Madness”. I can only hope that whomever has the book has only the best intentions for mankind at heart.” Maulles barely seems able to move as he pounds his head in disgust. Finally he turns to Oberand. “Give them something for their effort anyway, and then see them out.” I have much to consider.” With that the old sage hobbles from the room [ignoring your pleas for a stay].

Oberand refunds any money spent on bribes by the characters or for the services of the ranger, but does not pay for any equipment or other items purchased during the adventure. Just before the characters are to leave Maulles returns to the room.

Suddenly the door the sage disappeared into opens again and the old man reemerges with a jingling pouch of coins in each hand.

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APL 2	200 gp
APL 4	400 gp
APL 6	600 gp
APL 8	1200 gp

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Fines incurred by the characters for laws broken must be paid after rewards have been determined.

The End

EXPERIENCE POINT SUMMARY

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

Note: “defeat” only applies to taking the rogue into custody or killing them. If they manage to escape there should be no XP rewarded.

	APL 2	APL 4	APL 6	APL 8
Defeat Santinar	30	40	50	60
Defeat Robina	30	40	50	60
Defeat Moridarn	30	40	50	60
Defeat Tebido	30	40	50	60
Defeat Mossa Kakht	60	80	100	120
Defeat Rogues in Camp	60	180	240	300
Defeat Bears	30	120	180	270
Discover rogue	10	10	10	10
NPCs names				
Roleplaying	0-20	0-50	0-50	0-50
Total for the round	300	600	780	990

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every

encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasurer.

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

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason they pass up this treasure, the coin total is subtracted from the encounter totals given below.

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

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

Encounter 5

- 50 – 200 gps worth of goods

Encounter 6

- 400 gp

Conclusion

- Influence point of Maulles Wisart 25 gp per APL per PC as a reward from Maulle the balance of the max allowed, as detailed in the conclusion.

[etc]

PLAYER HANDOUT 1

To the Dyvers Constabulary and Heroes at Large

I am pleased to hear of your efforts to catch the villainous scoundrels who burgled my home this morning. I continue to be concerned for the recovery of all of my personal property and also for the discovery and punishment of whomever was behind the robbery. As I mentioned earlier I have the utmost concern that the burglary was a specific act and not random. The theft of the potions was incidental in my opinion. I still believe another person is behind and above even those involved.

If you have occasion to meet any of the individuals who assisted at the arch this morning or to whom you think might be of assistance to me, I would appreciate the opportunity to avail them of my plight. Perhaps, if we found each other agreeable an arrangement could be made that would be beneficial to all. If you are able to assist me in finding people of substance who can help us get to the heart of this matter I shall be in your debt.

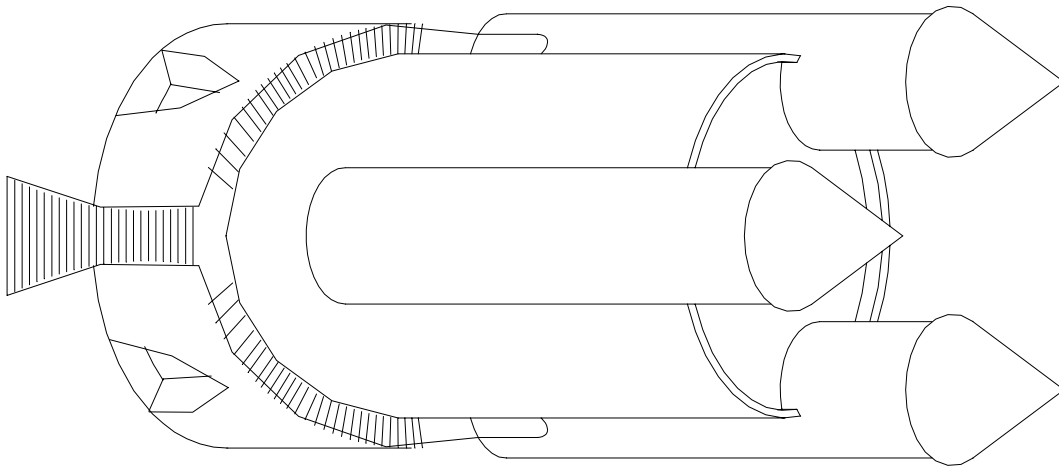
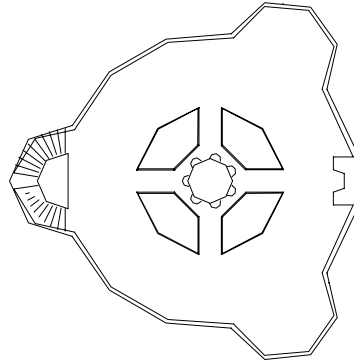
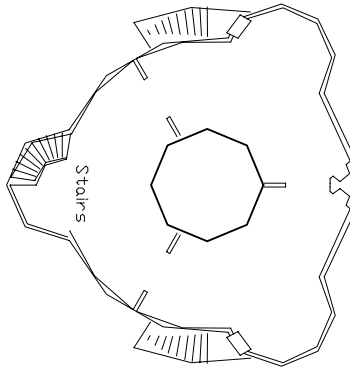
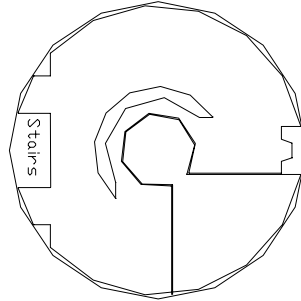
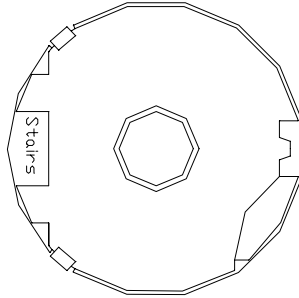
Please give this letter to any group you think appropriate. My servant Oberand can escort them to my home.

Maulles Wisart

Sage of Dyvers and of ancient Oeridian history

Trade District, Dyvers

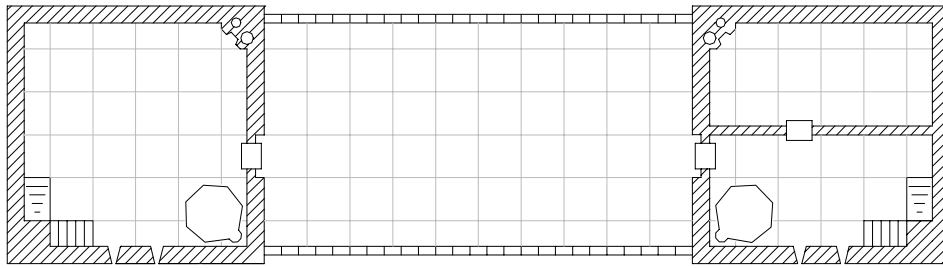
PLAYER HANDOUT 2: MAP FROM THE ROGUES' CAMP



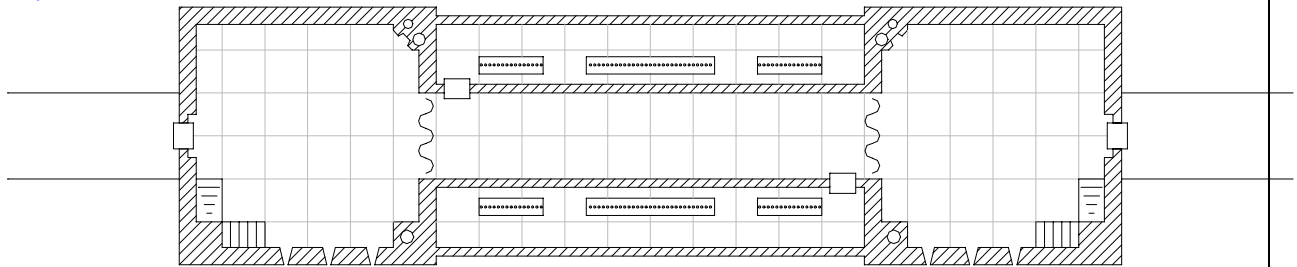
DM Handout 1: Thrommel's Arch

Scale 1 inch = 20 feet

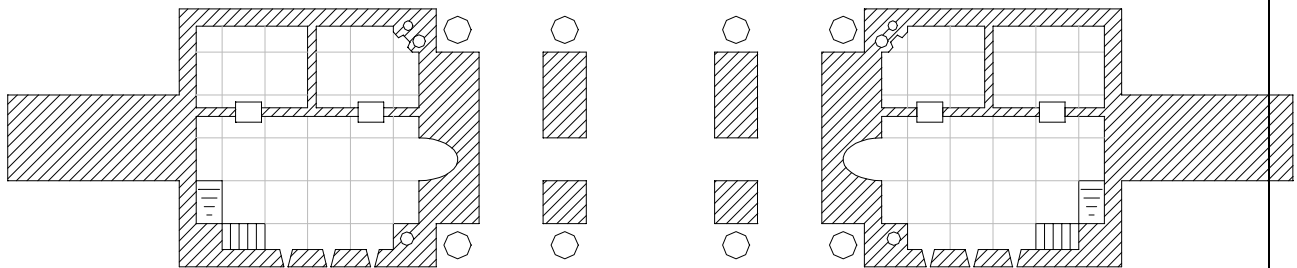
4th Floor



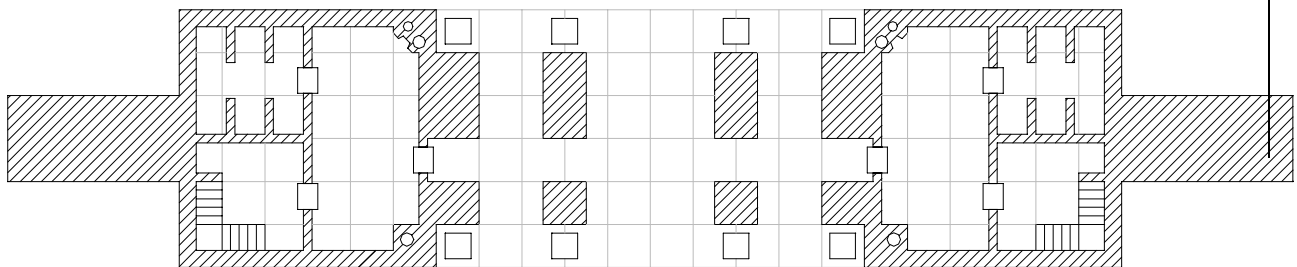
3rd Floor



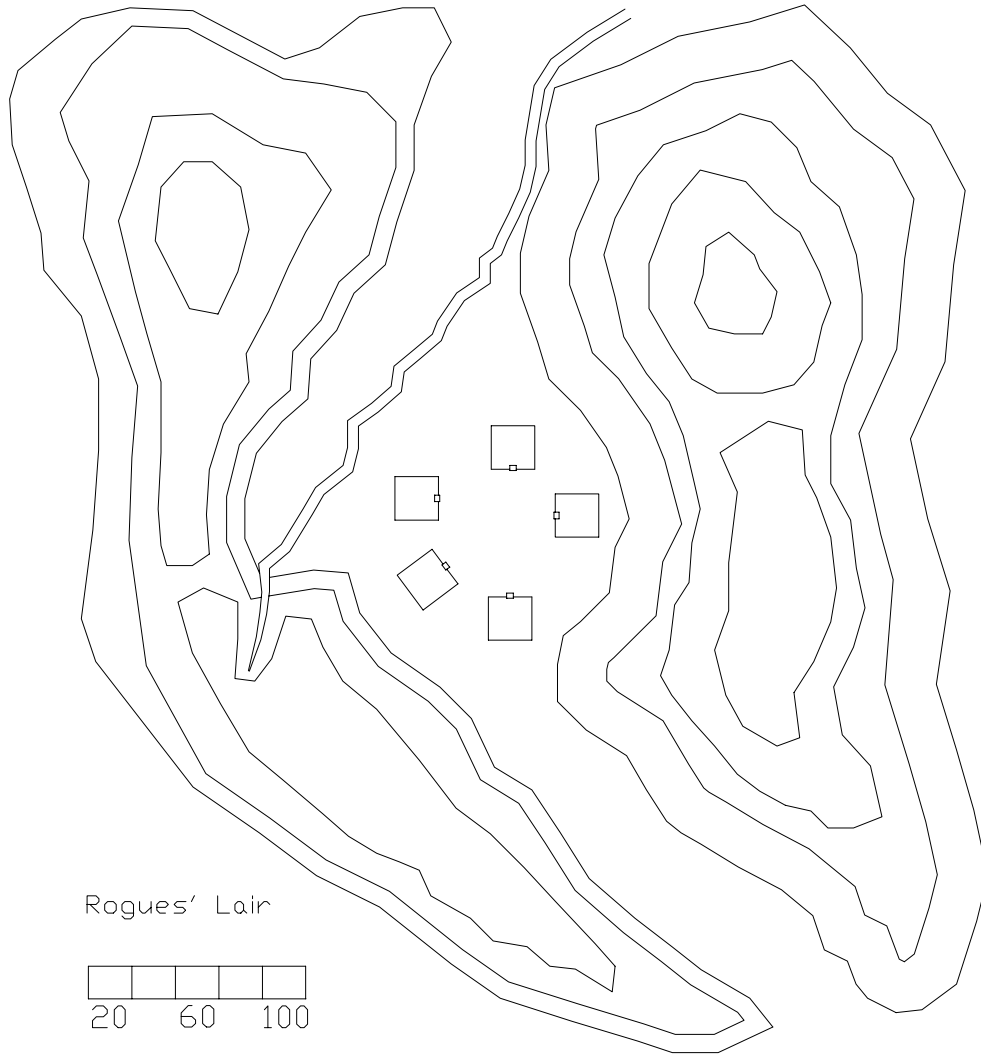
2nd Floor



1st Floor

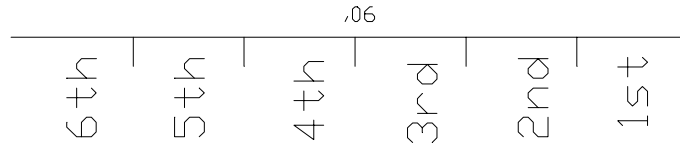
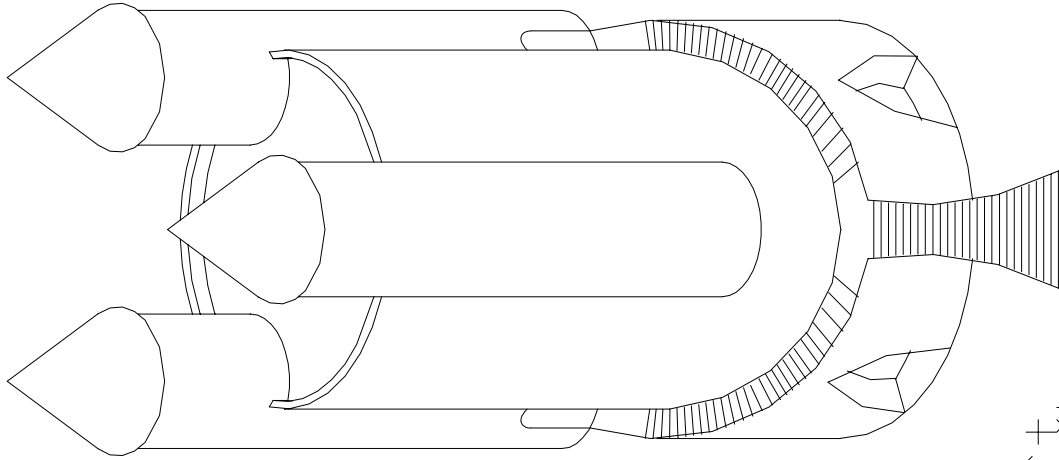


DM HANDOUT 2: THE MAP OF THE ROGUES' LAIR

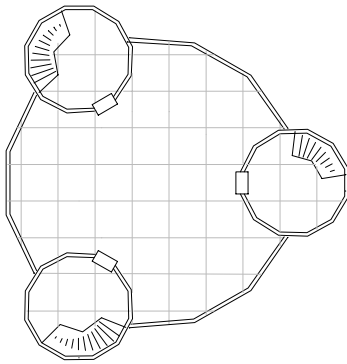


The top of the paper represents north. Each contour line represents an elevation increase of 10 feet. There are five wooden buildings in the valley, each 20 feet square. The surrounding hills are sparsely populated with trees. Their exact placement is not shown on this map.

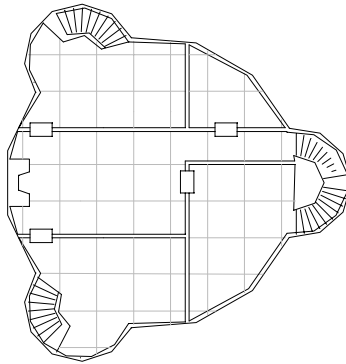
DM HANDOUT 3: MAP OF THE TRI-TOWER TAVERN



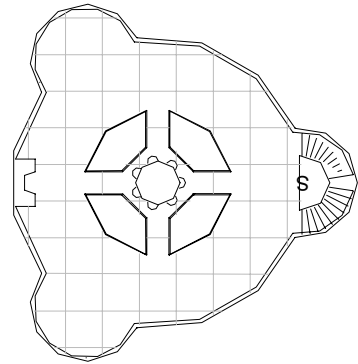
□ = 5 ft.



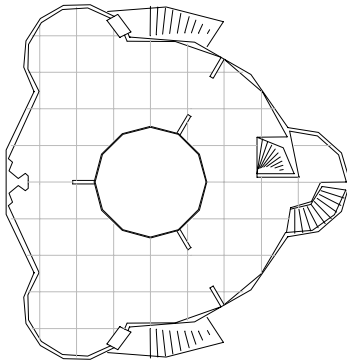
6th level



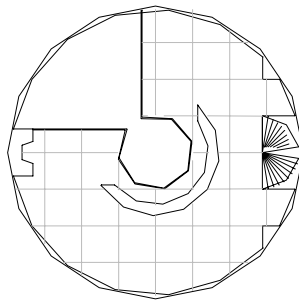
5th level



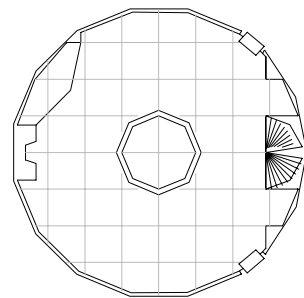
4th level



3rd level



2nd level



1st level

APPENDIX I : THE ROGUES AT THE GATE

APL 2 (EL 6)

➤ **Mossa Kakht:** male human Rgr1/Rog2: CR 3; Medium-size humanoid (human); HD 1d10+2d6+3; hp 20; Init +6; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atks +2 melee (1d8+2/19-20, longsword) and +2 melee (1d6+1/19-20, shortsword), or +4 ranged (1d8/19-20, light crossbow); SA Sneak attack +1d6; SQ evasion, favored enemy (elves +1); AL LE; SV Fort +3, Ref +5, Will +0; Str 15, Dex 14, Con 12, Int 13, Wis 10, Cha 13; Height 5 ft. 11 in.

Skills and Feats: Bluff +5, Climb +6, Decipher Script +5, Disguise +6, Escape Artist +7, Gather Information +6, Hide +3, Jump +7, Listen +4, Move Silent +3, Read Lips +4, Search +2, Sense Motive +6, Tumble +11, Wilderness Lore +3; Ambidexterity (virtual), Close Quarters Fighting*, Improved Initiative, Skill Focus (Tumble), Track (bonus), Two-Weapon Fighting (virtual).

* This a new feat, See Appendix V .

Possessions: Masterwork studded leather, long sword, short sword, light crossbow, *potion of hide*, *potion of jump*, *potion of spider climb*, 2 gp, 5 gp.

➤ **Santinar the Mad:** male human Wiz1 (illusionist); CR 1; Medium-size humanoid (human); HD 1d4+5; hp 8; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +1 melee (1d4/19-20, dagger) or +2 ranged (1d8/19-20, light crossbow), SA spells; SD spells; AL CE; SV Fort +2, Ref +2, Will +1; Str 12, Dex 14, Con 14, Int 16, Wis 9, Cha 10; Height 5 ft., 7 in.

Skills and Feats: Alchemy +7, Appraise (cc) +5; Concentration +6, Knowledge (arcana) +7, Scry +7, Spellcraft +7; Combat Casting, Scribe Scroll (bonus), Toughness.

Spells Prepared (3/3; base DC = 13 + spell level): 0—*detect magic*, *daze*; 1st—*color spray*, *grease*, *sleep*.

Possessions: brooch of shielding (3 points), arcane scroll of knock, arcane scroll of magic missile, traveler's outfit, spell component pouch, dagger, light crossbow, 6 bolts, 40 feet of rope, 15 gp

➤ **Robina Nimblefoot:** female human Rog1: CR 1; Medium-size humanoid (human); HD 1d6+1; hp 5; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atks +3 melee (1d6+1/19-20, short sword) or +5 ranged (1d6/x3, short bow); AL NE; SV Fort +2, Ref +6, Will +1; Str 12, Dex 16, Con 12, Int 12, Wis 10, Cha 14; Height 5 ft. 11 in.

Skills and Feats: Balance +7, Bluff +6, Climb +5, Decipher Script +5, Disguise +6, Innuendo +4, Pick Pocket +7, Read Lips +5, Search +5, Use Rope +7; Combat Reflexes, Improved Initiative.

Possessions: studded leather armor, short sword, short bow, 40 feet of rope, 25 gp

➤ **Mordinarn Darkwhisper:** male human Clr1; CR 1; Medium-size humanoid (human); HD 1d8+1; hp 7; Init +1; Spd 20 ft.; AC 17 (touch 12, flat-footed 15)+2; Atks +0 melee (1d4/19-20, dagger), or +1 ranged (1d8/19-20, light crossbow), SA spells, spontaneous cast inflict spells; SQ spells; AL NE; SV Fort +4, Ref +2, Will +5; Str 10, Dex 13, Con 13, Int 12, Wis 14, Cha 14; Height 5 ft. 7 in.

Skills and Feats: Concentration +6, Knowledge (religion) +5, Knowledge (local-Dyvers) (cc) +3, Knowledge (history) (cc) +3, Spellcraft +5; Combat Casting, Run.

Spells Prepared (3/2+1; base DC = 12 + spell level): 0—*detect magic*, *resistance*, *guidance*; 1st—*bane*, *obscuring mist*, *detect secret doors**.

*Domain spells. *Deity:* Vecna; *Domains:* Magic (use scrolls, wands and other magical devices as a wizard of half your cleric level) and Knowledge (cast divinations at +1 caster level).

Possessions: traveler's outfit, chainmail, dagger, light crossbow, 6 bolts, 40 feet of rope.

➤ **Tebido the Dark:** male human Brd1: CR 1; Medium-size Humanoid (human); HD 1d6+1; hp 7; Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atks +2 melee (1d6/18-20, rapier) or +5 ranged (1d6/x3, short bow); SA Spells, bardic music (*inspire courage* and *countersong*); AL NE; SV Fort +3, Ref +4, Will +2; Str 10, Dex 14, Con 12, Int 14, Wis 10, Cha 14. Height 5 ft., 5 in.

Skills and Feats: Appraise +6, Balance +6, Climb +4, Disguise +6, Listen +4, Perform +6, Tumble +6; Great Fortitude, Improved Initiative.

Spells Known (2; base DC = 12 + spell level): 0—*daze*, *detect magic*, *mage hand*, *ray of frost*.

Possessions: studded leather armor, short sword, short bow, 10 gp

TACTICS FOR THROMMELS ARCH:

Round 1 –

- Santinar casts *knock* on the gatehouse door from his scroll.
- Robina grabs a commoner woman as a hostage and uses her as cover.
- Mordinarn casts *bane*
- Tebido grabs a commoner as a hostage and uses him as cover, and then moves into the tower.
- Mossa runs into the tower and opens the second door.

Round 2

- Tebido begins moving up the stairs using his victim as a shield.
- Santinar enters the tower, and then casts *sleep* on the guards inside. Assume they are incapacitated.
- Mordinarn casts *obscuring mist* then runs (feat) into the tower. The mist fills the entire first floor of the tower.

- Robina enters, slamming the door shut and tossing the woman to the ground against the door. The commoner is knocked unconscious and is laying against the door (Strength check DC 15 to push body out of the way and enter.)
- Mossa runs up the stairs at full move and begins attacking guards on level 2.

Round 3

- Santinar moves up the stairs and casts *color spray* on the guards on level 2.
- Moridarn all out runs (feat) up the stairs to arrive at the 3rd floor.
- Tebido double moves up the stairs to arrive at the 3rd floor, dragging his victim in tow.
- Robina double moves up the stairs to the 3rd floor.
- Mossa deals with any stray guards on level 2 and then moves up the stairs to level 3.

Round 4

- Santinar holds his initiative until Tebido clears the stairs, then casts *grease* on the stairs between level 1 and level 2. He then moves up to level 3.
- Moridarn casts *cause fear* on any PCs following.
- Tebido moves to open the door to the landing and shoves the commoner onto the attacking guard. Assume the guard falls over the side of the all.
- Robina readies her action to fire her bow at the first person up the stairs.
- Mossa runs out the door and uses his *potion of spider climb* to get down the wall.

Round 5

- Santinar ties a rope to the crenellation.
- Moridarn uses the rope Santinar ties to drop to the ground outside the city wall.
- Tebido ties a rope to the crenellation.
- Robina fires at city guards on the ground outside the city wall. Mossa continues to run away into Tent town

Round 6

- Robina shoves Tebido aside and uses his rope to drop to the ground. Santinar slides down his rope.

Round 7

- Tebido attempts to slide down the rope.

Unless stopped by the character, the rogues are quickly amid the throng of people in Tent Town.

When things go horribly wrong.

If the plan should fall apart the DM is encouraged to use the NPCs to the best of their ability. Its important that if any get away it Mossa Kakht.

Tactics for the Tri-Tower Tavern

It is difficult to plan for what will happen when combat breaks out in the tavern. Play the NPCs ruthlessly. They

are wanted murderers and will show no mercy. In general at this level of play keep the following things in mind.

- Moridarn opens with *bane* to penalize the characters attacks or with *obscuring mist* if the NPCs are going to flee. If cornered, he tries to bullrush the characters off the platform.
- Tebido may try to cast *daze* or may simply attack
- Santinar can casts either *sleep* or *color spray* as the DM sees fit.
- Robina tries to read lips of any one who comes to the top level. If she finds them discussing her party she will inform them. Robina tries to flank so she can sneak attack and uses the center opening as a defensive front.

Mossa Kakht tumbles to flank if possible. He attacks with both swords and, if the opportunity permits, tries to bullrush weak people (anyone who looks to be weaker than he but particularly wizards, sorcerers, bards, and rogues) off the platform

APL 4 (EL 8)

➤ **Mossa Kakht:** male human Rgr2/Rog3; CR 5; Medium-size humanoid (5 ft. 11 in. tall); HD 2d10+3d6+5; hp 32; Init +6; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atks +4 melee (1d8+2/19-20, longsword) and +4 melee (1d6+1/19-20, short sword), or +6 ranged (1d8/19-20, light crossbow); SA sneak attack +2d6; SQ Evasion, favorite enemy (elves +1); AL LE; SV Fort +5, Ref +5, Will +1; Str 15, Dex 14, Con 12, Int 13, Wis 10, Cha 14; Height 5 ft., 11 in.

Skills and Feats: Bluff +7, Climb +6, Decipher Script +6, Disguise +8, Escape Artist +8, Gather Information +8, Hide +4, Jump +8, Listen +5, Move Silent +4, Read Lips +4, Search +4, Sense Motive +6, Spot +2, Tumble +12, Wilderness Lore +5; Ambidexterity (virtual), Close Quarters Fighting* Improved Initiative, Skill Focus (Tumble), Track (bonus), Two-Weapon Fighting (virtual).

* This a new feat, See Appendix V.

Possessions: masterwork studded leather, masterwork long sword, masterwork short sword, light crossbow, *potion of jump*, *potion of hide*, *potion of spider climb*

➤ **Santinar the Mad:** male human Wiz3 (illusionist); CR 3; Medium-size humanoid (human); HD 3d4+9; hp 19; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +2 melee (1d4/19-20, dagger) or +3 ranged (1d8/19-20, light crossbow), SA spells; SD spells; AL CE; SV Fort +3, Ref +3, Will +2; Str 12, Dex 14, Con 14, Int 16, Wis 9, Cha 10; Height 5 ft., 7 in.

Skills and Feats: Alchemy +4, Appraise (cc) +4, Concentration +8, Forgery (cc) +4, Knowledge (arcana) +6, Knowledge (nature) +4, Scry +6, Spellcraft +6; Combat Casting, Improved Initiative, Scribe Scroll (bonus), Toughness.

Spells Prepared (4/4/3; base DC = 13 + spell level): 0—*detect magic*, *daze*, *ray of frost* (2); 1st—*color spray*,

hypnotism, grease, expeditious retreat; 2nd—hypnotic pattern, mirror image, ~~protection from arrows~~.

Possessions: brooch of shielding (7 points), scroll of knock, potion of invisibility, potion of cure light wounds, wand of ray of enfeeblement (3 charges), traveler's outfit, spell component pouch, dagger, light crossbow, 6 bolts, 40 feet of rope

➤ **Robina Nimblefoot:** female human Rog3; CR 3; Medium-size humanoid (human); HD 3d6+3; hp 17; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atks +3 melee (1d6+1/19-20, short sword) or +6 ranged (1d6/x3, short bow); SA Sneak attack +2d6; SQ Evasion, uncanny dodge; AL NE; SV Fort +2, Ref +6, Will +1; Str 12, Dex 16, Con 12, Int 12, Wis 10, Cha 14; Height 5 ft. 11 in.

Skills and Feats: Balance +9, Bluff +8, Climb +7, Decipher Script +7, Disguise +8, Innuendo +6, Pick Pocket +9, Read Lips +6, Search +7, Use Rope +9; Combat Reflexes, Improved Initiative, Point Blank Shot.

Possessions: masterwork studded leather, short sword, short bow, *potion of hiding*, *potion of spider climb*, *potion of cure light wounds*, 40 feet of rope

➤ **Mordinarn Darkwhisper:** male human Clr3; CR 3; Medium-size humanoid (human); HD 3d8+3; hp 21; Init +1; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atks +2 melee (1d4/19-20, dagger) or +3 ranged (1d8/19-20, light crossbow), SA spells, spontaneous cast inflict spells; SD spells; AL NE; SV Fort +4, Ref +2, Will +5; Str 10, Dex 13, Con 13, Int 12, Wis 14, Cha 14; Height 5 ft., 7 in tall.

Skills and Feats: Concentration +10, Knowledge (religion) +6, Knowledge (local-Dyvers) (cc) +5, Knowledge (history) (cc) +6, Spellcraft +6; Combat Casting, Run, Spell Focus (necromancy).

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): 0—*detect magic*, *virtue*, *resistance*, *guidance*; 1st—*bane*, *cause fear*, *obscuring mist*, *detect secret doors**; 2nd—*detect thoughts**, *death knell*, ~~bull's strength~~

*Domain spells. Deity: Vecna; Domains: Magic (use scrolls, wands and other magical devices as a wizard of half your cleric level) and Knowledge (cast divinations at +1 caster level).

Possessions: *potion of blur*, *divine scroll of cure light wounds*, traveler's outfit, chainmail, dagger, light crossbow, 6 bolts, 40 feet of rope

➤ **Tebido the Dark:** male human Brd3; CR 3; Medium-size humanoid (human); HD 3d6+3; hp 17; Init +6 (+2 Dex, Improved Initiative); Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atks +2 melee (1d6/18-20, rapier) or +5 ranged (1d6/x3, short bow); SA Spells, Bardic Music (*inspire courage*, and *countersong*) AL NE; SV Fort +1, Ref +3, Will +3; Str 10, Dex 14, Con 12, Int 14, Wis 10, Cha 14; Height 5 ft., 5 in.

Skills and Feats: Appraise +6, Balance +6, Climb +6, Disguise +6, Listen +6, Perform +6, Tumble +6; Dodge, Great Fortitude, Improved Initiative.

Spells Known (3/2; base DC = 12 + spell level): 0—*daze*, *detect magic*, *light*, *mage hand*, *open/close*, *read magic* 1st—*feather fall*, *sleep*, *unseen servant*

Possessions: studded leather armor, short sword, short bow, *potion of cure moderate wounds*, *wand of summon monster I* (2 charges)

TACTICS FOR THROMMELS ARCH:

Round 1 –

- Santinar casts *knock* on the gatehouse door.
- Robina grabs a commoner woman as a hostage.
- Moridarn casts *bane*
- Tebido casts *daze* on anyone looking to approach them, and then moves into the tower.
- Mossa runs into the tower and opens the second door.

Round 2

- Tebido enters the tower, and then casts *seep* on the guards inside. Assume they are incapacitated.
- Santinar casts *expeditious retreat* on Moridarn and then enters the tower.
- Moridarn enters the tower, then casts *obscuring mist*.
- Robina enters, slamming the door shut and tossing the woman to the ground against the door. The commoner is knocked unconscious and is laying against the door (Strength check DC 15 to push body out of the way and enter.)
- Mossa runs up the stairs at full move and begins attacking guards on level 2.

Round 3

- Santinar moves up the stairs and casts *hypnotic pattern* on the guards on level 2.
- Moridarn double moves up the stairs to arrive at the 3rd floor.
- Tebido double moves up the stairs to arrive at the 3rd floor.
- Robina double moves up the stairs to the 3rd floor. If wounded she may opt to drink her *potion of cure light wounds* and move instead of double move.
- Mossa deals with any stray guards on level 2 and then moves up the stairs to level 3.

Round 4

- Santinar holds his initiative until Tebido clears the stairs, then he casts *grease* on the stairs between level 1 and level 2, then moves up to level 3.
- Moridarn casts *cause fear* on a Guard there. Assume he is affected.
- Tebido moves to open the door to the landing and attacks the guard standing outside.
- Robina readies her action to fire her bow at the first person up the stairs.

- Mossa runs out the door and uses his *potion of spider climb* to get down the wall.

Round 5

- Santinar casts *mirror image* on himself and then ties a rope to the tower.
- Moridarn casts *death knell* on the guard wounded by Tebido and then ties a rope to the tower.
- Tebido leaps from the wall, casting *feather fall* as he does.
- Robina ties a rope to the tower if wounded, else she tumbles from the wall (taking 1d6 points of damage in the process).
- Mossa continues to run away into Tent town

Round 6

- Moridarn, Santinar (and Robina if she's still there) slide down their ropes

Round 7

Unless stopped by the PCs the rogues are quickly amid the throng of people in Tent Town.

When things go horribly wrong.

If the plan should fall apart the DM is encouraged to use the NPCs to the best of their ability. Use the potions on the NPCs to affect their escape.

Tactics for the Tri-Tower Tavern

It is difficult to plan for what will happen when combat breaks out in the tavern. Play the NPCs ruthlessly. They are wanted murderers and will show no mercy. In general at this level of play keep the following things in mind.

- Moridarn will have *bull's strength* cast previously. He opens with *bane* to penalize the PCs attacks or with *obscuring mist* if the NPCs are going to flee. If cornered, he tries to bullrush the PCs off the platform.
- Tebido may try *sleep*
- Santinar will have *protection from arrows* cast. If immediately threatened he casts *mirror image* followed by *hypnotic pattern*. Otherwise he opens with *hypnotic pattern*.
- Robina tries to read lips of any one who comes to the top level. If she finds them discussing her party she will inform them. Robina tries to flank so she can sneak attack and uses the center opening as a defensive front.

Mossa Kakht tumbles to flank if possible. He attacks with both weapons, using his expertise to raise his AC if necessary. If the opportunity presents itself he also tries to bullrush people with less strength (wizards, sorcerers, bards, etc) off the platform.

APL 6 (EL 10)

➤ **Mossa Kakht:** male human Rgr2/Rog5: CR 7; Medium-size humanoid (human); HD 2d10+5d6+7; hp 42; Init +6; Spd 30 ft; AC 15 (touch 12, flat-footed 13); Atks +5 melee

(1d8+2/19-20, longsword) and +5 melee (1d6+1/19-20, shortsword), or +7 ranged (1d8/19-20, light crossbow); SA sneak attack +3d6; SQ uncanny dodge, evasion, favorite enemy (elves +1); AL LE; SV Fort +6, Ref +8, Will +2; Str 15, Dex 14, Con 12, Int 13, Wis 10, Cha 14; Height 5 ft., 11 in.

Skills and Feats: Bluff +7, Climb +7, Decipher Script +7, Disguise +8, Escape Artist +8, Gather Information +8, Hide +7, Jump +8, Listen +7, Move Silent +7, Read Lips +7, Search +7, Sense Motive +6, Spot +4, Tumble +14, Wilderness Lore +5; Ambidexterity (virtual), Close Quarters Fighting*, Improved Initiative, Off-Hand Parry*, Skill Focus (Tumble), Track (bonus), Two-Weapon Fighting (virtual).

* These are new feats, see Appendix V.

Possessions: masterwork studded leather, masterwork long sword, masterwork short sword, light crossbow, potion of jump, *potion of hide*, *potion of cure moderate wounds*, *cloak of resistance* +1

➤ **Santinar the Mad: male human Wiz5 (illusionist)**; CR 5 Medium-size humanoid (human); HD 5d4+13; hp 29; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +3 melee (1d4/19-20, dagger) or +4 ranged (1d8/19-20, light crossbow), SA spells; SD spells; AL CE; SV Fort +3, Ref +3, Will +4; Str 12, Dex 14, Con 14, Int 16, Wis 10, Cha 10; Height 5 ft., 7 in tall.

Skills and Feats: Alchemy +6, Appraise +5, Concentration +10, Forgery +4, Knowledge (arcana) +8, Knowledge (nature) +4, Scry +6, Spellcraft +8; C ombat Casting, Improved Initiative, Scribe Scroll (bonus), Toughness.

Spells Prepared (4/5/4/3; base DC = 13 + spell level): 0—*detect magic*, *daze*, *ray of frost* (2); 1st—*grease*, *color spray*, *hypnotism*, *unseen servant*, *expeditious retreat* 2nd—*knock*, *hypnotic pattern*, *mirror image*, *protection from arrows*; 3rd—*displacement*, *invisibility sphere*, *gaseous form*

Possessions: brooch of shielding (20 points), arcane scroll of *magic missile* (5th level), *potion of cure light wounds*, traveler's outfit, spell component pouch, dagger, light crossbow, 6 bolts

➤ **Robina Nimblefoot:** female human Rog5: CR 5; Medium-size humanoid (human); HD 5d6+5; hp 27; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atks +4 melee (1d6+1/19-20, short sword) or +8 ranged (1d6/x3, shortbow); AL NE; SV Fort +2, Ref +7, Will +1; Str 12, Dex 16, Con 12, Int 12, Wis 10, Cha 15; Height 5 ft., 11 in.

Skills and Feats: Balance +11, Bluff +11, Climb +9, Decipher Script +9, Disguise +11, Innuendo +8, Pick Pocket +11, Read Lips +8, Search +9, Use Rope +11; Combat Reflexes, Improved Initiative, Point Blank Shot

Possessions: masterwork studded leather, short sword, masterwork short bow, 15 arrows, *potion of haste*, *potion of cure moderate wounds*, *chime of opening* (3 charges)

➤ **Mordinarn Darkwhisper male human Clr5:** CR 5; Medium-size humanoid (human); HD 5d8+10; hp 38; Init +1; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atks +2 melee (1d4/19-20, dagger) or +3 ranged (1d8/19-20, light crossbow), SA spells, spontaneous cast inflict spells; SQ spells; AL NE; SV Fort +4, Ref +2, Will +5; Str 10, Dex 13, Con 14, Int 12, Wis 14, Cha 14; Height 5 ft., 7 in.

Skills and Feats: Concentration +13, Knowledge (religion) +6, Knowledge (local-Dyvers) (cc) +5, Knowledge (history) (cc) +5, Spellcraft +8; Combat Casting, Run, Spell Focus (necromancy).

Spells prepared (5/4+1/3+1/1+1; base DC = 12 + spell level): 0—*detect magic, virtue, resistance, guidance, cure minor wounds*; 1st—*bane, cause fear, command, obscuring mist, detect secret doors**; 2nd—*silence, detect thoughts**; ~~death knell, bull's strength~~; 3rd—*dispel magic**; *magic circle against law*

*Domain spells. Deity: Vecna; Domains: Magic (use scrolls, wands and other magical devices as a wizard of half your cleric level) and Knowledge (cast divinations at +1 caster level).

Possessions: traveler's outfit, chainmail, dagger, light crossbow, 6 bolts, *potion of cure moderate wounds, potion of fire breath, divine scroll of dispel magic, 40 feet of rope*

☛**Tebido the Dark:** male human Brd5; Medium-size humanoid (human); HD 5d6+5; hp 27; Init +6; Spd 30 ft; AC 16 (touch 12, flat-footed 14); Atks +4 melee (1d6/18 -20, rapier) or +6 ranged (1d6/x3, short bow); AL NE; SV Fort +3, Ref +4, Will +4; Str 10, Dex 15, Con 12, Int 14, Wis 10, Cha 14; Height 5 ft, 5 in.

Skills and Feats: Appraise +8, Balance +8, Climb +8, Disguise +8, Listen +8, Perform +8, Tumble +8; Dodge, Great Fortitude, Improved Initiative.

Spells Known (3/4/2; base DC = 12 + spell level): 0—*daze, detect magic, light, mage hand, open/close, read magic, prestidigitation*; 1st—*charm person, feather fall, sleep, unseen servant*; 2nd—*invisibility, scare, mirror image*

Possessions: masterwork studded leather, masterwork short sword, short bow

Round 1 –

- Santinar casts *knock* on the gatehouse door.
- Robina grabs a commoner woman as a hostage.
- Moridarn casts *magic circle against law*
- Tebido casts *mirror image* then moves into the tower.
- Mossa runs into the tower and opens the second door.

Round 2

- Tebido enters the tower, and then casts *sleep* on the guards inside. Assume they are incapacitated.
- Santinar casts *expeditious retreat* on Moridarn and then enters the tower.
- Moridarn enters the tower, then casts *obscuring mist*.
- Robina enters, slamming the door shut and tossing the woman to the ground against the door. The commoner is knocked unconscious and is laying against the door (Strength check DC 15 to push body out of the way and enter.)
- Mossa runs up the stairs at full move and begins attacking guards on level 2.

Round 3

- Santinar moves up the stairs and casts *grease*, then holds his grease spell until his comrades clear

the stairs. He greases the stairs between level 1 and level 2.

- Moridarn double moves up the stairs to arrive at the 3rd floor.
- Tebido moves up the stairs to arrive at the 2nd floor where he casts *sleep* again. Assume the guards are affected.
- Robina double moves up the stairs to the 3rd floor.
- Mossa deals with any stray guards on level 2 and then moves up the stairs to level 3.

Round 4

- Santinar moves up the stairs to level 3 where he casts *hypnotic pattern* on the guards there.
- Moridarn casts *obscuring mist* again and then opens the door to the wall
- Tebido climbs the stairs to level 3, where he casts *invisibility* on himself.
- Robina readies her action to fire her bow at the first person up the stairs.
- Mossa runs out the door and uses his potion of spider climb to get down the wall.

Round 5

- Santinar casts *gaseous form* on himself and floats away. He should be completely invisible in the mist. He floats to the lower level to meld with that mist, and gradually floats off.
- Moridarn ties a rope to the tower.
- Tebido leaps from the wall, casting *feather fall* as he does.
- Robina holds until every one else is gone, then ties a rope to the tower.
- Mossa continues to run away into Tent town

Round 6

- Moridarn and Robina slide down their ropes.

Round 7

Unless stopped by the PCs the rogues are quickly amid the throng of people in Tent Town.

When things go horribly wrong.

If the plan should fall apart the DM is encouraged to use the NPCs to the best of their ability. Santinar casts *gaseous form* to escape if necessary. Moridarn casts *poison* or *bestow curse* on any PC who gets too close. Tebido is likely to cast *invisibility*. Remember that the goal of the NPCs here is not to attack the PCs, but just to get away.

Tactics for the Tri-Tower Tavern

It is difficult to plan for what will happen when combat breaks out in the tavern. Play the NPCs ruthlessly. They are wanted murderers and will show no mercy. In general at this level of play keep the following things in mind.

- Moridarn will have *bull's strength* and *magic circle against law* cast previously. He opens with *bane* to

penalize the PCs attacks or with *obscuring mist* if the NPCs are going to flee. If approached, he casts *poison* or *bestow curse*. If cornered, he tries to bullrush the PCs off the platform.

- Tebido will have *bull's strength* precast. He casts *mirror image*. If fleeing he uses *invisibility*. For spectacular effects, try having Tebido bull rush a PC off the platform, taking himself with them. He can cast *feather fall* on the way down.
- Santinar will have *protection from arrows* cast previously and will cast *displacement* followed by *hypnotic pattern*. In a pinch he tries his *gaseous form* spell as a means of escape.
- Robina tries to read lips of any one who comes to the top level. If she finds them discussing her party she will inform them. In combat Robina tries to flank so she can sneak attack. She runs around the top floor to use the center area as a defensive line.
- Mossa Kakht tumbles to flank if possible. He attacks with both weapons, using his expertise to raise his AC if necessary. If the opportunity presents itself he also tries to bullrush people with less strength (wizards, sorcerers, bards, etc.)

APL 8 (EL 12)

➤ **Mossa Kakht:** male human Rgr3/Rog6; CR 9; Medium-size humanoid (human); HD 3d10+6d6+9; hp 54; Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atks +7/+2 melee (1d8+2/19-20, longsword) and +7 melee (1d6+1/19-20, shortsword), or +9 ranged (1d8/19-20, light crossbow); SA sneak attack +3d6; SQ uncanny dodge, evasion, favorite enemy; AL LE; SV Fort +7, Ref +10, Will +4; Str 15, Dex 14, Con 12, Int 14, Wis 10, Cha 14; Height 5 ft., 11 in.

Skills and Feats: Bluff +8, Climb +8, Decipher Script +8, Disguise +8, Escape Artist +8, Gather Information +8, Hide +9, Jump +9, Listen +8, Move Silent +9, Read Lips +8, Search +8, Sense Motive +7, Spot +8, Tumble +15, Wilderness Lore +6; Ambidexterity (virtual), Close Quarters Fighting*, Expertise, Improved Initiative, Off-Hand Parry*, Skill Focus (Tumble), Track (bonus), Two-Weapon Fighting (virtual).

* These are new feats, see Appendix V.

Possessions: studded leather +1, masterwork long sword, masterwork short sword, light crossbow, *potion of haste*, *potion of cure serious wounds*, *potion of spider climb*, *cloak of resistance* +1, oil of slipperiness

➤ **Santinar the Mad:** male human Wiz7 (illusionist); Medium-size humanoid (human); HD 7d4+17; hp 39; Init +6; Spd 30 ft.; AC 13 (touch 13, flat-footed 11); Atks +4 melee (1d4/19-20, dagger) or +5 ranged (1d8/19-20, light crossbow), SA spells; SQ spells; AL CE; SV Fort +4, Ref +4, Will +5; Str 12, Dex 14, Con 14, Int 16, Wis 10, Cha 10; Height 5 ft., 7 in.

Skills and Feats: Alchemy +6, Appraise (cc) +5, Concentration +10, Forgery (cc) +4, Knowledge (arcana) +8, Knowledge (nature) +4, Scry +6, Spellcraft +8; Combat Casting, Improved Initiative, Scribe Scroll (bonus), Toughness.

Spells prepared (4/6/5/3/2; base DC = 13 + spell level): 0—*detect magic*, *daze*, *ray of frost* (2) 1st—*grease*, *color spray*, *hypnotism*, *unseen servant*, *expeditious retreat* 2nd—*knock*, *hypnotic pattern*, *mirror image*, ~~*protection from arrows*~~; 3rd—*displacement*, *invisibility sphere*, *gaseous form*; 4th—*rainbow pattern*, *phantasmal killer*.

Possessions: traveler's outfit, spell component pouch, dagger, light crossbow, 6 bolts, *brooch of shielding* (20 points), arcane scroll of *lightning bolt* [7th level caster], *ring of protection* +1, arcane scroll of *shield*.

➤ **Robina Nimblefoot:** female human Rog5/Ass2; CR 7; Medium-size humanoid (human); HD 7d6+7; hp 37; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 14); Atks +5 melee (1d6+1/19-20, short sword) or +7 ranged (1d6/x3, short bow); SA Sneak attack +4d6; death attack, poison use, spells; SQ Evasion, uncanny dodge, +1 save against poison, spells; AL NE; SV Fort +2, Ref +7, Will +1; Str 12, Dex 16, Con 12, Int 12, Wis 10, Cha 15; Height 5 ft., 11 in.

Skills and Feats: Balance +12, Bluff +12, Climb +10, Decipher Script +10, Disguise +12, Innuendo +10, Pick Pocket +12, Read Lips +10, Search +10, Use Rope +12; Combat Reflexes, Improved Initiative, Point Blank Shot, Rapid Shot.

Death Attack (Ex): If the assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails her Fortitude saving throw (DC 10 + the assassin's class level + the assassin's Intelligence modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim's mind and body become enervated, rendering her completely helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Poison Use (Ex): Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Spells Prepared (2; base DC = 11 + spell level): 1st—*obscuring mist*, *spider climb*.

Possessions: studded leather +1, *potion of haste*, short sword, masterwork short bow, 10 arrows +1

➤ **Moridarn Darkwhisper:** male human Clr7; CR 7; Medium-size humanoid (human); HD 7d8+14; hp 52; Init +5; Spd 20 ft.; AC 18 (touch 12, flat-footed 16); Atks +4 melee (1d4/19-20, dagger) or +6 ranged (1d8/19-20, light crossbow), SA spells, spontaneous cast inflict spells; SQ spells; AL NE; SV Fort +8, Ref +4, Will +8; Str 10, Dex 13, Con 14, Int 12, Wis 14, Cha 14; Height 5 ft., 11 in.

Skills and Feats: Concentration +15, Knowledge (religion) +8, Knowledge (local-Dyvers) +9, Knowledge

(history) +8, Spellcraft +10; Combat Casting, Improved Initiative, Run, Spell Focus (necromancy).

Spells Prepared (6/5+1/4+1/2+1/1+1; base DC = 12 + spell level): 0—*detect magic, virtue, resistance (2), guidance, cure minor wounds*; 1st—*bane, cause fear, command, cure light wounds, obscuring mist, detectsecret doors* 2nd—*detect thoughts, death knell (2), bull's strength*; 3rd—*dispel magic, magic circle against law, bestow curse*; 4th—*imbue with spell ability, poison*

*Domain spells. Deity: Vecna; Domains: Magic (use scrolls, wands and other magical devices as a wizard of half your cleric level) and Knowledge (cast divinations at +1 caster level).

Possessions: traveler's outfit, chainmail +1, dagger, light crossbow, 6 bolts, cloak of resistance +1, 40 feet of rope

Tebido the Dark: male human Brd5/Ftr2; CR 7; Medium-size humanoid (human); HD 5d6+2d10+7; hp 41; Init +6; Spd 30 ft; AC 17 (touch 12, flat-footed 15); Atks +5 melee (1d8/19-20, longsword) or +8 ranged (1d6/x3, short bow); SQ spells, bardic music (*inspire courage and countersong*) AL NE; SV Fort +6, Ref +4, Will +4; Str 10, Dex 15, Con 12, Int 14, Wis 10, Cha 14; Height 5 ft. 5 in.

Skills and Feats: Appraise +8, Balance +8, Climb +10, Disguise +8, Jump +5, Listen +8, Perform +8, Ride +5, Tumble +8; Dodge, Expertise, Improved Initiative, Mobility, Spring Attack, Whirlwind Attack.

Spells Known (3/4/2; base DC = 12 + spell level): 0—*daze, detect magic, light, mage hand, open/close, read magic, prestidigitator*; 1st—*charm person, feather fall, sleep, unseen servant*; 2nd—*invisibility, bull's strength, mirror image*

POSSESSIONS: MASTERWORK STUDED LEATHER, MASTERWORK LONGSWORD, SHORT BOW, 12 ARROWS, *POTION OF CURE SERIOUS WOUNDS, WAND OF SUMMON MONSTER I (3 CHARGES), AMULET OF NATURAL ARMOR +1*

TACTICS FOR THROMMELS ARCH:

Round 1 –

- Mossa grabs a commoner woman as a hostage.
- Santinar casts *knock* on the gatehouse door.
- Robina grabs another commoner woman as a hostage.
- Moridarn casts *magic circle against law*
- Tebido (if present) casts *mirror image* on himself.

Round 2

- Mossa moves into the tower, dragging his hostage as partial cover. He opens the door.
- Santinar casts *expeditious retreat* on Moridarn and then enters the tower.
- Moridarn enters the tower, and then casts *Bane*.
- Tebido enters the tower, and then casts *Sleep* on the guards inside. Assume they are incapacitated.
- Robina enters, slamming the door shut and tossing the woman to the ground (free action) as she casts *obscuring mist*.

Round 3

- Santinar casts *invisibility sphere* on the party and begins moving up the stairs to level 2.
- Moridarn moves up the stairs.
- Tebido casts *bull's strength* on himself and moves up the stairs.
- Robina casts *spider climb* on herself then moves up the stairs.
- Mossa drops his captive and charges up the stairs.

Round 4

- Santinar holds his initiative until Tebido clears the stairs, then he casts *grease* on the stairs between level 1 and level 2, then moves up to level 3.
- Moridarn moves up to level 3, and then casts *cause fear* on a Guard there. Assume he is affected.
- Tebido moves up the stairs to level 3, tumbling into the middle of the guards there, then does a whirlwind attack.
- Robina readies her action to fire her bow at the first person through the curtain. Assume she kills the guard there.
- Mossa continues his run up the stairs to level 3 and out on to the wall.

Round 5

- Santinar casts *Gaseous Form*.
- Moridarn Poisons an approaching guard, then ties a rope to the tower.
- Tebido runs out on to the catwalk and leaps from the wall, casting *feather fall* as he does.
- Robina holds until every one else is gone, then casts *spider climb* and climbs down the wall.
- Mossa uses his potion of *spider climb* to get down the wall, and then flees into Tent Town.

Round 6

- Moridarn slides down his rope.

Round 7

Unless stopped by the PCs the rogues are quickly amid the throng of people in Tent Town.

When things go horribly wrong.

If the plan should fall apart the DM is encouraged to use the NPCs to the best of their ability. Santinar casts *gaseous form* to escape if necessary. Moridarn casts *poison* or *bestow curse* on any PC who gets too close.

Tactics for the Tri-Tower Tavern

It is difficult to plan for what will happen when combat breaks out in the tavern. Play the NPCs ruthlessly. They are wanted murderers and will show no mercy. In general at this level of play keep the following things in mind.

- Moridarn will have *bull's strength* cast previously. He opens with *Bane* to penalize the PCs attacks or with *Obscuring Mist* if the NPCs are going to flee.

If cornered, he tries to bullrush the PCs off the platform.

- Tebido casts *mirror image*. He may also try *scare* the party. If fleeing he uses *invisibility*. For spectacular effects, try having Tebido bull rush a PC off the platform, taking himself with them. He can cast *feather fall* on the way down.
- Santinar will have *protection from arrows* cast previously. and will cast *displacement* followed by phantasmal killer. After the killer he tries to cast *rainbow pattern* and lead the PCs off the platform. In a pinch he tries his *gaseous form* spell as a means of escape.
- Robina tries to read lips of any one who comes to the top level. If she finds them discussing her party she will inform them and then go about studying someone who looks roguish or wizardly for a quick kill. Robiina studies the person, smiling coyly if they Spot her, and appearing calm (opposed bluff/sense motive). Once combat erupts she tries to assassinate her foe. She then Robina tries to flank so she can sneak attack. She runs around the top floor to use the center area as a defensive line.
- Mossa Kakht tumbles to flank if possible. If the opportunity permits he also tries to bullrush people off the platform.
- Mossa Kakht tumbles to flank if possible. He attacks with both weapons, using his expertise to raise his AC if necessary. If the opportunity presents itself he also tries to bullrush people with less strength (wizards, sorcerers, bards, etc).

APPENDIX II: DESCRIPTION AND BACKGROUND OF MAULLES, OERIDIAN SAGE OF ANCIENT OERIDIAN HISTORY.

☞ **Maulles:** human male Exp7/Wiz5; CR 11; Medium-size humanoid (human); HD 10d6+5d4-15; hp 42; Init +0; Spd 30; AC 15 (touch 10, flat-footed 15); Atks +7/+2 melee (no weapons on him); AL LN; SV Fort +5, Ref +5, Will +12; Str 8 Dex 10 Con 8 Int 19 Wis 14 Cha 13; Height 5 ft., 8 in.

Skills and Feats: Alchemy +19, Appraise +14, Decipher Script +14, Diplomacy +11, Forgery +14, Gather Information +13, Knowledge (ancient Oeridian history) +21, Knowledge (arcana) +19, Knowledge (local-Dyvers) +19, Profession (sage) +7, Spellcraft +13, Use Magic Device +11; Skill Focus (Knowledge [ancient Oeridian]), skill focus (Gather Information), Scribe Scroll, Iron Will, Brew Potion, Extend Spell, Energy Substitution

Spells Prepared (4/3+1/2+1/1+1; base DC 14 + spell): 0—*ray of frost, daze, detect poison, ghost sound, dancing lights, read magic, detect magic, mending, mage hand* - 1st—*magic missile, change self, spider climb* 2nd—*detect thoughts, see invisibility, misdirection* 3rd—*tongues, hold person.*

Possessions: ring of counterspells (fireball), wand of magic missiles (9th-level caster) - 26 charges, amulet of natural armor +5

Maulles was once a lot taller than his 5 ft 8 in now, but age and a lack of exercise has left him stooped over and frail looking. Maulles is old and tends to shake a bit while he talks. From time to time he will forget about what he is talking about, and will require someone to tell him in order to get him jump-started again.

Maulles doesn't really suffer from absent-mindedness, but instead likes to see which of his students or customers are paying attention and which are not.

APPENDIX III: MYSTERIOUS BUYER AND ASSOCIATE STATS

☞ **Mysterious Buyer:** human male Sor10; CR 10; Medium-size humanoid (human); HD 10d4+10; hp 45; Init +1 (+1 Dex); Spd 30; AC 14 (touch 11, flat-footed 13); Atks +7/+2 melee (no weapons on him); AL LN; SV Fort +5, Ref +5, Will +12; Str 10 Dex 12 Con 12 Int 16 Wis 10 Cha 18; Height 5 ft.

Skills and Feats: Bluff +6, Concentration +5, Diplomacy +9, Gather Information +9, Knowledge (arcana) +15, Listen +2, Spellcraft +13; Improved Unarmed Strike, Enlarge Spell, Silent Spell, Dodge.

Spells Known (6/4+1/5+1/6+1//4+1/3; base DC = 14 + spell level): 0—*ray of frost, daze, ghost sound, dancing lights, read magic, detect magic, mage hand*; 1st—*magic missile, change self, spider climb* 2nd—*detect thoughts, see invisibility, misdirection* 3rd—*fly, fireball* 4th—*dimension door, scrying, stoneskin* 5th—*cloudkill*

Possessions: bracers of armor +3, helm of comprehending languages

The mysterious stranger cast the following spells on himself before entering the tavern. They should be considered to be in effect if combat should erupt: *Change self, spider climb, see invisibility, misdirection, stoneskin.*

☞ **Gaedar Cremis:** human male Rog8; CR 8; Medium-size humanoid (human); HD 8d6+8; hp 42; Init +9; Spd 30; AC 17 (touch 13, flat-footed 14); Atks +8/+3 melee (1d6+2/19-20, +2 *short sword*), SA Rog sneak attack; SD Rog evasion, Uncanny Dodge; AL LE; SV Fort +3, Ref +10, Will +4; Str 10, Dex 20, Con 12, Int 12, Wis 10, Cha 10; Height 5 ft., 8 in.

Skills and Feats: Balance +11, Bluff +11, Climb +11, Disable Device +11, Hide +11, Listen +11, Move Silently +11, Open Lock +11, Pick Pocket +11, Read Lips +6, Spot +5; Dodge, Improved Initiative, Iron Will, Mobility.

Possessions: Dagger, *short sword* +2, *studded leather armor* +1, *ring of feather fall.*

The moment things go badly Gaedar jumps to the open hole and jumps to the main floor, using his *feather fall* to stop his fall.

APPENDIX 4: LAWS OF DYVERS

IT'S POSSIBLE THE PCS MAY BREAK A LAW IN DYVERS. HERE'S A LISTING OF COMMON CRIMES AND THEIR PUNISHMENTS:

- Drawing Weapons inside the city: 20 sp * (APL)
- Endangering innocents: 4 gp
- Bypassing a trial for assault: 10 gp
- Casting without a license: If the PC is not a member of an appropriate spellcaster's guild he may be levied a fine of 50 gp per spell level.
- Destruction of Private Property: Fine equal to 150% of the cost of the property. Optionally, one (1) TU per 50 gp value spent in jail.
- Drunk and Disorderly: 1 GP fine and one (1) TU in jail.
- Destruction of Public Property: Fine equal to 200% of the cost of the property. Optionally, one (1) TU per 50 GP value in jail.
- Manslaughter (accidental death): Adjudicated by the triad acting as an in-character "court". Outcomes could lead to as many as 208 TUs in prison.
- Murder (intentional death): Evil act. Character is taken in to custody by DM and turned over to the triad. Character is removed from play. Not to be used in matters of self-defense

score 8 points of damage, you may add +8 (plus your attack bonus, Strength bonus, and size modifier) to your grapple check to resist the dire bear's grapple attempt.

Source: Sword and Fist: A Guidebook to Fighters and Monks page 5.

Off-Hand Parry [General]

Use your off-hand weapon to defend against melee attacks.

Prerequisites: Base attack bonus +3, Ambidexterity, Dex 13+, Two-Weapon Fighting, proficiency with weapon.

Benefit: When fighting with two weapons and using the full attack action, on your action decide to attack normally or to sacrifice all your off-hand attacks for the round in exchange for a +2 dodge bonus to your AC. If you are also using a buckler, its AC bonus stacks. You can use only bladed or hafted weapons of a size category smaller than you with this feat.

Source: Sword and Fist: A Guidebook to Fighters and Monks page 7.

Appendix V: New Rules Feats

Close-Quarters Fighting [General]

You are skilled at fighting at close range and resisting grapple attacks

Prerequisite: Base attack bonus +3

Benefit: When an enemy attempts to grapple you, any damage you inflict with a successful attack of opportunity provoked by the grapple attempt is added to your ensuing grapple check to avoid being grappled. Further, you are entitled to make an attack of opportunity even if the attacking creature has the improved grab ability.

This feat does not provide you with additional attacks of opportunity in a round, so if you do not have an attack of opportunity available when your enemy attempts to grapple you, you do not get any benefit from Close-Quarters Fighting.

For example, a dire bear strikes you with a claw attack. If you don't have this feat, the dire bear's improved grab ability allows it to immediately attempt a grapple check, provoking no attack of opportunity from you. However, with Close-Quarters Fighting, you are entitled to an attack of opportunity. If you hit and

Critical Events Summary

Were any of the NPCs caught during the introduction?

If so, list them.

Was Mossa Kakht (and thus the book) recovered during the introduction? Yes / No (Circle one)

Did the PCs manage to take any of the NPCs into custody during the adventure?

If so, list them.

What NPCs were killed during the adventure?

Were the PCs able to return the book to Maulles? Yes / No (Circle one)

Did the PCs return the forgery to Maulles? Yes / No (Circle one)

ENLISTING THE ICONIC

☞ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☞ **Mialee, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or -6 melee (1d6, quarterstaff) and -10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☞ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☞ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init -1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or -1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref -1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bles, protection from evil**, *shield of faith*.

* Domain spell; *Deity:* Pelor; *Domains:* Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.