

The Glory of Times Past

A One-round D&D Living Greyhawk[®]
Meta-Regional Adventure set in The Splintered Sun

Version 2

by Rainer Nagel

Circle Reviewer: Creighton Broadhurst

Special Thanks: Damon Agretto, Alexandra Velten and Marc Tizoc Gonzalez

A troupe of travelling entertainers comes to the city of Innspa, preparing to re-enact some of the most important battles in Aerdy history in a thrilling spectacle. But someone among their number seems to be hunted by deadly assassins...

A Meta-Regional for APLs 2-8.

Special Note: Before play commences the Dungeon Master must have six copies of Player's Handout, A Foreigners Guide to Innspa.

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

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the *DUNGEON MASTER'S Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will

be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. 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 game masters 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" amongst 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, 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 PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not

as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: *LIVING GREYHAWK* adventures are designed for APL 2 and higher. 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. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
3. A group of APL 1 characters that desires an extra hand can "enlist an iconic." The stats for the 1st level versions of Tordek, Miale, Lidda, and Jozan are included at the end of this adventure. The group may pick one of these characters to accompany them on the adventure. The DM controls that NPC.

Time Units and Upkeep

This is a one-round Meta-regional adventure, set in Ahlissa. All characters from Metaregion Five pay one Time Unit to participate in the adventure. All other adventurers pay two Time Units to participate.

Adventurer's Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp. Luxury Upkeep costs 100 gp.

Is It A Full Moon?

Since the hazards of lycanthropy are a current part of the *LIVING GREYHAWK* campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

Adventure Background

This adventure is set in the city of Innspa.

The adventure centres on the activities of a troupe of entertainers called *The Aerdy Re-Enactment Company*, which tours the region with displays of famous battles in Aerdy history. Currently, the troupe is working on a recreation of the Battle of a Fortnight's Length, using a combination of live acting and displays of magic. Unbeknownst to almost everyone, one of the troupe's leading actors is actually a personality of some importance for the ongoing campaign who, for reasons of their own, has been out of the city for quite some time and now wants to return unnoticed, using the Company for cover. Only a few others know about this, and some have decided to prevent this person from returning...

In the adventure the returning person is Anarkin, Prelate of Almor during the Greyhawk Wars, who disappeared shortly after the Wars to be replaced by his predecessor, Prelate Kevont; he is a high-level cleric who has fallen from Heironeous's grace. The assassins on his trail are agents of the Scarlet Brotherhood (in the service of the Office of Diplomacy): Veleron Astigios, a *ka* (monk) and Korin Theng, a *retna* (assassin).

The choice of battle to be re-enacted has a lot of political significance and could be regarded as explosive in some regions. As such, it has been carefully chosen and orchestrated: Kurlasgh Orrm, founder and leader of the Company, is a former diplomat of the United Kingdom of Ahlissa, who tries to create a pro-Ahlissa mentality in the regions surrounding the Kingdom. Since the Battle of a Fortnight's Length (in 535 Oeridian Reckoning, equalling the year -110 CY) marked the fall of the last independent Oeridian kingdom to the might of the Kingdom of Aerdy, thus paving the way for the proclamation of the Great Kingdom, Orrm hopes that re-evoking this glorious past will do something similar for the United Kingdom of Ahlissa. (Minus the actual warfare which Ahlissa really isn't in a position to go into just now). Thus, the Company is actually Ahlissan-backed, and Orrm even managed to obtain the loan of a trained Ahlissan mage (the illusionist Lertolia Corander) to serve with the Company. Given all this, it is small wonder that the Company's official symbol is a variation on the coat-of-arms of the Kingdom of Aerdy.

The basic background premise of the adventure is that Kallra Groomnose, gnomish head groom of the three main actors, who has had suspicions about one of them being some else entirely all along, is killed by one of the agents after having accidentally stumbled upon their activities. Not accustomed to dealing with such knowledge, she behaved quite conspicuously and thus attracted the attention of the very person she was trying to shadow (Veleron Astigios), who immediately decided to silence her. The PCs arrive just in time to prevent the assassin from hiding the body, thus throwing a wrench into an otherwise well-

laid plan. It is then up to the PCs to follow the leads and prevent the assassination of Anarkin.

The title of the adventure refers to both the troupe's re-enactment of Aerdy's former glory and to the attempts of the Scarlet Brotherhood to recover from their recent losses - and, of course, there are "Anarkin's" as yet undisclosed plans...

Thanks

"Glory" is indebted to the movie, *Gladiator*, without which I'd probably never have written it. Other influences include an actual Roman re-enactment my girlfriend, Alexandra Velten, once enjoyed at Carleon, as well as the book *Die Legionen des Augustus. Der römische Soldat im archäologischen Experiment (The Legions of Augustus. The Roman soldier as part of archeological experimentation)* by Marcus Junkelmann (1986), which describes how a group of scholars 'played Romans' by dressing up as Roman legionnaires and crossing the Alps. The troop descriptions are based on what we know about late Romano-Byzantine armies, with David Nicholle's *Romano-Byzantine Armies 4th to 9th Centuries* (Osprey Military Men-at-Arms Series 247) being my primary source. I would also like to thank Damon Agretto and Marc Tizoc Gonzalez, from the Greytalk mailing list, for insightful comments on the subject.

Adventure Summary

While wandering around one of the less crowded parts of the city, the PCs stumble across the body of a gnomish woman (Kallra Groomnose) just being hauled into the direction of a small stream by a hooded figure (Veleron Astigios). If the PCs act quickly enough, they manage to cause Astigios to flee, and are able to retrieve the body (if not, they need to fish it out of the stream). Examination reveals that the gnome died from a crushed windpipe. The only clue the PCs find is a small leather token linking her to the Aerdy Re-Enactment Company which entered town three days ago and is currently preparing for their rendition of the Battle of a Fortnight's Length.

When the PCs go to the Company's current quarters to investigate, they find out that the woman was some kind of personal groom to the troupe's three leading actors. Searching her room reveals her private diary which has an entry voicing her suspicions that one of the three lead actors might not be who he seems, and that how she accidentally overheard a plan to kill him (for which she was killed as the agents found out).

Talking to the three suspected murder victims reveals nothing, unless one of the PCs gets lucky with a Sense Motive check on the disguised Anarkin. If they do, they find him to be slightly nervous and preoccupied and probably deduce that he must be the target of any attack.

Such an attack takes place the next day during one of the small-scale practice sessions, when one of the two agents (Korin Theng) makes a go for Anarkin. He should be foiled by the PCs, and might be captured in the wake of his unsuccessful attempt. If he manages to flee, he will resurface at the very end of the adventure, lying low until then to give his colleague time to succeed where he failed.

Tracing Theng could lead the PCs to the secret hideout of the pair, forcing a premature confrontation between the holed-up Astigios (and, possibly, Theng if he's still alive) in an all-out battle. If they succeed, the threat to Anarkin will be ended early, and the rest of the adventure, i.e. the actual re-enactment of the battle, proceeds without any interruptions.

If the PCs don't find the secret hideout, though, Astigios will wait until after the display to attack Anarkin when all relax and celebrate the successful performance. Depending on the PCs' actions, he might be defeated on the spot, or may be able to flee to his hideout to make a final stand. In any case, the adventure should end with the two agents defeated and Anarkin silently deserting the Company during the festivities, to vanish in the city for reasons as of yet entirely his own. The PCs should not be able to tell just whom they have protected here! Anarkin's plans will be revealed in forthcoming adventures. Only a small token Anarkin accidentally left behind might offer a clue...

Even with Anarkin having vanished, the Company will be glad that the PCs managed to avert disaster and grant any PCs who wish so honorary membership status. The Company's bard will also make the *ambient song* spell (from *Song and Silence*) available to those PCs who are interested in learning it. And there is an item found in the agents' hideout, which may lead the PCs one step into the direction of where the two really came from...

The Foreigner's Guide to Innsa

Since the adventure is set entirely in the city of Innsa, judges from other regions should study the below description of the city carefully. Most of it is taken straight out of *Ivid the Undying*, but has been modified as needed.

Innsa (pop. 12,200) is a unique city in Aerdy. It has been part of Nyrond, Almor, and North Province in its history. For the past 35 years or so, it had become virtually the personal fief of Prince Corazell of the House of Garasteth. His House had bought Innsa from the Crandens centuries ago when the city was but a small mining village and turned it into a trade city, dealing in ores from the Flinty Hills, food from Nyrond, timber from the Adri and fish from the river. During changes of nation, Innsa stayed much the same, a cosmopolitan city where all races and ethics mixed and intermingled.

While the city was slowly changing into a spa for the wealthier Aerdy classes, its population changed as well. Originally there were mostly gnomes and dwarves, happily delving for metals and gems in the nearby hills. Nowadays, the city is predominantly human (mostly of Oeridian stock), with several hundreds of gnomes still remaining a (rather important) part of city life. They have an entire quarter (in the Old City) to themselves, but mingle freely with humans in the other quarters. The dwarves moved on after the mines had become depleted (and all this bathing was getting to them, anyway). Halflings have never been too frequent around here, except for visitors from a few settlements in the Flinty Hills.

The city's original name was not Innsa, by the way. The initial settlement is supposed to have been called, Nonisburg. At the time when House Garasteth received the place as a fief, tax rolls list it as Minerstown. The – rather apt - name “Innsa” was not chosen until 200 years ago, when the city had long been turned into a spa, and most of the miners had long left.

Corazell died without issue, and while one or two of his male brothers and cousins have turned up to take possession of the city, they have met their match in the fierce Countess Karasin, Corazell's widow. She is cunning and crafty. Since Corazell is believed to have died in the wars, she says that she holds this city in a form of royal trust in his memory. Nobody minds that Prince Corazell actually died from a brain hemorrhage brought on by ingesting staggering amounts of brandy. Karasin proclaims him a war hero and will not give up his lands. Indeed, she has proclaimed ownership of a swathe of land stretching from the eastern bank of the small western Harp tributary as far northwards as the point where the river enters the southern Griff Mountains.

When Nyrond occupied large tracts of former Almor after most fiends had been banished by the Crook of Rao in 586 CY, Karasin lost the area north of the Flessern to Nyrond. Long being courted by Overking Xavener I, she finally decided to give in to his advances by formally entering the United Kingdom of Ahlissa as the Pricipality of Innsa, in a much-noticed speech before the city council on Godsdays of Growfest 590 CY, the third anniversary of West Almor becoming a protectorate of Nyrond.

In addition, when Xavener created the Adri Marchland to provide for his cousin, Prince Molil (charged with bringing the Adri under Ahlissa's rule, thus succeeding where Karasin has failed), the seat of power for the Adri Marchland was nominally set in Innsa. Molil, however, only rarely visits his sumptuous palace in the Old City, leaving most of the “governing” of his fief to bureaucrats.

Innsa does not have city walls as such, but its core, the Old City, is walled, while new construction has taken place outside these walls, in what has

become the New City. Most houses in the Old City are built of stone, and many reveal the handiwork of dwarven or gnomish stonemasons—though demihumans are very rare here now. The Old City houses about 2,500 people, and contains Karasin's palace, the barracks of Levialen's Innspa Regiment, and the richer, skilled workers and petty aristocracy of the city. Rulership is high within the old town, medium elsewhere. Goods are expensive (cost multiplier 180%) and are often in short supply. Most temples can also be found in the Old City, except those of new, obscure, or rather powerless deities.

Innspa has two exceptional features:

One is the series of stone aqueducts of gnomish design, which bring fresh water from the Flinty Hills. This is a strange contraption unparalleled anywhere on Oerth. The aqueduct spans a distance of about forty miles, leading north from Innspa in a (more or less) straight line. Its most important part is a rectangular stone duct based on large stone pillars. In this series of ducts, fresh water is transported from a source in the Flinty Hills all the way south to Innspa, where it is channeled throughout the city by an ingenious system of interconnected distribution towers. Only gnomes could think of such a contraption.

The aqueduct seems to be made of a huge variety of different types of stone, and yet everything blends together seamlessly, even harmonically, and even looks quite sound and solid (in a gnomish way). Right next to the aqueduct, a wide, heavily used path winds its way north, into the hills. Depending on terrain type (and the whims of the gnome or gnomes charged with constructing this particular section), the aqueduct runs to a height of up to 150 feet, but may also be lying on the ground, or run through a particularly stubborn hill. Its basic principle of construction is that water flows downwards from the hills into Innspa with the right amount of pressure, and aqueduct construction has to reflect this. Next to Innspa, the pillars are rarely higher than thirty feet. The ducts as such are usually five feet wide and six to eight feet high, but individual dimensions vary as often as construction style (depending on the gnome in charge). The aqueduct is old and worn, but well preserved, which is due to regular and highly qualified maintenance by the Gnomish Guild of Architects of Innspa (which is a Meta-Organization of our region, open only to gnomes and the occasional dwarf).

The distribution towers cunningly distribute the water around Innspa, using most of it to irrigate the Old City's many beautiful parks, complete with small ornamental lakes.

The other exceptional feature is the splendidly ornate public baths with their idiosyncratic bill of fare: a quick swim and bathe in the "tepid water" baths costs but 1 cp. For the aristocracy, 2 gp buys a foaming hot water bath with herbal infusions and

allegedly medicinal mineral salts together with all the hot towels and soap one can use. An eccentric wizard obsessed with personal hygiene built them in 322 CY, and rumor has it that a fire elemental has been bound to the place to heat the waters.

As befits the second part of its name, the city is a place of bubbling springs – some cold, some hot, and many of both oddly coloured or imbued with strange odours. While a few of these are open and common, most are contained within some edifice or another. Besides these baths and centres that promise various sorts of invigoration, cures, and whatnot. The place seems to have more hostels, taverns, and inns than most communities in all the Flanaess – hence the first part of its name. The more expensive of these inns are situated within Old City, fitting nicely into its rather feudal surroundings.

Innspa also boasts more than a half-hundred religious building, ranging from small shrines to large temples and great cathedrals. Nowhere on Oerth will you find such a large array of religious buildings (technically speaking, every deity listed in the *LGJ3* has at least a shrine somewhere, sometimes in a most covert way). Due to the current political climate, worship of good deities has fallen somewhat in favour, with a corresponding decline in temples. The most important religions are those dedicated to Hextor and Zilchus (state deity), with Xerbo, Fharlanghn, Olidammara, Kord, Norebo, Ralishaz, Kurell, Boccob, Wee Jas, Delleb, Syrul, and Rudd also being of some importance. On the other hand, the faiths of Heironeous and Pholtus have dwindled, their once huge temples now slowly falling into disrepair. Within the nearby Adri Forest, Obad-hai and Ehlonna are most important, but Beory, Atroa, and Phyton all have their followers.

Regional alignment in Innspa is, at least as regards rulers and politics, lawful neutral (with evil tendencies, since Karasin herself is neutral evil). Most of the population (especially those over thirty), however, are still predominantly neutral good, lawful good, and lawful neutral.

The city watch is predominantly lawful neutral.

Encounter One: A Monk in the Night

Before play commences handout copies of Player's Handout, The Foreigners Guide to Innspa and allow them to familiarise themselves with it. Once the players have read the document and asked any questions they may have the adventure begins.

The adventure begins just after dark with the PCs on their way around Innspa, in or at least close to some back alley near a small stream. It is not really important where exactly they are going (home after a bout of drinking, to a tavern to do the former, to an appointment, etc.). There are many of these small (usually artificial) streams in Innspa, most of them

offshoots from the gnomish aqueduct leading to the city's parks and ornamental lakes. Describe the rather deserted city streets at night, mixing in a few smells and sounds, including the low murmur of the near stream. Then call for Listen checks from all PCs (or better yet, roll them yourself). The following description comes in two parts: Read the first paragraph only if at least one of the PCs succeeds in a Listen check (DC 15); otherwise, skip to the next paragraph.

Suddenly, your hear a low, thumping sound somewhere in front of you, followed by an equally low sound of something cracking. It seems to be coming from the direction of that small stream directly ahead.

Provided the PCs move in the direction of the sound, describe the following:

You turn around a corner, just to see a disturbing sight: A few meters away from you, on the other side of the small stream, you see a human-sized hooded figure bent over the limp body of a small person (a child, or maybe a gnome or halfling), grabbing the body under the arms and dragging it towards the stream.

This is Veleron Astigios who has just killed Kallra Groomnose and is about to dispose of the evidence. Have the PCs roll Move Silently checks (DC 15) at this point: if even one of them fails they alert the monk to their presence. Astigios immediately lets go of the body and vanishes into the night, disappearing from sight. It is likely that he wins initiative in such a case, and even if the PCs want to follow him, they have to cross the stream first via a successful Jump check (DC 8). Since the monk is faster than the PCs and has taken care to prepare for a hasty getaway if necessary, he should escape, leaving the body behind. The PCs' only impression will be one of a quick and agile person who seems to have her body under tight control. Astigios's stats can be found in the appendix.

If the PCs don't immediately make their presence known, they observe how the hooded figure dumps the limp body into the water of the stream, causing a slight splashing sound. After looking briefly around (and possibly noting the PCs), Astigios turns away and vanishes into the night.

In this case, the PCs will have to get the body out of the water if they want to examine it. Since the stream's current is pretty weak, it shouldn't be problematic to get the body out on a Rope Use or Strength check (DC 8).

Since the body seems to be the PCs' only lead, they will most probably examine it. They discover the following:

The body is not a child at all, but a gnomish woman of about 80 years. She is dressed in practical clothing, which leaves the impression of a middle-class woman. Short brown boots and a dark green cape stick out.

She carries a purse with 20 gp in plain view on her belt, which whoever assailed her obviously was not interested in. She is unarmed and unarmoured. She wears a plain gold ring (worth 10 gp) and a small iron locket around her neck, which is locked by a tiny clasp. She has no other belongings with her, and no means of identification. (Good-aligned PCs should return her money to the Company.)

Opening the locket (it is neither locked nor trapped) reveals nothing but a small round, rolled-up piece of leather with a simplified version of the coat-of-arms of the Kingdom of Aerdy (which in itself is a less complex version of the Great Kingdom's crowned golden sun) stitched onto it, surrounded by a double circle stitched in yellow thread. An Intelligence check (DC 10) reveals that this is the emblem of the Aerdy Re-Enactment Company, a troupe of entertainers who specialize in recreating important battles of the history of the Great Empire in spectacular and vivid displays. PCs who succeed in this check become aware (or recall) that this troupe entered Innspa three days ago and is currently preparing for their performance, which is to take place in two days. (Depending on the PCs at the table it is also possible that the PCs already know of the Company and may already have decided to visit their performance).

The woman is obviously dead, but is still warm. The cause of death can be identified by a Spot or Heal check (DC 10), success of which indicates that her windpipe was crushed. If the Spot or Heal check is very successful (DC 15), it becomes obvious that the killing blow was not delivered by a weapon or a garrote, but by a well-aimed movement of the hand.

Nothing else can be gathered from the scene of the crime.

Should the PCs involve the authorities from this point on, these will take the body into custody and meticulously search the scene of the crime. They will point out the connection to the Company and inform their management of the loss of their employee. After questioning both the Company management and the PCs, the guard begins a search for the killer, but, quite frankly, have little hope of catching him (or her? or it?) on such a vague description.

While the city guard will pre-empt the PCs in some things (like alerting the Company to the death of Kallra Groomnose, thus spoiling a wonderful chance for the PCs to contact the Company), it will not occur to them to search Kallra's room, and thus they won't be able to make the connection between Kallra and Anarkin.

In general, official interest will be rather low, given the fact that most city officials see the Company as little more than an Ahlissan propaganda tool, which they understandably, will not go to really great lengths to protect. They will not neglect their duties, of course, but won't be too enthusiastic about them, either. Most of the older citizens of Innspa have either fought in the Greyhawk Wars or have lost friends, relatives, spouses, or children, and will thus be more likely to turn a blind eye when a crime is committed against someone propagating the values of the former Great Kingdom.

Treasure: The only items that the PCs will find here are the belongings of Kallra Groomnose

All APLs: Coin 5 gp.

When the PCs decide to alert the Aerdy Re-Enactment Company to the death of their member, proceed to Encounter Two.

Encounter Two: Meet the Aerdy Re-Enactment Company

This encounter takes place once the PCs decide to visit the grounds of the Company, either to bring them the sad news of the death of their employee or to snoop around a bit - or both.

The Company is currently housed near the huge staging field where they are going to perform their rendition of the battle. This area is north of the New City, and has been specifically erected for this occasion (with the city authorities not yet knowing what to do with it afterwards). True to form, most of the actors are housed in replicas of field tents of the period, while the rest of the crew has taken up lodgings in nearby inns in the New City. To begin with, here's a breakdown of the people in the company's employ:

First, there's a total of 32 actors portraying the Aerdy troops and their Nyrondeese enemies. All of these are housed in tents appropriately styled in either Aerdy or Nyrondeese fashion (which don't differ that much, anyway), four persons per tent. All in all, twelve actors are to represent the Nyrondeese cavalry, while the other twenty are to perform as the glorious Aerdy legions. (In case you're wondering: the rest of the troops involved in the battle will be created by illusionist magic; this is why there's an illusionist, as well as a bard, with the Company).

Next, there are the three leading actors: the commander of the Aerdy troops, the commander of his personal bodyguard, and the leader of the Nyrondeese. Each of them has their own tent. We'll take a closer look at them later on. The Aerdy war leader is played by Kurlasgh Orrm, while Eldan Arkion (Anarkin) is to portray the bodyguard leader.

There's a total of eighteen staff people, concerned with makeup, grooming, tending the horses, construction of props, and performing incidental music. All of these are quartered in two middle-class inns close to the performance grounds (Singing Wanderer and Berkhan's Homely House). Kallra Groomnose was one of those people; her position in the Company ensured her a single room in Berkhan's Homely House.

Finally, there are the bard Shari Songwood and the illusionist Lertolia Corander who, as the backbone of the performance, are quartered in high-quality inns deeper into the New City. They spend most of their days in their rooms, memorizing their spells and going over their routines in seclusion. They only join the daily practice sessions to observe the live actors, to be able to coordinate their spells with their movements on the day of the performance. They will not display any spectacular feats of magic during the practice sessions; these will have to wait until the actual performance.

As in the first encounter, all relevant game data will be found in the appendix. For those members of the Company not listed there (i.e., everyone except the three leading actors and the two spellcasters), just assume these are low-level experts maxed out with Craft, Profession, or Perform skills appropriate for their position.

When the PCs approach the staging area, describe the following:

Your way takes you to one of the city's largest performance areas, an open theatre with lots of free space, recently constructed. Currently, it does look a bit weird, and you almost feel like you had travelled back in time, into the days of the glory of the Kingdom of Aerdy: A total of eleven tents are arranged into two camps, symbolically divided by what looks to be a low palisade. Seven of the tents are grouped in the left side of the palisade, while the rest is tucked together on the other side. The banner of the Kingdom of Aerdy flies proudly from a flagpole in the centre of the camp to the left, while several war standards with unknown symbols on them can be seen among the tents to the right. Various campfires burn on both sides of the palisade, and the smell of roast mutton hangs in the air. Yet, the 'camps' seem to be empty at the moment.

However, you hear shouting from the open arena. Looking into this direction, you see two groups of men moving into position, obviously rehearsing battle strategies. Most of these men wear chain mail shirts, iron helmets, shields, and short swords. Two attendants are hard at work laying out long spears. A smaller group of twelve people are standing around in civilian clothing, intently observing the proceedings. In the background, more attendants care to twelve

horses which stand around idly. An imposing male figure, also dressed in chain mail, stands between the two groups, gesticulating wildly while giving orders. Outside the arena, in one of the lower rows of spectator seats, you see a colourfully dressed woman with a pointed hat, intently watching the proceedings.

All in all, some 35 people are engaged in the arena. In addition, some thirty spectators watch the proceedings, but most of them do not remain long, since there's not much to see.

You may want to introduce your players to the map of the staging area at this point, although this is not really necessary right now. A more detailed description of the area will be found in Encounter Six: The Battle of a Fortnight's Length, New Version.

The man in the middle is Kurlasgh Orrm, founder and leader of the Company. He is currently in the process of directing his live actors, while the Company's illusionist, Lertolia Corander, is looking on, memorizing the actors' movements and already mentally weaving her own illusions into the emerging patterns. The symbols on the right-side camp war standards can be identified as war symbols of the Oeridian Kingdom of Nyronde by Knowledge (history) or Bardic Knowledge checks (DC 20).

The scene is intended to convey the ill-fated thrust of an elite brigade of Nyronde cavalry (hence the horses) against the centre point of the Aerdyn lines, who are about to break the cavalry charge (hence the spears), thus heralding the final victory of the armies of the Kingdom of Aerdyn. If the PCs do not intervene, the actors continue drilling and practicing for two more hours (mainly getting into fighting formations and setting spears against charges, while the "civilians" are told where to move their horses), until they have a one-hour break in which they retire to their respective tents and partake of some more wine and mutton. After the break, the focus of the practice session will shift to the Nyronde horsemen, who will then change to their costumes, mount their horses and run a few feint attacks against the Aerdyn lines. Lertolia Corander will leave about an hour after the PCs arrive at the scene, having seen the actions often enough to accurately memorize the scene. Unless stopped by the PCs, she returns directly to her inn.

If the PCs decide to talk to her, she will listen to them, casually at first, but then with great interest and genuine concern. She immediately directs them to Kurlasgh Orrm, even interrupting the practice session if necessary. If the PCs wait until the session is finished, everyone they address will act in a similar manner, so that they will finally talk to the leader of the Company directly. Read the following:

Kurlasgh Orrm is a large, heavy-set man with pleasant, open features and a short moustache. He

listens to your tale, and the longer you speak, the more his concern grows. Finally, he motions into the direction of the other man you saw dressed in Aerdyn mail and beckons him to his side. 'This is Eldan Arkion, who not only plays "my" personal bodyguard, but has also become my right hand in leading the Company. Eldan, I'd like to hear your opinion, as well.' Arkion, who looks surprisingly old for an actor portraying the captain of a bodyguard unit, listens to Orrm's recap of your findings, then nods slowly.

Most of this conversation will have to be improvised between the players and you acting as Orrm and Arkion. Of course, Eldan Arkion is actually former prelate Anarkin in disguise. It needs to be stressed again here that Orrm has absolutely no idea that his de facto second-in-command might be something more than he seems.

The following facts should emerge during the conversation:

1. Both Orrm and Arkion are at a loss just why someone would want to kill one of their employees, especially once the PCs mention that theft did not seem to be involved. They could come up with only two theories: blackmail, or political agitation against the distinctly pro-Aerdyn (and thus, pro-Ahlissan) Company. Of course, Orrm will not mention that the Company is actually partially funded by Ahlissa (a fact unknown to Arkion).
2. Both actors cannot remember any personal grievances someone from this city might have against them, but then again neither can be totally sure. If the PCs succeed at a Sense Motive check (DC 20) when questioning Arkion, they get the impression that he may know more than he's letting on (which he does, since he immediately suspects that someone is after him, even without having any proof). If the PCs press this point, Arkion turns them down briskly, leaving shortly afterwards.

Once the question of involving the local authorities comes up, Arkion is immediately opposed to the idea, citing a possible anti-Aerdyn bias of the authorities as a reason. This is especially true in Innspa, since Princess Karasin's allegiance to Ahlissa is by name only, and even if the idea seems unlikely, Arkion will construct a somewhat convoluted tale of the city watch possibly being undermined by exactly the same unsavoury elements who killed Kallra. When playing out this scene, remember that Arkion may be making things up at the moment, but that he is a skilled rhetorician who is able to exploit any possible openings the PCs may give him. He is willing to 'test

the guard's capabilities' by urging them to find the murderer, but doesn't seem to believe in their chances of doing so. At the same time, Arkion is aware of the fact that Orrm is supposed to make the decisions concerning the Company, and thus tries to steer him into accepting outside help which is not related to the city guard - i.e., the PCs. Again, a Sense Motive check (DC 20) reveals that Arkion may know more than he's letting on.

During most of this conversation, Orrm will let Arkion do the talking, pondering his words and at the same time trying to judge the PCs. Finally, he will be convinced that letting the city guard in onto this is not the best of ideas (he, too, is aware of the political realities of his time) and, after being prompted by Arkion, asks for the PCs' involvement in the matter, 'to keep things from making a stir just two days before the performance. We can't have an official investigation that may turn away the audience.'

As far as the topic of a "reward" is concerned, Orrm is pretty reluctant to offer any money, but could be persuaded to pay an amount of money depending on APL (100 gp per character at APLs 2 and 4, 150 gp per character at APL 6, and 200 gp per character at APL 8) once the killer has been found and the threat to the Company (if any) ended. He is much more generous with non-monetary rewards, such as granting the PCs honorary membership status in the Company (translating into an Influence Point) or providing them with life-long free admission to all the Company's performances (which, at 5 gp per person, are only intended for the wealthy anyway). He may also promise training for aspiring bards and actors, and offers to put in a word with Lertolia Corander and Shari Songwood for spell tuition.

Both actors remember Kallra Groomnose as a dedicated, hard-working employee who took her work of grooming the three leading actors very seriously. Orrm states that she has been with the Company for seven years, joining as handmaiden but quickly rising through the ranks until she had become head groom. 'She had a real nose for grooming,' Orrm says in explanation of her somewhat unusual name. They don't know a lot about her social life ('Maybe her colleagues do?'), but never got the idea she might be involved in shady deals. Orrm does not recall knowing about any debts she might have had, or any other dark spots in her past. Both men remember her as friendly, outgoing, and sometimes even gregarious, a valuable addition to the Company not only in the professional sense. She will be sorely missed. Naturally, Arkion immediately begins to suspect that Kallra might have found out something about him (he hadn't noticed before, and had interpreted her increasing attention to him as professional courtesy), but of course won't tell the PCs.

If the PCs ask for permission to search Kallra Groomnose's room, Orrm gives it gladly, even in writing if asked, provided one of his men is allowed to accompany the PCs to make sure they don't do anything untoward. He can be persuaded to relent from this if the PCs promise to truthfully report anything they find back to him and succeed in a Diplomacy check (DC 15). Almost all of the staff people will accompany the PCs if asked, thus the DM can pick any NPC he likes for this task, although Cuorana Stagefest, the only other gnome under Kallra's direct command, would probably be the most eager candidates. Orrm also gives the PCs permission to talk to any of the troupe's members at will, provided they remain polite and friendly in doing so.

If the PCs hire on as private investigators, bodyguards, or something along that vein, Orrm provides them with free admission tokens for the performance, sparing them the 5 gp admission fee.

Further investigation on the scene of the staging area will not help the PCs any further. They are free to talk to Landra Merolion, the actress playing the part of the Nyronese cavalry leader, who knows nothing the PCs haven't already heard, but seems to be a bit more on the trusting side as regards the capabilities of local law enforcement (i.e., she lacks Orrm's and Anarkin's political experience). In fact, she seems to be a bit bewildered that the PCs investigate Kallra's murder instead of the local constabulary. A Sense Motive check (DC 15) reveals that there is no hidden meaning behind her words and that she really knows nothing of importance (because she doesn't).

The same is basically true for the other actors as well as the attendants. Of course, the grooms and wardrobe artists knew her best, and will be most shocked by her death; most of the actors, on the other hand, never had to much contact with her, but most of them remember her as a friendly, pleasant woman to be around. Talking with her direct colleagues should round off the picture of a dedicated, likeable, sociable, hard working, and very effective woman who was liked by everyone and had no enemies anyone could think of. All agree that her loss is a terrible tragedy and that she will be sorely missed. Most of her colleagues believe that it will be impossible to adequately replace her.

Lertolia Corander and Shari Songwood are not at the scene at the moment, and unless the PCs talked to the illusionist before she left, none of them will not be available for the time being. Both spellcasters are currently holed up in their rooms, coordinating the actors' moves with their own spells. Persistent PCs may finally catch up with them (if asked, Orrm will supply the name of the inn they're lodged in: The New Innspa) but you will have to improvise the conversation. Essentially, no new facts can be learned from either of these two. If asked for the tuition Orrm promised, both will be reserved, preferring to

wait until the murder is solved (and to talk with Orrm about certain finer points of etiquette).

The following NPCs may be interacted with during this encounter.

All APLs

☛ **Kurlasgh Orrm:** Exp8, hp 44; see Appendix 2.

☛ **Eldan Arkion:** Clr12, hp 85; see Appendix 2

☛ **Landra Merolion:** Exp7, hp 31; see Appendix 2.

☛ **Lertolia Corander:** Wiz12, hp 42; see Appendix 2.

When the PCs decide to search Kallra's room proceed to Encounter Three.

Encounter Three: A Gnome's Legacy

This is a pretty brief encounter. It deals with the PCs searching Kallra's room in Berkhan's Homely House for possible clues. Along with the other staff members of the Company, Kallra was lodged in a middle-class inn quite close to the staging area (the other one being the Singing Wanderer). Being one of the more important staff members, she was allocated a room of her own for the time of the Company's stay in the city.

First of all, the PCs need to get into Kallra's room. If they are accompanied by one of her colleagues and/or carry a message by Kurlasgh Orrm, the innkeeper will pose no problems and lead the PCs to Kallra's room (which is on the first floor, at the back of the inn) personally, unlocking it for them and watching their actions intently (he is a curious sort). Gorlt Berkhan, the innkeeper (Exp4), is naturally curious about what brings the PCs to his establishment, and if informed about Kallra's death will ask for more information. His main concern is that the death of one of his customers might somehow tarnish the reputation of his house and he is quite relieved to hear that the murder happened far away without any obvious link to his inn. Gorlt doesn't have much to say about Kallra, since she spent most of her time with the Company and he only saw her during breakfast and dinner. His impression is one of a pretty decent gnome (meaning not as loud and enervating as most other gnomes), but apart from that he will be no great help.

If the PCs are on their own and do not carry Orrm's message, getting past Gorlt will be somewhat more difficult. Depending on the PCs' approach, a Bluff check (DC 10), Diplomacy check (DC 10), or Intimidate check (DC 14) will be required to gain access. Depending on the outcome of these checks and the PCs' behaviour, Gorlt will either let them investigate the room on their own, or come with them to take a look as described above.

Of course there is always the option of entering the room without informing the innkeeper (or

anyone else, come to think of it) at all. In this case, it requires a Hide check versus Gorlt's Spot +6 to get up the stairs unseen, and afterwards an Open Lock check (DC 25) to open the door to Kallra's room. Alternatively, PCs may decide to scale the building from the outside, which requires a Climb check (DC 15)

In either case, they get into Kallra's room and may now look around. Since there are only two gnomes in the Company, Kurlasgh Orrm usually does not rent gnome-sized rooms for them, but trusts them to make do with human-sized rooms (and furniture). When the PCs gain access to the room, read the following:

The room is small, no more than ten feet by ten feet, and surprisingly tidy for what you would expect from a gnome. One small window faces the street. Beneath the window, you see a small round table with a low stool; a few pages of parchment, two closed inkbottles, two goose quills (complete with holding block), one small earthen bowl, an earthen cup, and a quill sharpener are scattered across the table.

A human-sized bed with cleanly folded sheets fills most of the left wall, while a human-sized wardrobe can be seen on the wall to the right. Next to the head of the bed, in the direction of the window is a small nightstand with two drawers; a leather-bound book lies atop it. A half-burnt candle in a portable holding stands on the nightstand. Beneath the bed you can see a pair of gnome-sized slippers.

Searching the room should be a pretty quick affair, since nothing has been hidden, and there are no secret compartments or drawers. So let's go through the various pieces of furniture:

Table and stool are made of simple wood. The parchments on the table contain sketchy notes on how to improve the actors' clothing arrangements yet, and how to advise Lertolia and Shari to arrange the magical lighting during the performance. The bottles contain black ink and water (both are two-thirds empty), and both goose quills have seen recent use (one reddish-brown, one black). The quill holder is made of a piece of grey slate. The earthen bowl contains a dried-up dark liquid (coloured ink mixed of water, wine, and ground thorns), while the cup still holds a few drops of wine. The quill sharpener, finally, is an ordinary small knife.

The bed sheets are laid out as to accommodate a gnome, leaving the lower part of the bed free. A woollen nightshirt, striped in yellow and red, can be found underneath the pillow. The slippers beneath the bed are extremely ordinary.

Neither is the wardrobe too interesting. It contains a set of spare boots, two pairs of sandals, various sets of utilitarian clothing, a cotton dress, a

silk blouse, a dark gray hooded cloak, and a dark blue cloak emblazoned with the symbol of the Company, and various sets of underwear and socks.

The candle on the nightstand is also pretty ordinary. The upper drawer holds two apples (Kallra liked to snack in bed), a few slices of bread, a small knife, and a few empty sheets of parchment. The lower drawer holds more parchment as well as three more bottles of ink, two more quills (uncut), and a reserve knife. It also holds a small (5 by 3 inches), leather-bound booklet, which is held together by various leather thongs and locked with a small, intricate gnomish version of a combination lock.

The lock consists of three small, interlocking wheels of twelve positions each. Opening a combination lock such as this requires skill in both lock-picking and listening, and thus a PC's chance to open this lock is the average of her values in Open Locks and Listen; rogues round fractions up, all others round down. It is up to the PC trying to open the lock how to go about this: either they try to open the lock in one go, rolling a check against a DC of 26, or they roll separately for all three locks at DC 22 per lock. If the PCs came with Orm's permission (and thus need not fear interruption), they may take 20 on these rolls. If they bluffed their way past the innkeeper (or entered through the window), the pressure of possible detection prevents this.

Of course, it is also possible to simply rip the lock off the book, destroying both the lock and the leather covers in the process. This will not damage the diary's contents, but will be frowned upon by any associate of Kallra's if one is with the party.

The booklet contains what amounts to Kallra's diary ("random assortment of various topics with varying degrees of interest" would be the more fitting description), consisting of single pieces of parchment of various sizes which, after being written on, were folded as often as was needed to fit them between the leather "covers." There is a total of eleven pieces of parchment in there. Unsurprisingly, most of them have become somewhat unreadable due to being folded and pressed several times. Fortunately, only Kallra's latest "entry" (infuriatingly without a date) is of interest to the PCs. Its text reads (this is also available as Appendix 4):

Knew Arkion was up to something! Too refined, too suave. But this! - Boyboyboy. Gotta keep watch on the pale guy and the other one I heard about. Hope he doesn't get me with this crossbow, the monkey, if he's really got one. Real skinny, too, and moves like lightning. Boy, this is really exciting! But why are they after Arkion?

Granted, this is none too enlightening. The 'pale guy' refers to Astigios whom Kallra has actually seen once (directly before he noticed her and killed her). 'Monkey' is a play of words which Kallra uses to

allude to the fact that she believes him to be a monk, and her description of his moves should ring a bell with the PCs. Astute PCs might combine the info on 'monks', 'pale', and 'crossbows' to implicate the Scarlet Brotherhood at this point, but you should not force this issue right now.

Finally, there is the leather-bound book on the nightstand. It is of medium size (at least for humans): 10 inches by 6 inches, and 3 inches thick. It bears the promising title, Gnomebeorn the Strong. Despite what one would believe a hard-working gnomish woman to read, the book is a mixture of fable, saga, and adventuring yarn, describing the fight of Aron Bravenose, a valiant gnome paladin of Garl Glittergold, against a terrifying dragon in some woodland location. Description is somewhat vague, but text-internal clues lead to the conclusion that the tale is set either in the Adri or the Grandwood Forest (romantically transfigured and distorted, of course). In the end, all one can really say is that a mighty gnome paladin fought a vicious dragon, who was being worshiped by a deranged cult of (what else?) humans in a large forest, killed the dragon, but died shortly after his victory from the dragon's breath. While informational content is somewhat vague, the book has a certain artistic merit, giving it a total sale value of 120 gp. If the PCs express interest in the book and someone of the Company is with them, they cede it to the PCs, stating that 'Kallra won't need it anymore, and if you like it, I'm sure she would want you to have it, anyway.'

This is all the information the PCs can gather from Kallra's room. To continue from here, they hopefully conclude that someone is after Arkion and move to either investigate or protect him. Other avenues of gathering information are not really open to them at this point, even if they already suspect Scarlet Brotherhood involvement: searching for two dedicated agents of the Brotherhood in a city of more than 12,000 inhabitants without any leads should not seem to attractive, anyway, and there is no way the PCs can find out something about Astigios and Theng by simple Gather Information checks. No, it looks like their only way of proceeding in this mystery is to get back to Eldan Arkion. Only if the PCs look clearly stumped, or when they are itching for some action, should you proceed to Encounter Five: Action, Not Reaction.

Treasure: The following treasure can be found here:

All APLs: Loot 20 gp (Book of Gnomebeorn the Strong).

Encounter Four:

An Unusual Practice Session

Maps for this encounter are included in Appendix Five

This scene assumes that the PCs come back the next morning to talk to Eldan Arkion. If they do, they already find him engaged in a practice session, meaning that they will have to wait until the session is finished (and until Theng has made his move). If the PCs somehow manage to confront Arkion prior to this session, they still find him pretending not to know anything. Again, a Sense Motive check (DC 20) might give them the idea that Arkion may be hiding something. Still, he will not answer direct questions. If confronted with Kallra's "diary," he will feign total ignorance of what she was talking about. If the PCs try to get forceful, the other members of the Company come to Arkion's aid.

If the PCs get to the Company's camp by morning, they will find the actors already arranged in the staging area, practicing the decisive moment of the Battle of a Fortnight's Length (or rather, Orrm's artistic rendition of it). You should refer your players to the map of the area, especially if they want to familiarize themselves with the area in anticipation of possible attacks. Read the following:

When you get to the training grounds, you again see the two groups of actors arranged against each other. This time, however, both parties are clad in full armour, and the horses decked with scale barding displaying the symbol of the Oeridian Kingdom of Nyronde. About twenty persons dressed in chain mail shirts, long trousers, low boots, and open-faced iron helmets are clustered around a war standard of the Kingdom of Aerdy, setting heavy spears and shields in obvious expectation of a cavalry charge.

Riders in scale mail are mounting spears and reining their horses in. Kurlasgh Orrm stands between the two groups, bellowing orders and directions. You see Landra Merolion in full Oeridian gear on one of the horses, waiting for the sign to begin the exercise. Eldan Arkion has taken an off-centre position to the right rear of the Aerdy defensive line, pacing up and down nervously. You do not see Lertolia Corander or the bard Orrm. However, unlike yesterday, the colourful arrangement of the two parties has drawn around two hundred spectators who are eagerly waiting for the beginning of the actual rehearsal.

It will take the assembled actors another thirty minutes to finally begin practicing. During this time, the PCs might want to scan the crowd for possible threats to Arkion. This is really hard, for although Theng is in the audience, fully armed and prepared, it will be nigh impossible to detect him. He is dressed in a wide brown cloak (as are, 50 other spectators), with his hand crossbow hidden securely beneath. Sure, he is watching the proceedings intently, keeping an eye on Arkion especially, but then again,

a lot of other spectators are doing the same thing. Since Theng does not carry any magic items, he does not register as unusual if the PCs scan the crowd via a *detect magic* spell.

Should the PCs take the time to check each and every person by means of *detect evil* spells, they will find out that there are more people of evil alignment in Innspa than they might have thought – most of them low-level commoners. What's worse, at APLs 6 and 8 Theng will have cast *undetectable alignment* before making his move. If you are feeling generous, you might want to give his PCs a chance to detect Theng's interest in Arkion by passing a Sense Motive or Spot check (DC 30), since PCs may realize the one person who always tries to be as close to the spot where Arkion is as possible (so that Theng does not lose the +1 bonus he gains from Point Blank Shot). Familiars will come in pretty handy here: employing a ground-based familiar gives a circumstantial modifier of +2, while using an airborne one even adds +4. No more than one familiar can give this bonus to these checks. Astute PCs will also have time later on to find out Theng's intentions before he acts, which will be towards the end of the rehearsal.

After one hour, practice begins in earnest. The Company (using mock weapons, of course) will perform the charge of an elite Nyronde cavalry unit (led by Landra Merolion) against the packed Aerdy spearmen. Most riders will die in this attempt, but a few will manage to break through the Aerdy lines, to confront the Aerdy general's bodyguard. In a pitched battle, the Nyronde leader will kill the captain of the bodyguard, just to fall to the general's sword in the end. The scene is to end on the death of the Nyronde general and the routing of her troops. It won't get there, though, since Theng uses Merolion's charge against Arkion to show his hand. When an hour of preparation has past read the following:

After one hour, Orrm seems to be satisfied, and both parties assume their positions. The Aerdy soldiers, spears set firmly in front of them, await the Nyronde charge with grim expressions, while three soldiers, led by Arkion, form a semicircle around Orrm, performing as the Aerdy general's bodyguard. On a next to invisible sign from Orrm, an unseen trumpet flares from somewhere off-stage, and the Nyronde cavalry charge begins.

In a stunning display of horsemanship and theatrics, the riders throw themselves at the Aerdy front. Most of them "fall" to the Aerdy spears (the riders do a good job of falling off their horses after actually being narrowly missed; illusionary magic will probably obscure some of these details in the actual performance), their horses obediently trotting away from the battle, to be received and led away by the Company's

animal trainers. Three of the riders, however, manage to break through the Aerdy lines and engage the general's bodyguard, resulting in a brilliant display of sword-fighting between the suddenly dismounted Nyronnese troops and the bodyguards.

In the end, the guards make short work of their Nyronnese attackers, but two of them fall as well. In the meantime, Landra Merolian as the Nyronnese general fiercely attacks Arkion as the Aerdy bodyguard captain. It is a pitched battle going on for several minutes, obviously drawn out for the audience's benefit.

During this battle, fighters, rangers, and paladins quickly note that Landra is much better with the sword than Arkion. Such PCs can actually see Landra pulling her blows several times to give Arkion (who, as a cleric, of course has only had access to simple weapons except Heironeous's weapon of choice, which in his case happens to be the battle-axe and not the sword) a chance to react. And yet, since the staging directions require her character to kill Arkion's in the end, leading to the final confrontation between the two generals (which is historically absolutely incorrect, but who cares?), she puts him on the defensive after a minute or two, preparing for a dramatically appropriate final blow.

It is this moment that Theng chooses as his moment of attack. Trying to behave as inconspicuously as possible, he positions himself between other members of the audience, then removes his hand crossbow from under his cloak and loads it with one of his poisoned bolts.

APL 2 Note: Since Theng has smeared the bolt with wyvern venom beforehand, he has the usual 5% chance of exposing himself to his own poison (see *DUNGEON MASTER's Guide*, p. 79), but we suggest you let him succeed in this check automatically, since an assassin being incapacitated by his own poison before the PCs even get a chance to react is not really dramatically appropriate. Since he has at least one level of the assassin prestige class on all other APLs, this problem no longer applies.

This action of his takes one round. In effect, he also makes a Hide skill check with a circumstantial modifier of +2 due to hiding in the crowd. PCs who actively scan the area get Spot checks against Theng's Hide total to notice his preparations. Again, familiars may augment this process as described previously. Afterwards, Initiative should be rolled between Theng and the PCs. Theng's next action will be to aim carefully in the direction of Arkion, bringing his Point Blank Shot and Precise Shot Feats to bear. PCs who have spotted him may do something in this time, depending on initiative and success of their Spot checks. Unless he is disturbed, Theng fires on his initiative in the next round.

Due to his Point Blank Shot Feat, he attacks with an additional +1. Remember that Arkion is AC 15 during the practice session, since he is wearing chain mail! Of course, Theng will also bring his Sneak Attack damage bonus of 3d6 to bear on a successful hit, let alone the poison's damage (2d6 Con / 2d6 Con). If Arkion is hit and loses at least 4 points of Constitution, he stumbles and fails to "parry" Landra's "attack," which means Landra inflicts 1d6+2 points of damage (due to her mock weapon). Theng's idea is that, while poison's effect will kill his target, it looks like it was actually Landra who accidentally killed Arkion, making sure that nobody suspects foul play – leaving Theng free to leave the scene unnoticed. The assassin has some inkling about the power level of his target, and thus does not really believe that the damage from the crossbow bolt alone could kill him.

Until Theng moves (readying and shooting his weapon does not count as "moving"), his initial Hide total still counts. If he misses, or if Arkion is still standing after the first bolt, Theng will only try again – once – at APL 2. At all other APLs, his Rapid Shot feat allows him a second attack anyway. Unless the PCs directly attack him, he shoots at Arkion again, this time hoping to kill him by bolt damage only; he only takes the time to coat his second bolt with poison if the PCs have not yet detected him. If the PCs go for Theng, he has three-quarters concealment from the bystanders, imposing a 30% miss chance on the PCs. The really tragic thing is that if they fail to hit Theng due to concealment, the attack may hit one of the bystanders he is hiding behind, causing full damage.

Once Theng concludes that his situation has become untenable, he prefers fleeing to killing the PCs. He does not want to get into a drawn-out fight with people of unknown capabilities, and he most surely does not want to attract the attention of the city watch. Thus, he will do his best to flee if he sees others ganging up on him, using his abilities to their fullest. Theng is not averse to using innocents as cover, or threatening them to get away.

Once he is safely out of the immediate vicinity of the staging area, there is a small chance the PCs may trace him back to his (and Astigios's) secret hideout. However, this should be hard to do, requiring at least six opposed checks of the PCs' Spot versus his Hide. Flying familiars give a circumstantial modifier of +2 to the PCs' checks (ground-bound ones don't help at all this time). Should the PCs manage to keep up with him, his reactions are up to the DM. He may lure them into an ambush, try to backtrack and come upon them from behind, or do whatever the DM feels appropriate (don't forget that PCs who fail a Hide check versus his Spot will be detected by him when trailing him).

Should the PCs manage to follow him to the hideout, cut to Encounter Eight: Home Away From

Home. This, of course, also applies if the PCs get bored waiting for the next attack and search for the killers on their own (See Encounter Five: Action, Not Reaction). Regardless of the outcome of this battle, such an early showdown means that Encounter Seven: It's Not Over Until... won't take place, since the surviving assassins (if any) lie low for fear of having been flushed out.

If Theng is killed or captured, the PCs are free to search him. Except for his clothing and weapons, they will find nothing on him that incriminates the Scarlet Brotherhood. To avoid unnecessary bother with the remaining vial of poison (if any), the poison is destroyed during the fighting (the vial breaks). If captured, Theng will say nothing, even under duress. Scarlet Brotherhood assassins are trained to withstand enormous amounts of pain. Maybe he will finally break, especially if subjected to magical interrogation, but this will only happen after the entire adventure has run its course (if at all).

All APLs

☞ **Kurlasgh Orrm:** Exp 8, hp 44; see Appendix 2.

☞ **Eldan Arkion:** Clr 12, hp 85; see Appendix 2

☞ **Landra Merolion:** Exp 7, hp 31; see Appendix 2.

APL 2 (EL 5)

☞ **Korin Theng:** Rog5, hp 25; see Appendix 1.

APL 4 (EL 7)

☞ **Korin Theng:** Rog6/Ass1; see Appendix 1.

APL 6 (EL 9)

☞ **Korin Theng:** Rog6/Ass3; see Appendix 1.

APL 8 (EL 11)

☞ **Korin Theng:** Rog6/Ass4; see Appendix 1.

Treasure: If Theng is killed or captured, the characters may take his equipment:

APL 2: Loot 50 gp

APL 4: Loot 49 gp; Magic: +1 *leather armour* (97 gp)

APL 6: Loot 10 gp; Magic: +1 *hand crossbow* (200 gp), +1 *leather armour* (97 gp).

APL 8: Loot 10 gp; Magic: +1 *hand crossbow* (200 gp), +1 *leather armour* (97 gp).

Encounter Five: Action, Not Reaction

There is a chance that the PCs manage to take out Theng when he attacks, and thus have no way of tracing him back to the hideout (and the same might happen in *Encounter Seven: It's Not Over Until...* with Astigios). The adventure has been structured in a way that a fleeing Theng will surely shake the PCs, while they should be able to follow Astigios. If this is

not possible (because both Theng and Astigios are killed), or if the PCs get bored waiting for the next attack and decide to take a more active role in finding the culprits, it is up to you whether you want your players to find the hideout that early. This decision should be based on the players' performances so far: if you are satisfied, or if the players are clearly itching for some action of their own, you should include some clues as to the location of the hideout.

First of all, PCs with the Gather Information skill might have a field day here. Don't let them get off with this too easy, though: nobody in Innspa knows about Theng and Astigios, and thus the best of rolls would not suddenly get the PCs to the assassins' doorstep. Instead, on a successful Gather Information check (DC 20) (with appropriate modifiers for good role-playing) let them find a passer-by who has seen something or someone (maybe Astigios returning home after killing Kallra, or Theng returning from scouting the staging area). This passer-by might direct them to a particular quarter of the city, where a second (or maybe even third) check might result in further directions. Depending on how the PCs interacted with the mage or the bard, a hint from Lertolia Corander or Shari Songwood may also put them on the right track. Or maybe a favour owed to one of the PCs could be cashed in here (since the merchant Nareena Desanjós has built up trade relations with Greyhawk City, even those Brendingund favours might work...)

Another option would be to have a familiar or animal companion pick up the scent of one of the two agents and lead the PCs to their hideout.

Finally, for those groups who are more into role-playing than simply rolling for information, there is the option of introducing a character from the Adri campaign, a Suel tailor by the name of Klim Agera. While he has nothing to do with the Scarlet Brotherhood (at least, not any more...), he keeps a keen, paranoid eye out for any Suel who enter the city of Innspa. In this way, he has learned of Astigios and Theng. Klim will most certainly not confront the two agents directly, but if the PCs do him a favour (like, order some piece of clothing from him, made to fit, of course), he may substitute for one or even two Gather Information rolls as described above.

All APLs

☞ **Klim Agera:** Rog6/Mnk1, hp 19; see Appendix 3.

Most of the action in this encounter needs to be tailored by the DM to fit the situation of the PC group and regional peculiarities. Whatever the exact means employed, as soon as the PCs have found the agents' hideout, cut to Encounter Eight: Home Away From Home.

Encounter Six: The Battle of a Fortnight's Length, New Version

Maps for this encounter are included in Appendix Five.

This scene, lengthy as it seems on paper, is actually pretty short, since it only describes the re-enactment of the Company's version of the Battle of a Fortnight's Length (or rather, its climax) and requires little, if any, player interaction. Most of it can be read directly to the players; whenever the narrative text is interrupted, this is usually done to refer to spell mechanics and their application in the display.

Despite what the PCs may fear, nothing untoward happens during the show. Both Astigios and Theng are aware of the potential capabilities of a high-level bard and an even more experienced illusionist, even if both are mainly concerned with maintaining the necessary illusions and special effects for the performance - better not take any risks! Still, give the PCs as much time as they need to make what they believe to be necessary preparations in anticipation of a second attempt on Arkion's life.

As can easily be gleaned from the multitude of posters announcing the event, the performance begins at 7 in the evening, with admission into the actual staging area beginning an hour earlier. The posters promise, "an entertaining as well as an educating introduction into the world of ancient Aerdy prior to the actual performance."

The staging area is cordoned off by a small contingent of city guards, some of which do not seem to be all too eager to fulfil their task (what with this performance obviously intending to picture Ahlissa in a favourable light). Still, to arrange for any safety precautions, the PCs need to be inside the area, which simply isn't possible at the moment. When the PCs arrive at the display area read the following:

As you arrive this morning, you find the main staging area cordoned off by a small detachment of city guards. The doors in the outer fence surrounding the structure have all been closed, and some kind of tollbooth has been erected next to the largest of them. Liveried attendants direct all comers to step into the place holding the Aerdy and Nyronnese tents. Already a surprising number of spectators have shown up. As the city's bells sound ten, it looks like some five hundred people are assembled at the area, an astonishingly high number given the somewhat steep admission price.

Throughout most of the year, darkness falls in Innspa between 6 and 7 p.m., so that, regardless of when the adventure is set, it will be dark by the beginning of the performance. Remember that admission is 5 gp

per person. Although this looks pretty hefty, it is still not nearly enough to finance the salaries of the two powerful spell casters involved in the performance. Astute PCs may find out during the performance, when they succeed in a Spellcraft check (DC 15 + spell level) to identify the spells being used here, that either the spellcasters involved are working for a substantially reduced fee, or that there needs to be some serious outside financial backing. Continue reading the text below:

Before the assembled audience has any chance to get bored, a soft chime strikes, appearing out of nowhere, immediately getting the crowd's attention. A beautiful, female voice begins to sound, sounding deep and mysterious. "A very warm welcome to you, visitors. Who want to step back into the history of glorious Aerdy, back into a time when the Great Kingdom had not been founded; when brave Aerdi forces struggled to unite the continent under one leader, one vision, to bring peace and order to a war-torn world.

Please allow us to tell you something about this time; inform you about the many difficulties faced by the troops of the Kingdom of Aerdy along their way to finally bring the most glorious of all past empires into existence: the Great Kingdom! While I will be acting as your guide to this time, our attendants will collect the small organizational fee which is required to make this splendid rendition come true."

This is Shari Songwood, acting in a twofold function: First, she introduces the audience to the glory of Aerdy's past, not only informing them about the battle's historical background, but also inserting a not insignificant amount of pro-Aerdy (and thus, pro-Ahlissan) propaganda. Second, she needs to keep the crowd occupied until Lertolia Corander has turned the staging area into a suitable battleground. Even with the help of some dedicated landscape artists, the huge dimension of the staging area (200 by 300 feet) require a total of five *hallucinatory terrain* spells to transform, relating to a preparation time of 50 minutes. Afterwards, the spells last for between 23 and 24 hours, more than enough for the entire performance. In the meantime, Shari Songwood entertains the audience with a brief recounting of the history of the Kingdom of Aerdi until directly before the Battle of a Fortnight's Length (you may want to paraphrase the pertinent information from the *Living Greyhawk Gazetteer* if this seems suitable or necessary). Shari's rendition ends with the fiercely fought battle that has just reached a turning point, with Nyronnese heavy cavalry preparing for their decisive charge at the lines of the weary Aerdy soldiers...

All the time, the liveried attendants move around the crowd, selling tickets, which are eagerly

bought. If the PCs did not get free admission from Orrm, they need to pay up now, as well. Once the time needed for preparation has passed, Shari's narration comes to a dramatic ending, and she invites the audience inside the staging area. Continue reading aloud:

After the bard has finished, you see the double wooden doors to the staging area open, and quickly but orderly the audience moves in. In an orderly fashion, the audience take their seats on the many benches which are arranged on three sides of the rectangular area. On the fourth side, a small hill rises, completely obscuring what's outside the arena.

The arena itself has changed dramatically from what you saw during the practice sessions: a large, rolling hillside stretches up to the "hill" at the other end of the arena. Only a few trees can be seen, but many bushes and undergrowth dot the scenery.

Smoke from several fires rises up in the air. The whole area looks like a battlefield, with corpses lying around en masse. Most of them wear chain mail emblazoned with the insignia of the Kingdom of Aerdy, and many seem to have been killed by arrows. Literally hundreds of arrows stick out from the ground or lie around, with a number of bows and light crossbows scattered in between. Behind a low ditch, twenty soldiers in Aerdy chain shirts and armed with swords are busy erecting walls of shields and spears in what must be the anticipation of a cavalry charge. A large man wearing a general's insignia directs them, always accompanied by a small detachment of personal bodyguards.

The soldiers look tired and worn, and many of them are wounded. While this is going on, reinforcements arrive from both sides, taking up flanking positions following a few commands barked by the general. In the meantime, fog rolls up, totally hiding the hill at the other end of the arena from view.

Only the original twenty soldiers are genuine actors. PCs will recognize the general as Kurlagh Orrm, and the leader of the bodyguards as Eldan Arkion. The reinforcements are created by two *persistent image* spells cast by Lertolia Corander. Most of the scenery is imbedded in the illusion, except for those elements that could not be created by *hallucinatory terrain* spells. Most of the incidental sound effects of the scene (like the clanging of metal or the trampling of the feet of the otherwise silent *persistent images*) are provided by Shari Songwood using various spells (including *ambient song* from *Song and Silence*). Three *fog clouds* account for the rising fog.

Both spellcasters have taken up positions in hidden areas of the battlefield, close enough to be

able to cast their spells through camouflaged view slits, but hidden well enough from the eyes of the public. Continue reading aloud:

For a few moments, there is silence, only broken by the clanging of metal. Then, suddenly, a trumpet flares, and low drumming can be heard. The trumpet flares again, and lights can be seen in the fog. Slowly, the fog begins to lift, and a lone person clad in Nyronnese scale mail peeks out of the fog - a scout, obviously. Another one appears, and another. Silently, they scan the Aerdy troops, then retreat. Suddenly, there's a bright light, and you hear the neighing of horses, followed by the sounds of hooves trampling. The Nyronnese charge is imminent!

The musical sounds are products of *ghost sounds*, while the torches are created by two *dancing light* spells. A *gust of wind* lifts the fog, and the scouts are *silent images*. The bright light is created by a *flare* spell.

The thundering of hooves grows louder, and suddenly an entire company of Nyronnese cavalry in close formation charges into view. More than thirty in number, they charge straight for the Aerdy lines, their leader in front of them. The Aerdy soldiers grip their spears tighter and brace themselves for the decisive moment; the moment when how they receive this charge will decide the fate of the emerging kingdom. The riders wear Nyronnese scale mail and open helmets, carry swords and bucklers, and have spears set to deliver a charge attack. The horses wear scale barding adorned with the symbol of the Oeridian Kingdom of Nyron. The cavalry detachment is closing in rapidly, about to trample down the steadfast Aerdy.

Meanwhile, the fog has receded completely, and something else catches your eye: a small group of unarmored and unarmed individuals, clustered tightly together on a small hilltop behind the charging horsemen, begin chanting and waving their hands, conjuring up powerful arcane forces to hurl against the Aerdy line. Sparkling bolts of energy reach out, but are blocked close to the Aerdy line by similar forces, obviously created by a smaller group of Aerdy spellcasters bearing the emblem of House Cranden. With the cavalry on their way to the enemy lines, a spectacular magical battle begins, with small as well as large explosions resulting in brilliant fireworks and an unearthly howling filling the air. One of the Aerdy mages drops, obviously due to strain, while one of the Nyronnese spellcasters is suddenly immolated in fire. Unfazed, the cavalry charges on, almost

oblivious to the magical battle unfolding above their heads.

Only twelve of the heavy cavalry are real (the actors the PCs saw practicing the day before). The left and right wing of the detachment are created by *persistent image* spells, improved by *Extend Spell* for double duration. The mages and their magical battle are the result of a highly complex sequence of *pyrotechnics*, *shadow conjuration*, even more *pyrotechnics*, *silent image*, *minor image*, and *sculpt sound* spells. The magical battle is intended to serve as a spectacular backdrop, detracting spectators from some minor flaws that could occur at the fringes of the interplay between illusionary and live soldiers. While, of course, the Aerdy mages will win in the end, for the duration of the show the two arcane forces will effectively cancel each other out.

With all this magical spectacle going on, you almost miss the clash of the two armies as the charge reaches the Aerdy lines. The sounds of battle rise to new levels, almost drowning the sounds of the magical battle above. The cacophony is indescribable! In the meantime, spears and shields clash on the battlefield, and great carnage is wrought. Horses cry and fall, throwing their riders, lying motionless in pools of blood. Other horses rear, giving their riders just enough time to dismount and go into melee. Aerdy soldiers are trampled by Nyrondeuse horses, but not a few of them stand their ground. Smoke rises up and partially obscures your view, but when the dust has settled, you see that the cavalry charge has been repelled, but the Aerdy front has been shattered as well. Fighting has degenerated into a number of individual skirmishes fought with utmost ferocity. Aerdy and Nyrondeuse soldiers clash on foot, the Nyrondeuse now using their short swords and bucklers. Most of the fighting occurs centre stage, with the left and right wings of both armies having taken most of the casualties.

The Nyrondeuse leader survived the charge, although her horse did not. Without her helmet, she and two of her soldiers have engaged the Aerdy general's bodyguard, whose leader, aided by three of his soldiers, puts up a valiant defence of his general who stands in the background, tending a spear wound. While the fighting gradually swings in favour of the Aerdy troops, the Nyrondeuse leader kills the bodyguard captain after a long struggle, but loses her comrades in the process.

In the end, with most of the troops down the climax of the battle occurs in the duel between the Nyrondeuse leader and the Aerdy general. This battle takes several minutes and is a demonstration of superior sword-fighting on both

sides. Finally, the wounded Aerdy general manages to lethally wound his foe, who dies an agonizing, dramatically drawn-out death. Triumphant music can be heard, low at first, but then louder. With the music swelling to an almost deafening crescendo, the Aerdy general stands amid the carnage, triumphantly, his raised sword illuminated by a ray of light.

The clash between the real and the illusionary soldiers is almost perfect; it takes PCs Spot checks (DC 22) to notice any irregularities. Of course, they may also succeed in Will saves against 22 to see the entire performance for what it is.

Gradually, the illusionary soldiers and their horses die, but remain on the battlefield (due to the spell's increased duration). The entire battle is illustrated by sound and light effects provided by the two spell casters, who will be almost drained of spells by the time of the battle's end. Especially Lertolia's *shadow evocation* and *greater shadow evocation* as well as *greater shadow conjuration* add a few nice touches. The fight scenes at the end resemble the scenes the PCs observed during the practice sessions, but of course looks much better now than while practicing. It is interesting, though, that the battle between Arkion and Merolion has been shortened to a mere two minutes (this was done at Arkion's behest after the incident during the practice session).

The entire performance lasts for some thirty minutes, after which the illusionary corpses disappear, and all live actors, including the two tired, but proud spellcasters, gather and take their bows before a frenetic audience.

During all of this, PCs waiting for any attack from the as yet (probably) still unknown assassins will be disappointed. Neither of the Scarlet Brotherhood assassins is too keen on showing their hand in front of five hundred witnesses, and most certainly not in the presence of two powerful spell casters. PCs constantly on the lookout for possible assailants are pretty much likely to spoil their enjoyment of the performance.

Once the performance has finished and the PCs have concluded any business they might have proceed to Encounter Seven

Encounter Seven: It's Not Over Until...

The real danger, in form of a second attack on Eldan Arkion, occurs during a small-scale banquet that is given on the evening of the day of the performance to celebrate the successful event. Essentially, only members of the Company are admitted to this event, although Orrm has employed a local catering service to provide an exquisite buffet.

The reception starts at 7 p.m. and will last until midnight (theoretically). It is held in the "campsite"

in front of the staging area, between the tents that are still used to house the actors until their departure two days from now, although the low palisade has been taken down. You can use the map of the camp and add a large buffet somewhere at the location where once the palisade stood. At the edge of the camp, three carts from the catering company stand, and a total of twelve caterers are in attendance during the reception.

There is no descriptive text for this scene, since its development is basically up to the PCs and their actions. Until Astigios sees his chance, the event consists of the actors and crewmembers talking about the performance and congratulating each other on their success. The buffet will be open for the entire event. Roast mutton and pork are the main dishes, complemented by an assortment of fruit and salad as well as a few side dishes. Beverages include mead, weak beer, strong ale (proudly, and visibly, sponsored by Innspa's Wenta temple), water, and berry juices. After nightfall, illumination is provided by a few stones with *continual flame* cast on them, courtesy of Lertolia (created before the Company entered the city). All of the members of the Company attend, including Lertolia Corander and Shari Songwood. These two are very tired (and retire early) but keep up appearances for an hour or two. (In case the information is needed: Shari has no spells left, while Lertolia still has *message*, *ventriloquism*, *gust of wind*, and *mirage arcana* prepared.)

You will have to improvise most of this encounter's course based on the PCs' actions. Checking the food, the beverages, or the catering personnel won't reveal anything at all, and PCs posted, as guards will not notice anything out of the ordinary. You may want to include a few more or less drunken onlookers trying to crash the party if he wants to provide the PCs with some work. Astigios, however, waits until nightfall before he makes his move. Disguised as a caterer, he enters the camp (effectively bringing the number of caterers up to thirteen, since he did not bother to kill one of the real ones) and tries to get as close to Arkion as he can. Given his limited Disguise skill, Astigios's cover is not really the best there could be (impersonating a catering assistant is not terribly difficult, but hiding the fact that you're a pure-blooded Suel while doing so, is), thus his aim is to get close to Arkion as quickly as possible. Once in position he will deliver a Stunning Attack and then kill Arkion while he is stilled stunned - the same way he did with Kallra Groomnose. Astigios would much prefer to have Theng in his place in this situation, but believes the assassin's cover blown and his identity known to the PCs. In such a case, Scarlet Brotherhood regulations require the failed assassin to lie low, and let his partner finish the assignment.

You should not draw special attention to the fact that one of the catering personnel gets close to

Arkion, since this sort of thing happens all the time, with servers moving between the party guests to refill drinks, carry away plates, moving back and forth between the buffet tables and the catering wagons to replenish food, etc. Suspicious PCs get a Spot check vs. Astigios's Hide total (give Astigios a circumstantial modifier of +2 due to bad lighting). Even if revealed, Astigios makes one pass at Arkion before trying to retreat. He then tries to flee the same way Theng did.

If Astigios manages to stun Arkion, he will kill him in the subsequent round, unless one of the PCs intervenes. Again, the *ka* will rather stay (and die himself) if this means finishing the job.

If the attack fails and Astigios is captured, he will die rather than reveal anything. In fact, if he regards the situation as hopeless, he will attempt to slay himself by any means possible. The only interesting item he carries is a *potion of glibness* (in case he needs to talk his way out of a sticky situation); at APL 8, he also wears a *+1 cloak of protection*.

Should Astigios manage to flee (maybe some clever PCs allow him to flee, in order to trace him to his hideout), follow the procedure as outlined in Encounter Four: An Unusual Practice Session (six opposed checks of Astigios's Hide versus the PCs' Spot), including the benefits of using familiars in tracing down the fleeing monk. Since Astigios's skill in Hide is not as well developed as Theng's, there is much better chance that the PCs manage to stay on his trail and find the assassins' secret hideout. In this case, cut to Encounter Eight: Home Away From Home.

Obviously, if the PCs managed to find the agents' hideout and took out Astigios earlier, this entire encounter will not take place (who'd have thought).

Sometime during this scene, preferably in the confusion following the attack, Anarkin should vanish from the staging area, disappearing into town. You are to time this event so that once the PCs find out he is missing, they have no chance of catching up with him.

All APLs

☞ **Kurlasgh Orrm**: Exp 8, hp 44; see Appendix 2.

☞ **Eldan Arkion**: Clr 12, hp 85; see Appendix 2

☞ **Landra Merolion**: Exp 7, hp 31; see Appendix 2.

☞ **Lertolia Corander**: Wiz 12, hp 42; see Appendix 2.

☞ **Shari Songwood**: Brd 9, hp 40; see Appendix 2

APL 2 (EL 4)

☞ **Veleron Astigios**: Mnk4, hp 29; see Appendix 1.

APL 4 (EL 6)

☞ **Veleron Astigios**: Mnk6, hp 44; see Appendix 1.

APL 6 (EL 8)

☞ **Veleron Astigios**: Mnk8, hp 66; see Appendix 1.

APL 8 (EL 10)

➤ **Veleron Astigios:** Mnk10, hp 79; see Appendix 1.

Treasure: The following treasure can be found on Veleron Astigios:

APLs 2 and 4: Magic *potions of glibness* (42 gp)

APL 6: Magic 2 *potions of glibness* (84 gp)

APL 8: Magic 2 *potions of glibness* (84 gp), +1 *cloak of protection* (83 gp)

Encounter Eight: Home Away From Home

Maps for this encounter are included in Appendix Five.

This is the last scene of the adventure. It takes place whenever the PCs manage to trace either of the Scarlet Brotherhood agents to their hideout, as described in Encounter Four: An Unusual Practice Session, Encounter Five: Action, Not Reaction, or Encounter Seven: It's Not Over Until... The level of opposition the PCs encounter here (Astigios, Theng, or both) depends on the success of their actions during aforementioned scenes.

Finally, the PCs have found the agents' hideout:

You are standing in front of an old, run-down building in one of the seedier parts of the city – one of the oldest parts of New City, right next to the Old City's encircling walls. It is a two-story building with small windows which have no glass left in them, but are covered by hides drawn across them. The wooden door of the building hangs only on one hinge and creaks slightly in the wind. Apart from that, you do not hear any sound, nor do you see light anywhere in the building.

What happens here depends on whether (and how) the PC dealt with Astigios and Theng. The agents use the second floor of the old building as their hiding place, with the ground floor being devoted to an assortment of traps. The first of these is connected to the door: Anyone opening it fully triggers a wire connected to a loaded light crossbow mounted on the opposite wall of the small room.

All APLs

➤ **Crossbow Trap:** CR 1; +10 ranged (1d8/x2 crit); Search (DC 20); Disable Device (DC 20).

The building interior seems to consist of only one room, ten feet by fifteen feet in size, with the ceiling reaching to no more than eight feet. A small flight of wooden stairs at the back of the room leads up. The room is devoid of furniture.

Next in line in this room, directly behind the door and next to impossible to detect while still dealing with the crossbow trap, is a tripwire, which is connected to a small table directly behind the door on which several metal items have been placed. PCs activating this trap overturn the table, causing the items to clash to the floor, which in turn alerts Astigios and Theng (if present) to the intruders. Should the PCs have managed to avoid detecting and alerting the agent(s) so far, activating this trap will do so.

All APLs

➤ **Tripwire Trap:** CR 1/2; no attack (no damage); Search (DC 20); Disable Device (DC 20).

The third and final trap is on the third step of the wooden staircase. The floorboard has been deliberately weakened, and if pressure is exerted upon it (more than 50 pounds of weight), the board breaks and subjects the unlucky PC to a poisoned spike attack (APLs 4 through 8, only):

APL 4

➤ **Poisoned Spike Trap:** CR 2; +8 melee (1d4-1); Search (20); Disable Device (20); *Note:* The spike has been coated with spider venom (Injury DC 14, 1d4 Str/1d6 Str).

APL 6

➤ **Poison Spike Trap:** CR 3; +10 melee (1d4-1); Search (20); Disable Device (20); *Note:* The spike has been coated with spider venom (Injury DC 14, 1d4 Str/1d6 Str).

APL 8

➤ **Poison Spike Trap:** CR 4; +12 melee (1d4-1); Search (20); Disable Device (20); *Note:* The spike has been coated with spider venom (Injury DC 14, 1d4 Str/1d6 Str).

The rest of this encounter depends on how many of the agents are still present. If none are here, the action proceeds without difficulty, and the PCs get to search the upper floor room unhindered. If either (or both) of the agents are present, they should be warned by the time the PCs have navigated all three traps. Battle tactics are as follows:

Both Astigios and Theng are present: Theng passes his remaining poison on to Astigios, who positions himself at the top of the stairs, crossbow with poisoned bolt cocked and ready. In the meantime, Theng hides behind the wardrobe and waits for someone to get past Astigios. If faced with superior opposition, Astigios retreats back into the room, enabling Theng to join the fray. In such a case, the assassin strikes with surprise (unless an entering PC beats his Hide roll with a Spot check), going for a Sneak Attack. Should Astigios feel he has the

situation on the stairs well under control, Theng leaves the room via the front window to attack the PCs from behind. This takes him four combat rounds as well as a successful *Climb* check against DC 15. He then tries to *Move Silently* up on the PCs and achieve a surprise Sneak Attack.

Only Astigios is present: The *ka* covers the stairs with his crossbow as described above, most probably minus the poison. As long as he feels he can hold his position, he remains there. If he feels the PCs are coming on too strong, he retreats into the room, springing an all-out attack (including Flurry of Blows) on the PCs.

Only Theng is present: Once Theng notices the PCs, he tried to determine how many enemies he is facing (Listen check [DC 15]). If he estimates the number of enemies as greater than five, he tries to leave the room via the upper window, hoping to get away unnoticed. If he hears four or less enemies, he hides behind the wardrobe as described above, hoping for a surprise Sneak Attack.

As mentioned earlier, neither Theng nor Astigios will talk once captured, not even under duress. Astigios will kill himself as described in *Encounter Seven: It's Not Over Until...* if he feels the need to do so.

Should the PCs bypass the entire ground floor and enter the upper floor via the window, the battle plans mentioned above will have to be modified slightly. Climbing the wall requires a *Climb* check (DC 15); however, unless climbing PCs succeed in *Move Silently* checks against Astigios's and/or Theng's Listen skill, this will alert the agents, allowing Theng to hide as described above, and Astigios to prepare a poisoned crossbow bolt.

Whenever the PCs get their first view of the upper story room, they see the following:

This floor is made up of a single room, ten feet by fifteen feet in size. It has one window facing the street and no other exits. Furniture is sparse: primitive beds stand along the right and left walls, and next to the window is a man-sized wardrobe. In the middle of the wall opposite to the stairs is a large, closed ironbound chest with a complex inlaid lock. The room is empty.

Of course, this description has to be modified slightly if Astigios is in the room. If Theng is present, he will most likely be in hiding behind the wardrobe, prepared for his surprise Sneak Attack.

If the PCs are victorious in this battle (or if they did not have to battle for control of the room at all), they are free to search the room.

The two beds are simple affairs, with straw mattresses, woollen blankets, and small straw-filled sacks for pillows. While the bed on the left wall is unremarkable except for a few lice, the second one hold one important piece of evidence beneath the

pillow: a small brooch made of red gold, engraved with an ancient, Suel-looking family crest and a small red dagger etched into the brooch directly beneath the crest. This is Theng's family symbol, and the dagger indicates Theng's status as an initiate with the Redblades, a militant sect of assassins following Pyremius. It takes a Bardic Knowledge or Intelligence check (DC 25) to make sense of this information (Shari Songwood would have good chances to know this rather obscure bit of information), but the item is worth 50 gp for its material value alone.

This item is included on the AR, since it may become important in later adventures.

The wardrobe holds a variety of shoes and clothing, enabling a large human to disguise himself in a number of ways. There is nothing of outstanding value in this closet.

The chest holds the rest of the two agents' goodies, everything except the few items they carried on their persons while at work. Of course, the chest is not only locked, but the lock has also been fitted with a poisoned needle, which is powerful enough to penetrate leather gloves (but will be blocked by metal ones).

APLs 2 and 4

☞ **Poison Needle Trap:** CR 2; +10 ranged (1, plus poison); Search (DC 22); Disable Device (DC 20); *Note:* The needle has been coated with spider venom (Injury DC 14, 1d4 Str/1d6 Str).

APL 6

☞ **Poison Needle Trap:** CR 3; +12 ranged (1, plus poison); Search (DC 22); Disable Device (DC 20); *Note:* The needle has been coated with spider venom (Injury DC 14, 1d4 Str/1d6 Str).

APL 8

☞ **Poison Needle Trap:** CR 4; +14 ranged (1, plus poison); Search (DC 22); Disable Device (DC 20); *Note:* The needle has been coated with spider venom (Injury DC 14, 1d4 Str/1d6 Str).

Once the trap has been dealt with, there is still the lock to contend with. The lock is a complex lever lock with 24 levers (DC of 30 to open). The chest holds the following:

APL 2: A small pouch with 120 gp in cash (emergency cash); another pouch with a small amethyst (90 gp) and an opal (150 gp), also emergency cash; a *potion of reduce*, a *potion of blur*; a carved bone idol of a grotesque-looking man whose head resembles that of a jermlaine (150 gp) - this is a statue of Pyremius (Knowledge (religion) [DC 20]); Veleron Astigios's light masterwork crossbow plus a quarrel with 20 bolts; 50 feet of silk rope; a disguise kit; an hourglass.

APL 4: As APL 2.

APL 6: As APL 4, but double cash and jewellery values and add Theng's spell book (contains: 1st – *change self, obscuring mist, spider climb*, 2nd – *undetactable alignment*)

APL 8: As APL 6, but replace masterwork light crossbow with +1 *light crossbow* and add Theng's spell book (contains: 1st – *change self, obscuring mist, spider climb*, 2nd – *alter self, undetactable alignment*).

The treasure totals are:

APL 2: Loot 35 gp; Cash 85 gp; Magic: *potion of reduce* (21 gp), *potion of blur* (25 gp).

APL 4: Loot 35 gp; Cash 85 gp; Magic: *potion of reduce* (21 gp), *potion of blur* (25 gp).

APL 6: Loot 35 gp; Cash 170 gp; Magic: *potion of reduce* (21 gp), *potion of blur* (25 gp), Theng's spell book (4 gp)

APL 8: Loot 10 gp; Cash 170 gp; Magic: *potion of reduce* (21 gp), *potion of blur* (25 gp), *light crossbow* +1 (198 gp), Theng's spell book (6 gp)

There are no further indications as to the agents' employer, especially no written instructions.

Epilogue: All's Well that Ends Well

One the PCs have dealt with the threat of Veleron Astigios and Korin Theng, a few loose ends remain to be wrapped up:

The most important of these is that Eldan Arkion has left the Company and has vanished for good. Ideally, this happens in the confusion after Astigios's attack, or at any other time when the PCs are away from him. This will have important consequences in later adventures. Astute PCs might get the idea to search his tent (one of the "Aerdy" ones). When they do this, they find that Arkion has taken most of his belonging with him (except for heavy items like blanket and bedroll). However, a Search or Spot check (DC 15) reveals one more item: a small, iron sceptre with the coat-of-arms of the Prelacy of Almor inlaid into it. A Knowledge (history) or Bardic Knowledge check (DC 15) reveals this to be a small replica of the ruling sceptre of the Prelacy from its pre-Wars days. The item accidentally slipped from one of Arkion's pockets when he made his hasty getaway. While the players will not learn about its significance here, it is an important clue for later adventures.

Kurlasgh Orrm will gladly pay whatever the PCs managed to bargain from him, and lifelong status as guests of honour at the Company's performances (listed on the AR).

If the roleplaying has been exceptional on the table, Lertolia Corander and Shari Songwood can be made available for spell teaching, especially when a spellcasting PC has just gained a new level. Shari can teach them the *ambient song* spell, which is listed on the AR.

The Aerdy Re-Enactment Company will leave the city two days after conclusion of these events, with Kurlasgh Orrm being on the lookout for a new actor to play the Aerdy bodyguard. Maybe the PCs meet the Company again at a later time in the campaign...

Treasure: The PCs may gain the following rewards. Reward paid by The Aerdy Re-Enactment Company (per PC):

APL 2: Coin 100 gp

APL 4: Coin 100 gp

APL 6: Coin 150 gp

APL 8: Coin 200 gp

All APLs: Coin: 10 gp (Brooch made from red gold (per PC)).

All APLs: Coin: 10 gp (Small replica of the sceptre of the Prelacy of Almor).

All APLs: Favour of the Adri Re-Enactment Company: value

All APLs: Access to the spell *ambient song*

The End

Critical Event Summary

Please feed the answers to the following questions back to the author at GH.Adri@web.de

Did Anarkin survive?

Did Anarkin escape into the city unnoticed?

Did the characters find the scepter?

Did the characters deduce the true identity of "Eldan Arkion"?

Did one of the Scarlet Brotherhood Assassins escape? If so, who?

Did the characters find the brooch of red gold?

Did the characters enlist the aid of Klim Agera? If so, in what way?

Experience Point Summary

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

Encounter Four (or later)

Defeating Veleron Astigios

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Encounter Seven (or later)

Defeating Korin Theng

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

Encounter Eight

Defeating the crossbow trap:

APL 2	30 XP
APL 4	30 XP
APL 6	30 XP
APL 8	30 XP

Defeating the poison spike trap:

APL 4	60 XP
APL 6	90 XP
APL 8	120 XP

Defeating the chest trap

APL 2	60 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP

Discretionary Role-playing bonus

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP

Total possible experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

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

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

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

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

Adventure Maximums

APL 2:	400 gp
APL 4:	590 gp
APL 6:	800 gp
APL 8:	1128 gp

Encounter One

Belongings of Kallra Groomnose

All APLs: Coin 5 gp

Encounter Three

All APLs: *Loot 20 gp* (Book of Gnomebeorn the Strong).

Encounter Four

Treasure: If Theng is killed or captured, the characters may take his equipment:

APL 2: Loot 50 gp

APL 4: Loot 49 gp; Magic: +1 *leather armour* (97 gp)

APL 6: Loot 10 gp; Magic: *+1 hand crossbow* (200 gp), *+1 leather armour* (97 gp).

APL 8: Loot 10 gp; Magic: *+1 hand crossbow* (200 gp), *+1 leather armour* (97 gp).

Encounter Seven

Found on Veleron Astigios:

APLs 2 and 4: Magic *potion of glibness* (42 gp)

APL 6: Magic 2 *potions of glibness* (84 gp)

APL 8: Magic 2 *potions of glibness* (84 gp), *+1 cloak of protection* (83 gp)

Encounter Eight

APL 2: Loot 35 gp; Cash 85 gp; Magic: *potion of reduce* (21 gp), *potion of blur* (25 gp).

APL 4: Loot 35 gp; Cash 85 gp; Magic: *potion of reduce* (21 gp), *potion of blur* (25 gp).

APL 6: Loot 35 gp; Cash 170 gp; Magic: *potion of reduce* (21 gp), *potion of blur* (25 gp), Theng's spell book (4 gp)

APL 8: Loot 10 gp; Cash 170 gp; Magic: *potion of reduce* (21 gp), *potion of blur* (25 gp), *+1 light crossbow* (198 gp), Theng's spell book (6 gp)

Epilogue

The PCs may gain the following rewards. Reward paid by The Aerdy Re-Enactment Company (per PC):

APL 2: Coin 100 gp

APL 4: Coin 100 gp

APL 6: Coin 150 gp

APL 8: Coin 200 gp

All APLs: Coin: 10 gp (Brooch made from red gold (per PC)).

All APLs: Coin: 10 gp (Small replica of the sceptre of the Prelacy of Almor).

All APLs: Favour of the Aerdy Re-Enactment Company: value

All APLs: Access to the spell *ambient song*

Appendix One: The Assassins

APL 2

➤ **Veleron Astigios, human male (Suloise) Mnk4 (ka):** CR 4; Medium-size Humanoid (6'2" tall); HD 4d8+4; hp 29; Init +8 (+4 Dex, +4 Improved Initiative); Spd 40 ft.; AC 16 (touch 16, flat-footed 10), (+4 Dex, +2 Wis); Atk +4 melee (1d8+1, unarmed), +8 ranged (1d8 [19-20/x2], masterwork light crossbow); SA Flurry of blows, stunning attack, unarmed strike; SQ Evasion, still mind, slow fall (20 ft.); AL LE; SV Fort +5, Ref +8, Will +2; Str 12, Dex 18, Con 13, Int 13, Wis 14, Cha 8.

Skills and Feats: Balance +7, Climb +3, Concentration +6, Disguise +3, Escape Artist +5, Gather Information +1, Hide +6, Jump +6, Knowledge (arcana) +2, Listen +6, Move Silently +8, Tumble +7; Deflect Arrows, Dodge, Improved Initiative, Improved Unarmed Strike, Point-Blank Shot.

Languages: Common, Ancient Suel.

Possessions: boots, simple clothing, dark hooded robe, *potion of glibness*.

Description: Astigios (age 26), a pure-blooded Suel, is a *sahey* ("brother") of the Scarlet Sign, with a lean, ascetic frame and a bald head. He rarely speaks and is usually focused on his mission. Vestigios had red albino eyes.

➤ **Korin Theng, human male (Suloise) Rog5 (retna-fon):** CR 5; Medium-size Humanoid (5'10" tall); HD 5d6; hp 25; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (touch 13, flat-footed 15), (+2 leather, +3 Dex); Atk +5 melee (1d4+2 [19-20/x2], dagger OR 1d6 subdual damage, sap), +7 ranged (1d4 and poison [19-20/x2], masterwork hand crossbow); SA Sneak attack +3d6; SQ Evasion, uncanny dodge (Dex bonus to AC); AL LE; SV Fort +1, Ref +7, Will +1; Str 14, Dex 17, Con 11, Int 15, Wis 10, Cha 14.

Skills and Feats: Balance +8, Climb +8, Decipher Script +4, Disable Device +5, Disguise +8, Escape Artist +6, Forgery +4, Gather Information +5, Hide +11, Innuendo +4, Intimidate +4, Intuit Direction +2, Jump +7, Listen +5, Move Silently +11, Open Lock +4, Read Lips +6, Search +6, Sense Motive +2, Spellcraft +3, Spot +6, Tumble +6, Use Magic Device +1, Use Rope +5; Improved Initiative, Point-Blank Shot, Precise Shot.

Languages: Common, Ancient Suel.

Possessions: dark clothing, masterwork leather armour, masterwork hand crossbow, 2 compartment with 10 bolts each, sap, dagger, boots, face mask, jar with two doses of wyvern venom (Injury DC 17, 2d6 Cn/2d6 Con), thieves tools (masterwork).

Description: Theng (age 22) is a former *eltesh* ("male cousin", the Brotherhood term for thief) on his way to becoming a *rhoidin* ("uncle", the rank of a lower assassin). He is slightly more talkative than you

would a Brotherhood assassin expect to be (although this is still not saying much), and is slightly overzealous due to the importance this kill has for him. He also is a pure-blood Suel, with platinum blonde hair and pale blue eyes.

APL 4

➤ **Veleron Astigios, human male (Suloise) Mnk6 (ka):** CR 6; Medium-size Humanoid (6'2" tall); HD 6d8+6; hp 44; Init +8 (+4 Dex, +4 Improved Initiative); Spd 50 ft.; AC 17 (touch 17, flat-footed 10), (+4 Dex, +2 Wis, +1 monk); Atk +8/+5 melee (1d8+1, unarmed), +9 ranged (1d8 [19-20/x2], masterwork light crossbow); SA Flurry of blows, stunning attack, unarmed strike; SQ Evasion, purity of body, still mind, slow fall (30 ft.); AL LE; SV Fort +6, Ref +9, Will +3; Str 12, Dex 18, Con 13, Int 13, Wis 14, Cha 8.

Skills and Feats: Balance +9, Climb +5, Concentration +8, Disguise +3, Escape Artist +5, Gather Information +1, Hide +7, Jump +7, Knowledge (arcana) +2, Listen +6, Move Silently +10, Tumble +9; Deflect Arrows, Dodge, Improved Initiative, Improved Trip, Improved Unarmed Strike, Point-Blank Shot, Weapon Finesse (Fist).

Languages: Common, Ancient Suel.

Possessions: boots, simple clothing, dark hooded robe, *potion of glibness*.

Description: Astigios (age 26), a pure-blooded Suel, is a *sahey* ("brother") of the Scarlet Sign, with a lean, ascetic frame and a bald head. He rarely speaks and is usually focused on his mission. Vestigios had red albino eyes.

➤ **Korin Theng, human male (Suloise) Rog6/Ass1 (retna):** CR 7; Medium-size Humanoid (5'10" tall); HD 7d6; hp 32; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 13, flat-footed 16), (+3 +1 leather, +3 Dex); Atk +6 melee (1d4+2 [19-20/x2], dagger OR 1d6 subdual damage, sap), +8 ranged (1d4 and poison [19-20/x2], masterwork hand crossbow); SA Death attack, poison use, sneak attack +4d6; SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL LE; SV Fort +2, Ref +10, Will +2; Str 14, Dex 17, Con 11, Int 15, Wis 10, Cha 14.

Skills and Feats: Balance +10, Climb +9, Decipher Script +5, Disable Device +6, Disguise +10, Escape Artist +8, Forgery +4, Gather Information +6, Hide +13, Innuendo +4, Intimidate +5, Intuit Direction +3, Jump +8, Listen +5, Move Silently +13, Open Lock +4, Read Lips +6, Search +6, Sense Motive +2, Spellcraft +3, Spot +6, Tumble +7, Use Magic Device +1, Use Rope +5; Improved Initiative, Point-Blank Shot, Precise Shot, Rapid Shot.

Languages: Common, Ancient Suel.

Possessions: dark clothing, +1 leather armour, masterwork hand crossbow, 2 compartment with 10

bolts each, sap, dagger, boots, face mask, jar with two doses of wyvern venom (Injury DC 17, 2d6 Con/2d6 Con), thieves tools (masterwork).

Spells Prepared: Although Theng would be able to cast spells due to his high Int, he has not prepared any, and has not brought his spell book.

Description: Theng (age 22) is a young *eltesh* ("male cousin", the Brotherhood term for thief) who has just become a *rhoidin* ("uncle", the rank of a lower assassin). He is slightly more talkative than you would a Brotherhood assassin expect to be (although this is still not saying much), and is slightly overzealous. He also is a pure-blood Suel, with platinum blonde hair and pale blue eyes.

APL 6

➤ **Veleron Astigios, human male (Suloise) Mnk8 (ka):** CR 8; Medium-size Humanoid (6'2" tall); HD 8d8+16; hp 66; Init +8 (+4 Dex, +4 Improved Initiative); Spd 50 ft.; AC 17 (touch 17, flat-footed 10), (+4 Dex, +2 Wis, +1 monk); Atk +11/+8 melee (1d10+1, unarmed), +12/+7 ranged (1d8 [19-20/x2], masterwork light crossbow); SA Flurry of blows, stunning attack, unarmed strike; SQ Evasion, leap of the clouds, purity of body, still mind, slow fall (50 ft.), wholeness of body; AL LE; SV Fort +7, Ref +11, Will +4; Str 12, Dex 18, Con 14, Int 13, Wis 14, Cha 8.

Skills and Feats: Balance +10, Climb +6, Concentration +11, Disguise +5, Escape Artist +7, Gather Information +3, Hide +7, Jump +7, Knowledge (arcana) +2, Listen +6, Move Silently +10, Tumble +9; Deflect Arrows, Dodge, Improved Initiative, Improved Trip, Improved Unarmed Strike, Point-Blank Shot, Weapon Finesse (fist).

Languages: Common, Ancient Suel.

Possessions: boots, simple clothing, dark hooded robe, 2 *potions of glibness*.

Description: Astigios (age 26), a pure-blooded Suel, is a *sahey* ("brother") of the Scarlet Sign, with a lean, ascetic frame and a bald head. He rarely speaks and is usually focused on his mission. Vestigios had red albino eyes.

➤ **Korin Theng, human male (Suloise) Rog6/Ass3 (retna):** CR 9; Medium-size Humanoid (5'10" tall); HD 9d6; hp 39; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 13, flat-footed 16), (+3 +1 *leather*, +3 Dex); Atk +8/+3 melee (1d4+2/ [19-20/x2], dagger OR 1d6 subdual damage, sap), +10/+4 ranged (1d4 and poison [19-20/x2], +1 *hand crossbow*); SA, Death attack, poison use, sneak attack +5d6; SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked), +1 save against poison; AL LE; SV Fort +3, Ref +11, Will +5; Str 14, Dex 17, Con 11, Int 16, Wis 10, Cha 14.

Skills and Feats: Balance +12, Climb +11, Decipher Script +6, Disable Device +7, Disguise +12, Escape Artist +8, Forgery +5, Gather Information +9, Hide +15, Innuendo +4, Intimidate +5, Intuit

Direction +3, Jump +8, Listen +6, Move Silently +15, Open Lock +4, Read Lips +7, Search +7, Sense Motive +2, Spellcraft +4, Spot +6, Tumble +10, Use Magic Device +1, Use Rope +5; Improved Initiative, Iron Will, Point-Blank Shot, Precise Shot, Rapid Shot.

Languages: Common, Ancient Suel.

Possessions: dark clothing, +1 *leather armour*, +1 *hand crossbow*, 2 compartment with 10 bolts each, sap, dagger, boots, face mask, jar with two doses of wyvern venom (Injury DC 17, 2d6 Con/2d6 Con), thieves tools (masterwork), spell book (contains: 1st – *change self*, *obscuring mist*, *spider climb*, 2nd – *undetected alignment*).

Spells Prepared (2/1; base DC = 13 + spell level): 1st – *change self*, *obscuring mist*, 2nd – *undetected alignment*

Description: Theng (age 22) is a former *eltesh* ("male cousin", the Brotherhood term for thief) who later became a *rhoidin* ("uncle", the rank of a lower assassin). He is slightly more talkative than you would a Brotherhood assassin expect to be (although this is still not saying much), and is slightly overzealous. He also is a pure-blood Suel, with platinum blonde hair and pale blue eyes.

APL 8

➤ **Veleron Astigios, human male (Suloise) Mnk10 (ka):** CR 10; Medium-size Humanoid (6'2" tall); HD 10d8+20; hp 79; Init +9 (+5 Dex, +4 Improved Initiative); Spd 60 ft.; AC 18 (touch 18, flat-footed 10), (+4 Dex, +2 Wis, +2 monk); Atk +12/+9/+6 Melee (1d10+1 [20/x2], unarmed), +13/+8 ranged (1d8 [19-20/x2], +1 *light crossbow*); SA Flurry of blows, ki strike (+1), stunning attack, unarmed strike; SQ Evasion, improved evasion, leap of the clouds, purity of body, still mind, slow fall (50 ft.), wholeness of body; AL LE; SV Fort +9, Ref +13, Will +8; Str 12, Dex 18, Con 14, Int 13, Wis 14, Cha 8.

Skills and Feats: Balance +10, Climb +6, Concentration +11, Disguise +5, Escape Artist +7, Gather Information +3, Hide +10, Jump +10, Knowledge (arcana) +2, Listen +8, Move Silently +12, Tumble +11; Deflect Arrows, Dodge, Improved Initiative, Improved Trip, Improved Unarmed Strike, Iron Will, Point-Blank Shot, Weapon Finesse (Fist).

Languages: Common, Ancient Suel.

Possessions: boots, simple clothing, dark hooded robe, 2 *potions of glibness*, +1 *cloak of resistance*.

Description: Astigios (age 26), a pure-blooded Suel, is a *sahey* ("brother") of the Scarlet Sign, with a lean, ascetic frame and a bald head. He rarely speaks and is usually focused on his mission. Vestigios had red albino eyes.

➤ **Korin Theng, human male (Suloise) Rog7/Ass4 (retna):** CR 11; Medium Humanoid (5'10" tall); HD 11d6; hp 46; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 13, flat-footed 16), (+3 +1 *leather*, +3 Dex); Atk +10/+5 melee (1d4+2 [19-20/x2],

dagger OR 1d6 subdual damage, sap), +12/+6 ranged (1d4 and poison [19-20/x2], +1 *hand crossbow*); SA, Death attack, poison use, sneak attack +6d6; SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked, +1 against traps) +2 save against poison; AL LE; SV Fort +3, Ref +12, Will +5; Str 14, Dex 17, Con 11, Int 16, Wis 10, Cha 14.

Skills and Feats: Balance +13, Climb +12, Decipher Script +7, Disable Device +8, Disguise +14, Escape Artist +8, Forgery +5, Gather Information +10, Hide +17, Innuendo +4, Intimidate +5, Intuit Direction +3, Jump +10, Listen +7, Move Silently +17, Open Lock +4, Read Lips +7, Search +7, Sense Motive +2, Spellcraft +4, Spot +8, Tumble +12, Use Magic Device +1, Use Rope +7; Improved Initiative, Iron Will, Point-Blank Shot, Precise Shot, Rapid Shot.

Languages: Common, Ancient Suel.

Possessions: dark clothing, +1 *leather armour*, +1 *hand crossbow*, 2 compartment with 10 bolts each, sap, dagger, boots, face mask, jar with two doses of wyvern venom (Injury DC 17, 2d6 Con/2d6 Con), thieves tools (masterwork), spell book (contains: 1st – *change self*, *obscuring mist*, *spider climb*, 2nd – *alter self*, *undetectable alignment*).

Spells Prepared (2/2; base DC = 13 + spell level): 1st – *change self*, *obscuring mist*, 2nd – *alter self*, *undetectable alignment*

Description: Theng (age 22) is a former *eltesh* ("male cousin", the Brotherhood term for thief) who later became a *rhoidin* ("uncle", the rank of a lower assassin). He is slightly more talkative than you would a Brotherhood assassin expect to be (although this is still not saying much), and is slightly overzealous. He also is a pure-blood Suel, with platinum blonde hair and pale blue eyes.

Appendix Two: The Aerdy Re-Enactment Company

All APLs

☞ **Kurlasgh Orrm, human male Exp7:** CR 4; Medium-size Humanoid (6'1" tall); HD 8d6+14; hp 44; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (touch 13, flat-footed 10), (+3 Dex); Atk +7/+2 (1d6+1 [19-20/x2], short sword); AL LN; SV Fort +4, Ref +5, Will +7; Str 13, Dex 16, Con 14, Int 15, Wis 9, Cha 16.

Skills and Feats: Appraise +8, Balance +5, Bluff +13, Decipher Script +5, Diplomacy +14, Disguise +13, Innuendo +6, Knowledge (acting) +12, Knowledge (politics) +13, Listen +4, Perform (acting) +16, Ride +8; Ambidexterity, Iron Will, Leadership, Skill Focus (Perform: acting).

Languages: Common, Old Oeridian, Nyronnese

Possessions: flashy clothing, mock weapons, as well as whatever the DM deems necessary for this adventure.

Description: Orrm (age 39) is a charismatic, yet calm diplomat type who strives to find the appropriate balance between diplomatic action and showmanship. His clothing displays some wealth, but not outrageously so. He is well aware of current politics and tries to act accordingly. Orrm has dark brown hair and blue eyes, with a short moustache.

☞ **"Eldan Arkion" (Anarkin), human male Clr12 (Heironeous):** CR 12; Medium Humanoid (6' tall); HD 12d8+24; hp 85; Init +1 (+1 Dex); AC 11 (touch 11, flat-footed 10), (+1 Dex); Atk +8/+3 (currently unarmed); AL LN; SV Fort +12, Ref +5, Will +12; Str 9, Dex 12, Con 14, Int 17, Wis 19, Cha 18.

Skills and Feats: Bluff +8, Concentration +7, Diplomacy +15, Disguise +7, Gather Information +6, Heal +13, Knowledge (arcana) +9, Knowledge (politics) +12, Knowledge (religion) +14, Perform (acting) +8, Scry +8, Spellcraft +11; Combat Casting, Extra Turning, Great Fortitude, Leadership, Martial Weapon: Battle Axe, Maximize Spell, Spell Penetration.

Languages: Common, Old Oeridian, Nyronnese, Gnome.

Possessions: holy symbol of Heironeous (hidden), small replica of the Almorian sceptre (which he will lose at the end of the adventure), simple clothing, mock weapons, as well as whatever the DM deems necessary for this adventure.

Description: Arkion (age 49) is a charismatic, yet reserved man. There is a certain air of sadness about him. He is a good rhetorician and can be quite evasive if he needs to. He has black hair, brown eyes, and a full beard

Notes: Anarkin is currently denied the use of clerical spells and other cleric abilities (such as Turn Undead) by his deity, although this may change in later adventures. In theory, his Domains are Law and War.

☞ **Landra Merolion, human female Exp7:** CR 6; Medium-size Humanoid (5'11" tall); HD 7d6+7; hp 31; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (touch 12, flat-footed 10), (+2 Dex); Atk +7 (1d4+2 [19-20/x2], dagger); AL N; SV Fort +5, Ref +4, Will +6; Str 14, Dex 14, Con 13, Int 10, Wis 12, Cha 10.

Skills and Feats: Animal Empathy +7, Balance +8, Craft (leatherworking) +7, Disguise +7, Handle Animal +12, Jump +10, Knowledge (acting) +5, Listen +7, Perform (acting) +10, Ride +14; Blind-Fight, Great Fortitude, Mounted Combat, Skill Focus (Ride).

Languages: Common.

Possessions: colourful clothing, mock weapons, horse, as well as whatever the DM deems necessary for this adventure.

Description: Landra (age 25) lives for riding and acting. If not in costume, her sense of dress might be called fashion-challenged. She has not great interest in politics and just wants to excel on the stage. Landra has red hair and blue eyes.

☞ **Lertolia Corander, human female Ill12:** CR 12; Medium-size Humanoid (5'6" tall); HD 12d4+12; hp 42; Init +3 (+3 Dex); Spd 30 ft.; AC 17 (touch 13, flat-footed 14), (+3 Dex, +4 *bracers of armour*); Atk +6/+1 melee (1d4 [19-20/x2], dagger); SA spells; SQ spells; AL LN; SV Fort +4, Ref +7, Will +10; Str 10, Dex 17, Con 12, Int 19, Wis 10, Cha 14.

Skills and Feats: Alchemy +9, Bluff +6, Concentration +8, Craft (tailoring) +8, Diplomacy +4, Disguise +7, Forgery +9, Innuendo +4, Knowledge (arcana) +13, Knowledge (history) +9, Listen +3, Scry +12, Spellcraft +17; Craft Wondrous Item, Enlarge Spell, Extend Spell, Heighten Spell, Iron Will, Scribe Scroll, Spell Focus (Illusion), Spell Mastery (*ghost sound, hallucinatory terrain, mirage arcana, persistent image*), Spell Resistance, Summon Familiar.

Languages: Common, Old Oeridian, Draconic, Nyronnese, Elven.

Possessions: really colourful clothing, pointed hat, +4 *bracers of armour*, and whatever the DM deems necessary.

Spells Prepared (4+1/5+1/5+1/5+1/4+1/3+1/2+1): 0- *dancing lights* (2), *ghost sound* (3); 1st- *message, silent image* (4), *ventriloquism*; 2nd- *fog cloud* (3), *minor image* (2), *pyrotechnics*; 3rd- *gust of wind* (2), *major image* (4); 4th- *hallucinatory terrain* (5); 5th- *greater shadow conjuration* (2), *mirage arcana*; 6th- *greater shadow evocation, persistent image* (2) (with Extend Spell)

Description: Lertolia (age 29) is a highly skilled illusionist who quickly rose through the ranks at Kalstrand. Her flightiness, coupled with sometimes ... impetuous behaviour, made her the ideal candidate

for loan to the Company. She wears colourful, yet usually matching clothing, topped by an equally matching pointed hat (rumours are she's got about 20 of these). Lertolia has dark blonde hair and green eyes.

☞ **Shari Songwood, half-elf female Brd9:** CR 9; Medium-size Humanoid (5'10" tall); HD 9d6; hp 40; Init +2 (+2 Dex); Spd 30 ft.; AC 13 (touch 13, flat-footed 10), (+3 Dex); Atk +5/+0 melee (1d6-1 [19-20/x2], short sword), +9/+4 (1d6 [x3] shortbow); SA spells; SQ spells, bardic music, bardic knowledge; AL N; SV Fort +3, Ref +9, Will +5; Str 9, Dex 16, Con 10, Int 14, Wis 9, Cha 17

Skills and Feats: Appraise +5, Concentration +4, Decipher Script +2, Diplomacy +5, Disguise +6, Gather Information +5, Knowledge (arcana) +5, Knowledge (religion) +4, Listen+1, Move Silently +5, Perform (acting) +10, Perform (lute) +12, Perform (singing) +11, Sense Motive +3, Spellcraft +5, Tumble +5, Use Magic Device +5; Enlarge Spell, Extend Spell, Skill Focus (Perform: lute), Skill Focus (Perform: singing).

Languages: Common, Old Oeridian, Ancient Suloise, Gnome, Elven, Halfling.

Possessions: whatever the DM deems necessary.

Spells Prepared (3/4/4/3): 0- *dancing lights, flare, ghost sound*; 1st- *ambient song (2), silent image (2)*; 2nd- *minor image (2), pyrotechnics (2)*; 3rd- *major image, sculpt sound (2)*.

Description: Shari Songwood (age 23) hails from the city of Verbobonc. Travelling the world, she found employment with Orrm's Company, but is not yet sure whether she wants to remain with the troupe. She is friendly, but somewhat reserved, and sometimes seems unsure how to deal with her elven heritage. She wears simple clothing in matching colours and is an expert with the lute. Shari has short dark brown hair and gray eyes.

Appendix Three: Klim Agera

All APLs

☛ Klim Agera, human male (Suloise)

Rog6/Mnk1: CR 7; Medium-size Humanoid (6'2" tall); HD 7d6-7; hp 25; Init +3 (+3 Dex); Spd 30 ft.; AC 17 (touch 16, flat-footed 17), (+3 Dex, +2 Wis, +1 bracers of armour, ring of protection +1); Atk +7 melee (1d6-1, unarmed), +8 ranged (1d4 [19-20/x2], +1 hand crossbow); SA Flurry of blows, stunning attack, unarmed strike; SQ Evasion, sneak attack +2d6, uncanny dodge (Dex bonus to AC; can't be flanked); AL LN; SV Fort +4, Ref +11, Wil +7; Str 8, Dex 17, Con 8, Int 16, Wis 14, Cha 10.

Skills and Feats: Balance +4, Bluff +10, Concentration +3, Craft (tailoring) +17, Decipher Script +5, Diplomacy +5, Disguise +5, Escape Artist +5, Forgery +6, Gather Information +6, Hide +9, Innuendo +6, Intimidate +5, Knowledge (local) +8, Knowledge (the planes) +4, Knowledge (religion) +7, Listen +10, Move Silently +9, Open Lock +4, Search +5, Sense Motive +6, Spot +11; Alertness, Improved Unarmed Strike, Skill Focus (bluff), Skill Focus (craft: tailoring), Weapon Finesse (hand).

Languages: Ancient Suel, Common, Infernal, Nyronnese, Old Oeridian.

Possessions: expensive clothing, +1 hand crossbow, 20 bolts, silver dagger, +1 bracers of armour, +1 ring of protection, +1 cloak of resistance, potion of glibness, masterwork tailor's tools.

Description: Klim looks like a typical Suel: slim, light blue eyes, blonde hair; he is in his early twenties. He came to Innspa several years ago, obviously out of nowhere. He appears to have some knowledge of the inner workings of the Scarlet Brotherhood, but does not seem to be too friendly disposed towards them. If possible, he tries to foil their plans without getting personally involved.

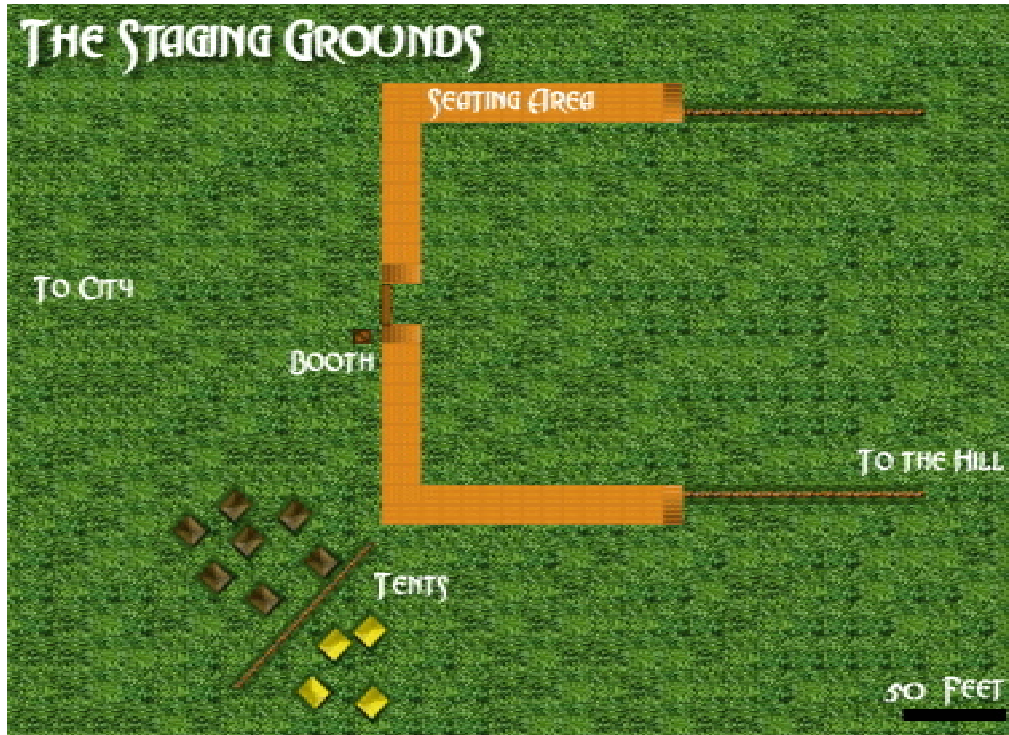
Note: At the DM's discretion, Klim may come to the rescue of weaker parties to prevent undeserved disaster. If so, Klim will try to get everybody in the party to buy clothes from him while they are still in Innspa.

Appendix Four:
Kallra Groomnose's Diary Entry

Knew Arkion was up to something! Too refined, too suave. But this! - Boyboyboy.
Gotta keep watch on the pale guy and the other one I heard about. Hope he doesn't
get me with this crossbow, the monkey, if he's really got one. Real skinny, too, and
moves like lightning. Boy, this is really exciting! But why are they after Arkion?

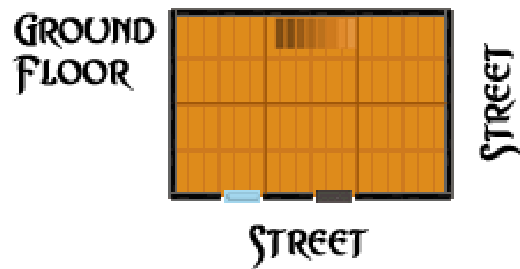
Appendix Five Maps

Encounters Four and Five



Encounter Eight

HOME AWAY FROM HOME



5 FEET

Player's Handout

The Foreigner's Guide to Innspa

Since the adventure is set entirely in the city of Innspa, judges from other regions should study the below description of the city carefully. Most of it is taken straight out of *Ivid the Undying*, but has been modified as needed.

Innspa (pop. 12,200) is a unique city in Aerdy. It has been part of Nyronnd, Almor, and North Province in its history. For the past 35 years or so, it had become virtually the personal fief of Prince Corazell of the House of Garasteth. His House had bought Innspa from the Crandens centuries ago when the city was but a small mining village and turned it into a trade city, dealing in ores from the Flinty Hills, food from Nyronnd, timber from the Adri and fish from the river. During changes of nation, Innspa stayed much the same, a cosmopolitan city where all races and ethics mixed and intermingled.

While the city was slowly changing into a spa for the wealthier Aerdy classes, its population changed as well. Originally there were mostly gnomes and dwarves, happily delving for metals and gems in the nearby hills. Nowadays, the city is predominantly human (mostly of Oeridian stock), with several hundreds of gnomes still remaining a (rather important) part of city life. They have an entire quarter (in the Old City) to themselves, but mingle freely with humans in the other quarters. The dwarves moved on after the mines had become depleted (and all this bathing was getting to them, anyway). Halflings have never been too frequent around here, except for visitors from a few settlements in the Flinty Hills.

The city's original name was not Innspa, by the way. The initial settlement is supposed to have been called, Nonisburg. At the time when House Garasteth received the place as a fief, tax rolls list it as Minerstown. The – rather apt - name “Innspa” was not chosen until 200 years ago, when the city had long been turned into a spa, and most of the miners had long left.

Corazell died without issue, and while one or two of his male brothers and cousins have turned up to take possession of the city, they have met their match in the fierce Countess Karasin, Corazell's widow. She is cunning and crafty. Since Corazell is believed to have died in the wars, she says that she holds this city in a form of royal trust in his memory. Nobody minds that Prince Corazell actually died from a brain hemorrhage brought on by ingesting staggering amounts of brandy. Karasin proclaims him a war hero and will not give up his lands. Indeed, she has proclaimed ownership of a swathe of land stretching from the eastern bank of the small western Harp tributary as far northwards as the point where the river enters the southern Griff Mountains.

When Nyronnd occupied large tracts of former Almor after most fiends had been banished by the Crook of Rao in 586 CY, Karasin lost the area north of the Flessern to Nyronnd. Long being courted by Overking Xavener I, she finally decided to give in to his advances by formally entering the United Kingdom of Ahlissa as the Pricipality of Innspa, in a much-noticed speech before the city council on Godsdays of Growfest 590 CY, the third anniversary of West Almor becoming a protectorate of Nyronnd.

In addition, when Xavener created the Adri Marchland to provide for his cousin, Prince Molil (charged with bringing the Adri under Ahlissa's rule, thus succeeding where Karasin has failed), the seat of power for the Adri Marchland was nominally set in Innspa. Molil, however, only rarely visits his sumptuous palace in the Old City, leaving most of the “governing” of his fief to bureaucrats.

Innspa does not have city walls as such, but its core, the Old City, is walled, while new construction has taken place outside these walls, in what has become the New City. Most houses in the Old City are built of stone, and many reveal the handiwork of dwarven or gnomish stonemasons—though demihumans are very rare here now. The Old City houses about 2,500 people, and contains Karasin's palace, the barracks of Levalien's Innspa Regiment, and the richer, skilled workers and petty aristocracy of the city. Rulership is high within the old town, medium elsewhere. Goods are expensive (cost multiplier 180%) and are often in short supply. Most temples can also be found in the Old City, except those of new, obscure, or rather powerless deities.

Innspa has two exceptional features:

One is the series of stone aqueducts of gnomish design, which bring fresh water from the Flinty Hills. This is a strange contraption unparalleled anywhere on Oerth. The aqueduct spans a distance of about forty miles, leading north from Innspa in a (more or less) straight line. Its most important part is a rectangular stone duct based on large stone pillars. In this series of ducts, fresh water is transported from a source in the Flinty Hills all the way south to Innspa, where it is channeled throughout the city by an ingenious system of interconnected distribution towers. Only gnomes could think of such a contraption.

The aqueduct seems to be made of a huge variety of different types of stone, and yet everything blends together seamlessly, even harmonically, and even looks quite sound and solid (in a gnomish way). Right next to the aqueduct, a wide, heavily used path winds its way north, into the hills. Depending on terrain type (and the whims of the gnome or gnomes charged with constructing this particular section), the aqueduct runs to a height of up to 150 feet, but may also be lying on the ground, or run through a particularly stubborn hill.

Its basic principle of construction is that water flows downwards from the hills into Innspa with the right amount of pressure, and aqueduct construction has to reflect this. Next to Innspa, the pillars are rarely higher than thirty feet. The ducts as such are usually five feet wide and six to eight feet high, but individual dimensions vary as often as construction style (depending on the gnome in charge). The aqueduct is old and worn, but well preserved, which is due to regular and highly qualified maintenance by the Gnomish Guild of Architects of Innspa (which is a Meta-Organization of our region, open only to gnomes and the occasional dwarf).

The distribution towers cunningly distribute the water around Innspa, using most of it to irrigate the Old City's many beautiful parks, complete with small ornamental lakes.

The other exceptional feature is the splendidly ornate public baths with their idiosyncratic bill of fare: a quick swim and bathe in the "tepid water" baths costs but 1 cp. For the aristocracy, 2 gp buys a foaming hot water bath with herbal infusions and allegedly medicinal mineral salts together with all the hot towels and soap one can use. An eccentric wizard obsessed with personal hygiene built them in 322 CY, and rumor has it that a fire elemental has been bound to the place to heat the waters.

As befits the second part of its name, the city is a place of bubbling springs – some cold, some hot, and many of both oddly coloured or imbued with strange odours. While a few of these are open and common, most are contained within some edifice or another. Besides these baths and centres that promise various sorts of invigoration, cures, and whatnot. The place seems to have more hostels, taverns, and inns than most communities in all the Flanaess – hence the first part of its name. The more expensive of these inns are situated within Old City, fitting nicely into its rather feudal surroundings.

Innspa also boasts more than a half-hundred religious building, ranging from small shrines to large temples and great cathedrals. Nowhere on Oerth will you find such a large array of religious buildings (technically speaking, every deity listed in the *LGJ* 3 has at least a shrine somewhere, sometimes in a most covert way). Due to the current political climate, worship of good deities has fallen somewhat in favour, with a corresponding decline in temples. The most important religions are those dedicated to Hextor and Zilchus (state deity), with Xerbo, Fharlanghn, Olidammara, Kord, Norebo, Ralishaz, Kurell, Boccob, Wee Jas, Delleb, Syrul, and Rudd also being of some importance. On the other hand, the faiths of Heironeous and Pholtus have dwindled, their once huge temples now slowly falling into disrepair. Within the nearby Adri Forest, Obad-hai and Ehlonna are most important, but Beory, Atroa, and Phyton all have their followers.

Regional alignment in Innspa is, at least as regards rulers and politics, lawful neutral (with evil tendencies, since Karasin herself is neutral evil). Most of the population (especially those over thirty), however, are still predominantly neutral good, lawful good, and lawful neutral.

The city watch is predominantly lawful neutral.

Texts for the Adventure Record

Book *Gnomebeorn the Strong*

This leather-bound book is of medium size: 10 inches by 6 inches, and 3 inches thick. In old-fashioned letters, it bears the promising title, *Gnomebeorn the Strong*. The book is a mixture of fable, saga, and adventuring yarn, describing the fight of Aron Bravenose, a valiant gnome paladin of Garl Glittergold against a terrifying dragon in some woodland location. Description is somewhat vague, but text-internal clues lead to the conclusion that the tale is set either in the Adri or the Grandwood Forest (romantically transfigured and distorted, of course). In the end, all one can really say is that a mighty gnome paladin fought a vicious dragon, who was being worshiped by a deranged cult of (what else?) humans in a large forest, killed the dragon, but died shortly after his victory from the dragon's breath. While informational content is somewhat vague, the book has a certain artistic merit.

GP Value: 120 gp

Weight: 2 lb.

Use Restriction: One per Party

Small Iron Scepter

This is a small, iron scepter with the coat-of-arms of the Prelacy of Almor inlaid into it. A *Knowledge (history)* or *Bardic Knowledge* check against DC 15 reveals this to be a small replica of the ruling scepter of the Prelacy from its pre-Wars days.

GP Value: 60 gp

Weight: ---

Use Restriction: One per Party

Influence Point on the Aerdy Re-Enactment Company

Kurlasgh Orrm, the leader of the Aerdy Re-Enactment Company, has made you a honorary member of his Company. Besides lifelong free admission to all of the Company's performances, this favour also counts as 1 Influence Point towards the Company. You have helped them defend one of their members, and they will help you once if they can.

GP Value: ---

Weight: ---

Use Restriction: Common

Brooch Made from Red Gold

This is a small brooch made of red gold, engraved with an ancient, Suel-looking family crest and a small red dagger etched into the brooch directly beneath the crest.

GP Value: 60 gp

Weight: ---

Use Restriction: One per Party

Ambient Song

Ambient song

Illusion (Glamer)

Level: Brd 1

Components: V, S, M

Casting Time: 1 action

Range: Personal (see text)

Target: You

Duration: 1 minute/level (D)

Saving Throw: Will disbelief

Spell resistance: No

Ambient song transforms the sounds needed to produce any bardic music effect into background noise. Those who hear bardic music masked in this way remain unaware of its true nature, though it still has its normal effects. For example, you could use this spell to make a song intended to inspire competence sound like the chirping of crickets, the rustling of leaves, or the crackling of the campfire.

You choose what your *ambient* song sounds like, but it should be a noise that's in harmony with the immediate environment. A subject who makes a successful Will save realizes that the sound has been altered and can hear its true nature.

Material component: A small bit of whatever naturally makes the sound you're trying to mimic. For example, a cricket's leg, a dried leaf, or a charred twig would produce the *ambient song* effects mentioned above.

GP Value: 25 gp

Weight: ---

Use Restriction: Common

Korin Theng's Spell Book (APLs 6 and 8 only)

This is one small book with only a few spells in it.

At APL 6, it contains: 1st – change self, obscuring mist, spider climb; 2nd – undetectable alignment

Caster Level: 3rd; Prerequisites: *Scribe Scroll*, *relevant spells*; Market Price: 50 gp

At APL 8, it contains: 1st – change self, obscuring mist, spider climb; 2nd – alter self, undetectable alignment

Caster Level: 4th; Prerequisites: *Scribe Scroll*, *relevant spells*; Market Price: 70 gp