

BKA5-01

A Voice in the Dark

A One Round D&D LIVING GREYHAWK[®] Bandit Kingdoms Introductory Adventure

Version 1.3

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Things have not been going well for the Rookroost Thieves' Guild. In fact, the City of Ravens has become a very dangerous place in which to live nowadays. Murder and betrayal are rife within the walls of Rookroost, so why not get in on the action? An introductory adventure for first level characters only.

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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Introduction

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. 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 rulebooks 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. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. 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*.

Time Units and Upkeep

This is an introductory one-round Regional adventure, set in Bandit Kingdoms. Characters native to the Bandit Kingdoms pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

This adventure takes place in the city of Rookroost, the regional capital of the Bandit Kingdoms. There has recently been quite a shake-up in the City of Ravens, most notably the assassination of Lord Marshall Arus Mortoth. Mortoth was assassinated by the lesser Boneheart Graf Demmel Tadorinal at a ball held in the Governor's Mansion on the Peak (the name for a walled compound on the highest point in the local topography).

Furthermore, there has been a rash of security leaks within the ranks of the Rookroost Thieves' Guild (RTG). This has resulted in the death of the majority of the leaders within the RTG.

Since the shake-up, Pashkar and the head of security, Wayliss have been trying to track down the informants and silence them. One of the leads they have recently discovered is a group of rogues that have been working the warehouse district.

Wayliss believes that these rogues might be working for Boss Renfus the Mottled, leader of the StoinK underground and long-time enemy of the RTG. He is not sure, however, and does not have the extra manpower right now to send his own operatives. He therefore sends someone to contact a group of adventurers to do some investigation.

Adventure Summary

Introduction

The PC's having just completed successfully guarding a traveling caravan, relax at the inn at Peiper's Ferry.

Encounter One

Cedric Quesada, a jovial halfling, contacts the adventurers about performing a job within Rookroost.

Encounter Two

The party meets a contact (a strange faceless beggar) provided to them by Cedric, who is able to provide them with passes allowing them access to Rookroost.

Encounter Three

The adventurers meet their employer, a dark elf, at the Drunken Dragon Tavern. The

adventurers are offered a task of ambushing a group of thieves muscling in on the local guild.

Encounter Four

The party is given access to a safe house and instructed to set up for an ambush for the imminent raid by the thieves. Depending on their performance, they have multiple options on how to complete their task.

Encounter Five

If the adventurers head back to the Drunken Dragon, they are set upon by some nosey guards, looking for trouble. The group can fight, talk, or bribe their way out of a confrontation.

Conclusion

The party has multiple outcomes based on what they did with the material from the safe house, and the thieves that attacked.

Regional Warning

Please remember that things are different in the Bandit Kingdoms; heroes can be made, bought or sold, all in the same day and all depending on the situation and the price. The question isn't 'What is the right thing to do?' in a given situation, but rather 'What will be the ramifications of any decisions I make? Whose bad side do I not want to be on?', and 'When will I need to call in a favor?' Remember, everything's negotiable, and some things are more negotiable than others.

Introduction

It has been a hot and dusty road from Trallant to Peiper's Ferry and it is good to finally be done with the journey. Your first "job" as an adventurer wasn't so difficult, as you didn't even see combat duty on the journey.

Whether through your imposing presence as caravan guards, or just good ol' fashion luck, you still took your gold, and decided to spend some if it quickly at the only tavern in town. The quartermaster of the caravan was a horrible cook and it was better to skip meals and eat dried trail rations.

It is therefore a welcome conglomeration of smells that drifts from the kitchen to your right. Warm, fresh rolls are brought to your table along with pats of creamy butter. The smell of roasting meat causes your stomach to rumble in anticipation.

The barmaid brings your group a fresh round of drinks as you inhale the tasty rolls slathered in butter and honey. Life is good as an adventurer in the Bandit Kingdoms.

- Begin the scenario by having the PC's make their introductions.
- They should know each other pretty well since they have been together for a week on the road, guarding a caravan that is to off-load their cargo of food and spices at Peiper's Ferry.
- They were given their pay at the end of their service, 25 gp each.
- They are currently having their dinner in the inn inside the walled compound.

Encounter One: The Mission

In this encounter, the PC's meet their operative, Cedric Quesada. Cedric is a rotund Halfling that is very much enjoying his stay in Peiper's Ferry, as he has eight children and a nagging wife. He is a jovial fellow with an "East L.A." Hispanic accent.

As you are finishing the last of your delicious meal, a very rotund Halfling waddles up to your table. He eyes you speculatively as he sets a basket on one of the empty chairs. Pulling back the cover, the smell of fresh raspberries fills the air with sweet, mouthwatering aroma. Taking a deep whiff, the halfling speaks "Good eevening! Sorry to interrupt your deener, but I thought that I would share my dessert wi' choo so dat I can talk to you about a job. I got some raspberry tarts that my leetle wooman made for me dat you might like an' we can eat dem while we talk. Dat okay wi' choo?"

- If the party agrees, then Cedric will take the empty seat and eat a tart, sharing with any party member that wants one.
- If the party refuses to eat them for fear of poison, he says he wouldn't bother people

he was interested in "*doin' bidness wi'*" and offers to eat a tart of their choosing.

"Da boss sent me to peek up some help wid a leetle job inside Rookroost. It's on the up-and-up, some goody-goody work, wid some side benefits to us. Seems some guys been workin' the warehouse district widout permeeshun o' the right people, if you catch my meaning. Deese guys need to be pinched. You take the job, I will set you up with a contact in de tent ceety outside de walls. She will geet you into the ceety."

He then looks at the party questioningly, awaiting their response. He will answer their questions as best he can.

- Nobody is allowed inside the city without a pass since before Lord Mortoth's ball. The party was a couple of months ago, but the security has not been lightened.
- The job doesn't pay gold, but doing a favor for my organization isn't easily forgotten.
- If asked for more information about the mission, he will tell the party that the whole thing will be laid out when they meet "da boss" inside the city at the Drunken Dragon Tavern.
- If asked who they will be working for, Cedric will inform them that it is, "an organization that is concerned with the flow of money in Rookroost."
- He will offer no more information than this, but will assure the party that they will have an interview with "da boss" when they get to the Drunken Dragon.
- Their contact will be a faceless beggar. When they make contact with her, they are to ask her if he likes raspberries. She will be near the Funery Gate outside the city. Once they find her, she will give them instructions about how to get into the city.

Encounter Two: Face off

As the PC's enter the tent city outside of Rookroost, read the following description.

Your travel to Rookroost is again surprisingly uneventful. Considering your recent luck, you are considering gambling as a possible alternative to adventuring, as you approach the city.

The tent city outside of Rookroost is a place of squalor and stench. As you glance around, you cannot help but notice the look of desperation upon many of the faces gathered here. Flan, Oeridian, Bakluni and various other human races all share a haunted, hopeless look. There is a swath of barren land between the edge of the tent town and the city walls that you judge to be about the range of a heavy crossbow and you can make out the forms of hobgoblin archers patrolling atop the walls.

As you walk down the muddy road on the way to the gate, the wind shifts direction a bit and your nose is assaulted by the acrid stench of an old pyre of burned corpses. It seems that there has been a large amount of deaths here recently.

As you consider this thought, you happen to spot a strange sight. Sitting next to the road tapping a wooden bowl with a spoon is, on first glance, just another beggar. Upon closer inspection, however, you notice that this beggar lacks facial features. The skin from the hairline down to the chin is smooth and pink, with only a slit where the lips should be. There are no eyebrows, nose, or eye-sockets and no definition where cheekbones should be. It is as if someone simply smoothed over the entire face with a sheet of clay, leaving only the gash of a mouth and two slits for a nose.

As you approach, her head cocks to the side as if gauging distance with her ears and she speaks, "Good fellows, alms for the poor?"

- This is the PC's contact, Gaiyle Markhalla, in disguise. She will not reveal herself as such unless confronted.
- Gaiyle is a former member of the Rookroost Thieves Guild who was recently resurrected after a group of adventurers managed to get a piece of her corpse from Morth's Ball, shortly before his assassination.
- Her disguise check is very good (DC 25).
- She will speak with the PC's for at least a minute, so as to use her Sense Motive skill (+15) to ascertain whether or not the PC's are being truthful.
- She has been recently resurrected, so is rather jumpy and suspicious, especially since she knows little about the mission the PC's are on.

- Once she is comfortable with the PC's, she will take them to a nearby ramshackle building and give them the paperwork they need, plus the following information.
- They are to be escorts for a caravan that is waiting to get into the city. She provides them with the proper badges and paperwork.
- Once inside the city, they are to go to the Dunken Dragon tavern and speak to the bartender. When asked to order, they are to say "it sure is dark in here." The bartender will then take them to a private room. There they will meet their contact.

Encounter Three: A Voice in the Dark

Getting through the gates is easier than you thought. The hobgoblin gate guards barely glance at the pile of papers handed to them by the caravan master. You notice it is probably due to the large sack of something that sounds like coins that exchanges owners in the process. Once you are inside the gates and around the next corner, the caravan master waves you in the direction of the Drunken Dragon.

The PC's are free to go where they will at this point. It is assumed that they will go to the Drunken Dragon, which is easy to find (assume the PC's can get directions). Once they do, read the following:

On your way to the Drunken Dragon, you pass by the burnt-out hulk of an abandoned building. Among the charred remains, you spy a sign depicting a gauntleted fist grasping a flagon. The legend is hard to make out, but the word "tavern" is still legible.

The rest of the journey is uneventful, and you soon find yourself standing outside a two story building with stained glass windows patterned after dragon scales. The wind gently blows a sign back and forth. Its chain is shaped into the fashion of a dragon tail with the depiction of a green cross-eyed dragon holding a tankard dangling below. Red letters on the dragon's belly proclaim the establishment to be the Drunken Dragon Tavern.

Gather Information (DC10):

- It is now common knowledge that the Drunken Dragon was once owned by Rhaedrick Avenfear, a wealthy merchant in the city of Rookroost that was also a high ranking member of the Rookroost Thieves' Guild.
- When his one-time ally, Gaiyle Markhalla, was publicly executed, and a shipment of Cranzer's silver was found in one of his warehouses, he was forced to flee the city.
- Still, the Drunken Dragon is a favorite haunt of adventurers and rogues of all sorts, and the Hobgoblin patrols seldom enter the establishment.
- The Drunken Dragon is one of the few places left in Rookroost where an adventurer might catch a mug of ale in relative peace, with little worry of having his pocket picked.

You enter the tavern and see that the woodwork on the walls is etched in a dragon scale arrangement. The railing along the stairs looks like a multi-legged dragon, with its head forming the beginning of the banister. Its fiery red gemlike eyes seem to follow you everywhere that you go in the inn.

A large man missing one arm is behind the bar, chatting up a pair of serving wenches that look you over with an appraising stare as you make your way to speak with him.

When given the proper phrase, the bartender will wave his nub in the direction of a door beside the bar. Once the PC's go in the door, please read the following:

It is dark and quiet in this room. The windows to the outside are shuttered and the candles are hooded. As your eyes adjust to the gloom, you realize that there is a section of darkness that seems blacker than the rest. Out of the darkness, a voice speaks, "My eyes are sensitive to the light, so pardon the darkness. Please allow me to introduce myself."

As the darkness fades, it reveals a pair of glowing orange eyes and a shock of white hair framing lilting elven features. His skin is not fair like other Elves, however, but is black as coal.

He smiles slightly, noting your reaction, and continues, "Yes, I am not like the rest. I have found a place on the surface world out of the darkness under the world, and a family which to call my own. Unfortunately, my family has had some problems of late. This is where you come in. You have come a long way to speak with me, but my time is short. If I have your word that you will not reveal any of what I am about to impart to you, even if you decide not to take the job, then I will continue. Otherwise, you may leave now..."

Wait for the characters to assure Wayliss this is the case. He will allow himself to be scanned for evil, but does not have long to answer questions.

If they attack, then Wayliss fights and attempts to escape. The mod is over at this point win or lose. Issue AR's and give them the enmity of the RTG cert.

Once they agree, read the following:

"Very well. There is a group of thieves that are operating in the warehouse district without the permission of those that govern those sorts of things around here. This cannot be allowed to continue. I want to know who these people are working for.

I have set up a warehouse that is a prime target for theft in the area where they are working. It will be your job to lay low in this warehouse and wait for them to come to you. I anticipate a raid tonight.

Lay an ambush for them, making sure that you do not kill the leader. I want him brought here, to me, for questioning."

Wayliss will stay for a couple of minutes to answer questions, but time is of the essence. He has the following information to impart.

- We are not sure as to the number of people working in the crew, but we figure it to be 5 or 6.
- They have been working the district for a couple of weeks now.
- The targets could be working for the Old One.
- Alive but damaged is satisfactory.
- It is up to the party to figure out how to get the captive to the Drunken Dragon. They will have to come up with that plan on their own.

- He provides the PC's with a map of the warehouse and of the surrounding environs. Give PC's Player Handout 1.
- Although there is no curfew in the city, navigating at night can be difficult, as the guards are more cautious then.
- ***“Who I work for is not important, just suffice it to say that we are a group that is concerned with trade in Rookroost and that we occasionally work against the plots of Old Wicked.”***

APL 2 (EL 5)

Wayliss, Drow Elf Rogue 2/Fighter 2, 26 hp.
See Appendix 1

Encounter Four: Ambush!

It is late afternoon as you make your way to the warehouse district. Your passes and paperwork are working nicely, as there have been few guards you have had to bribe. After walking through the warehouse district for a short period, you come upon the warehouse the dark elf told you about. It is now time to set up the ambush.

- Allow the PC's to set up furniture or an ambush as they see fit. Give the PC's 10 minutes to get general feel of what their plan is. Then set up the battlemat with the map provided in Player's Handout 1.
- Make sure to draw the local environs, as the characters may want to set the ambush outside the warehouse. PC's may purchase any PHB items regularly available for the ambush.
- The warehouse is 40 by 40 and has two major rooms. The first room is for storage and has several crates, two tables, an six chairs.
- The Office has a rug, a table, an armoire, and a chair.
- There are two doors leading into allies, each with a barrel beside the door.
- It is dark in the warehouse, so players will need to provide lighting.

Once they have their plan set, go ahead and run the combat, giving the PC's the surprise round, if they appear to have created a credible strategy.
Note: The locks on the doors are DC 15 to open.

APL 2 (EL 4)

Glaredd, Deep Halfling Rog 3, 16 hp. See Appendix 1

Orcs (4) hp: 5 each see MM pg. 203.

Tactics:

- Glaredd's team will move in after dark.
- Glaredd has scouted the area, and will move to the back door of the warehouse.
- Once Glaredd has picked the lock, he will have his team move into the warehouse.
- Keep in mind that lighting could be an issue as there are no lights lit in the warehouse unless the PC's do so.
- Glaredd's team will search for valuables within the warehouse, while Glaredd explores the office.
- The warehouse contains foodstuffs, and basic equipment (rope, clothing, etc.)
- Beneath one of the crates (Search DC20) there is a false plank. Beneath is hidden a stash of gems worth 1500 gp.

Once you have resolved the combat, have the PC's decide how they are going to deal with getting the halfling to the Drunken Dragon to turn over to Wayliss.

Development:

- Glaredd's team will fight to the death, assuming they will be tortured if captured.
- Glaredd is actually a member of the Stoink Hands, the Stoink Thieves Guild
- The desk contains a ledger detailing financial extortion currently performed by the Rookroost Thieves Guild throughout Rookroost. This is fake, (Forgery DC15).
- If captured, Glaredd will negotiate for his freedom. He has stashed gems (1500gp) outside the warehouse, and will promise favors from the Stoink Hands.
- Glaredd is here to determine the extent of the Rookroost Thieves Guild operations still in the city, and to cause distress by raiding a RTG safe-house.
- Glaredd's motivation for exploring the warehouse can be determined by an intimidation check (DC20). Only allow one attempt on this, but allow players to make reasonable role-playing worth up to +2.
- Parties that actually raid the warehouse, and take the hidden gems will earn the Notice of the Eye.

Encounter Five: Explain Yourself!

Feel free to adapt this encounter, even if the party is not headed to the Drunken Dragon. Hobgoblin guards are all about causing trouble to make some extra coin.

As the party nears the Drunken Dragon, relief seems to flood through your veins. However, as you are rounding the final corner to the Drunken Dragon, you notice that there is a group of Bonefist hobgoblins chatting near the tavern door. Just as you wonder if they have seen you, one looks up. He elbows his comrade and they all start towards you, eyeing your possessions.

The hobgoblins will not attack immediately, as they are going off-duty in about a half an hour. They are in a surly mood, however, and start out the encounter as Hostile (see pg. 72 PHB diplomacy).

Options for dealing with these guards include fighting, bribing, talking, or intimidation. Shape the NPC's response based on the player's creativity.

If the party can raise their category to indifferent (DC 25+), they will let the party go. Give the PC's a +1 circumstance modifier to any diplomacy checks made for each increment of 5 gp they want to use as a bribe.

Since it is so close to the changing of the watch, most of the patrols are right outside their guardhouses. This means the PC's will have 6 rounds of combat before the alarm gets raised.

Any PC's captured by the Bonefist guards receive whip scars and lose 4 TU in the mines.

APL 2 (EL 5)

Bonefist Hobgoblin Guards (4) hp: 10 each.
See Appendix 1

Conclusion A: Success!

It is with a light heart that you finish your mission, turning over your captive to the dark elf for questioning. You can only imagine the Q&A session that will be happening soon as a result of your participation in this little gambit, but the

heavy bag of coin in your hand as you head to friendlier places is all the consolation that you need...

Conclusion B: Failure.

You return to the Dark Elf empty-handed. He shakes his head wearily at the news, but does not get angry. Failure is a possibility in every endeavor, he informs you, and sometimes Ralishaz has his eye upon you. He thanks you for the attempt and assures you that there are no hard feelings between you. Maybe in the future, after you have gained some experience, you will have dealings once again...

Conclusion C: Captured!

Life in the silver mines is everything that you had expected it would be; painful and dreary. It is a hard lesson that you have learned, and you have the scars to show for it. On the other hand, as you sneak your way out of the enemy camp after a few weeks, there is still a long road ahead!

The End

Experience Point Summary

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

Encounter Four

Defeat Glaredd and his minions
APL2 150 xp.

Encounter Five

Defeat, bypass, or parley through Bonefist guards
APL2 120 xp

Story Awards

Capture Glaredd alive
APL2 80 xp.

Turn him over to Wayliss
APL2 50 xp.
– or –

Negotiate with him and allow his freedom
APL2 50 xp.

Discretionary role-playing award

APL2 50 xp.

Total possible experience:

APL2 450 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 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. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Introduction

APL 2: L: 0 gp; C: 25 gp; M: 0 gp

Encounter Four:

APL 2: L: 72 gp; C: 518 gp; M: 60 gp

Encounter Five:

APL 2: L: 40 gp; C: 4 gp; M: 0 gp

Conclusion:

APL 2: L: 0 gp; C: 250 gp; M: 0 gp

Total Possible Treasure

APL 2: L: 161 gp; C: 265 gp; M: 24 gp -
Total: 450 gp

Special

Influence with the Rookroost Thieves' Guild:

For the successful capture of Glaredd, you have earned favor with the RTG.

Enmity of the Rookroost Thieves' Guild:

For the successful capture and intentional release of Glaredd, you have earned disfavor with the RTG.

Influence with the Stoink Hands:

For the successful capture and release of Glaredd, you have earned favor with the Stoink Thieves' Guild.

Notice of the Eye: By taking the gems from beneath the crates, you have been noticed for good or for ill.

Whip Scars: This PC has been caught by the authorities and sent to the silver mines as a slave. They now have permanent scars on their back.

Appendix I: NPC's

Encounter 3

Wayliss, male Drow elf Ftr 2/Rog2, CR5; medium humanoid; HD 2d10+2d6+4; hp 26; Init +3; Spd 30'; AC 18 (+3 Dex, +5 Chain shirt) (Touch 13, Flatfooted 15); Atks +9 Melee (1d6+1 [18-20/x2], masterwork rapier) or +8 Melee (1d4+1 [19-20x2]) or +7 Ranged (1d6+1 [x3], masterwork composite short bow +1 mighty); SA: Sneak Attack +1d6, spell-like abilities; SQ: Darkvision (120'), Evasion, trapfinding, drow traits, SR 15; AL: CN; Sv: Fort +4, Ref +6, Will -1; Str 12, Dex 17, Con 12, Int 14, Wis 9, Cha 12.

Skills and Feats: Appraise +3, Bluff +5, Climb +4, Disable Device +7, Gather Information +4, Hide +5, Jump +7, Knowledge: Local-IBS +7, Listen +4, Move Silently +5, Open Lock +7, Search +6, Sense Motive +5, Spot +4, Tumble +9; Dodge, Mobility, Weapon Finesse, Weapon Focus: Rapier

Equipment: Masterwork rapier, +1 *chain shirt*, Masterwork composite short bow +1 mighty, 20 arrows, masterwork dagger, masterwork thieves' tools

Encounter 4

Glaredd, male deep halfling Rog3; CR 3; small humanoid; HD 3d6+3; hp 12; Init +4 (+4 Dex); Spd 20'; AC 19 (+4 Dex, +4 Chain shirt, +1 Size), touch 15, flatfooted 15; Atks +5 Melee (1d4 [19-20/x2], small shortsword) or +4 Melee (1d3 [19-20x2] small dagger) or +6 Ranged (1d3 [19-20/x2], hand crossbow); SA: Sneak Attack +2d6, Evasion, Uncanny Dodge (Dex bonus to AC); SQ: Darkvision (60'); AL: NE; Sv: Fort +3, Ref +7, Will +2; Str 10, Dex 14, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +4, Balance +5, Bluff +4, Climb +3, Diplomacy +3, Disable Device +3, Disguise +6, Escape Artist +3, Gather Information +6, Hide +13, Jump +5, Knowledge: Local-IBS +3, Listen +9, Move Silently +8, Open Lock +4, Perform +4, Search +4, Sense Motive +5, Spot +5, Tumble +7; Exotic Weapon Proficiency: Hand Crossbow, Improved Initiative.

Equipment: Masterwork shortsword, Masterwork chain shirt, hand crossbow, 10 bolts, climber's kit, masterwork thieves' tools, 2

flasks of alchemists fire, *continual flame torch*, potion of *cure light wounds*, 30 GP.

Orcs(4): Male medium humanoids; CR ½; HD 1d8+1; hp 5; Init +0; spd 30'; AC 13, touch 10, flatfooted 13 [+3 armor], BA/G +1/+4; Atk +4 melee (2d4+3 [18-20], falchion) or +1 ranged (1d6+3, javelin; SQ Darkvision 60 ft, light sensitivity; AL CE SV Fort +3, Ref +0, Will +2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Listen +1, Spot +1; Alertness

Possessions: Studded Leather, Falchion, 2 javelins, Dagger, *Potion of cure light wounds*, pouch of 18 gp.

Encounter 5

Hobgoblins (4): male hobgoblin warrior 2; CR 1; medium-size humanoid; HD 2d8+2; hp 10; Init +1; Spd 20'; AC 17 (touch 11, flat-footed 16); Attack +2 melee (1d8, long sword) or +3 melee ranged (1d8, light crossbow); SQ darkvision 60'; AL CE; SV Fort +4, Ref +1, Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10

Skills and Feats: Handle Animal +1, Hide +1, Listen +3, Move Silently +3, Ride +2, Spot +3, Alertness

Possessions: scale mail, large metal shield, long sword, light crossbow, 20 bolts., pouch of 5 gp

Appendix II: Warehouse Map

