

URDI-03

Good For What Ales You

A One Round D&D LIVING GREYHAWK[®] Duchy of Urnst Introductory Adventure

Version 1.0

Round One

By Warren Banks

It's Growfest in Goldplains and the Saint Cuthbert clerics are celebrating with a special Stout. But will the merchant intrigues in the city cause the celebration to go flat? An introductory Duchy of Urnst scenario for first level characters.

ased 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, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and record-keeping 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.

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

Playing the Game

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

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 judge) 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 judge 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 bold italics. 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.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

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 discussed in the Preparation section above 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 sidebar 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. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
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 and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the

PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may

find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are three things that the group can do to help even the score.

5. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
6. 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 move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	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	6	7	8
	5	5	7	8	9
6	6	8	9	10	
7	7	9	10	11	

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Duchy of Urnst. Characters native to the Duchy of Urnst 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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may

suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

It is spring and Growfest is almost here. House Durnix has been responsible for the production and sale of the majority of the ale in the Duchy and has served the Goldplains Growfest for many years. House Pontirun, who have sponsored all celebrations in their ancestral home of Goldplains, have decided that they will handle the production and sales of ale at this year's event, competing directly with House Durnix. House Pontirun, known mainly as dealers in foodstuffs, has decided to branch out into ales and with their vast resources is threatening to take over much of House Durnix's business in the city. To make matters worse for House Durnix, Pontirun's St. Cuthbert Stout is being made from House Durnix's own recipe, which Pontirun stole for their own ends.

House Durnix recently discovered House Pontirun's indiscretion and is not taking this lying down. They have concocted a plot to disgrace and shame House Pontirun. Durnix has replaced the St. Cuthbert Stout with kegs of foul tasting ale. The bad beer would hopefully cause such a negative stir amongst festivalgoers that the damage to House Pontirun's reputation and finances would be significant enough to drive them from competing with House Durnix.

Burnum Walcott works the nightshift at the Pontirun Brewhouse. Burnum covets the finer things but lacks the means to acquire them. So when some men came in the night and paid Burnum a handsome amount of gold to take a long

walk, he readily agreed. While Burnum may not be exceptionally bright, he is rather greedy and curious. Burnum spied on the men and saw them loading out House Pontirun's special St. Cuthbert's Stout then loading in fakes. Burnum followed the removed barrels to a Durnix owned warehouse across town and saw the opportunity to make even more gold with a little blackmail scheme.

Burnum went home, wrote up a note and had it couriered to House Durnix. The note asked for more gold or information about the switch would reach House Pontirun. It didn't take long for those at House Durnix to figure out who sent the letter. They knocked Burnum unconscious and "relocated him". Burnum is currently being transported to another area of the Duchy during this adventure where he will be offered a "job" in his new home.

Unfortunately for House Durnix, the heightened security for the Growfest celebrations has made it hard for them to move the stolen beer to a new location. To make matters worse, unbeknownst to House Durnix, Burnum also sold some of Pontirun's ale to line his own pocket. Burnum sold a keg of the tainted "St. Cuthbert Stout" to a local innkeeper by the name of Tug Batterball, to whom Burnum owed a sizable amount of money. Tug plans to sit on the keg until the festival starts. Of course Tug is too much of a braggart to keep such a thing a secret.

Adventure Summary

The players begin in the Thirsty Cudgel, a tavern near the main church of St. Cuthbert. They have arrived in Goldplains a day before the coming Growfest celebrations. While in the bar a fight breaks out over the quality of the beer. Being close to the Church of St. Cuthbert, it doesn't take long for the militant branch of the church, The Cudgels, to come in and make arrests.

Because the church discovers tainted barrels of St. Cuthbert Stout, beer that is not to be released until the actual festival begins, they inform the makers of the beer, House Pontirun, of the problem. A representative of House Pontirun hires the players to look into the matter of the missing beer and its possible recovery.

The players are now left with three leads all of which should eventually lead them to the home of Burnum Walcott, the night watchman who was paid to look the other way while the beer was taken. There they will find clues leading to the whereabouts of the stolen beer.

The players are now left with the task of securing the beer's safety and returning it to House Pontirun or accepting a bribe by House Durnix and looking the other way.

Preparation for Play

Game Masters may wish to read up on the following rules for this adventure: Grappling (pg.155-157 PH), Disarming (pg.155 PH) and Non-lethal damage (pg.146 PH).

Introduction

The players will have arrived in Goldplains for the upcoming Growfest. The seventh day of Growfest is a holy day for the church of St. Cuthbert. With the power center for the Church of St. Cuthbert located in Goldplains, the largest number of faithful gather here. It is also, as many Goldplains residents claim, the home of the biggest and best Growfest celebration in the Duchy of Urnst due in large part to the agricultural base of Goldplains and the large sponsorship by House Pontirun. The players are all staying at the Thirsty Cudgel, a popular inn amongst travelers. They are in the common room enjoying a drink when the adventure begins.

Encounter One: St. Cuthbert Stout

Read the following to the players:

Sitting in the common room of the Thirsty Cudgel, it is easy to understand why people travel from miles around to take part in the annual Growfest celebrations in Goldplains. Already merchants have been setting up their stalls to sell their best wares. Food vendors fill the streets and alleyways with mouthwatering aromas while entertainers of various skills vie for your coin. But the most impressive sight is the small city that has formed outside the walls of Goldplains.

The seventh day of Growfest is the holy day for those that worship the god of wisdom and retribution – St. Cuthbert. On that day the faithful will be lead on a long parade through the streets to the large cathedral near the center of Goldplains. As the faithful wind through the streets, those not partaking in the ceremony line up along the streets, oak

switches in hand, to administer a cudgeling of their own.

But the parade does not start for a few more days and the good folk of Goldplains are ready to relax from their hard labors. Those fortunate enough to gain admission have made their way to the main square for the first night of a weeklong performance by Gallini's Traveling Circus and his latest menagerie of wild and wonderful creatures. Street performers and busy inns provide solace for those that did not manage to secure entrance to Gallini's big top spectacle.

The players are in the Thirsty Cudgel where they were fortunate enough to secure rooms. Whether the players are here as a group or as individuals does not matter. What does matter is that they are all currently in the tavern drinking and socializing like everyone else. The upcoming Growfest celebrations have everyone in town out carousing.

The Thirsty Cudgel is a small two-story building sitting across from the watchful silhouette of the main cathedral of St. Cuthbert. The second floor is a collection of small rooms for those looking for a private place to lay their head. The ground floor is large main room dedicated to the more lucrative pursuit of selling food and ale. A wooden bar stretches from the east wall to the middle of the room before taking a hard right. At the west end of the bar is a swinging door that, judging from the smell, leads to the kitchen. To the east end of the bar is a set of stairs leading to the second floor. A few circular tables are reduced to a tight squeeze in the corner, for it is standing room only tonight.

An older, thick-bodied man runs the Thirsty Cudgel. His name is Tug Batterball. Tug is consistently dressed in unwashed clothing and is compensating for his baldness with a rather messy comb-over. Tug claims to be a worshipper of St. Cuthbert only because his inn is located near the main cathedral and it appears to be good for business. Anyone testing Tug on his faithfulness will quickly he knows little about the tenets of St.Cuthbert.

The main room is 25 feet wide and 15 feet deep. Near the east wall is an open doorway that houses a set of stairs leading to the second floor. The bar is ten feet long, running out of the east wall (right side as you look in from the front door)

to the middle of the room where it takes a ninety degree turn and ends at the north wall. It is here that the gate sits to allow access in and out from behind the bar. There are a few tables but they have been relegated to the edges of the room in an effort to allow as many people into the inn as possible. Beside the gate on the north wall is a door that leads to a 20 foot wide, 10 foot deep room that is the kitchen. There is a back door here to an alley behind the inn where the cook takes deliveries. Along the east wall is a large fireplace where most of the cooking is done. (See Map One: The Thirsty Cudgel.)

Allow the players to talk amongst themselves if they like. This is a good opportunity to do some roleplaying. Some of the more colorful townsfolk could come up and drunkenly befriend the players. A young adventurer could come up and attempt to solicit advice from the players. An older, more experienced adventurer could tell the players a thing or two about fighting Trolls. Be creative.

After the players have had some time to mingle in the crowded bar read them the following...

A burly human loudly slams his tankard on the bar.

"This is your finest ale? This is swill!" brays the hulking figure. A group of men roar in approval of the slight

"Well I don't serve my finest to the likes of you, but with Growfest tomorrow, I'm feeling in a generous mood" replies the bartender who then reaches back and uncovers a keg with the starburst logo. "What I have here is some of the finest drink you will ever partake of: St. Cuthbert Stout."

The barkeep twists off the spigot, releases a long pull into a glass and pushes the tap closed.

The burly man grasps the tankard handed to him by the barkeep and takes large, ravenous gulps of the brew. Suddenly a spray of ale fans across the bar.

"This stuff is poison! You may laugh at your little joke but you won't be laughing for long!" the burly man screams, grabbing the bartender by the apron with one hand while forming a meaty fist with the other.

"There must be some kind of mistake!" stammers the barkeep seconds before he is punched in the mouth.

Carl, the first burly man, just drank some of the putrid St. Cuthbert Stout sold to Tug under the pretense of being the real thing. Thinking that Tug has played some trick on him, Carl has become enraged. He and his three friends have started a bar fight.

The players may attempt to stop the bar fight by making a DC 35 Diplomacy check with Carl in order to calm him down. Offering to take him to another bar to buy him a better drink, offering a better drink out of their own items, or similar offers will give a +5 bonus to this check (may be cumulative, give bonuses for exceptional alcohol). He will not accept any drink from the Thirsty Cudgel as appeasement. If the PCs offered drinks at another bar and they successfully move Carl to Indifferent (DC 25), he will try to immediately drag the PCs out of the bar to a different bar. If the PCs fail to move him to Indifferent, he attacks them. They may pummel him unconscious and attempt to make a DC 25 Diplomacy check in order to get the rest of the bar attendants to stop fighting. Buying a round of drinks gives a +5 circumstance bonus to this Diplomacy check and all PCs may attempt to aid on the check with the bar patrons.

Since the main room of the inn is only 25 wide by 15 deep, the bar won't possibly fit all the patrons properly. When you place players and opponents on the map, place players and the four burly men first, and then fill the rest of the squares with other guests. The bar should be full except behind the bar. PCs should feel cramped in the place and a GM may wish to apply penalties for squeezing to everyone in the bar. If the players ask about where some of the other guests went, some got out quickly while others moved the brawl into the kitchen area and/or outside the bar. You can't place all the other patrons in the bar. They are there if the players finish off the burly men too quickly. If that is the case, more people jump in to continue to fight until the St Cuthbert Cudgels arrive or the PCs successfully make the Diplomacy check. Use the Other Guests stats for these brawlers.

If the players join in the brawl or just watch, describe to the players the wild, cinematic feel of the brawl and encourage players to join in with creative and descriptive cinematic actions. Let them jump on tables, smash bottles, break chairs and swing from chandeliers. Thrown bodies can count as a Bull Rush attack. Stepping on a slippery patch can require a Balance check (DC 10).

All damage from the fight will be non-lethal unless the players draw weapons, in which case the patrons will respond in kind. Stress to the players that the fight is mostly a harmless tussle and that lethal damage is inappropriate. If a PC is dying, a bar patron will step up and do a Heal check on them to stabilize them.

Not all the bar patrons will attack the players. They will attack randomly. Feel free to have NPC's attack other NPC's. Don't roll these attacks simply describe them appropriately. You have five rounds to create mayhem. The only NPC in the bar that isn't fighting is Tug. He's hiding beneath the bar and won't come out until the fight is over.

If the players attempt to leave the bar, have one (or more) of the patrons try and drag the players back in, even going so far as to step in their way as they try to exit. If the players do make it out of the bar, the Cudgels will eventually track them down and bring them in for questioning.

If anyone drinks a mug of the foul beer, they must make a DC 26 Fortitude save or become nauseated for 1d4 hours. If the players spit out the rotten drink after an initial sip, then nothing happens other than a foul aftertaste.

At the end of five rounds, the Cudgels of St. Cuthbert will arrive. If the bar fight is still going on, they begin to arrest anyone still in the place.

Creatures:

Burly Men (4): hp 8; see *Appendix One*.

Other guests (12): hp 4; see *Appendix One*.

Encounter Two: House Arrest

After five round of combat (or sooner if need be) and if the bar fight is still in progress, read the following to the players:

A glass sails overhead, crashing against the back wall. Suddenly a body comes hurtling the other way and crashes through a window and on to the street only to reveal dozens of men armed with cudgels about to charge into the bar.

With a piercing whistle blast, the door to the Thirsty Cudgel is kicked open as wave after wave of men pour in. The men all wear a cudgel pin on their cloaks and appear to relish bringing their clubs to bear on the rowdy fight.

A tall man in full plate yells clearly above the din, "Patrons of the Thirsty Cudgel. You are all under arrest for brawling and disturbing the peace. Surrender immediately or suffer the Cudgel's wrath."

If the PCs managed to stop the bar fight by taking the burly men to a new bar, skip this box text and move on to Hewart's introduction speech under the Stopped bar fight heading.

If the PCs successfully stopped the bar fight and are still in the bar, read the following:

With a piercing whistle blast, the door to the Thirsty Cudgel is kicked open as wave after wave of men pour in. The men all wear a cudgel pin on their cloaks and appear to relish bringing their clubs to bear, but today they will be disappointed.

A tall man in full plate looks around the room, clearly surprised. He waves for the men to step outside and heads towards the barkeep. Tug nods to him and looks a bit ashamed, then points to you and to the burly men who started the bar fight.

Give the PCs a DC 15 Knowledge: Local Metaregion IV or a DC 20 Knowledge: Nobility and Royalty to recognize the Sergeant as Hewart Pontirun.

With the main cathedral to St. Cuthbert so close by, the number of St. Cuthbert guards and the speed in which they respond should not be surprising. Over 20 Cudgels are there led by their commanding officer Hewart Pontirun, a 6th level cleric of St. Cuthbert. The church of St. Cuthbert is sending a message to any and every potential lawbreaker in Goldplains: Do not mess with our holy day. During Growfest, the church of St. Cuthbert is given limited rights to help enforce the laws from the local nobility. As a result, during the week long festival the church is allowed to uphold the laws of the church (within reason) and enforce them.

Did not stop the bar fight:

If the players remain conscious, they have two choices: surrender quietly as instructed or get beaten into unconsciousness. Go around the table and ask each player separately if they will surrender quietly. Give them a few seconds to reply. If they haven't answered yes, they feel several cracks on the head and are knocked out. The Cudgels expect complete and immediate cooperation and will not settle for anything less. If

they do surrender, the PCs may make a Diplomacy check DC 20 to not be arrested and instead appear for questioning of their own volition later. If this check is successful, skip to **Encounter Three**.

The Cudgels will do nonlethal damage unless the players use lethal force. Hewart Pontirun will use his *Hold Person* on fighter types who refuse to go down and *Sound Burst* on groups of troublesome players. Pontirun has cast *Bull's Strength* upon himself before entering the tavern.

Anyone belonging to the Church of St. Cuthbert meta-org who openly displays his or her affiliation will be ordered to aid in the arrest. Failure to comply with church orders results in a cudgeling. Anyone attempting to pass themselves off as church members may make a Bluff check opposed by Hewart's Sense Motive modifier of +3 to convince the Cudgels. However, they must also produce one of the three holy symbols (the cudgel, the starburst or the crumpled hat) or they will be arrested until such time as their true identity can be ascertained. It will save the player from being cudgeled if they come along quietly.

If the players have escaped the tavern before the arrest takes place and still remain in the city, they will be found and taken in for questioning, as they are registered guests at the Thirsty Cudgel. Anyone attempting to avoid the St. Cuthbert patrols may make three successive DC 15 Hide checks to escape notice. If the players attempt to leave the city, they should do so immediately, otherwise St. Cuthbert priests will be positioned at each gate looking for the players.

If the players all elude capture by getting out of the city and not returning, then the adventure is over.

Stopped the barfight:

If the PCs are in the Thirsty Cudgel still, Hewart Pontirun will approach the burly men and talk with them for several minutes. Then he will talk with the barkeep for several minutes and eventually he will take the keg of ale from the barkeep. Hewart will return after about 15 minutes to interview the PCs.

Hewart finds the PCs and the burly men in whatever bar they have gotten to and talks with them for several minutes before approaching the PCs with his offer. No matter where the PCs go in town, he eventually finds them. The only way to elude Hewart is to leave Goldplains.

"Greetings. My name is Hewart Pontirun, acting sergeant for the Cudgels of St. Cuthbert. I heard about your quick dealing with the fight that broke out earlier. I was impressed with your quick thinking. The church needs upstanding citizens such as you during this busy time lest Chaos reign. If you would be interested in some work, I invite you to join me at the Church of St. Cuthbert"

If the Players agree, go to **Encounter Five**. If they don't agree, then the adventure is over.

Creatures:

Hewart Pontirun: hp 45; see *Appendix One*

St. Cuthbert's Cudgels (24): hp 9; see *Appendix One*

Encounter Three: Interrogation

(This encounter should only be run for those parties that DID NOT stop the bar fight.)

The PCs (those that were arrested) have all been thrown in to the same holding cell. Any PCs that were knocked unconscious will awaken cold and uncomfortable in the jail cell. If the PCs haven't met one another yet, now is a good time to get to know one another. Along with the PCs is a commoner by the name of Jonathan Brook. He is very nervous as he has never been in any kind of trouble before and has heard rumors about what happens to those who cross the Church of St. Cuthbert. He will blather on about being beaten until you wish you were dead and how he didn't do anything wrong and he just has to get out of here.

The PCs will be kept here until the priests of St. Cuthbert are ready to interrogate them.

Anyone belonging to the Church of St. Cuthbert meta-org who helped in arresting the rest of the brawlers will not be placed in a cell and will be comfortably waiting with Hewart Pontirun for the other PCs to arrive. Anyone who did not help with the arrests is placed in the cell with the rest of the PCs for holding purposes. Tell the member of the Church meta-org of his situation but to not let on to the other players. After all, the player(s) will not have had an opportunity to communicate with one another.

If the PCs were arrested, read the following:

A metal key rattles in the lock of your cell door. As the door swings open, you see a large Suel man dressed in chain mail and a tabard

emblazoned with the symbol of St. Cuthbert flanked by three other men also wearing a similar garb.

“Come with me,” orders the Suel and he turns to allow you all to exit before him.

(*assuming the players don't attempt a jailbreak, read on. Otherwise, use Hewart Pontirun's stats for the Suel and St. Cuthbert's Cudgels stats for the three guards.)

The group of priests leads you through several twisting corridors and down two flights of stairs to a stone room. Two guards flank the door to the room, one of who pushes the door open with a grinding rumble as your group arrives.

“Wait in here.” orders the Suel, gesturing you in with a motion of his hand.

(*assuming the players don't attempt a jailbreak, read on. Otherwise, use Hewart Pontirun's stats for the Suel and St. Cuthbert's Cudgels stats for the five guards.)

As the thick stone door slams behind you, you find yourselves in a 30-foot long by 20-foot wide stone room. In the center of the room is a heavy wooden table surrounded by more than enough stools to seat you all. From above, a glowing orb lights the room dimly, casting wide shadows in to dank corners. The room is deathly silent.

The Interrogation Room is 30 ft wide by 20 ft long and is sparsely furnished. A large, sturdy wooden table (hardness 5, hp 30, break DC 25) sits in the center of the room and is surrounded by enough stools (hardness 5, hp 2) for the PCs and any priests doing the interrogating. The only way in or out of the room is via a large stone door (hardness 8, hp 174, break DC 35). Standing outside of the room at all times are two guards (use Average Cudgel stats). A Dwarf in the group can tell that the players are about 40 feet underground at this point.

Allow the PCs to sit and wait and possibly formulate a plan. The priests of St. Cuthbert are currently spying them upon. The room is magically enchanted to allow the priests to hear and see anything that takes place in the interrogation room through a crystal ball, which is currently in the possession of Hewart Pontirun. Any PC who avoided incarceration will also be given the luxury of watching the PCs through the crystal ball. Jonathan will be near hysterics. He

will start trying to convince the others that they need a plan to get out of here. Perhaps they could jump the guard while Jonathan tries to run for help. He will also blame the PCs for getting him into this mess. It is adventurers like the PCs that always cause trouble.

After the PCs are given a chance to roleplay a bit, read them the following.

After a long wait, the door slides open and a familiar sight strides in. It is the tall man in full plate that led the arrest at the Thirsty Cudgel flanked by two other men, one of whom is carrying a large, ornate candle.

Modify the following boxed text if none of the characters had been drinking to only include brawling and disturbing the peace.

“My name is Hewart Pontirun and I am acting commander of the Cudgels. You lot were arrested on charges of brawling, disturbing the peace, and being drunk and disorderly in public. The penalties for these charges are a week in jail, a fine of 100 gold Dukes, or a week of community service per count.”

At this point Hewart motions to one of the other men in the room. The guard places a candle in the middle of the table and lights it. A large yellow flame dances high in the air.

“I'm going to ask you a few questions. It is in your best interest to cooperate with me. If you do not cooperate, you will be shown the harsh lesson taught by my Lord to those that would attempt to evade justice. Now place your hands palms down on the table.”

Anyone not volunteering to place their palms on the table will be grabbed by the two men and forced to place their hands on the table. If the players still resist, they will be beaten about the head, knocked unconscious using nonlethal damage, and dragged back to their cell. Attempting to cast spells will be seen as hostile and the caster will be summarily given a savage beating and brought back to their cell.

Hewart Pontirun warn the players of the consequences of the failure to comply and will then begin asking the players questions. Hewart Pontirun has set up a modified *Candle of Truth*.

If a player is brave enough to cast *Detect Magic* and manages to stay conscious long enough to concentrate and makes a DC 22 Spellcraft check they will know that Hewart has lit a *Candle of Truth* and that it has been modified in

some way. If the players cannot see or detect a spell, they cannot make the check.

With normal *Candles of Truth*, the church had noticed that those strong of will were able to avoid the effects of the magic. In order to catch the guilty unaware the church is experimenting with a modified version of a *Candle of Truth*. This candle behaves like a normal *Candle of Truth* except instead of a player being unable to lie if they fail a Will save, instead the candle flame raises, turns purple and sparks each time a lie is told. The players will not be aware they are in a magical effect. The first hint they will get will be when the candle flame changes appearance.

If the PCs are caught in a lie, they will get a painful rap across the knuckles with a wooden cudgel and Hewart will calmly reply "Do you wish to rethink your answer?" If you wish to give the players a demonstration, feel free to use Jonathan as an example. Have him lie and get whacked first. That way the players will know what is coming.

The rap across the knuckles will do no real damage in terms of hit point loss but will leave the players with bruised and swollen hands. Have the PC make a DC 15 Fortitude save. Each time a PC is smacked by the cudgel, they must make this fortitude save. If they fail the Fortitude save, tell the players that they are now at a -2 on all to hit rolls because of this. Failing a second save imposes a -5 penalty to all to hit rolls and failing a third save renders the hand unusable until a spell of the Healing subtype is used upon them. Unusable hands will make fighting or spell casting impossible until they are healed through magic (*Cure Light Wounds* will suffice) or three days of natural healing.

Some of the questions Hewart will ask the PCs:

- Did you start the brawl? Who did? Describe them.
- Did you take place in the brawl?
- Did you damage any property?
- Did you try to stop the brawl in any way?
- Do you know what caused the brawl?
- Where do you come from?
- Why were you at the Thirsty Cudgel?
- What do you know about the barrel of St. Cuthbert Stout that was in the bar?

- Did you steal the barrel of St. Cuthbert Stout for Tug (the barkeep)?

Feel free to make up other questions as needed. To add drama, tell the players that the others claimed they started the fight; they stole the beer and sold it to the inn, etc. Hewart is a practiced interrogator and is not above using trickery to extract the truth.

If the players attempt to rise up against Hewart and the other guards in the room, the two guards outside will rush in and join the fight a round later. A dozen more men will join the fight two rounds later, acting quickly to the sounding alarm. The PCs should not be allowed to escape. They are first level characters attempting to break out of the dungeon of a heavily fortified building and will soon be overrun by the Cuthbertians.

After Hewart (and the GM) is satisfied with the amount of questioning, read the following:

"Thank you for your cooperation. We will need to finish the interrogation of the others involved in this."

If the PCs were arrested, he will order the guards to return these prisoners to their cell. If the PCs came in voluntarily, he will ask them to wait in a dining room until their deliberations are complete.

Encounter Four: Simple Threats

(This encounter should only be run for those parties that DID NOT stop the bar fight – resolution of Encounter Three.)

Once the players have sat around for a while longer, a group of St. Cuthbert priests come and retrieve the players. If the PCs ask, Jonathan will be released at a later date. He will yell at the players to help him as they leave. If all players were unconscious from the interrogation, they have been left long enough to heal to full from the nonlethal damage taken.

Read the following to the players:

You are led to a tasteful yet modestly furnished room and seated in hard high backed chairs. A pitcher of water is placed on the table in front of you as refreshments and the guards that escorted you from your cell leave the room. A few minutes later, a side door to the room opens and Hewart Pontirun enters escorting another man. The man is

dressed in fine aristocrat's clothing and his lapel bears an ornate pin showing an emerald encrusted Scorpion on a gold shield. Hewart stands near the back of the room watching you with steely eyes as the obviously wealthy guest moves forward to speak.

"My friends, I apologize for any rough treatment my brother Hewart may have given you. He is a zealous believer in the ways of St. Cuthbert and sometimes forgets his manners. My name is William. And you are?"

Allow the players to introduce themselves and then carry on with the box text. Allow a DC 15 Knowledge Nobility and Royalty to identify this man as William Pontirun, a member of House Pontirun and fairly high up in its ranks.

Unlike his brother Hewart, William adheres to the rules of nobility. Thus while he may not necessarily be evil, he can be seen as lawful neutral with evil tendencies (stealing House Durnix's ale recipe). He is willing to do what he is told to do by those higher in House Pontirun and that which is within the rules of the nobility to maintain his House's standing. Thus, though William may be walking a fine line, he won't detect evil despite some questionable acts. William is simply using his brother to help himself out of a jam.

"It seems that not only have you have been implicated with a bar brawl, but there is a matter of stolen property. It seems some of the special St. Cuthbert Stout that the Pontirun Brewery has made for this year's Growfest has wound up in the bar your brawl happened to take place in. Theft of property carries a high penalty in Goldplains. I believe that you are innocent of this crime and that is why I would like you to investigate and discover the true culprits."

William sips from a glass of water and continues, "I have been speaking with my brother and have managed to convince him to place you under my charge should you agree to my offer. The rest of the Cudgels are enforcing order during this festival and the church finds itself unable to spare any of them to look into this matter. Of course your services would help fulfill part of the community service requirements that would be imposed as reparation for your conduct at the Thirsty Cudgel."

Give the players a chance to accept. Any player that does not accept the offer will face jail time and a caning at the hands of the St. Cuthbertians. A DC 10 Sense Motive check will reveal William is not bluffing. The adventure will also be over for that character and they will endure jail for the duration of the festival for disorderly conduct before being released. If the players attacked any of the priests, the offending players are given a lengthy stay in prison (8 TU). The idea is that the players should accept the offer like it or not. If they do not, then they face the consequences. Dirty dealing is the way of most noble houses and they could care less about fate of a few meager adventurers.

When they accept, read them the following:

"I'm glad you have accepted. The raid on the Thirsty Cudgel tonight recovered a barrel of St. Cuthbert Stout. As I mentioned earlier, this is special beer made by the Pontirun Brewery only for Growfest. What I haven't mentioned is that the beer is not released until the start of Growfest, which is tomorrow. Somehow a barrel of the beer made its way into the hands of Tug Batterball, the owner of the Thirsty Cudgel. We have him in custody, but have yet to question him."

I would like the group of you to find out how that beer got out of our brewery and into his hands. I have arranged for all your gear to be returned to you and have instructed my people at the brewery to aid you in any way possible in your investigation. We must know who is responsible for this by tomorrow morning. It is just past dusk now, so I suggest you get moving."

Hewart steps forward and adds, "St. Cuthbert will be watching you. Do not tempt his wrath."

If the players wish to know why the church isn't taking care of this matter, William will inform them that the Church is currently dedicating all its manpower to policing the city as part of the festival. Besides, the PCs have a greater degree of "moral flexibility" than the Church.

The players may have a few questions for William Pontirun. Here is what he can tell them:

- The keg has been taken into custody as evidence. It has not been examined yet. If the players ask, he can arrange for the players to examine it or retrieve a single sample from it for further analysis. If anyone drinks the sample, they must make a DC 26 Fortitude

save or become nauseated for 1d4 hours. If the players spit out the rotten drink after an initial sip, then nothing happens other than a foul aftertaste.

- Tug Batterball, the owner of the Thirsty Cudgel, is in custody. He has yet to be interrogated. The players may wish to start questioning there.
- The Pontirun Brewery will be alerted that the PCs are working for William. Full cooperation will be given for the length of the investigation.
- The players may use Lord William Pontirun's name to assist with the investigation, but only if it is necessary. The players are expected to uphold the law and keep William's name in good standing throughout their investigation.

Before the players leave, William will return their gear and have the priests of St. Cuthbert heal all their wounds free of charge.

The investigation portion of the adventure now begins. At this point the players have two clues: to see about speaking with the owner of the Thirsty Cudgel (see Encounter Six) or to head over to the Pontirun Brewery (see Encounter Seven).

Encounter Five: Beer Hunters

(This encounter should only be run for those parties that STOPPED the bar fight.)

Read the following to the players:

You are led to a tasteful yet modestly furnished room and seated in hard high backed chairs. A pitcher of water is placed on the table in front of you as refreshments and the guards that escorted you in leave the room. A few minutes later, a side door to the room opens and Hewart Pontirun enters escorting another man. The man is dressed in fine aristocrat's clothing and his lapel bears an ornate pin showing an emerald encrusted Scorpion on a gold shield. Hewart stands near the back of the room watching you with steely eyes as the obviously wealthy guest moves forward to speak.

"My friends, the tale of your quick thinking over at the Thirsty Cudgel has impressed me. I always have need for quick thinking individuals. My name is William. And you are?"

Allow the players to introduce themselves and then carry on with the box text. Allow a DC 15 Knowledge Nobility and Royalty to identify this man as William Pontirun, a member of House Pontirun and fairly high up in its ranks.

Unlike his brother Hewart, William adheres to the rules of nobility. Thus while he may not necessarily be evil, he can be seen as lawful neutral with evil tendencies (stealing House Durnix's ale recipe). He is willing to do what he is told to do by those higher in House Pontirun and that which is within the rules of the nobility to maintain his House's standing. Thus, though William may be walking a fine line, he won't detect evil despite some questionable acts. William is simply using his brother to help himself out of a jam. Though this path of the adventure may not reveal this aspect of William to the players, they may discover this aspect of William's character later in the adventure.

"It seems that the bar brawl was started over a glass of ale. Unfortunately, that ale was some of the special St. Cuthbert Stout that the Pontirun Brewery has made for this year's Growfest. That beer is not released until the start of Growfest, which is tomorrow. Somehow a barrel of the beer made its way into the hands of Tug Batterball, the owner of the Thirsty Cudgel."

William sips from a glass of water and continues, "Fortunately for you, the rest of the Cudgels are enforcing order during this festival and we find ourselves unable to spare any of them to look into this matter. I would be happy to offer you some recompense for your time and efforts if you were willing to investigate this crime."

If asked, William will offer a princely sum of 50 gold Dukes per PC for them to look into the matter, as he wants the answer before the morning.

When they accept, read them the following:

"Good, I'm glad you've accepted. We have Tug Butterball in custody but have yet to question him."

I would like the group of you to find out how that beer got out of our brewery and into his hands. I have made the necessary arrangements for my people at the brewery to aid you in any way possible in your investigation. We must know who is responsible for this by tomorrow morning. It is

just past dusk now, so I suggest you get moving.”

If the players wish to know why the church isn't taking care of this matter, William will inform them that the Church is currently dedicating all its manpower to policing the city as part of the festival. Besides, the PCs have a greater degree of “moral flexibility” than the Church.

The players may have a few questions for William Pontirun. Here is what he can tell them.

- The keg has been taken into custody as evidence. It has not been examined yet. If the players ask, he can arrange for the players to examine it or retrieve a single sample from it for further analysis. If anyone drinks the sample, they must make a DC 26 Fortitude save or become nauseated for 1d4 hours. If the players spit out the rotten drink after an initial sip, then nothing happens other than a foul aftertaste.
- Tug Batterball, the owner of the Thirsty Cudgel, is in custody. He has yet to be interrogated. The players may wish to start questioning there.
- The Pontirun Brewery will be alerted that the PCs are working for William. Full cooperation will be given for the length of the investigation.
- The players may use Lord William Pontirun's name to assist with the investigation but only if it is necessary. The players are expected to uphold the law and keep William's name in good standing throughout their investigation.

The investigation portion of the adventure now begins. At this point the players have two clues: to see about speaking with the owner of the Thirsty Cudgel (see Encounter Six) or to head over to the Pontirun Brewery (see Encounter Seven).

Encounter Six: Good Cop, Bad Cop

Tug is being held in a cell in the church along with a few other bar patrons, including the burly man that started the fight. No one in the cell has been questioned yet, so the players are the first. The burly man is as surly as he was in the bar. His name is Carl and will be loud and threatening to the players even though he can't get out of the cell. But boy when he does, look out! Tug on the other hand is rather nervous. He's been threatened by Carl and is worried he'll be hurt or

worse if he isn't let out. Of course, he's more worried about what will happen if he rats on his friend Burnum Walcott, who is known to have unsavory connections. Tug doesn't know Burnum is missing.

Players may take Tug into a private room (the interrogation room is being used at the moment) under the supervision of any of the priests. At the PCs request, the priests will wait outside while the players question Tug. Unfortunately for the players, no lie detecting candle can be had for their use.

Tug knows the following, which he will reveal freely:

- A barrel of St. Cuthbert Stout fell off the back of a wagon. He was given a good deal on it. A barrel of St. Cuthbert Stout is worth a mint especially during Growfest
- The barrel was probably cheap because the beer in it tasted extremely bitter. After that big galoot hit me, I sampled some to see what he was talking about. It tasted like I had bitten into a thousand limes.
- He got the barrel two nights ago (on Waterday)

Any player making a Craft (Alchemy) check (DC 10) or who has any ranks in Profession (brewer) will recognize that there is no way beer could taste like that even if it had gone bad. It would most likely have to be tampered with or a completely different liquid than beer.

A DC 15 Diplomacy or Intimidate check will get Tug talking. Provide a bonus to the PC's roll if s/he is roleplaying the encounter well. If the players are roleplaying extremely well, don't even make them roll, reward them with the info for free. A successful roll will reveal:

- He bought the beer from Burnum Walcott, a customer of his that owed him a favor. Burnum worked at the Pontirun Brewery
- As far as Tug knows, he's the only one who got a barrel. Burnum owed Tug money and used the beer to repay his debt.

Encounter Seven: Brew's Clues

If and when the PCs visit the Pontirun Brewery, they will be directed to Brewmaster Mith. Mith is in charge of overseeing the entire

production of Pontirun Brewery's beers and ales, including St. Cuthbert Stout. He will accompany PCs through most places in the brewery as courteously as possible, acting under direct orders from William Pontirun.

The Pontirun Brewery, traditionally known for making fine spirits (most notably rye whiskey), has recently begun to increase its portfolio by adding the facilities to brew ale. The festival is the Brewery's first real foray into the world of ales and Growfest is the unveiling of their new ales. Needless to say, a lot is riding on this batch of beer.

Read the following to the players when they meet with Brewmaster Mith:

A squat human waves you over. He could easily pass for a dwarf if it weren't for the shocking white hair and lack of a beard.

"Greetings! You must be the people William told me to expect. I'm Brewmaster Mith."

Mith sticks out a blockish hand, "How can I be of service to you?"

Brewmaster Mith is a short, stocky middle-aged man with wild, unkempt hair that is shocking white in color. He is easily distracted by anyone showing an interest in Alchemy or Brewing to the point of ignoring all else to discuss his passion.

Mith only received word a few minutes ago to expect the players. Mith can't believe a barrel of stout is missing. He did inventory this morning and all barrels were accounted for.

The Storage Hall.

Mith will escort the players to the storage hall and wait for them to do their business. A DC 15 Search check will reveal a barrel positioned oddly near the back of the hall. This is an empty barrel from the Pontirun Brewery that Burnum added to replace the fake barrel of St. Cuthbert Stout he took to pay off Tug at the Thirsty Cudgel. It is stamped with the Pontirun & St. Cuthbert Stout seal from the Pontirun Brewery. By comparing the other barrels to this barrel, and making a DC 15 Forgery check, the PCs can determine that the stamps are slightly different. Mith failed to notice this barrel during his morning inventory. When you have over a hundred barrels to count, you don't count them all. Instead you simply use an abacus and do some multiplication.

Interviewing Mith

Mith is unaware that the beer is tainted or that his entire batch of beer has been replaced by fakes. Anyone mentioning the tainted beer to Mith will result in him verbally stating his disbelief. A simple taste test of any of the barrels in the storage hall will prove the beer is not only bad, but not even beer. Upon performing a taste test, Mith will instantly know that this bitter liquid is not the beer he put in these barrels a week prior. The liquid in the barrel is a mixture of several foul chemicals including otyugh blood, ground dretch and mild traces of greenblood oil. Not enough to poison, but enough to make someone rather ill. Mith will not recognize the ingredients unless he is given time to do some analysis. Otherwise, players will need to make a DC 15 Craft (Alchemy) check to find this out on their own. Mith is a master brewer and is already set up for tests here at the brewery. He can perform the test for the players in three hours rather than the day a normal check would require. He will begin panicking, as Growfest starts tomorrow and Pontirun has no beer to sell and no time to make new beer. If anyone drinks the sample, they must make a DC 26 Fortitude save or become nauseated for 1d4 hours. If the players spit out the rotten drink after an initial sip, then nothing happens other than a foul aftertaste.

If asked about the difference between the stamps, Mith will be shocked and immediately point out the correct stamp on the single barrel. Until now, Mith had no reason to suspect something was wrong and never gave the barrels a second glance.

Mith has no idea who might have done this. Mith has been working late at the brewery most nights. With gentle prodding by the players, Mith will recall that he did spend Godsdays worshipping at the St. Cuthbert cathedral. That was three days ago. He will also mention that the brewery is carefully guarded and that the night watchman made no mention of a robbery.

If the players think to ask about who was working that night or mention Burnum Walcott, Mith will tell the players that they should check the employee records in the office.

Pontirun's Office

William Pontirun oversees the business end of Pontirun Brewery. He keeps meticulous records. Anyone making a DC 10 Search check will have no problem tracking down the work schedule for Godsdays from Pontirun's records. It will show that Burnum Walcott is scheduled to work all week on

the nightshift. It also shows Burnum was working guard duty with Reg Taylor on Godsdays. The current schedule has Reg working in the brewery loading kegs at this very minute. It will also show that Burnum Walcott has not been to work in two days. Further investigation and a second DC 10 Search check will uncover Burnum's home address. It is 23 King's Road. Profession (Merchant), Profession (Clerk) or other applicable professions give a +2 circumstance bonus on these checks.

While the PCs search for information about Burnum Walcott, Mith will be with them. He won't allow the PCs to spend too long in the books and will hurry them out once they find what they need. The PCs are not allowed to leave with the book. Attempting to leave with the book is considered theft. Still, if the players wish to attempt to steal the book, they will need to create a distraction and hide the book in a pack or cloak. It will not take long for the brewery to figure out the book is gone as they make entries in the books frequently. As soon as the PCs make contact with William again, he will immediately demand his book(s) back.

While the players are going over the employee records, anyone making a DC 23 Spot check will notice a burnt scrap of parchment in the nearby waste bin. This is the remains of a letter to William recommending someone who might do some dirty work for him. Namely steal the beer recipe. The scrap has a name and number written on it: Quarmish Lightfoot and 150. Players will probably figure the 150 is an amount of gold and rightfully so. There is no information available on Quarmish Lightfoot in the employee books. He apparently does not work for the brewery. Mith does not know he is using House Durnix's recipe. He was given the formula by William Pontirun and didn't ask any questions.

Finding Quarmish

A DC 25 Gather Information check will determine that Quarmish was hired by William several months ago. A DC 20 Gather Information check is needed to find Quarmish Lightfoot in a seedy tavern in town. Quarmish is a small Gnome with a long mustache and a tendency to smoke a pipe. A Diplomacy DC 35 is needed to discover that Quarmish was hired to steal the Durnix recipe for St. Cuthbert Stout. Paying Quarmish 25 gold Dukes gives a +2 bonus on this check, so PCs may pay him 275 gold Dukes for the information. At no point in time will Quarmish testify or write down that he performed this service.

Interviewing Reg

The PCs will either find Reg through viewing the work schedule or simply asking around at the brewery. If the PCs haven't been pointed in the direction of the books or schedule, have one of the other employees point the PCs to Reg or even have Reg approach the PCs stating: ***"Mith told me you were asking around and when I told him my story, he said I should see you guys."*** Questioning Reg will reveal that Burnum let Reg off early so he could spend it with his girlfriend Sylvia and still get paid. Reg hasn't seen Burnum since that night. If asked where to find Burnum, Reg won't know his current whereabouts, but will ask the PCs if they tried his house yet. He doesn't have the address, but it should be in company records.

Reg knows Burnum fairly well. The two weren't close, but they were friendly. The opinion formed over the last while is that Burnum is a bit of a braggart and talked about owning valuable things, which seemed like his way of trying to impress people.

Encounter Eight: Burnum Down The House

A group of four thugs sent by House Durnix "relocated" Burnum Walcott this afternoon. He is currently in transportation and will not be seen during the course of this module.

Word reached those at House Durnix of the raid and arrest at the Thirsty Cudgel. Wanting to make sure that Burnum Walcott didn't have any further evidence on House Durnix, they have sent the same four men who kidnapped Burnum to ransack his home. (See Map Two: Burnum Walcott's House.)

Before they can finish the job, the PCs arrive. The thugs have two lookouts that have "taken twenty" to hide and have DC 30 hide checks. They warn the thugs in the house by the use of a bird call. A DC 15 Listen check and a DC 15 Knowledge (nature) will tell that this bird call is not native to this area. This may clue the players in that there is someone watching. The would-be thieves leave the house by the back door.

Burnum's House

The house at 23 King's Road is a small affair, perhaps 25 feet wide by 30 feet long. It does, however, have a poorly thatched second story,

which means the person who lives here is somewhat prosperous.

Ask PCs for DC 15 Spot checks as they approach Burnum's House. If they succeed, read the following:

As you approach, you notice that the front door is slightly ajar and there are no lights.

The PCs should have no problem getting into Burnum's place. The front door is easily pushed open. The backdoor is also unlocked. The ground floor of the house is trashed but the second floor is not. Someone has obviously come here looking for something and torn the place apart to find it.

The PCs should have time to give the entire house the once over. There is nothing on the ground floor. Players heading up stairs and making a DC 10 Intelligence check will realize that the entire upstairs has been left untouched. This might tweak player brains into thinking they interrupted someone before they could finish.

Looking upstairs in Burnum's room, a DC 15 Search check will notice a loose floor board near the bed. Looking under the floorboard will reveal a letter detailing the events of the stolen beer (see Appendix Six: Burnum Walcott's Letter) and 300 gold Dukes (Burnum's payout for looking the other way). The letter was to be sent to the authorities should House Durnix not pay his blackmail demands. He never got a chance to send it. Any PC asking around can easily get the location to the Durnix Warehouse.

Five rounds after the first PC head upstairs or right after they find the map and letter (whichever the DM decides is appropriate), the thugs will make their move. They will cast *Hold Portal* on both doors in the house, starting with the back door if possible. The door is a simple wooden door (hardness 5, hp 10, break DC 18). The others will then release two ash rats into the front room of the house as well as throwing alchemical fires through the ground floor windows. They will then hit the upstairs windows with more alchemical fire if they are not spotted before running off. If they are spotted, they flee as quickly as possible. They know the city well and unless PCs are quick thinking and lucky, the men will easily get away.

If any of the PCs stand guard outside, the rogues and wizards will try and knock out the guards then carry out their plan. The two rogues will sneak up and attempt to catch them flat-footed

and sap them unconscious with the wizards ready to cast *Cause Fear* should the players avoid being knocked out. If there are more than a few PCs standing guard, the rogues and wizards may be forced to restructure their plans. They will then try to set the building ablaze with the ash rats and alchemist fire from a side of the building where no guards are stationed. In this instance, the wizards won't cast *Hold Portal* on any entrance with conscious guards.

When the attack takes place, read the following to the players:

A loud crash comes from the ground floor windows.

Any player on the ground floor or who investigates the noise:

The walls and curtains have burst aflame, and the blaze has begun to spread rapidly.

The fire in the house will spread quickly due to the presence of the ash rats. The ash rats can use the flame to heal. After the third round, players will be forced to make Fortitude saves for smoke inhalation (see Smoke Effects on page 304 in DMG). After six rounds, players anywhere in the house will start to take 1d6 in fire damage. The players will likely look to get out as soon as possible.

Once out, the players should help organize a bucket brigade or the fire will spread throughout the city. Due to heightened security, a large group of guards and St. Cuthbert priests arrive on the scene a minute after the blaze starts. Once they arrive and take control of the situation, the PCs have the opportunity to slip away knowing the fire is being handled. The priests will all cast *Create Water* and the blaze should be under control in no time. If any PCs are trapped in the house and still alive, the St. Cuthbert priests will cast *Resist Energy* (fire) and rescue the PCs. Anyone currently charged with crimes will find that helping put out the fire counts towards community service and drops one crime from the list of charges, even if only until the guards arrive.

If the PCs capture the men, no amount of coercion will make them talk. They are not only loyal to House Durnix, but fear for their lives should they reveal their mission. They will gladly go to jail if they must, but are confident that House Durnix will use their pull to get them out. If the PCs have a spell like *Charm Person*, the charmed individual will get one of the Durnix men to reveal that he is working for House Durnix and was sent

to search Burnum Walcott's place for evidence that Burnum would have used to blackmail them about the stolen beer. He will give the location of the warehouse the beer is hidden in if asked.

Creatures:

Ash Rat (2): 5 hp; see *Appendix One*.

Durnix Rogues (2): 6 hp; see *Appendix One*.

Durnix Wizards (2): 4 hp; see *Appendix One*.

Treasure:

Loot – 6 gp, Coin – 0 gp, Magic – 0 gp.

Encounter Nine: Turn Back! It's A Trap!

The PCs should now have a map to the location of the Durnix warehouse where the beer is being hidden. If the PCs did not get the map before the house burned down, this is an encounter designed to give the PCs another chance at locating the beer.

The four men that started the blaze took off running or were captured. However, their two lookouts saw the PCs escape the blaze and have decided to tail the PCs and set up an ambush in the hopes of knocking out the PCs or persuading them to abandon their quest. Draw out a generic ambush area along a street ten feet wide and allow the rogues to hide in front of the PCs to sneak attack as they go by. They have a DC 17 Spot check to notice the rogues and initiate a surprise round before the rogue's sneak attack.

Creatures:

Durnix Rogues (2): 6 hp; see *Appendix One, Encounter Nine*.

Treasure:

Loot – 12.5 gp, Coin – 10 gp, Magic – *Potion of Cure Light Wounds* (4) – 16.5 gp.

Developments: The two men have pins of the two blue wasps on yellow hidden on their person. A DC 15 Knowledge Nobility and Royalty check will reveal that this is the crest of House Durnix. House Durnix makes a large part of its income through the production of mead and ale. They may then ask around about Durnix and discover with DC 10 Gather Information check that House Durnix has a large warehouse in town. A DC 15 Gather Information check will reveal that House Durnix was previously the supplier of beer to Growfest celebrations until this year.

If the PCs are still stuck, give them a DC 10 Intelligence check for them to know that nobility knows about nobility. This is a tip for them to ask William Pontirun, who is still at the church, about the Durnix pin. He will tell them that perhaps the ale is probably being hidden in the large Durnix warehouse in town and that the PCs should check it out.

If the PCs are smart enough to subdue their attackers and question them, a DC 15 Diplomacy or Intimidate check will reveal that they were to follow the PCs and make sure they didn't discover the Durnix warehouse. They will tell the PCs how to get to the warehouse freely, but will try to use this information to barter their freedom. If the PCs let the rogues go, they will lead the PCs to the warehouse then flee the city to avoid retaliation by House Durnix.

Encounter Ten: Beer Thirty

Hopefully, by now, the PCs have made their way to the Durnix warehouse. Asking anyone will get the PCs the location they seek. If the PCs are hurt, they may head back to the Church of St. Cuthbert for healing. Hewart will provide three free *Cure Light Wounds* spells for the PCs. After that, they will have to make a donation of 10 gp each. If they haven't found the warehouse location, William will provide them with then necessary information. William will not know anything about the warehouse other than its location though he would warn the players to be careful. It will most likely be guarded.

If the PCs decide that they have done enough and bow out of the adventure at this point, let them. They have solved the mystery of the missing beer. At this point, their service so far will count as reparation for one of the counts against them. However the PCs miss out on the experience as well as rewards of the final encounter. William will send men but by the time men for House Pontirun and the Church of St. Cuthbert arrive, the beer will have been dumped and the warehouse abandoned.

William will be cross with the PCs if they decide to bow out now. He feels, being a noble, that the PCs are required to help him. The PCs will be urged to recover the beer by William Pontirun, who will remind the PCs that doing a service for House Pontirun has its benefits while angering House Pontirun does not. An offering of additional community service credits to those that were implicated in the bar brawl will be made as

well as a reminder of monetary compensation to the players who weren't.

If anyone found the scrap of paper with Quarmish Lightfoot's name on it and tells Lord Pontirun about it, William will request the paper. Lord Pontirun will tell the players that no one by that name is associated with the brewery. This scrap is obviously evidence for the investigation and should be handed over to the church to aid in scrying for arrests. A DC 25 Sense Motive check will reveal that William is hiding something. William will call forth Hewart Pontirun and let him know that the PCs have found evidence for the investigation. Hewart will demand it be handed over and remind the PCs that withholding evidence is against the law. Let the PCs realize they will be cudged if they continue to hang on to the paper.

Should the PCs wish to investigate Quarmish Lightfoot, see Encounter Seven: Brew's Clues for more details regarding his whereabouts.

The Warehouse

The Durnix warehouse is a large wooden building with a wooden shingle roof. It is 60 feet wide, 70 feet long and 30 feet high. It has four windows, all of which have been blocked out with dirt or paint. There are two large loading doors on one of the long sides of the building with a smaller door beside it. There is also a single door on the opposite side of the building. (See Map Three: The Warehouse)

When the PCs arrive, there is no one obviously guarding the building. A DC 20 Open Lock check will open the small doors. A poor lock protects the large sliding doors and a DC 15 Open Lock check will open it. The doors are simple wooden doors (hardness 5, hp 10, break DC 15) and should prove no problem to anyone willing to take the time to smash them in.

PCs with *Detect Magic* in effect will notice that just inside each doorway is a faint magical aura. A DC 16 Spellcraft check will identify the aura as Abjuration and a DC 21 Spellcraft check will identify it as an *Alarm* spell. It is a permanent *Alarm* spell (of the mental variety) set to alert Hal Durnix to anyone entering the building that doesn't bear a Durnix pin. If the PCs kept the pins from the optional Encounter Eight, then they will not set off the alarm.

Hal Durnix is Chaotic Good. He is generally a good person (as far as nobles go) but sees little

use is using the law to exact revenge when nobles make the laws. Thus, he has decided to take matters in his own hands. He is standing on a walkway 25 feet above the players, hidden by an *Invisibility* spell and using a *Ventriloquism* spell to mask the location of his voice. It will take a DC 40 Spot check to see him hidden in the shadows above. Should any PC run up on the walk way and try and locate Durnix, he will use his *Helm of Teleportation* to relocate on top of a high stack of crates in the north east corner of the warehouse. If PCs still manage to locate him, he will leave the warehouse altogether.

He has a Spot modifier of +4 and a Listen modifier of +2. Unless the PCs are stealthy and careful, Hal will probably know the PCs have entered the building. If he detects the PCs, he will allow them to move into the warehouse and find some of the remaining kegs of St. Cuthbert Stout that he has yet to dump. He will also instruct his men to hide behind or on top of some crates if enough warning is available. Otherwise the men will be working to dump beer down the drain.

Once the PCs are inside the warehouse, he will make his presence known. At that point, read the following:

As you move into the warehouse, an unseen voice begins speaking.

"I see I am not the only night owl in Goldplains. Good evening to you my friends. While you may have entered my warehouse illegally, I hope you will allow me to treat you as though you were invited guests."

A tray of tankards comes floating from out of the darkness and settles at your feet.

"Come now, enjoy the ale. I think you will enjoy it. After all, it is the real St. Cuthbert Stout, not some of that Pontirun swill. They may have stolen our recipe for making St. Cuthbert Stout, but they certainly haven't the skill necessary to make such a fine brew.

Surprised by that fact? Didn't think good sir William could perform such a heinous act? Well then it will really shock you to learn that he also used his influence with the Church to win the contract for supplying ale to this year's Growfest, a contract that was previous held by ME!

But do not fear. I do not wish to harm you good people. All I ask is that you consider an offer. I need a few hours to dispose of the rest

of House Pontirun's ale. I would ask that you simply wait until dawn to speak to your benefactor William Pontirun. Tell him that by the time you arrived at the warehouse, the beer had been dumped into the sewers. For that I will reward you with 1,500 gold pieces."

With that a large sack lands on the floor nearby with a heavy thud and the ringing of coin.

"I know you may be concerned about my honesty since I'm sure Lord Pontirun's dishonesty has most likely colored your opinion of nobles, but I assure you that I will honor my agreement and that no harm will befall you."

"If you should choose to reject my offer then I'm afraid I have no choice but to detain you until my work is done. What shall your decision be?"

If the PCs found the scrap of burnt parchment at Pontirun Brewery and ask about Quarmish Lightfoot, Durnix will be pleased to learn the name of the individual who stole his beer recipe. Durnix will tell the PCs that he has been trying to locate the gnome thief and will deal with him in due time. Hal will not ask for the paper nor will he take it.

Allow any PC attempting a Sense Motive check to know that Hal Durnix is being truthful and honest about the offer of a reward. He will not harm them in any way should they choose to take his bribe. Hal Durnix will assure them verbally as well if they voice any concerns.

The PCs now have two options: take the bribe or attempt to defeat Hal Durnix's men and secure the ale for William Pontirun.

The sack of coin that dropped on the warehouse floor is an illusion (*Minor Image* – DC 15 Will save after interacting with the image, such as trying to pick it up) cast by Durnix using the Silent Spell meta-magic feat. Any thoughts of grabbing the money and running will be met only with disappointment. If any of the PCs escape the warehouse (with or without the illusionary coin) and decide to come back later, the remaining kegs of beer will be smashed with axes and the warehouse will be vacated. Anyone who fell in battle will be stabilized and locked in the room designated on the map, their gear in a pile outside the door.

If they take the bribe, they will be asked to remain in the warehouse storeroom until morning,

at which time they will be free to go with their new found riches. The PC's gear will be taken from them, but returned when they are released. If they choose that route, read them Conclusion A.

If they reject the bribe, Hal Durnix will order his men to attack the PCs. He will attempt to capture the PCs and if he does, will keep them captive until morning. Durnix will not assist his men by casting spells. He has already become more involved than he would like. If the players are captured, read them Conclusion B.

If the PCs defeat Durnix's men, Hal Durnix will sigh and make his escape. Hal Durnix has a *Helm of Teleportation* and will teleport to a safe house elsewhere in the city. But before he leaves, read the players Conclusion C.

The warehouse guards will work to knock a PC to below zero then move on to the next PC, eventually immobilizing the entire party. Anyone knocked below 0 hp will be stabilized before they die by Hal Durnix. He does not wish to kill anyone, as the punishment for that crime is too great to risk in a town where he has few friends and little influence. He will get his *Unseen Servant* to drop a *Goodberry* in the mouth of anyone who is about to die, giving one hit point back and stabilizing the PC. A DC 20 Spot check will allow PCs to see this taking place. Other than stabilizing PCs who are at negative hit points, Hal Durnix will NOT interfere in the combat in anyway. Hal will not bring PCs to 0 hit points. He wishes to keep them unconscious. He will wait until PCs are at –2 hit points or lower before administering a *Goodberry*.

If the guards outnumber the PCs at any point in the combat, they will give them the option of surrendering and they will not be harmed. If the PCs take it, they will be locked in the warehouse office without their gear. Read them Conclusion B.

If any PC goes down, the guards will offer to heal their friend if they surrender. If the PCs surrender, they will be locked in the warehouse office without their gear. Read them Conclusion B.

Creatures:

Warehouse Guards (4): hp 10, 10, 10, 10; see *Appendix One*

Treasure:

L: 40 gp; C: 20 gp; M: Potion of Cure Light Wounds (4) – 16.5 gp

Conclusions

CONCLUSION A: Took The Bribe

If the PCs accept the bribe, they will be escorted to an office in the warehouse, stripped of all gear, and sealed in with an *Arcane Lock*.

The room has no windows. One guard will be stationed outside the room at all times. Any attempts to escape by bashing through the walls will alert the guards who will then hurry to attack the PCs.

If they do not try and escape, read the following:

After a long night sitting in the cramped confines of the warehouse office, the door silently swings open. About ten feet outside the office you see a large trunk. The same voice as before speaks to you.

“Thank you for your cooperation. You have earned your reward and are free to go. You will find it and all your gear in the trunk you see before you. I want you to know true justice has been served here today. More justice than William Pontirun would ever give should he ever find out about this arrangement. I suggest you take your newfound riches and leave town for a while until this all blows over. Until next time.”

The PCs should now take the money and run. If the PCs are foolish enough to return to William after taking the bribe with a story about being captured or not finding the Stout, they must make a DC 20 Bluff check to convince him of their story.

If he believes their story, William is disappointed that they did not manage to capture proof of House Durnix's efforts or save the Stout. If the PCs successfully stopped the bar fight and were hired by him, he pays the amount he agreed to, saying that the information was worth it. If the PCs did not stop the bar fight and were charged with crimes, William vouches for their community service with the Cuthbertians and the PCs have served their sentence.

If he does not believe their story and they successfully stopped the bar fight and were hired by William, he does not pay them. If they did not stop the bar fight and were charged with crimes, William does not vouch for them. The PCs must resolve their sentences by paying the 100 gold Duke fine, spending a week (1 TU) in jail, or a week (1 TU) in community service PER COUNT. The PCs may choose to join the Church of Saint Cuthbert metaorg as their community service.

They may count 1 TU of the TUs spent on joining the metaorg as part of their community service. le: A PC with 3 counts of crimes may join the Church of Saint Cuthbert metaorg and spend 1 TU for the adventure, 4 TU joining the Saint Cuthbert metaorg as a lay member, and 2 TU on community service.

If the PCs took his book, William will request it returned or he will charge the PCs with theft. Since it is a noble's word over a common adventure, they will spend time in prison. If the PCs still refuse to hand over the book, he will have the PCs captured and incarcerated. William will recover his book and the PCs will do 2 TU worth of jail time as penance.

CONCLUSION B: Captured

You are roused by the sound of thumping on the door to your warehouse cell. Eventually the door gives under the powerful blows of the armored shoulder of Hewart Pontirun and his men.

“I'm glad to see you are alright. We found your gear piled up outside, I believe it is all there. I'm sorry we could not have gotten here sooner to assist you. As it is, we must leave you to your own devices. The Growfest celebrations have begun. Your assistance in this matter has been much appreciated.”

And with that Hewart turns and orders his men to vacate the premises.

If the players did not stop the bar brawl and were charged with crimes, all charges are now dropped. Hewart will direct the players looking for payment or answers to questions to speak with William as he has other matters to attend to. Should the players bring up the possible crime perpetrated by William, Hewart will pause to hear the PCs tell their tale. If the PCs attempt to follow up on Durnix's accusations, they will hit a figurative stonewall. Hewart will demand proof. Since there is no hard evidence, he will take his brother's word over the PCs. William will dismiss Durnix's accusations as desperate claims made by a failing businessman and criminal. He will decline to meet with the PCs again.

William is disappointed that they did not manage to capture proof of House Durnix's efforts and that they did not manage to save the Stout, but he is grateful for the information about House Durnix. If the PCs successfully stopped the bar fight and were hired by him, he pays the amount

he agreed to, saying that the information was worth it. If the PCs did not stop the bar fight and were charged with crimes, William vouches for their community service with the Cuthbertians and the PCs have served their sentence. The adventure ends here. The PCs will not be invited to the party to collect a further reward nor will they collect the bribe money.

If the players took the brewery's book, William will request it returned or he will charge the PCs with theft. Since it is a noble's word over a common adventurer's, they will spend time in prison. If the PCs still refuse to hand over the book, he will have the PCs captured and incarcerated. William will recover his book and the PCs will do 2 TU worth of jail time as penance.

CONCLUSION C: Save The Stout

When combat ends, read the following to the players:

“Well done my friends. Well done,” a familiar voice congratulates. The sack of coin lying on the floor before you disappears.

“You have bested my guards and since I am a fair man, I won't leave you empty handed. You are free to return the remaining beer to William Pontirun courtesy of House Durnix. I hope it was worth it to you.”

The PCs can send word to William Pontirun that they have his beer. He will send his men to collect the beer and distribute it throughout the city.

If the PCs attempt to follow up on Durnix's accusations, they will hit a figurative stonewall. Hewart will demand proof. Since there is no hard evidence, he will take his brother's word over the PCs. William will dismiss Durnix's accusations as desperate claims made by a failing businessman and criminal. He will not invite the PCs to his party (thus no reward) and decline to meet with the PCs again.

If the PCs took the brewery's book, William will request it returned or he will charge the PCs with theft. Since it is a noble's word over a common adventurer's, they will spend time in prison. If the PCs still refuse to hand over the book, he will have the PCs captured and incarcerated. William will recover his book and the PCs will do 2 TU worth of jail time as penance.

If he hired the PCs earlier, William will still pay the PCs the 50 gold Dukes, since that was a business

contract that they successfully completed, however he will not invite them to the party and the adventure ends here.

Pontirun Brewery has been spared a huge financial loss and William Pontirun has saved face. He will invite the PCs to his estate to partake in Growfest party he is throwing to show his gratitude. If they accept read the following:

As you mingle amongst the upper class of Goldplains nobility, a tinkling of cutlery on glass catches your attention. You notice William Pontirun standing on a chair preparing to speak.

“Lords and Ladies, today's gathering is to bring a blessing upon this year's crops. But this celebration would not be a joyous one were it not for the heroics of a brave band of adventurers. I would like to call them up here now to reward them for all that they have done for me.”

“Please accept these humble tokens of my appreciation for your able assistance.”

Each of you is given a wooden case. Upon opening it, you discover a platinum tankard embossed with the Pontirun family crest: a green scorpion on a field of yellow.

“Come my friends, fill them and let us drink” offers William.

If the PCs do not go to the party, they are given a tankard anyway. It is delivered to them at a later date. The platinum tankard is worth 150 gp each if sold.

The PCs may end the game well under the gold and/or experience cap and may come away feeling shortchanged. This is how the module was intended. Choosing to take the bribe and allow the stolen beer to be destroyed will find it is a very lucrative decision for the players, but not as rich in experience. Choosing to help the other noble get back his beer made from a stolen recipe provides more experience, but less gold. Either way, the players should feel like the nobles are a powerful force in the Duchy of Urnst who regularly play games of power, giving little regard to the regular folk who become involved.

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 roleplaying) to each character.

Encounter One

Stopping the Bar Brawl
150 xp

or

Defeating Burly Men
100 xp

Encounter Seven

Successfully Discovering Tainted Beer
50xp
(Note: The players may have discovered this in Encounter Five. Do not award these experience points twice)

Encounter Eight

Defeating Ash Rats
100xp

Encounter Nine

Defeating Durnix Rogues
50xp

Encounter Eleven

Defeating Warehouse Guards
100 xp

Discretionary roleplaying award

0 – 50 xp

Total possible experience

450xp

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.

Encounter Five

Hired by William – No rewards if Conclusion A and failed Bluff check.

L: 0 gp; C: 50 gp; M: 0 gp

Encounter Eight

Defeat the guards for the Loot, Burnum Walcott's Life Savings for the Coin.

L: 6 gp; C: 50 gp; M: 0 gp

Encounter Nine

Defeat the Rogues for the Loot.

L: 12.5 gp; C: 10 gp; M: *Potion of Cure Light Wounds* (4) – 16.5 gp.

Encounter Ten

L: 40 gp; C: 20 gp; M: *Potion of Cure Light Wounds* (4) – 16.5 gp

Conclusion A

Hal Durnix's Bribe

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

Conclusion C

William Pontirun's Reward

L: 0 gp; C: 150 gp; M: 0 gp

Total Possible Treasure

400 gp

Appendix One: NPC Stats

Encounter One

Burly Men (4): male human War1; CR ½; medium humanoid (Suel human); HD 1d8+2; hp 10; Init +1; Spd 30 ft; AC 11, touch 11, flatfooted 10; Base Atk +1; Grp +3; Atk +3 melee (1d3+2, fist); AL LN; SV Fort +4, Ref +1, Will +3; Str.14, Dex.12, Con.14, Int.10, Wis.12, Cha.10;

Skills and Feats: Climb +6, Intimidate +4, Jump +4, Swim +4; Iron Will, Power Attack.

Possessions: nothing

Other guests (12): male human Com1; CR ½; medium humanoid (Suel human); HD 1d4; hp 7; Init +1; Spd 30 ft; AC 11, touch 11, flatfooted 10; Base Atk +0; Grp +0; Atk +0 melee (1d3, fist); AL LN; SV Fort +0, Ref +1, Will +1; Str.10, Dex.12, Con.10, Int.10, Wis.12, Cha.10;

Skills and Feats: Climb +6, Jump +4, Profession (Farmer) +8; Swim +4; Skill Focus: Profession (Farmer), Toughness

Possessions: nothing

Encounter Two

Hewart Pontirun: male human Cl.6; CR 6; medium humanoid (Suel human); HD 6d8+12; hp 45; Init +0; Spd 30 ft; AC 18, touch 10, flatfooted 14; Base Atk +4; Grp +6; Atk +6 melee (1d3+2, fist) or +6 melee (1d8+2, heavy mace); AL LN; SV Fort +7, Ref +2, Will +10; Str.14, Dex.11, Con.14, Int.10, Wis.16, Cha.10;

Skills and Feats: Concentration +11, Diplomacy +4, Heal +7, Knowledge (Religion) +10; Cleave, Iron Will, Power Attack, Quick Draw.

Possessions: Full Plate, heavy mace, club, dagger

Spells Prepared (5/4/4/3; base DC = 13 + spell level): 0—[*Create Water, Detect Magic, Guidance, Light, Read Magic*]; 1st—[*Enlarge Person**, *Bless, Cause Fear, Divine Favor, Shield of Faith*]; 2nd—[*Bull's Strength**, *Hold Person (2), Sound Burst (2)*]; 3rd—[*Magic Vestment**, *Blindness/Deafness, Inflict Serious Wounds, Summon Monster III*].

*Domain spell. *Domains*: [Destruction (granted +4 to hit & damage bonus equal to cleric level on single melee attack); Strength (enhancement bonus to strength equal to cleric level)].

St. Cuthbert's Cudgels (24): male or female human Cl.1; CR 1; medium humanoid (Suel human); HD 1d8+2; hp 10; Init +0; Spd 30 ft; AC 14, touch 10, flatfooted 14; Base Atk +0; Grp +2; Atk +2 melee (1d3+2, fist) or +3 melee (1d8+2, heavy mace); AL LN; SV Fort +4, Ref +0, Will +4; Str.14, Dex.10, Con.14, Int.10, Wis.14, Cha.10;

Skills and Feats: Concentration +6, Heal +6, Knowledge (Religion) +4; Power Attack, Cleave.

Possessions: Chain shirt, heavy mace, club, dagger

Spells Prepared (3/3; base DC = 12 + spell level): 0—[*Create Water, Guidance, Light*]; 1st—[*Enlarge Person**, *Bless, Cause Fear*].

*Domain spell. *Domains*: [Destruction (granted +4 to hit & damage bonus equal to cleric level on single melee attack); Strength (enhancement bonus to strength equal to cleric level)].

Encounter Seven

Durnix Rogues (2): male human Rog1; CR 1; medium humanoid (Suel human); HD 1d6; hp 6; Init +3; Spd 30 ft; AC 15, touch 13, flatfooted 12; Base Atk +0; Grp +1; Atk +3 melee (1d6+1, 18-20/x2, rapier); SA: 1d6 Sneak Attack; SQ: Trap Finding; AL CN; SV Fort +0, Ref +5, Will +1; Str.12, Dex.16, Con.10, Int.12, Wis.12, Cha.12;

Skills and Feats: Bluff +5, Climb +5, Disable Device +7, Hide +7, Listen +5, Move Silently +7, Open Locks +7, Search +5, Spot +5; Dodge, Weapon Finesse.

Possessions: Leather armor, rapier, dagger, sap.

Durnix Wizards (2): male human Wiz1; CR 1; medium humanoid (Suel human); HD 1d4-1; hp 3; Init +2; Spd 30 ft; AC 12, touch 12, flatfooted 10; Base Atk +0; Grp +0; Atk +0 melee (1d4, 19-20/x2, dagger); AL CN; SV Fort +0, Ref +2, Will +2; Str.10, Dex.14, Con.8, Int.18, Wis.10, Cha.10;

Skills and Feats: Concentration +4, Decipher Script +8, Knowledge (Arcana) +8, Knowledge (Nobility) +8, Knowledge (Planes) +8, Knowledge (Religion) +8, Spellcraft +8; Combat Casting, Scribe Scrolls.

Possessions: dagger, sap

Spells Prepared (3/2; base DC = 14 + spell level): 0—[Daze, Detect Magic, Ray of Frost]; 1st—[Cause Fear, Hold Portal].

Spellbook: 0—[all]; 1st—[Alarm, Cause Fear, Feather Fall, Hold Portal, Magic Missile, Ray of Enfeeblement, Sleep].

Ash Rat: CR 1; small magical beast; HD 1d10; hp 5; Init +8; Spd 40 ft, Climb 20 ft; AC 16, touch 15, flat-footed 12; BAB/Grp: +2/-2; Atk +0 melee (1d4-2, bite) or +6 ranged touch (1d4 fire, flame spit); SA: Flame spit, heat; SQ Darkvision 60ft, fire heal, fire subtype, low-light vision, smoky hide; AL CN; SV Fort +2; Ref +6; Will+1; Str 6, Dex 18, Con 11, Int 2, Wis 13, Cha 3.

Skills and Feats: Climb +14, Hide +9*, Move Silently +5; Improved Initiative.

Flame Spit (Su): Once per round, an ash rat can spit flames at one target up to 10 feet away. This attack deals 1d4 points of fire damage.

Heat (Ex): An ash rat's body heat deals 1d2 points of fire damage to each creature (except for another ash rat) that touches it. Any flammable item in contact with an ash rat must make a successful Reflex save (DC 10) or catch fire. When an ash rat dies, its body burns away completely in one round.

Fire Heal (Ex): Fire and heat heal an ash rat's wounds. For every round that the creature is exposed to flame or heat intense enough to deal at least 1 point of damage, the creature instead gains the benefit of a cure minor wounds spell (1 hit point healed). Two or more ash rats touching each other provide enough heat for fire healing.

Fire Subtype (Ex): A creature with the fire subtype has immunity to fire. It has vulnerability to cold, which means it takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is success or failure.

Smoky Hide (Ex): An ash rat continually sheds smoke from its body. This smoky haze is so thick that it grants the creature concealment (20% miss chance) and makes hiding easier (see Skills, below). Though it is difficult to see the ash rat because of the smoke rising from its body, the smoke itself is visible, provided that the area has sufficient light by which to see it.

Encounter Nine

Durnix Rogues (2): male human Rog1; CR 1; medium humanoid (Suel human); HD 1d6; hp 6;

Init +3; Spd 30 ft; AC 15, touch 13, flatfooted 12; Base Atk +0; Grp +1; Atk +3 melee (1d6+1, 18-20/x2, rapier) or +3 ranged (1d6; light crossbow); SA: 1d6 Sneak Attack; SQ: Trap Finding; AL CN; SV Fort +0, Ref +5, Will +1; Str.12, Dex.16, Con.10, Int.12, Wis.12, Cha.12;

Skills and Feats: Bluff +5, Climb +5, Disable Device +7, Hide +7, Listen +5, Move Silently +7, Open Locks +7, Search +5, Spot +5; Dodge, Weapon Finesse.

Possessions: Leather armor, rapier, light crossbow, dagger, sap, 30 crossbow bolts *Potion of Cure Light Wounds* (2), 30 gold Dukers.

Encounter Ten

Warehouse Guards (4): male human War1; CR ½; medium humanoid (Suel human); HD 1d8+2; hp 10; Init +1; Spd 30 ft; AC 15, touch 11, flatfooted 14; Base Atk +1; Grp +3; Atk +4 melee (1d8+2, 19-20/x2, long sword); AL LN; SV Fort +4, Ref +1, Will +1; Str.14, Dex.12, Con.14, Int.10, Wis.12, Cha.10;

Skills and Feats: Climb +6, Intimidate +4, Jump +4, Swim +4; Power Attack, Weapon Focus (long sword).

Possessions: Chain shirt, long sword, dagger (2), sap, *Potion of Cure Light Wounds*, 40 gold Dukers.

Appendix Two: Ash Rat

(from Monster Manual 2, page 24 updated for 3.5)

Small Magical Beast

Hit Dice: 1d10 (5 hp)

Initiative: +8

Speed: 40 ft., climb 20 ft.

AC: 16 (+1 size, +4 dex, +1 natural), touch 15, flat-footed 12

Attacks: Bite +0 melee, or flame spit +6 ranged touch

Damage: Bite 1d4-2, flame spit 1d4 fire

Face/Reach: 5 ft./5 ft.

Special Attacks: Flame spit, heat

Special Qualities: Darkvision 60 ft., fire heal, fire subtype, low-light vision, smoky hide

Saves: Fort +2, Ref +6, Will +1

Abilities: Str.6, Dex.18, Con.11, Int.2, Wis.13, Cha.3

Skills: Climb +14, Hide +9*, Move Silently +5

Feats: Improved Initiative

Climate/Terrain: Any warm land

Organization: Solitary, nest (10-40) or horde (41-60)

Challenge Rating: 1

Treasure: None

Alignment: Always Chaotic Neutral

Advancement: 2-3 HD (Small)

Level Adjustment: -

Spreading fires throughout towns, fields and forests, ash rats constitute a deadly menace to any civilized society. These little nomadic horrors are naturally drawn to large sources of flame; in fact, they get their nourishment from heat in a way that not even the sages understand. These creatures are so hot that they ignite any combustibles they touch.

An ash rat is a 2-foot-long rodent with orange eyes. It has the general shape of a rat, and its fur is black, gray or brown. Its oversized front teeth are a dull yellow color. An ash rat's exact appearance is difficult for most onlookers to discern because it exudes a perpetual cloud of sooty smoke that hides it from view.

Combat

An ash rat normally flees from combat if possible. When cornered, it fights defensively, spitting fire at those who threaten it. Its heated body is painful to the touch, which prevents prudent foes from closing.

Flame Spit (Su): Once per round, an ash rat can spit flames at one target up to 10 feet away. This attack deals 1d4 points of fire damage.

Heat (Ex): An ash rat's body heat deals 1d2 points of fire damage to each creature (except for another ash rat) that touches it. Any flammable item in contact with an ash rat must make a successful Reflex save (DC 10) or catch fire. When an ash rat dies, its body burns away completely in one round.

Fire Heal (Ex): Fire and heat heal an ash rat's wounds. For every round that the creature is exposed to flame or heat intense enough to deal at least 1 point of damage, the creature instead gains the benefit of a cure minor wounds spell (1 hit point healed). Two or more ash rats touching each other provide enough heat for fire healing.

Fire Subtype (Ex): A creature with the fire subtype has immunity to fire. It has vulnerability to cold, which means it takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is success or failure.

Smoky Hide (Ex): An ash rat continually sheds smoke from its body. This smoky haze is so thick that it grants the creature concealment (20% miss chance) and makes hiding easier (see Skills, below). Though it is difficult to see the ash rat because of the smoke rising from its body, the smoke itself is visible, provided that the area has sufficient light by which to see it.

Skills: An ash rat uses its Dexterity modifier instead of its Strength modifier or Climb checks. *In smoky or foggy areas, an ash rat gains a +8 bonus on Hide checks.

Appendix Three: Goldplains

Appendix Four: Adventure Timeline

During the month of Coldeven

Starday (22nd): nothing of note

Sunday (23rd): nothing of note

Moonday (24th): nothing of note

Godsday (25th):

- Burnum offers to cover co-worker Reg Tailor's shift so he can spend time with his girlfriend Sylvia.
- Burnum Walcott lets robbers in to steal St.Cuthbert Stout.
- Burnum follows robbers to Durnix warehouse.
- Burnum takes a keg of St.Cuthbert stout to pay off his debt to Tug Batterball owner of the Thirsty Cudgel.

Waterday (26th):

- Burnum sells Tug Batterball a keg of tainted St.Cuthbert to pay off his debt to Tug.
- Burnum doesn't turn up for work. Works on blackmail plan.

Earthday (27th):

- Burnum sends blackmail letter to House Durnix.
- House Durnix assassins kill Burnum.

Freeday (28th):

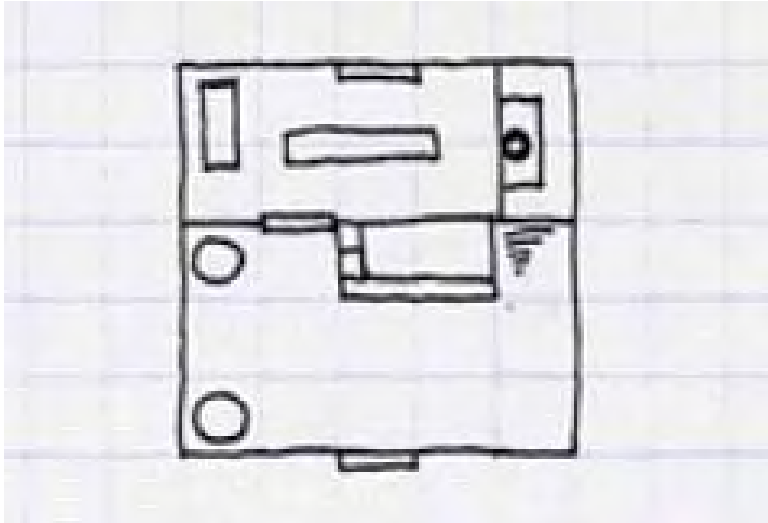
- Tug gives customers some tainted St.Cuthbert Stout which results in a bar fight. The Church of St.Cuthbert breaks up the fight and arrests everyone in the tavern. The players are hired to track down the ale. They have until morning.

First Day of Growfest:

- Adventure ends

Appendix Five: Maps

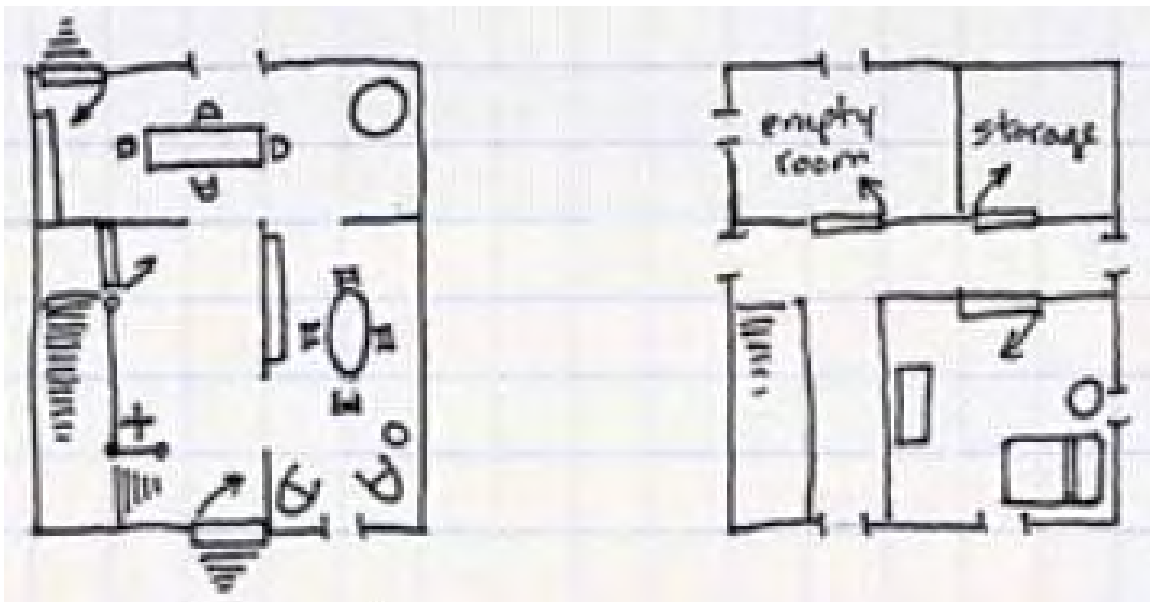
Map One: The Thirsty Cudgel



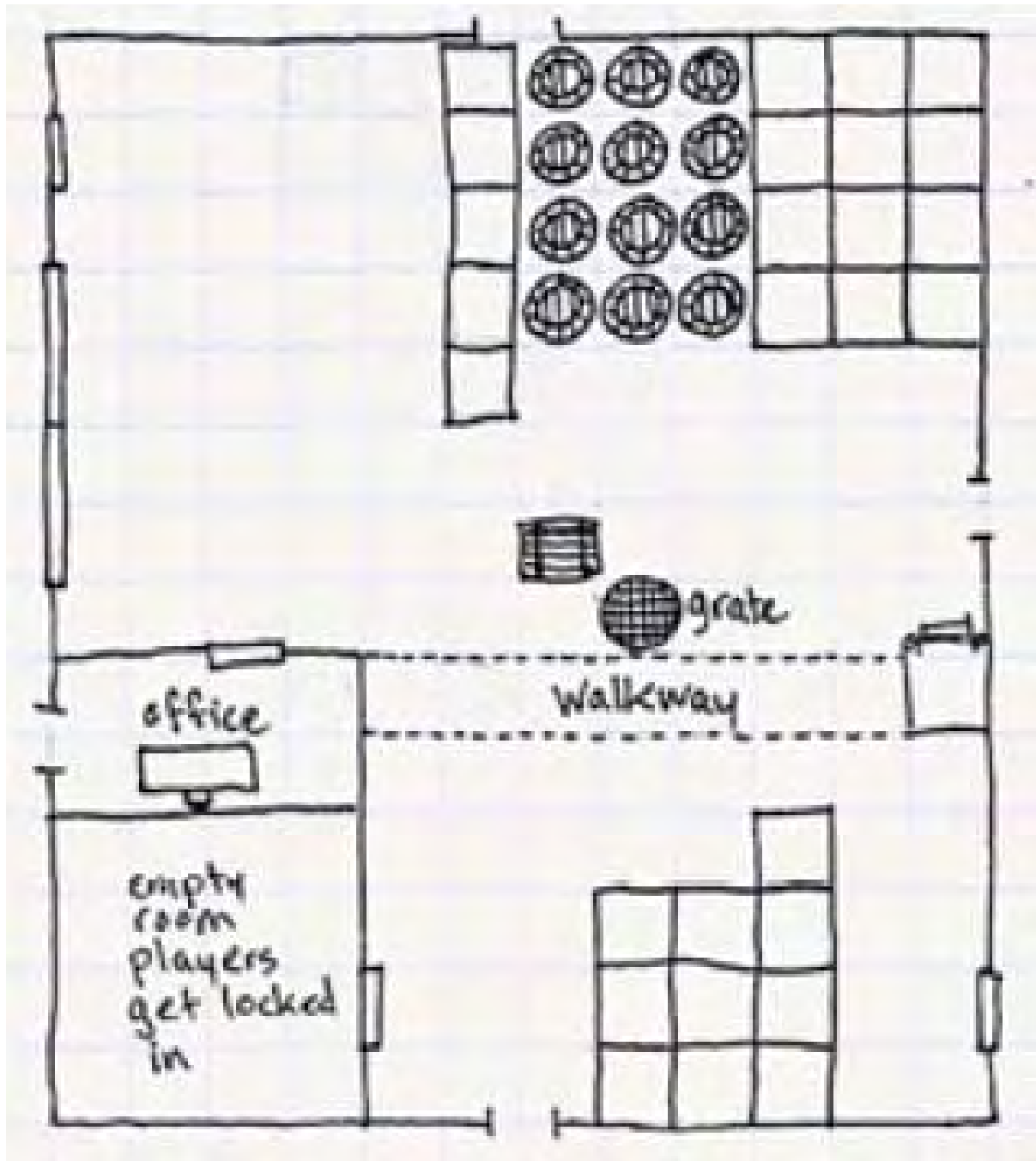
Map Two: Burnum Walcott's House

Floor One

Floor Two



Map Three: Durnix Warehouse



Appendix Six: Burnum Walcott's Letter

To Whom It May Concern:

On Godsdlay, the 25th of Coldeven, I witnessed several men removing kegs from the Pontirun Brewery. I followed the men to a warehouse in the western part of town. The warehouse appeared to be the same one used by Durnix Brewery to store their beer.

I wish to remain anonymous for I am scared of what House Durnix would do to me, but I ask that you hurry to the warehouse and catch these fiends red handed.