

KEO7-09

Thick as Thieves

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

Version 1.0

by Charles Skidmore with Dave Guerrieri

Reviewers: Keoland Triad

Circle Reviewer: Steven Conforti

As the Empire of Keoland rages with war, King Kimbertos plans an unusual ceremony to bolster his peoples' resolve. The mastermind behind the invasion desires to see the ceremony interrupted in order to rob hope from a kingdom at war. What will ensue is a maze of manipulation and deceit, which can only mean that the most dangerous weapon here is not made of steel but rather of influence. Welcome to the recoronation of King Kimbertos Skotti the First.

A Keoland regional adventure for APLs 6-12.

Note: This adventure will be of particular interest to members of the Thieves Guilds. It is highly recommended that each table have at least one hero capable of stealth. Heroes who are not allowed to play in Keoland regional adventures for ANY reason MAY play in this adventure.

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at keolandpoc@adelphia.net. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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.
3. Sum the results of step 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.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 can 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 receives only one-half of the experience points and gold for the adventure. 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.

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

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	

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in Keoland. Characters native to Keoland pay

one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp 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 adventure.

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

The western marches of Keoland burn with war, and invading forces move on the bastions of New Silverdeep and Black Top. A disastrous counteroffensive has drained much of the Royal Standard's strength in Nirole Dra, leaving the populace fearful and worried. In order to restore his peoples' courage, King Kimbertos plans an unusual event: a recoronation ceremony.

The Returned, he who leads the invading armies on Keoland's western border, learns of the event and plans to disrupt it in a very visible fashion. His goal is to continue to erode the populace's faith in their king and nobility.

Despite the heavy security surrounding the recoronation, The Returned has learned the specifics of the event and sets his sight on the keystone of the event: the King's Crown of Keoland. The Returned's plan is simple and fiendish. He will have the crown replaced with a magical replica which will disintegrate at his word. The Returned intends on magically projecting

himself into the recoronation hall, confronting King Kimbertos, and then destroying the fake crown.

The linchpin in this plan is the Niole Dra thieves' guild. Rumored to be run by a mysterious figure known as the Vermillion Queen, the guild has grown in power over the last several years. Now The Returned has located and approached the Vermillion Queen with an offer: steal the King's Crown and replace it with the fabrication and be granted a position of power in the Returned's new vision of the Kingdom.

The Vermillion Queen has decided that this is a perfect opportunity for her. She agrees that the recoronation ceremony will go a long way towards strengthening the resolve of the Keoish people, and that ruining the ceremony could cause fresh waves of desertion among the remaining soldiers in Niole Dra. After realizing this, she also realized that there was only one proper course of action: to play both sides against each other for maximum profit!

She promptly agreed to The Returned's plan and met with The Returned's most accomplished thief, a Marrusulk named Arra'kir. Together the Vermillion Queen and Arra'kir developed a plan to infiltrate the Royal Estates, steal the King's Crown, and replace it with a magical duplicate.

Afterwards, she immediately contacted her highest ranking thieves and demanded that they locate exceptional outside "talent" to hire for a specific job, no questions asked. Her purpose: to have the outside talent break into the Royal Estates, steal the King's Crown, replace it with a magical duplicate and then break into Arra'kir's lair and place the real crown in Arra'kir's belongings. When Arra'kir then breaks into the palace he will then unknowingly switch the real crown for a fake, foiling the Returned's plan.

If the heroes succeed, the Vermillion Queen gains rewards and the trust of the Lion Throne. If the heroes fail, she will gain the Returned's favor. Either way, the Vermillion Queen stands to gain much for little effort.

ADVENTURE SUMMARY

In the Introduction, the heroes are contacted by the Niole Dra thieves' guild.

In Encounter One, the heroes meet the Vermillion Queen and she reveals her plan in its entirety. The heroes are given the chance to accept or decline her offer.

In Encounter Two, the heroes make preparations and break into the Keoish Royal Estates. This encounter consists of seven subsections.

2A: The heroes use some time to perform reconnaissance on the estates. This may open up several options for how they go about the rest of the encounter.

2B: The heroes gain entry to the outer areas of the Royal Estates. This can be done through bribery, impersonation/disguise or stealth/distraction.

2C: The heroes gain entry to the restricted areas of the estate by obtaining a magical guard insignia which prevents alarms from sounding. This can be obtained by impersonation/disguise, stealth, non-lethal assault, or distraction.

2D: (optional) The heroes obtain the vault key from the watch captain, Jorl "Angerhand" Rhola, a minor noble posted to a secure station in the Keoish Royal Standards in order to prevent him being sent to the fighting. This can be obtained by distraction, stealth or by drugging the captain's evening wine.

2E: The heroes open the vault in the estate, either with the watch captain's key or through their own skills. If they do not have the proper key, there is also a trap to contend with. The heroes swap the fake crown for the real crown. The heroes meet an unexpected visitor.

2F: The heroes must return any stolen means of ingress to their proper locations without being caught. The watch captain's key and any guard insignia must be returned or it will arouse suspicion.

2G: The heroes must escape the estate without being caught. This section changes depending on how the heroes gain access to the estate.

In Encounter Three, the heroes must track Arra'kir and enter his lair while he is away in order to perform the final swap of the crown. Unknown to the Vermillion Queen, Arra'kir has a few followers in the city...

PREPARATION FOR PLAY

This adventure is designed with a minimum of read aloud text past the opening scene. Feel free to add to the scenery as necessary in order to provide a rounded play experience.

The entirety of Encounter Two is designed to be free-form. Some tables will take longer to scout the area and take precautions; others will simply

charge in and let the chips fall as they may. This means that the adventure can either be very quick or take the estimated time of four hours. Tailor anything you add to your individual tables.

INTRODUCTION

Niole Dra once again beckons to you and your companions. The seat of the Lion Throne offers you comfort, respite and surcease from the pains of your adventuring Oerth. As another mild winter approaches, a last wave of farmers and craftsmen attempt to sell their wares before stocking up for the winter ahead.

You have taken rooms in The Golden Lion, a newly reconstructed inn which heralds back to the glories of Imperial Keoland. The walls are festooned with aged banners from the realms of the Sheldomar which used to call Niole Dra mother, and Cryllor father.

These days reveling in past glories seems to be a popular pursuit, as the inn itself is booked to capacity. Every table is at least half full with minor nobility and successful merchants. A bardic ensemble plays on a raised dais, recounting the epic tales of former Kings Luschan II, Malv II and Lanchaster II. The bards gather the loudest round of applause after they recount the tale of Tavish the Great and the Two-headed Drake.

The past looks brighter than the future, for Keoland is a kingdom sundered by war. For weeks there has been no contact with the city of Cryllor, and now rumors abound that a dark army marches toward Black Top, the famous meeting ground in the Good Hills. Refugees flooding eastward bring tales of horror, of monstrous men with the faces of dogs in endless numbers. Compounding this fear is a noticeably reduced presence by the Keoish Royal Standards in the city itself. Rumormongers claim that a massive wave of desertions has struck the ranks.

The door to the outside opens, admitting a slightly chill draft and an immaculately dressed man covered in the livery of one of Keoland's most respected offices: Herald.

The herald removes a heavy chain helm from his head and with a voice like thunder he quickly quiets the entire room.

"All present serve notice! This is a royal announcement! Three days hence is hereby declared a royal holiday. All public offices and institutions will be closed.

All available citizens are invited to attend the recoronation of King Kimbertos Skotti at Dragon Stone at the tolling of the sixth bell. Take heart citizens and your fears shall be laid to rest."

A rolling hubbub engulfs the inn as people turn to their neighbors to discuss the import of this sudden pronouncement. It is easy to read a wide range of emotions on the many faces assembled, but primarily you see interest and the glimmer of hope.

Returning to your meal and companions, you see that a folded piece of parchment has been placed in the center of your table.

This parchment is **Player Handout One**.

This is a good time to do character introductions.

ENCOUNTER 1: MIDNIGHT MEETING WITH THE QUEEN

This encounter takes place the same night, assuming the heroes decide to take the meeting. Heroes who decide that they will not attend the meeting may not participate in the ensuing adventure.

You quickly and easily follow the instructions in the parchment from your table. The Ivory Fountain has gained quite a reputation as a location for travelers to visit in Niole Dra, so it is unsurprising to find several people in the square where it sits.

The fountain itself is unremarkable, although the statue that sits atop it is. Carved in the likeness of King Kimbertos, a large swath of the statue became discolored by pranksters after the King was slain by Holphin Neheli years ago. Despite the triumphant return of the King, the stone has stayed discolored and uneven, a blemish that no scrubbing or magic can erase.

A man with one leg and a crutch hobbles towards you. As he approaches you can see that his face is covered in pustulant lesions and sores.

“Alms for a poor soldier wounded in the Dreadwood?”

The heroes should be able to pick up on the connection between the handout and the beggar. Once the heroes give the beggar any amount of money:

The beggar leans in towards you, and whispers, “Come with me now, and act like I’m guiding you to a tavern. We’re being watched, most likely.”

The beggar will lead the heroes down several streets, heading to a notably poorer section of the city. After about ten minutes of walking, he will push aside a barely noticeable rotten door set in an alley wall and usher them inside. The beggar will answer no questions and will not attempt to cajole the heroes along in any way, merely letting them decide for themselves what they want to do.

The beggar leads you to a small and shabby house. The interior is laid out with piles of blankets used as beds and shoddy furniture. Seated at a rickety table is a woman of nearly unimaginable grace and beauty. Her hair is so blonde as to almost be white and her eyes are an enchanting shade of blue. Her skin is unmarred by scar, blemish, or makeup and her clothes are finery such as is usually reserved for high nobility. The long gown she wears is a deep red in color, as is a pendant around her neck and her finely polished fingernails. She smiles at you warmly and speaks in a voice that sounds as though it is on loan from the highest angel for her time on Oerth.

“Greetings, travelers. I thank you for coming with such alacrity after receiving my missive. I apologize for the hamhanded nature in which I must bring you to me, but time is of the essence.

I became aware of your return to Niole Dra only yesterday. You do not realize it, but you have worked for me before, and I was much pleased with your results. This is why I bring you here.

I am the Vermillion Queen, guildmistress of the Niole Dra thieves. I need you to perform a task for me.”

The woman goes silent, clearly waiting.

The heroes likely have many things to say, or ask. Read or paraphrase the following responses.

Knowledge (Local-Metaregion One) DC 10: The Vermillion Queen is the name attached to the guildmaster of the Niole Dra guilds, but very few can claim to have ever seen her or know who she is.

“What do you need us to do?”

“To put it simply, I need you to steal King Kimbertos’ crown and replace it with a fabrication before his recoronation ceremony.”

“What?/Why?”

“I was recently approached by the one who calls himself The Returned. He claims that he brings an army to Niole Dra’s door, and I believe him. He has tasked me with the same task I require of you; replace King Kimbertos’ crown. I have come to the decision that I shall not be his marionette. This is where you enter my plans.”

“Huh? What do you mean?”

“The Returned has sent his most trusted thief to my city. An odious creature named Arra’kir, it plans on stealing the King’s crown and replacing it with a fabrication. The Returned intends on somehow destroying the fake during the ceremony, ruining the event and robbing Keoland of hope.

What I intend is to pull a double switch, but to do so in such a manner that The Returned is the one who loses support. You steal the crown, replace it with a fake. Then you swap the real crown with the fake that Arra’kir keeps. He will then break into the estate and swap the real crown for the fake, unknowingly.”

“Is the real crown safe from destruction?”

“Yes. The Returned made it clear that he cannot destroy the real crown. He said something about Niole Dra offering its king magical protection. He would not elaborate, but I have since contacted several sages who all agree. Niole Dra was constructed here due to some kind of magical protection the site offers. It is all over the tales.”

“Where is the real crown?”

“The crown is in a set of royal estates within the city called Senestals’ Rest. I believe it is located in the spire on the grounds, secured inside a vault. My understanding is that the crown has been recently moved there in

preparation for the recoronation. There is also rumors that the crown may have some “magical protections” Niolo Dra benefits from.”

“How do you expect us to steal the crown? (We’re not stealthy/thieves/we’re paladins)

“The details are, of course, up to you. I’ve spent many resources on obtaining auguries, and they all confirm that you are the ones I seek. If your morals or ethics would prevent you from walking this course, I ask you to think of the consequences of your refusal. I know Arra’kir is capable of stealing the real crown. It is up to you to foil his plan.”

“Why don’t we just tell the authorities?”

“That would bring unforeseen ruin. The Returned would undoubtedly know that I am not playing his game and would move in a more direct manner, one which we can not control, predict, or prevent.”

“How do we know you are really the Vermillion Queen?”

“The short answer is that you don’t. The long answer is that you must decide for yourself if you believe the rumors. That a powerful woman does indeed pull the levers on the guild within Niolo Dra, and that this person knows for a fact that Cryllor as we knew it is no longer. You must decide if you trust a person who does not wish to be made a puppet, and who fears for the city she loves.”

“Can you help us gather information/materials?”

“I cannot. The auguries stated very specifically that if I aid you, you will fail.”

“Where do we take the crown?”

“My agents will provide you with the location of Arra’Kir’s safehouse. Once you have the real crown.”

When the heroes are done asking questions:

The Vermillion Queen dips her head slightly.

“I know this task may seem beyond your grasp, yet succeed you must. Arra’kir will likely move on the early morning before the recoronation. You have only a limited time frame in which to come up with a plan and execute it. I suggest you begin quickly.”

Without seeing her move, there is suddenly a platinum circlet on the table, adorned with jewels.

“One last thing. You must NOT be caught. You must not bring attention to this plan. If you do something that puts too much attention on the Royal Estates before the recoronation, the plan will fail. If the authorities find out that the crown is stolen, they will surely cancel the recoronation. If they catch thieves trying to steal the crown, they will likely do the same. If they piece things together after the fact, then that is acceptable but you must not draw attention before the ceremony or Keoland will suffer.”

Allow the heroes any more reasonable questions. Foolhardy actions such as attacking the Vermillion Queen or attempting to contact the authorities will end the adventure.

ENCOUNTER 2: STEALING AN EMPIRE

This encounter is divided into numerous subsections; all dealing with an individual step the heroes may have to take in order to progress with their plan. At all times you are encouraged to be flexible in regards to the heroes’ actions. If the heroes come up with a reasonable plan of action, allow a skill check at a reasonable DC (if applicable) or simply allow that part of the plan to succeed.

The heroes begin this encounter at 6 pm on Day 1. They have until 6 am on Day 4 to formulate and complete a plan. Ensure that proper time is tracked.

The most important thing in this encounter for the heroes is for them to avoid drawing attention to themselves. If the heroes fail or get caught, proceed to Conclusion: Failure!

2A: Reconnaissance

The first step in breaking into the estate is gathering proper intelligence. It is important to note that the estate is NOT the castle itself, but rather a series of villas in a separate part of the city near the river.

The estate is well known and public streets adjoin it. As such it requires no skill checks to find. If any hero simply watches the estate area they gain the following information and may make the appropriate skill checks following.

1. The estates take up a sprawling stretch of land, about a mile long on each side. The entire estate is surrounded by a high (15') stone wall, topped with gargoyle statuary every 50 feet. At each corner of the estate is a guard tower that rises to 25'. Several buildings can be seen rising above wall height within the estate, the tallest of which is a spire like tower rising to around 40'.
2. There are two gates, one on the southern wall and one on the eastern. The eastern gate sees more traffic, as it appears to be the gate through which goods are delivered and servants come and go.
3. There is a foursquad of guards on duty at both gates at all times. In addition, recently a robed member of the National Academy of Wizardry stands guard at each gate. The towers cannot be easily seen into. (if some magical means is used, each tower is seen to contain another pair of guards apiece)
4. There is some kind of badge or insignia that must be worn when within the inner compound. All servants and visitors must check in at the guard house.

Eventually the heroes may wish to **Gather Information** on the estate and the people attached to it. Each attempt takes 1d4+1 hours as listed in the PHB. The following information is all true, although you can feel free to sprinkle in a few false pieces of information. Just be careful of stalling the players with too much extraneous information.

DC 5: The estate is commonly called "Senestals Rest" after Senestals II of Keoland. Senestals II was king before Skotti's predecessor, and commonly threw balls and galas at the estate.

DC 10: King Kimbertos does not use Senestals Rest frequently, preferring instead other private locations. The estate itself has received less upkeep over the previous few years and is beginning to slip into disrepair.

DC 12: The estate employs a fair number of servants, most of who live in other parts of Niola Dra. There is a high turnover.

DC 10+APL: The guard strength has recently been doubled and is made up of younger Royal Standards who need to earn extra coin. They are paid a substantial weekly bonus for their posting, which is in addition to their normal duties. Several of the Royal Standards reportedly have run up

quite a debt at some of the local gambling establishments.

DC 12+APL: The guards are led by guard captain Jorl "Angerhand" Rhola. He is permanently stationed in the estate, is reportedly a horror to work for, and is rumored to enjoy his wine very, very much.

DC 15+APL: The NAW wizards have set up wards that will trigger alarms if any powerful spells are used within the vicinity. (4th level or above) The wards are not particularly delicate so as to allow the daily functioning of the estate to continue. They are primarily designed to stop people from *teleporting* in.

DC 15+APL: The National Academy of Wizardry has recently begun posting some of its members with the Royal Standards. These wizards reportedly scan the area for magical intrusion.

More Information

Eventually the heroes may want to attempt to gather more information on the inside of the villa. To do so they will need to either bribe or gather information from someone with knowledge of the interior. A successful **Gather Information** DC 10+APL will give the heroes two leads: a servant dissatisfied with his job and a Royal Standard in heavy debt.

Both leads share the same mechanic, simply allow the heroes to choose which one (or both) to approach.

Servant:

The servant, Allie Wister, hates her position within the estate. She is particularly upset by the way the guard captain leers at her and gets drunk every night.

Royal Standard:

The Royal Standard, Private Fillion Hantha, is a disreputable gambler on the verge of washing out of service. He can also be bribed by offering to pay off his gambling debt (40 gold per APL)

Either character can be bribed (**Bluff DC 15**), cajoled (**Diplomacy DC 20**) or Intimidated (**DC 15**) into giving the following information:

1. The watch captain, Jorl "Angerhand" Rhola, is a drunk. Every night he drinks several bottles of wine, forcing the serving staff to get them for him and drinking them down in a gulp.
2. Anyone entering the inner compound through the guard house must be logged in and must

wear a special insignia at all times while within the compound. It is said to be magical in nature.

3. A rough map. The heroes can create **Player Handout 2: Rough Map** from what the disaffected NPC knows.
4. The NPC can also direct the heroes to the spire, which houses the vault in it's basement.

If they are successful the heroes should now have several leads for more information or ways into the estate.

Using Magic:

As noted above, the use of magic within the estates will cause serious problems for the heroes. Casting any spell of 4th level or above will set off immediate alarms, ruining the break-in attempt. Heroes who use spells such as *clairvoyance*, *clairaudience* will receive correct information. Provide hints and clues as you see fit to make such actions profitable for the heroes.

2B: Gaining Entry

The primary means of breaking into the estate will be:

1. Bribery

A **Bluff DC 10+APL** will allow the heroes to bribe a guard to allow them access. This also requires a **Diplomacy DC 10+APL** to convince the guard that the heroes have a purpose within the estate that is non-threatening. The heroes must come up with a suitable cover story. Allow the heroes to roleplay here as needed. Remember guards such as these earn less than 10 silver a day, so bribing one is cheap.

2. Impersonation/Disguise

Alternately, the heroes can make a **Bluff DC 10+APL** check to persuade one of the servants to have them hired on for a day (or night). The heroes could also attempt to slip in with a servant shift change, although this will require a **Disguise check DC 15+APL**. If the heroes attempt to disguise themselves and fail without also attempting to make a successful bribe, they could find themselves in deep trouble depending on how they deal with the situation.

3. Stealth/Distraction

The most difficult path, breaking into the villa in a stealthy manner is still possible. The exterior wall is not patrolled and so heroes can climb it with a

DC 10 climb. Any hero doing this must also make a **Hide check DC 10+APL**. Allow the party to plan and be creative here, and use common sense as a judge.

The heroes can also attempt to create a distraction to lure the guards away from the gate. Allow the heroes imagination to run wild here. Several options that will work to empty the guard house are a fire, a bar brawl across the street, et cetera.

This is the only area in which casting a 4th level spell or higher will not ruin the break-in. Casting such spells further into the estate will bring trouble to the heroes.

4. Magic

Heroes who attempt any magic of 4th level or higher to gain entry will find themselves in deep trouble. Spells of 3rd and lower can be cast safely to gain access. A combination of Invisibility, Fly and other spells can easily gain the heroes access.

The Interior Grounds

The inner circle of buildings is patrolled regularly by Royal Standards on the hour. The guards follow the paths on the grounds for their patrols, taking about 15 minutes for a complete round. The external grounds and outer wall area are not well lit at night. Depending on the type of table you have, the heroes may have to make applicable skill checks to hide from the guards, bribe them, or bluff them.

The Guards

All Royal Standards attached to the Royal Estate are 5th level fighters as detailed in the NPC section of the DMG. Assume any NAW members are 1st level adepts; use 1st level wizard stats from the same location.

The Alarm

If a Royal Standard finds something amiss, it is his duty to get to the nearest alarm station and ring a bell. The tolling of these bells will be quickly echoed throughout the estate, ruining the break in attempt. Silence and other magical effects to stop the bell work normally but the heroes must still deal with the guard himself. Alarms are located at the south gate, the stables, the barracks, the spire and the manor house.

Combat with the Guards

The Royal Standards here are loyal servants of the empire. Getting in a fight with any guards OTHER than the guards in area 2C will likely result in deep trouble for the heroes. If any fight occurs one KRS immediately runs for the nearest guard station while his partner attempts to delay the intruders.

Additionally, these guards are not evil in any way shape or form. Harming Royal Standards with lethal damage is a potentially evil act.

The bottom line is that this is a break-in, not a bar brawl. Players who want to fight their way into the estate will likely fail the mission. Have mercy on heroes who make a simple mistake, have no mercy on heroes who want a bloodbath.

2C: Obtaining a guard insignia

Once the heroes are within the estate, their next challenge is to gain access to the inner buildings. This portion is considered an EL+2 encounter and experience is awarded for completing it in several fashions.

Within the guard house at all times are two Royal Standards. In order to get further into the estate without setting off any alarms the heroes must each obtain an insignia from the guards. This can be accomplished in one of several ways.

1. Impersonation/Disguise.

The heroes can attempt to pass themselves off as someone who belongs here, whether a servant, a Royal Standard, et cetera. During daylight hours it is not uncommon for a servant or other person to need to go deeper into the estate or leave the grounds. All people coming and going are logged into a logbook kept in this room.

The guards here are vigilant and any disguise the heroes are wearing will come under scrutiny as described in the PHB. The guards will see through any disguise roll less than **DC 10+APL**. If the heroes are here with another person (such as a servant or KRS) who is signing them in, the guards will only see through disguises less than **DC 5+APL**. If the heroes attempt to come through this room after 6pm and before 6am on any night, they will also need to make a **Bluff DC 8+APL** to explain their appearance.

Failure here results in the guards attempting to sound the alarm.

2. Stealth.

A hero (or heroes) capable of stealth can attempt to sneak into the guard office and steal some

insignias. A hero here will need **Hide** and **Move Silently DC 15+APL** in order to succeed. Failure leads to either bluffing or combat.

3. Distraction

Heroes may attempt to get the guards to leave the room by starting a fire or causing a disturbance in another area of the estate. Use your best judgment in adjudicating this scenario.

4. Non-lethal combat.

If the heroes attempt to subdue the guards they must fight two 5th level NPC fighters as detailed in the DMG. The guards immediately try to reach the alarm bell and ring it, an action which takes two rounds to complete. Dealing lethal damage here is a capital offense and a borderline evil act as well as an action that will draw attention to the theft. Fighting here will NOT fail the mission, but it should be the last resort for heroes with any other option.

5. Bribery/Magical Charms

The guards here can be bribed to let a SINGLE hero pass for 20 gp per APL.

2D: Obtaining the Vault Key (optional)

This section is listed as optional because it is possible to enter the vault without interacting with the guard captain.

The guard captain spends his nights in the barracks. Any time after 8 pm he is drunk and belligerent, snapping at servants and demanding more drink. He carries the vault key on him at all time. During the day he is found in building manor house sleeping off the previous night's excess.

There are several ways to acquire the vault key.

1. Distraction/Stealth

A hero may attempt to create a distraction or pick the guard captain's pocket for the key. A hero here will need **Hide** and **Move Silently** and/or **Sleight of Hand DC 15+APL** in order to succeed. Again, use judge's discretion. Failure leads to either bluffing or combat.

2. Drugging

A hero may either attempt to get the captain to pass out early or drug his wine. Drugging the captain will require locating an appropriate sedative through a skill check or other means. Allow reasonable ways to find appropriate substances.

3. Social interaction.

Heroes may attempt to **Bluff** the captain. This requires a **DC 15+APL** if he is sober, and a **DC 10+APL** if he is drunk. He will give the vault key to a subordinate or servant who needs it in order to spend more time with his wine.

4. Seduction.

Although possible, this should not be an area that is emphasized or led to. If a hero thinks of this on his/her own and they want to try it they may. Any female hero can successfully seduce the captain, who will fall asleep after an hour alone. Under no circumstances is this situation to become graphic.

2E: Opening the Vault

Now the heroes have to locate and open the vault in the basement of the spire. There are a number of rooms in the spire, so it is normal for people to enter it, though it has the least amount of traffic of any of the building in the inner compound.

By following the 10' wide stairs down behind the spire's main door, the heroes can easily find the vault. The stairs end in a 10 foot square room, with the door centered in the wall opposite the stairs. The door is a 5' wide solid iron door, and the wall is comprised of granite blocks, with lead, silver and gold mixed into the mortar binding the blocks.

Entering the vault can be done in one of three ways.

1. Pick the lock. Opening the lock in this manner requires an **Open Lock DC 20+APL**. If the vault is opened without the captain's key, the heroes will also have to deal with a trap on the vault door.

APL 6 (EL 8)

Fireball Trap: CR 5; magic device; touch trigger; automatic reset; spell effect (*fireball*, 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

Blade Barrier Trap: CR 7; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*blade barrier*, 11th-level cleric, 11d6 slashing, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31.

APL 8 (EL 10)

Blade Barrier Trap: CR 7; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*blade barrier*, 11th-level cleric, 11d6 slashing, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31.

Incendiary Cloud Trap: CR 9; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*incendiary cloud*, 15th-level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33.

APL 10 (EL 12)

Blade Barrier Trap: CR 10; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*blade barrier*, 15th-level cleric, 15d6 slashing, DC 25 Reflex save half damage); Search DC 31; Disable Device DC 31.

Crushing Wall Trap: CR 10; mechanical; location trigger; automatic reset; no attack roll required (18d6, crush); Search DC 20; Disable Device DC 25.

APL 12 (EL 14)

Energy Drain Trap: CR 10; magic device; visual trigger (*true seeing*); automatic reset; Atk +8 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34.

Crushing Room: CR 13; mechanical; location trigger; automatic reset; walls move together (18d6, crush); multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (2 rounds); Search DC 29; Disable Device DC 29.

2. The Guard Captain's Key. Using the guard captain's key disables the trap and opens the vault door easily.
3. Magical means. As noted previously casting any spell above 3rd level will result in the triggering of alarms and failure in the adventure, but resourceful heroes may come up with another solution. Reward ingenuity.

When the heroes open/enter the vault:

The interior of this vault is almost underwhelming. Two suits of rusting armor flank a short pillar. Resting on the pillar are a pair of items, a platinum circlet adorned with a shimmering jewels, and some kind of bow that appears to be fashioned from bones.

A voice rattles through the vault.

"Before you touch those, we should talk."

Standing in a corner of the room where there was previously nothing is now a woman in pure white robes. A black cast iron mask

covers her face but piercing green eyes stare out through caged eyeslits.

“I must tell you that to touch that bow is to damn this empire to further darkness.”

The woman takes a single step forward, and as she does so she becomes partly translucent, solidifying completely again as she stops.

“Who are you, and why are you here?”

The heroes can answer in any way they desire. Eventually they will ask the woman who she is, and read or paraphrase the following.

“I am Jeslin Proudlin, Woestave of the Silent Ones. I am the only remaining guardian of this relic. Many years ago it was used by an orc archer and his companion to hunt and kill elves of this kingdom. After a long hunt the orc was slain but not before he laid a curse on his weapon. Should it ever see daylight, it would bring thousands of years of darkness.

I was tasked with creating a safe vault for this...thing, and I dedicated my life to the task. It took nearly a decade but I was eventually able to fashion a demiplane for the bow, and found a guardian for it.

Unfortunately, the laws of magic are immutable. All locks must have a key, and all bindings can be unbound. In order to move the bow into the demiplane, something had to hold it there. That something was my essence.

So I died and was buried in Godakin Keep, and my soul stayed with this wretched bow. The vault was broken into and ransacked but forces of weal were able to spirit the bow here.

I came to consciousness when King Kimbertos removed the bow’s shroud. Now I watch over it and pray that the harm can be undone.”

The heroes can interact with Jeslin however they please, but violence will likely end badly for them as Jeslin is now a neutral good angel.

Jeslin is a proud and old member of the Silent Ones. She will gladly interact with any newer members of her order, though it is clear that she considers herself to be their superior even if they are also a woestave. Jeslin does not believe that the curse’s full effect has been triggered, otherwise her spirit would have been released to true death.

Jeslin will NOT let the heroes attempt to take the bow. Any such attempt will cause her to manifest her full powers and initiate combat.

All APLs (Untiered Encounter)

Jeslin Proudlin, angel, planetar; See *Monster Manual*.

Jeslin is very curious as to why the heroes are here. She is not tasked to guard the crown but she has no compulsion to keep the knowledge for herself. Being a former Silent One, she finds such knowledge to be of much power and she will desire something in return for her silence.

“I will let you take this crown without hue and cry, and I will let the one who comes after you take your fake. In return, I ask for one small thing, a trifle really.”

Jeslin extends one hand, translucent.

“I need to live again, in order to create another realm to hide the bow. In order to do that, I need one of you to willingly give me life by giving me yours. The scales must balance, and none of you can protect this kingdom as well as I can. Will one of you sacrifice your life as I have?”

Jeslin’s bargain is a test of how much the heroes are willing to sacrifice in order to protect the kingdom. In reality, she will not prevent the heroes from leaving nor will she stop their plan.

Allow the heroes to ask Jeslin anything they wish and discuss the matter for themselves. Any hero who makes a **Knowledge: Arcana DC 15** will know that balance is a theoretically sound principle in magic. What she is proposing holds water, magically speaking.

When the heroes come to a decision:

A Hero Agrees:

Jeslin smiles and nods. “I knew I had not misjudged the fiber of your fabric. Take the crown and go. I shall keep your secret.”

No Hero Agrees:

Jeslin shakes her head slowly. “A shame that none shall take the call to duty. Take your crown, and I shall keep your secret.”

Eventually the heroes will have to make their way out of the estates.

2F: Returning Borrowed Goods

At this point the heroes have to be concerned about returning the guard insignias and the vault key if necessary. This part should not be too difficult, only requiring skill checks of the appropriate sort if the heroes used stealth to gain access to the estate.

2G: Leaving the Estate

As above, leaving the estate should not prevent a huge logistical obstacle unless the heroes need to bluff their way out or use other appropriate skill checks. Feel free to make the heroes duck some random guard patrols in order to increase the tension but if they have come this far allow them to continue without too much of a problem.

ENCOUNTER 3: STEALING A FAKE

Now the heroes have the real crown and they must find a way to swap it with the fake Arra'Kir has in order to complete the job.

If the heroes did not ask earlier, the Vermillion Queen will have a set of directions sent to the heroes. A beggar will find the heroes, hand them a note, and disappear into a crowd.

The immaculate handwriting on the letter reads "Arra'kir has taken residence in an empty cobbler's shop near Onyx Lane. Look for an inn called the Poor Boy in the area."

The area itself is not hard to find. If any hero is from Nirole Dra or has 2 ranks of **Knowledge (Sheldomar Valley)** then it takes an hour to find the Poor Boy. Otherwise it requires 1d4 hours.

Unknown to the Vermillion Queen, Arra'Kir has taken a second bolt-hole for himself since he does not trust her. Only his guardians are left at the cobbler's and the heroes will have to dispatch it in order to perform the swap.

The cobblers shop is currently under repair and remodeling, and is completely open on the inside, which is 70' wide and 80' long. In the back right corner away from the door are stairs leading to the second floor. In the back left corner is a partially concealed trap door leading to the basement. A **Search DC10+APL** is enough to find the trap door, as it is covered by construction supplies and tools. Steeps stairs, nearly a ladder, leads down to the basement.

As you head down the stairs in the abandoned shop, you see a workbench against the far wall in this 20 x 20 room. The air is thick with mildew, and the right wall appears to show signs of water damage. There are crates and boxes stacked here and there. The workbench has several objects arranged on the benchtop, and appears to be several inches off the back wall, as if hastily moved and put back.

The creatures in the room are actually hidden in plain sight. At all APLs, the workbench is actually a Mimic (as detailed below), and the other creature in the room is invisible (as per the potion) and hiding (take 10+2 circumstance bonus for boxes). The other creature will wait until a hero touches the mimic and is adhered, or until combat initiates, whichever comes first.

APL 6 (EL 9)

Mimic: hp 58; see *Monster Manual page 186*

Ogre Mage: hp 51; Hide 30; see *Monster Manual page 200*

APL 8 (EL 11)

Mimic: hp 58; see *Monster Manual page 186*

Rakshasa: hp 58; Hide 34; see *Monster Manual page 211*

APL 10 (EL 13)

Mimic: hp 58; see *Monster Manual p 186*

Slaad, Gray (2): hp 98, 98; Hide 48; see *Monster Manual page 231* appendix 3

APL 12 (EL 15)

Mimic: hp 58; see *Monster Manual p 186*

Slaad, Death: hp 146; Hide 56; see *Monster Manual page 231*

After the combat, the heroes can search the area. Arra'kir has hidden his gear/crown in the basement of the cobbler's shop. The trap door to the basement requires a **Search DC15+APL**. The crown is simply stored in a small wooden box, locked (**Open Locks DC20+APL**) to open. Arra'kir expects no trouble, as it is only a fake crown, but has still taken other precautions. The PCs must make a **Search or Spot DC 15+APL** to determine that Arra'kir has left a few hairs on the crown, to determine if it has been tampered with. It will take a Disable Device or Disguise DC 15+APL to place the hairs back carefully enough that Arra'kir will not notice the exchange. The destruction of his guardians will not faze Arra'kir in the slightest, as

he will assume that interlopers didn't find his fake crown when he finds it still in its place.

If the heroes are successful, proceed to
Conclusion: Success!

CONCLUSION: FAILURE

Despite your heroic efforts, you were unable to fulfill the task presented to you by the Vermillion Queen. The hour of King Kimbertos' recoronation draws nigh, with crowds of nobility and commoners packed side by side to watch the event.

The event itself is a gala of festivities. Highly trained Royal Standards perform precise marching drills for inspection, drawing raucous cheers from the crowd. Several members of the clergy pronounce prayers for good health over the crowd, and minstrels play favorite tunes.

Eventually, the crowd settles down as King Kimbertos addresses the crowd, his voice magically augmented by one of the attending wizards.

"People of Keoland! I call you together in a time of encroaching darkness, in order to dispel the rumors and the evil that infects our kingdom. Sadly I must tell you that some rumors are true. Our bountiful kingdom has been invaded on our western border, and even now the loyal forces of the Royal Standards work ceaselessly to ward the Good Hills from this evil.

Furthermore, the city of Cryllor has ceased all communication, and the city of Flen has been taken by the enemy. Our hearts ache for those who have lost friends and family to this sudden act of aggression.

However, I have come here today not simply to tell you of the ill that opposes us, but to light our path! A group of adventurers loyal to the Lion Throne has saved the lives of a pair of powerful allies, one who was hunted by the invaders and one who was formerly a servant of the invaders and now opposes their cause.

First, I present to you an agent of the higher planes. A beneficent sign that the forces of good support the Lion Throne. He is named Gustavren, Hound Archon!"

At this pronouncement a short figure wearing robes over armor strides purposefully towards King Kimbertos, throwing back his hood to reveal that his head is that of a noble mastiff's. The crowd falls to a dead silence, hundreds of years of inbred hostility to those things alien warring with the evident nobility of the one standing before them. Without uttering a sound, Gustavren kneels before King Kimbertos and the crowd erupts in a frenzy of cheering and yelling.

Raising his hands for quiet, King Kimbertos looks over the crowd.

"Secondly, I present to you a member of the eldest races of all. Hunted by the invaders because they feared his ferocity, he is named Xasnelre, but he asks that should you meet him, that you call him Sunsurge!"

Look, people of Keoland, above you and see our greatest ally, Sunsurge the Brass Dragon!"

As one the assembled crowd turns their head upwards, straining to see something that is only a legend. For a second there is nothing, and then from over the distant treeline a bright flash reaches the crowd. Again, the crowd falls silent, warring against ages of unrestrained distrust.

The bright flash grows and grows as it approaches with frightening rapidity. Some at the edge of the crowd turn to flee, but most are held in place by their own curiosity.

With a bellowing roar the massive creature wheels overhead, the evening sun shining magnificently off its scales. The crowd's answering roar of joy resounds off the bells in nearby clock towers, causing a cheering cacophony. The form of the brass dragon quickly recedes, flying towards the horizon, but not before releasing something from its talons.

Floating down as light as a feather, King Kimbertos catches it easily and holds it aloft. In his hand he holds a symbol of Keoish authority, the crown of the king.

"My people. The time ahead will not be purely light. We have a stiff struggle coming, but we shall weather it and grow more bountiful as the forest grows after a fire. Today I pledge to YOU my unswerving loyalty as the King..."

"..THE KING OF NOTHING!"

In the blink of an eye the space before King Kimbertos is filled with a tall man, his face obscured with swirling colors. He points a finger at King Kimbertos. Behind the King, Archmage Lashton and a dozen other protectors begin to ward the King, but not before the interloper acts.

“Your crown is pathetic! Your vassals flee your reign to join mine. The Kingdom of Keoland is DEAD! Aktis Aranek!”

As the final syllables of the interloper’s chant ring out, King Kimbertos looks up in horror to see the crown in his hand shatter like ice under the weight of the world. The figure disappears and the screaming begins.

CONCLUSION: SUCCESS!

Because of your heroic efforts, you were able to fulfill the task presented to you by the Vermillion Queen. The hour of King Kimbertos’ recoronation draws nigh, with crowds of nobility and commoners packed side by side to watch the event.

The event itself is a gala of festivities. Highly trained Royal Standards perform precise marching drills for inspection, drawing raucous cheers from the crowd. Several members of the clergy pronounce prayers for good health over the crowd, and minstrels play favorite tunes.

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our path! A group of adventurers loyal to the Lion Throne has saved the lives of a pair of powerful allies, one who was hunted by the invaders and one who was formerly a servant of the invaders and now opposes their cause.

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“My people. The time ahead will not be purely light. We have a stiff struggle coming, but we shall weather it and grow more bountiful as the forest grows after a fire. Today I pledge to YOU my unswerving loyalty as the King...”

“..THE KING OF NOTHING!”

In the blink of an eye the space before King Kimbertos is filled with a tall man, his face obscured with swirling colors. He points a finger at King Kimbertos. Behind the King, Archmage Lashton and a dozen other protectors begin to ward the King, but not before the interloper acts.

“Your crown is pathetic! Your vassals flee your reign to join mine. The Kingdom of Keoland is DEAD! Aktis Aranek!”

As the final syllables of the interloper’s chant ring out, King Kimbertos smiles at the interloper and gently rests the crown upon his own brow.

“You will find that the lands here are protected against your dark magics, Returned one. Nirole Dra itself is proof against your evil. My host will meet you soon, and you will see that Keoland is not a country of people who have had the courage bred out of them.

For the Lion Throne!”

Quick as an adder, King Kimbertos draws a sword from his hip and lunges. The sword passes through the Returned, visibly slowing as it destroys the image.

Emboldened by their king, the people of Nirole Dra let out a cheer that dwarfs a dragon’s.

Several days later, you wake up to find a small sack full of gems at the base of your bed. Someone must have put it there while you slept....

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 2: Obtain a Guard Insignia.

APL 6: 210 xp.
APL 8: 270 xp.
APL 10: 330 xp.
APL 12: 390 xp.

Encounter 2: Enter the Vault/Defeat the Trap.

APL 6: 240 xp.
APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.

Encounter 3: Defeat Arra’kir’s guardians.

APL 6: 270 xp.
APL 8: 330 xp.
APL 10: 390 xp.
APL 12: 450 xp..

Story Award

Prevent the recoronation from being ruined.

APL 6: 180 xp.
APL 8: 225 xp.
APL 10: 270 xp.
APL 12: 315 xp.

Total possible experience

APL 6: 900 xp.
APL 8: 1,125 xp.
APL 10: 1,350 xp.
APL 12: 1,575 xp.

TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies,

and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

Conclusion:

APL 6: L: 900 gp, C: 0 gp, M: -- (0 gp).

APL 8: L: 1,300gp, C: 0 gp, M: -- (0 gp).

APL 10: L: 2,300 gp, C: 0 gp, M: -- (0 gp).

APL 12: L: 3,300 gp, C: 0 gp, M: -- (0 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 6: L: 900 gp, C: 0 gp, M: -- (0 gp).

APL 8: L: 1,300 gp, C: 0 gp, M: -- (0 gp).

APL 10: L: 2,300 gp, C: 0 gp, M: -- (0 gp).

APL 12: L: 3,300 gp, C: 0 gp, M: -- (0 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

A Good Day's Pay: Your latest adventure was remarkably poorly funded. However, the Vermillion Queen has placed a positive mark in your favor within her ledger. This mark manifests as a one time reduction in cost to any one item, spell, or service by 25%. In addition, the Vermillion Queen provides means to acquire the items in the Item Access list below with a Frequency of Regional. Void this AR item if the heroes fail in their mission to save the recoronation ceremony, and be sure to cross off all Item Access below.

No Good Deed Unrewarded: King Kimbertos has a deeper network than it appears. He is aware of your larcenous actions but is also pleased that you used them in his defense. As a reward, you find yourself gifted with a royal pardon for all past illegalities committed within Keoland's jurisdiction. Just don't get in any further trouble.

Goodwill Towards...Men?: The announcement of Keoland's new allies spurs a wave of good nature towards those who were typically unwanted within her borders. This character no longer suffers any social penalties for being non-human, a spellcaster, or other social disgraces.

A Banshee's Bargain: You were willing to sacrifice your life to enable Jeslin Proudlin to protect her charge. In reality this was simply a test of your loyalties but it has had a curious effect on you. The next SINGLE attack, spell or effect that would reduce you to 0 HP or does not harm you at all. This only applies once, and only to a single event that causes HP damage, such as a fall from a great height. Cross this off when used.

Item Access

APL 6:

- Dancing Lantern (Dungeonscape, 2,000 gp)
- Grasping Hook (Dungeonscape, 500 gp)
- Cloak of Weaponry (MiC, 2,300 gp)
- Acrobat Boots (MiC, 900 gp)

- Lens of Detection (DMG, 3,500 gp)
- Goggles of Minute Seeing (DMG, 1,500)

APL 8 (all of APL 6 plus the following):

- Owlfeather Armor (MiC, 8,160 gp)
- Foxhide Armor (MiC, 10,160 gp)
- Dagger of Defiance (MiC, 6,302 gp)
- Bracers of Quickstrike (MiC, 1,400 gp)
- Rod of Ropes, Complete Scoundrel, 4,000 gp)
- Gloves of Manual Prowess (MiC, 3,000 gp)

eeAPL 10 (all of APLs e6, 8 plus the following):

- Deathstrike Bracers (MiC, 5,000 gp)
- Hawkfeather Armor (MiC, 12,175 gp)
- Rogue Blade (MiC, 12,320 gp)
- Amulet of Fortune Prevailing (5,000 gp)

APL 12 (all of APLs 6, 8, 10 plus the following):

- Luckblade, zero charges (DMG, 22,060 gp)
- Sword of Subtlety (DMG, 22,310 gp)
- Tigerskin Armor (MiC, 17,100 gp)
- Rogue's Vest (MiC, 18,000 gp)

PLAYER HANDOUT #1 – A MYSTERIOUS INVITATION

The following is penned in lustrous red ink.

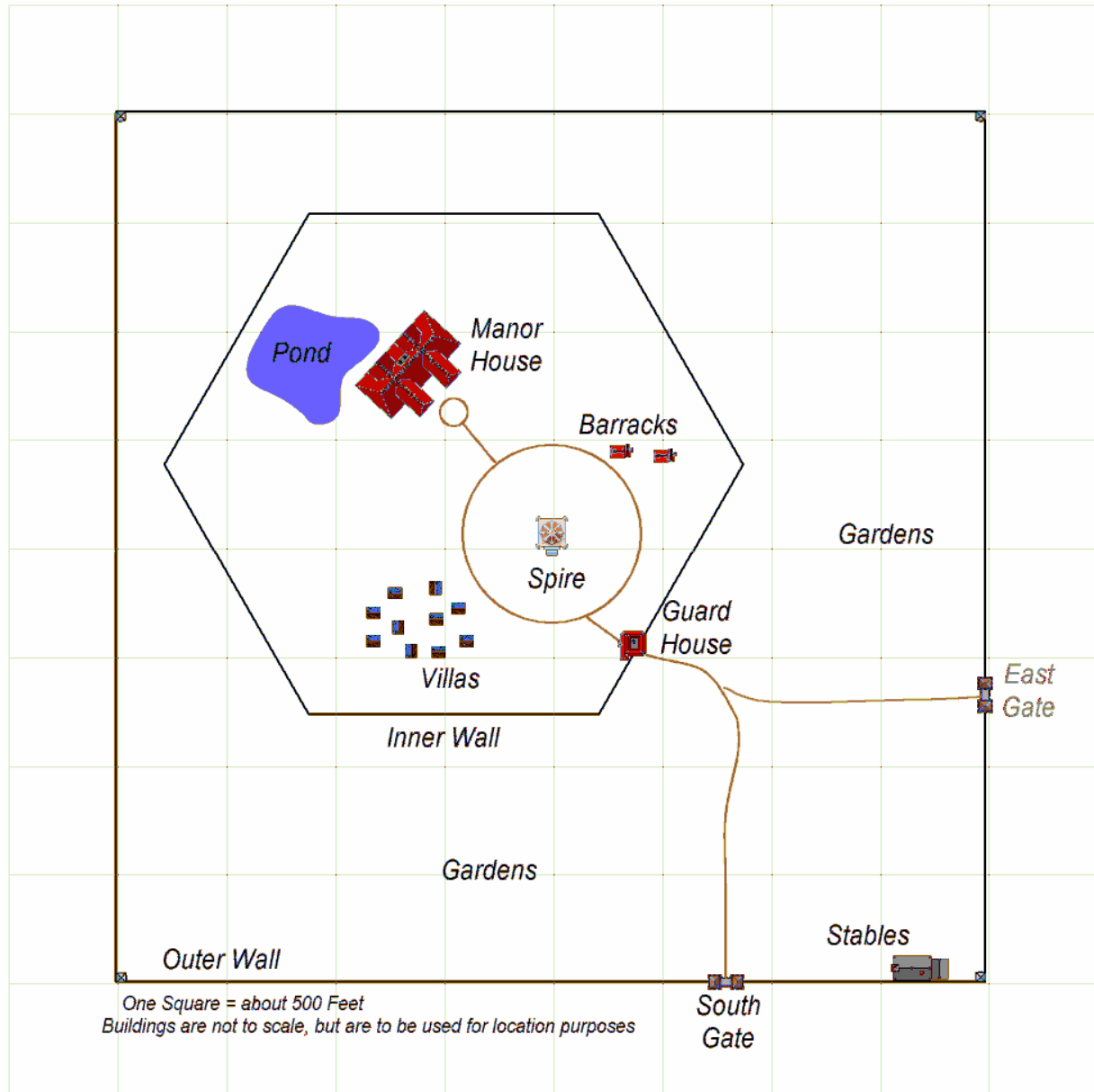
Greetings-

The King's recoronation is old news to us. Your established ability to obtain profitable results is similarly old news to us. We wish to enter into a mutually beneficial arrangement which will also save our most loyal, loving, protective and powerful monarch from being made a fool of in front of thousands.

Come to the Ivory Fountain at midnight. Be generous.

-V

PLAYER HANDOUT #2 – A ROUGH MAP



CRITICAL EVENT SUMMARY: KEO7-09 THICK AS THIEVES

1. Were the heroes able to save the recoronation ceremony?

Yes

No

2. Did the heroes have to resort to physical combat with any one of the estate?

Yes

No

3. 3. Did any heroes agreed to Jeslin's offer? If so, who? (Player Name, Character Name, RPGA #, email address?)

Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):