

URDI-04

CORINER GALA

A One-Round D&D LIVING GREYHAWK®
Duchy of Urnst Regional Adventure

Version 1

by Matt Lovell

A dreary trip to Seltaren leaves you dripping wet and in need of cheering up. It is then quite a coincidence that you meet a noble representative who presents you with an opportunity to attend the most extravagant event around. An adventure for Living Greyhawk characters levels 1-6.

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2001 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGANetwork.

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

PREPARATION

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

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

SCORING

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

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide

personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.

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

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

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

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will 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, a charactersheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

LIVING GREYHAWK TIER STRUCTURE

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th

The level cap indicated is the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

IS IT A FULL MOON?

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

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute

You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Wild

You are living in the wild, either as a nomad, or perhaps in a cave. You hunt and gather your own food and your clothes consist of furs and/or hand-woven items. At times, food is scarce and you go hungry. But you survive. You must have an effective Wilderness Lore of 6 (including modifiers) or higher to avoid being Destitute.

Poor

You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Rough

You live in the wilderness, roaming a specific territory or living in a rude shack or tent. Your meals come from hunting and foraging, though you may cultivate a few small crops or herd some animals. You get by well enough to barter for equipment or to gather coins to pay for necessary repairs. You must have an effective Wilderness Lore of 4 (including modifiers) or you are Poor.

Common

You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy: You probably have two or three sets of clothing.

High

You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury

You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

Judges are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Wild	14 sp	-2 (-1 rural)
Poor	43 sp	-1
Rough	43 sp	-1 (0 rural)
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

ADVENTURE BACKGROUND

Exactly one year ago, Lord Seoman Verle of House Verle was awarded a seat in the Honorable Chamber. House Coriner, whose power seems to stem from the social events they hold, has decided to celebrate the one-year anniversary of Lord Seoman Verle's appointment with a gala in his honor.

For those in the know, there is no one that holds better social events. Lady Delina Coriner's events are the most distinguished, the most entertaining, and the most influential of all galas in the Duchy of Urnst. To have one held in your honor is an event of a lifetime.

For reasons unknown outside the mind of the house leadership, House Teranor has decided to anonymously invite 25 commoners to the gala. It is their hope that these

commoners will create a distraction, thus enabling an assassination attempt on Lord Seom an Verle (the failed poisoning attempt last year will be tried again). First 25 invitations were carefully procured, and then the assassination plot was set in motion.

There is an independent thief in Seltaren known as Ratspit who doesn't follow any sort of organized rogue activities other than that which he organizes himself. He has a reputation in the low quarter as being a scoundrel and a thug. Lately, he has been making a profitable living with a small ring of thieves, who have made a camp in a cave out in the woods north of town. The nobles of House Teranor do not wish to do the poisoning themselves, so they sought Ratspit out. Ratspit was requested to perform the service of killing Lord Verle at the Coriner party using a special poison he would be given. The reward for this service would be a sum of 1,000 gold coins payable on definite word of the nobleman's death. More convincing than the coin, however, was the unavoidable impression Ratspit had that if he didn't accept the job he wouldn't leave the meeting alive. With those kinds of incentives, Ratspit could hardly refuse. He was then given details about the party, including time, place, and details about a toast that would be held toward the end of the evening where the guest of honor and assassination target would drink from a large golden goblet ringed with gems. The plan is that when Verle drops dead in front of a host of nobles, the those nobles will be going crazy with both fear and accusation—a clever rogue could be out of the estate before the poison did its work.

Even though the plan seemed sound, Ratspit didn't like the threats House Teranor used, nor did he wish to be involved in the murder of a nobleman. The money would be nice, but this risk was not one he thought would be worth it. While he sat in the Bridled Brambles tavern he stewed over his situation, contemplating leaving town until a stout weapon smith next to him interrupted his thoughts with his drunken whining.

The weapon smith, Garm, was down on his luck. Ore prices were on the rise and he hadn't been able to purchase any good supplies lately. His swords were getting smaller and made with lower quality material, and so his business was beginning to suffer. This was a time when he desperately needed money. His wife was bedridden and with child and he was already giving money to the mother of his first child, money he would have to keep giving to ensure that the illegitimate child remained a secret from his wife. All this information spilled out on the bar into Ratspit's tired ears until Ratspit got an idea. He offered to help Garm out of his money woes by giving him a simple task that paid a lot of gold. Garm immediately accepted, without so much as knowing exactly what the deed was. The two slinked off to the privacy of Garm's weapon shop and forge to discuss the task. While Garm was less than thrilled about murdering someone in his drunken state he readily agreed. Ratspit also made it plain and clear that no one was to know about this arrangement, otherwise Ratspit would return to take revenge on him and his family. Although Ratspit didn't like threats when they were used against him, he didn't have any qualms about using them on others.

By the following morning Garm was in a terrible state. Now, he not only owed money but he was charged to perform a murder in a deal on which he dare not renege. It was at this time that Garm spotted a familiar acquaintance, a small street urchin named Yaris. This little rascal has been seen more than once in the shops of the Market Square pilfering goods from travelers and shops alike. This time Garm spied Yaris in the act of stealing from the pocket of a noble. While no one else saw Yaris do it, Garm saw an opportunity to help himself out of his current predicament. He followed Yaris and grabbed him sharply by the fountain, telling him he saw what he did and

that he'd turn him into the city watch. Garm, not wanting a big scene, whispered to Yaris that he wouldn't turn him in if he in turn did something for him. The two went back to Garm's shop and closed the door tight. There they discussed the assassination attempt of Lord Verle and what Garm wanted Yaris to do for him. Yaris didn't really care about the predicament either way and would gladly and easily kill whomever Garm wanted, but there needed to be some extra payment for it since the deed was murder and the masterwork short sword hanging in his window would suffice as payment. Begrudgingly, Garm complied (he is a very weak-willed man) and the deal was set.

Prior to the start of the adventure, Yaris has done a little reconnaissance. He scouted out the Ilmaer Estate, Coriner's grand manor house in which the party is being held, as best he could. He looked in windows, snuck in backdoors, got a good layout of the place, and learned where the busiest places in the complex were. He decided that the best entrance point for the party was the second floor window next to the back stairwell. This leads down to the servant's quarters and through the kitchen. All places where he could snatch up a costume, sneak through looking busy like the other servants and do his deed.

He realized he would need a good hook and rope to get in through the second floor window. Luckily he has a friend in the business that owns a masterwork grappling hook that would work perfect for this job. This friend happens to be Ratspit. Ratspit and Yaris have been associates for about six months now. Ratspit mostly robbed from the outskirts of town, not able to get an "in" in the city until he met up with this kid who tried to steal from him. Rather than trying to kill him, Ratspit became fond of the boy (who reminded him of himself as a child) and started teaching him a few tricks. Yaris then started doing jobs for Ratspit in the marketplace and other places in the city for which Ratspit had done some of the legwork. The collaboration was profitable for the both of them. Now they often go to each other for supplies or information. Ratspit has even developed a soft spot for the boy, although this is not so with Yaris who would slit Ratspit's throat to save himself.

Yaris went to the woods to pick up the hook, and although Ratspit was away giving the poison to Garm, Yaris took the hook anyway. Yaris has started back to Garm's to pick up the poison.

ADVENTURE SUMMARY

MARKET SQUARE

The adventure starts with all the PCs in the Market Square. The PCs may be together or they may be separate, it's up to them. The Market Square is described, as well as some events in chronological order. This section allows the PCs to meet each other, shop a little and take in some of the atmosphere. The PCs should feel like they have a lot of possibilities of places to go and things to do. While the PCs are shopping and interacting with the site based encounters, the following timeline based encounters will occur:

1. A homeless man is thrown out of a tavern.
2. PCs may notice Ratspit leaving the weapon shop.
3. A PC will encounter Yaris.
4. A woman is mugged.
5. Yaris gets the poison.
6. The PCs get invited to the party.

GALA

The PCs get a chance to meet some important Nobles and Merchants.

During the event someone is poisoned, and the PCs will notice Yaris leaving. The PCs should realize both that Yaris is involved with the killing, and that they could make powerful friends (and enemies) by finding the truth about what happened.

WOODS

Following Yaris leads the PCs to the thieves' den. When the PCs get to the thieves' den, the thieves will be aware and waiting. After the inevitable combat the players might remember Yaris entering the weapon shop. If they follow up on that clue then they may be able to save Garm's life in the last encounter. If Ratspit leaves the weapon shop alive, Garistrell will kill him on scene, and the PCs will find his body. If the PCs bring the empty poison vial and the waiter uniform to the guards at House Coriner, or the city watch, Lady Delina will be acquitted.

ENCOUNTER 1: LOWER MARKET SQUARE

In the early days of Urnst, as the Suel swept east from the Maure lands, goods and supplies were brought east by barges on the Lukala River. If one wanted their goods to arrive in one piece, then the goods had to be unloaded above the Seltaren Falls, moved below by mule and cart, and reloaded on barges below the falls.

A small community arose near the falls, mostly of teamsters. With much expense, and perhaps some magic, a tight canyon known as the Merchant's Draw was made to allow a more direct route from the cliffs to the lake below, and both travelers and goods both still travel this same market road, where the sides of the canyon are covered with scenes engraved into the living rock all those years ago. At the side of the market road are small booths where various oddments are sold. Although some debate the real reason Seltaren was chosen as the Capital, by coincidence it is very difficult to avoid taxes since all the goods are unloaded and reloaded under the watchful eyes of the governor's assessors.

At the bottom of the cliffs, the road continues on some distance from the falls before opening up into a large open square and market place where the goods are moved from mules and carts to the awaiting barges. A variety of shops encircle Lower Market Square, and line the sides of the Merchant's Road. A small wall stands behind these shops to protect the shoppers and travelers from being accosted by the less pleasant residents of Lower Seltaren.

This section allows the PCs to meet each other, shop a little and take in some of the atmosphere. As they amble around at the locations, the incidents listed under *events* will take place in the order they are listed.

Note: Stats for Yaris, Garm, and Ratspit can be found on Appendix A: Important NPC, Appendix A. All other stats are listed in their respective encounter.

LOCATIONS

Some of the Shops of Lower Market Square

1. **Fresh Picks:** A Fruit Vendor, owned by Otol: Male. 40's. 5 ft. 7 in. Fat. Blonde hair, dark blue eyes. His

skin is a pale pink like a fresh sunburn, except for his nose which is a dark red. Kindly. Dirty apron. Sweetest peaches in the land. The Strawberries are bad. Apples (1 sp/lb), Blueberries (4 sp/qt), Blackberries (4 sp/qt), Strawberries (4 sp/qt), Raspberries (4 sp/qt), Grapes (4 sp/lb), Cherries (4 sp/qt), Pears (4 sp/lb), Peaches (6 sp/lb).

2. **Seams Like Old Times:** Clothier/Seamstress – Marilaen – Female. 30's. 5 ft. 4 in. Slim. Blonde, light blue eyes, not pale. Loud. Boisterous. Good saleswoman. Many kinds of shirts, swatches, scarves and dresses available in mostly dull greens, browns, tans, blues, and dingy whites. She also repairs garments. She is very proud of the name of her shop; she thinks it clever. All the other shop owners, however, find it dull.
3. **Images of the Gods:** Sculptor – Tarr. Female. Early 20's. Dark blonde hair, grey eyes. Intense and driven. Attractive, yet simple. Very intelligent and a hard worker. Makes pottery as well as statues depicting various nobles and gods in regal poses.
4. **Weapons:** Weaponsmith - Garm. Male. 50's. Bald. Full Charcoal Beard. Freckles. Brown Leather Apron. Quiet, stern. Slightly edgy. Ore supplies are low. Low quality swords. See NPC in Appendix A for stats for Garm. He has recently made a deal with Ratspit the thief to murder a noble so he is really nervous lately, but tries not to let it show.
5. **Enchanted Baskets:** Basket weaver – Valfour. Male. 20s. 5 ft. 11 in. very thin. Dark brown hair, Blue eyes. Very serious about his baskets. Obsessive about cleanliness. Very Neat shop. Baskets of all shapes and sizes of excellent make.
6. **Bridled Brambles:** Tavern – Owner/Barkeep: Roserio. Male. 40s. 5 ft. 8 in. brown hair, brown eyes, dark complexion. Has a Wife Geori.(brn/brn/dark 5 ft. 2 in.) and 2 young children. 1 waitress (Renth: 5 ft. 6 in. blonde, brown eyes) who he is having an affair with. His wife thinks it's a stupid name and always nags him about it. He is a boisterous and friendly, but has little patience for trouble in his bar.
7. **Heart Scrolls:** Love Poems and Potions – Owner: Amora (given name Hidea). 20s. platinum blonde hair and palest blue eyes. Gorgeous. She is under the effects of a *Change Self*. She sells poems on decorated scrolls and "love potions". Her husband is a bard, and helps write the poetry. They act sweet to each other for the customers but truly hate each other.
8. **Condemned Building:** Has gone through 3 owners in the last year. The last owner was Heilin who owned a Spice shop named *Seems Like Old Thymes*. She was driven off by the endless complaints by Marilaen from the clothier shop (#2) because of the stolen shop name. They fought constantly. Some say Marilean sabotaged her store. Boards on windows now.
9. **Guard Post:** 2 Guards work here, and they will call for more help, if need be (2d6 will show up in 2d4 rounds).

♠ **Guards, mix male and female human War1** (2): CR ½; Medium-size Humanoid (human); HD 1d8+1; hp 6; Init +1; Spd 30 ft; AC 16 (Touch 11, Flatfooted 15); Atk +3 melee (1d6+1/190, short sword); SV Fort +3 Ref +1 Will +3; Str 12, Dex 12, Con 12, Int 14, Wis 12, Cha 12.

Skills and Feats: Jump +5, Spot +5, Intimidate +5; Iron Will, Weapon Focus (short sword).

Possession: Chain shirt, small wooden shield, short sword.

The guards are usually very busy, and are not often at their post. A lot of crime in this area goes unchecked. Each guard has only a 30% chance of being here when they are needed. If both guards are gone, the guard post is locked.

10. **Fountain** – This fountain has not actually worked in almost a year. It currently contains slime, sludge, and mucky water with a layer of green smelly filth on top. A decayed statue of some former Seltaren figure stands in the center of it. The nameplate is far too worn to read and no one seems to remember who it is.
11. **The Other Side:** This is affectionately named so for its being on the other side of the fence deeper in the poor district. Even more crime and filth exists here.
12. **Alleyway:** Berai, the beggar, lives here in this smelly, dirty alleyway. Many garbage cans serve as his buffet table and an old box is his house. One might think Berai was a dwarf if he were not so tall.(5'9") He has a long thick gray beard, dirty long coat, Garbled speech. Mumbles about they took his something.

EVENTS

1. Roserio the tavern keeper throws Berai the Beggar out of his tavern. He is being very forceful about it, shouting: "I thought I told you I don't want you bothering my customers." Berai picks himself off the ground and slinks back to his alleyway where he lives in a box. (Area 12)
 2. Ratspit the thief comes out of Garm's weapon shop. The only reason PCs may notice is that the shop is 'closed' while he's inside. He is dressed like many of the other commoners here and wears a brown cape and hood, which he pulls farther over his head to keep out the rain. He does not do anything to attract attention and enters the alleyway to area 12. He is *en route* to his den in the woods. If he ever notices he is being followed he doubles back and tries to lose the person. If the person is alone, he sneaks up on them and mugs them after losing them, then flees leaving them alive.
 3. Pick a PC that is standing near the fountain. Yaris will target that PC and "accidentally" run into them, feigning hurt. He puts on the teary-eyed orphan act and begs for a copper piece. If the PCs are not charitable he will try to lift something from the PC as they walk away. If caught he will feign innocence saying that his mother is starving and he needs the money. If things get too desperate he will simply flee and duck into the crowd, duck in buildings, out windows and around corners to get away. Otherwise he will thank the PCs and be on his way. **Note:** Make sure you know exactly what Yaris took: A pouch of coins, a ring, food, etc. He will take whatever is accessible. Do not tell the PC until they look for the item.
 4. On the other side of the 10-foot tall stone fence (Area 11) (which was built to keep the riff-raff out of the market area), the sounds of a small battle can be heard. Three thugs are attacking an old woman on her way home. If the PCs interfere the thugs will run (with or without pouch).
- Round 1:** Woman shouts at the men to go away as she hangs on to her pouches of coins. (listen check DC 5 +1 per 10 ft.)
- Round 2:** The men push her down and kick her. (1 point of damage) Woman calls for help. (DC -5 +1 per 10 ft.)
- Round 3:** One grabs pouch, one kicks her, one pulls a knife. (3 points of damage, she falls, bleeding)
- Round 4:** They all run away. woman will bleed to death if bleeding is not stopped.

ALL TIERS (EL 3)

🗡️ **Market Thugs, male human Rogr** (3): Medium-size Humanoid (human); HD 1d6+1; hp 5 each; Init +7; Spd 30 ft.; AC 13 (Touch 13, Flat-foot 10); Atks +1 melee (1d4/19-20, dagger), +3 ranged (1d4, sling); SA Rog sneak attack +1d6; AL CE; SV Fort +1, Ref +5, Will +0; Str 10, Dex 17, Con 13, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb +4, Hide +5, Intimidate +5, Listen +2, Move Silently +5, Open Locks +3, Pick Pockets +5, Search +2, Spot +3, Tumble +5; Improved Initiative, Weapon Focus (dagger).

Possessions: Dagger, sling, nine stones

👩 **Woman, female human Comr**: hp 2 (-1 at round 1); non-combatant.

5. Yaris, our antihero, arrives from the woods and heads to Garm's shop. He wears a dirty oversized man's shirt with billowing sleeves, tied at the waist by a belt, breeches, and a cap. He wears a satchel (grappling hook and rope). When he goes inside the door is closed and locked. (There are no other customers in the shop. If a PC is there they wait until he leaves, then lock the door) During this meeting Yaris reports that he knows the way in and has got the tools for the job (the grappling hook he just retrieved from Ratspit's den). Garm gives Yaris a small pouch which contains a vial of poison given to him just moments ago by Ratspit. After this brief meeting, Yaris leaves and heads through the marketplace.
6. Garistrell (Cha 16; Bluff +13, Sense Motive +12, Diplomacy +17) arrives at the market place to present invitations to 25 lucky people. He will follow a general pattern in the market, heading for the tavern first and then scouting around for those who look interesting. Even Berai the beggar gets an invitation. Most people would be excited about the notion of attending a famous Coriner party. Although Garistrell is a servant of House Teranor, he will not mention so nor is he wearing any such insignia. Garistrell is clever and capable and will attempt to provide each recipient with a cover story that he thinks will seem plausible. For example, he may tell a homeless looking person that House Coriner is giving out the invitations because they understand the plight of the common man and want to ease

their troubles. He may simply pretend to drop one in front of a rogue or paladin, expecting the thief to keep it and intending to reward the paladin's honesty with an invitation as humble thanks. He may impersonate a servant of another House to imply a career opportunity, or might whisper to a would-be diplomat that he must meet the halfling with the green breeches and use the passphrase "the green snake sleeps when the leaves fall." Most citizens of Urnst would jump at this opportunity even if they saw through his ruse, but the PCs should find his explanations believable and intriguing. Base his ruse on the characters at the table.

ENCOUNTER 2: ILMAERA ESTATE

BEHIND THE SCENES

Yaris had left the encounter with the PCs in the marketplace to come here to the party to go to work. He uses the grapping hook to climb up into the 2nd story window, which leads to the back stairs. After taking the hook with him, he heads down the stairs into the servant's quarters, dons a servant's uniform (purple waistcoat and blue cap) and proceeds to the kitchen. Here he pretends to look busy until he finds the goblet. He finds it soon enough, but without the wine. He gets pulled into duty by another servant and has to help wash dishes (he loudly breaks one). Finally he sees them pouring wine, at which time he goes over to help the others pour and arrange the goblets. A large golden goblet ringed with gems is produced and filled. Yaris quickly empties the via lint of the goblet without any suspicion. He is then told to help bring wine goblets out to the guests. Not wanting to give himself away and hoping to make sure the poison works, he obliges and exits into the ballroom where guests are mingling. He begins handing out wine to them. Just then, however the head butler enters the kitchen and notices the large goblet and peers inside. He quickly corrects the situation by reminding the available staff that Seoman Verle gets the dark bushberry wine in his goblet, as it is his favorite. He then goes on a tirade about how the staff never listens to him and that he has to do everything himself. He pours the wine from the large goblet into an available normal goblet, washes and rinses the large goblet so as not to leave the wrong taste of wine in it, and then fills it with a much darker hue of liquid. The staff then takes the rest of the goblets including the newly poisoned one out to the guests.

SETTING THE SCENE

Mansion appearance: The Ilmaera Estate, home of the Coriner in Seltaren, is definitely a sight to see. Nothing has been spared to make this palace the finest place to host a party in all the Duchy of Urnst. Crystal chandeliers, plush red carpet, marble fireplaces, fine portraits and sconces adorning the walls and decorative touches exist everywhere. The scent of a faint enticing perfume permeates the air.

The Guards. The guards out front will consider it quite odd that non-nobles were invited to this party, but as they have an invitation will be obliged to let them in. They will look down on all who because of their appearance are obviously not

merchants or nobility. There are also guards posted inside, preventing entry to private areas.

The Guests

The party is rather large. There are approximately 125 nobles here, representing just fewer than fifty noble houses. While some houses have only one person in attendance at the festivities, others have several. There are also approximately 50 people representing powerful merchant concerns. While the merchant concerns may be affiliated with some noble houses, these individuals were invited based on their value as merchants. Approximately 25 people here were invited by the agent of House Teranor, and most of these people clearly should not be here. The noble guests will have no idea what these last 25 people are doing there. Some will react insulted, while some will find it pleasant to talk to "the little people," patronizing them about the pitiful world they live in. PCs can hear many stories and attitudes of the nobles about various things going on in the Duchy. A sampling of the guests, as well as some of the rumors they are spreading, are listed in Appendices B, and C respectively.

Music

Tonight's entertainment includes the renowned lute player Ardena of House Coriner. She plays a variety of songs during the event, some of which inspire dignified dancing, before the speech and poisoning spoil the evening. She plays a finely crafted lute from which she dictates masterful music of the realm.

Recognition

When Yaris is passing out drinks, have the PCs attempt a Spot check (DC 10). Those who succeed will see Yaris, and more importantly, Yaris will see them and recognize them. He will appear startled slightly to see them here, but quickly go back to work handing out wine to the guests.

Delina Coriner

At every moment the party is going on, everyone knows where Delina Coriner is as she is always the center of attention. She flirts, pets, caresses, hugs, and even cutely drinks from other people's goblets of wine as she schmoozes her way through the party.

THE MAIN SCENE

The setup

Right before the speech Delina brings two goblets over to where Lord Kortharin, Lord Garothae, and Lord Ogdoran and perhaps some PCs are chatting, and gives one to Garothae, keeping the other for herself. Kortharin has been talking about needing more reliable people to bring his goods into Leukish; he apparently is well placed in Merchant House Durmix. Ogdoran has been discussing how recently two of his knights were invested into the Bar Rampant. Lord Garothae seems mostly quiet, almost shy, until Delina comes near and then he compliments her dress and becomes suddenly charming and playful.

The Speech

The moment of truth arrives and Seoman is asked to make a speech. Although Seoman is not very good with words, the drink of the evening is helping his situation and he has somewhat loosened up. Here is the transcript of his speech:

"My friends, (throat clearing) I am indeed grateful for, and honored by the opportunity to serve our great Duchy of Urnst. From the moments when the first Verle set foot on Urnst soil, our ethic has been simple, honest work. I can only hope that it is this same ethic that has earned the respect of so many of my esteemed colleagues. It is my wish that with the help of my fellow Senat...(throat clearing) excuse me...Chamber Lords, I may live up to the honor which has been bestowed upon me, and continue to protect our country, our people, and our future."

After his speech, Delina walks over to congratulate him and kisses his cheek while handing him the large toasting goblet, which makes him blush. He makes a toast to House Coriner and the lovely Delina, to which she deftly adds 'and to Honorable Lord Verle'. She nods to her friend Garothae as the whole room drinks to the toast. She then goes back to Garothae and the others to find Garothae grasping at his throat and turning red. Thinking that he tried to laugh and drink at the same time, she jokes about not being able to hold his alcohol and then watches in horror as he gasps, gurgles, clutches his chest and falls over in front of her.

At this point the party stops dead silent, followed by several gasps and screams.

Have PCs near Yaris attempt a Sense Motive check (DC 10). If they succeed they will notice that Yaris looks surprised and confused as he looks at the poisoned man and then to Verle. Then, as the nobles start to crowd around the incident, Yaris heads for the door to the kitchen while trying to look inconspicuous. PCs that run after him will draw attention to themselves (after all, they didn't really belong here in the first place) and be held up at least two rounds explaining their actions (DC 15 Diplomacy check, modified by the PCs story +/- 2 or 4 circumstance modifier). PCs that attempt to follow nonchalantly can do so easily, but must move at ¼ to appear nonchalant.

Once in the kitchen Yaris will scramble up the stairs to the second floor. He takes off his coat (which has the empty vial in its pocket) and drops it in the hall. He then quickly pops into the room where he left his satchel and climbing gear (the one with the black dot on the map). He loops the rope through the bars in the window, squeezes through and climbs down, afterwards pulling the rope through so as not to leave it behind. He will then pick up his pace once he's outside and run through the garden towards the edge of town. If the PCs try to follow him, now or later, continue with encounter three.

AFTERMATH

It is very soon after the collapse of the noble that information starts to come out from various guests. Keep in mind that no one at the party knows that Yaris poisoned him, nor knows that Teranor is responsible.

When the city guards show up, they ask anyone with information to please make a statement. The following is divulged during the investigation:

- The dead man was Lord Garothae of House Arginar
- Lady Delina Coriner had brought him the wine herself.
- The wine in question does in fact smell odd and will be tested for poison.
- Lady Delina had been fondling everyone's glasses all night.
- Lord Garothae was very happy that Lord Verle won the vote, stating that if Lady Coriner won, nothing

would ever get done. (This was said in private to one of the other nobles.)

Lord Verle is very upset at the poisoning and he retires to rest with guards on watch. Apparently someone had attempted to poison him just last year right before House Verle was awarded his appointment to the honorable chamber.

The guards send the wine goblet to be examined by an alchemist, and many of the guests begin to leave. The guards are pleasant and diplomatic with the nobility, but more direct with others. Everyone is whispering about Lady Coriner, and some say a knight of the county will surely come soon and arrest her for murder. Everyone who witnessed the event cannot dispute what he or she saw. She is very overwhelmed by all this activity. At first she is flirtatious, then flippant, then downright terrified claiming she did nothing wrong. After about one and a half hours a knight arrives with more guards. He asks Lady Coriner to accompany him to the Estate of the Governor.

ENCOUNTER 3: WOODS

Yaris has now poisoned and murdered a noble. Luckily no one saw him do it. Unfortunately, some familiar characters have noticed him and apparently recognized him. He leaves the building in the confusion and runs through the gardens. It is a DC 8 search check to follow Yaris through the gardens of the Ilmaera Estate, (and the gardener will not be pleased). After some time the estate ends at an old eight feet tall wall, with a woodland beyond. Once the PCs are at the other side of the wall, following the trail still requires a Search check (DC 8). If successful, the PCs will eventually hear running water and see Yaris just ahead.

STREAM CROSSING

The path continues a little ways and turns left ending at a shallow rushing stream.

There are a series of large stones in the middle of the stream, which can be used to jump across to the other side. Yaris is standing in the middle of the river on such a stone.

This is another trick of Yaris's. He knows this river and these rocks. Most of them are slippery however and would cause most to slip and fall in. They usually drop items that are pulled downstream (30 feet), around a corner, over a small waterfall (10 feet) and come to rest in a pool.

At this point he pretends to be having a rough time of things and looks very scared. He will fall in.

Have those PCs that follow Yaris across the river make a Balance check (DC 25) for each rock. If they fail, they slip and fall in. Those items in their hand will be dropped unless a Reflex save (DC 10) is made. Any loose items in their belt must also make a similar save. Items in semi open packs or things like hats automatically fall in.

Once PCs start to fall in, Yaris will jump across safely to the other side, and then run down the stream to collect the goods at the pool beneath the waterfall. If Yaris happens to fall in, he allows himself to be swept down the river and catches himself on a low-hanging branch he knows of (Dex check DC 20). Those falling into the pool at the base of the waterfall will incur 1d6 points of damage. He will then swing to safety, collect any items the PCs have dropped, then run away to stash them in a hollow tree nearby.

Larger items (shields, swords, etc) are hidden underneath the forest floor brush.

Under the water in the pool is an item that Yaris missed. It is a ring wedged under a rock worth 100 gold pieces.

After pilfering the PCs wet items, Yaris runs through the water and heads for the thieves' den. PCs can Track, Spot, and Listen to attempt to follow him (DC 8, Hide, Move Silently).

THE THIEVES' DEN

Yaris has come here to drop off the grappling hook. He also hopes to catch the PCs in some traps and entice the thieves inside to attack them.

Beyond the brook is a series of meadows, which are linked by small paths. The meadows are overgrown, some of tall grass, some of weeds, some of wild flowers.

In the center of one of the meadows is an overhanging yew tree. Its thick overhanging branches of long leaves partially conceal a sinkhole beside the tree. This hole leads to a small cave system, which is used as a hideout for a local group of thieves.

Note: The monastery can be seen on a hill about ¼ mile from the thieves' den.

See the map of the Fields and the Thieves Den for the references below.

The area surrounding the tree is trapped.

➤ **Rope Trap:** CR 1; +5 melee (character is grappled (str 18) by rope if they fail a reflex save (DC 14)); Search (DC 20); Disable Device (DC25). There is a rope trap attached to one of the low branches of the tree. If a PC fails a DC 14 reflex save, they are yanked up by one foot and cowbells are heard. They can cut themselves down or make an escape artist check DC 20 to free themselves.

There are 4 thieves in the den at the moment. If Yaris hasn't yet warned them, then 3 of them are playing cards in D2, and the 4th is asleep in a chair in the hallway (between D1 and D2). If Yaris has warned them, then they wait to see if the PCs get stuck in the trap(s).

D1 - The entrance to the lair

This is a nine-foot drop to the bottom of the sinkhole. Part of a root of the tree is exposed here, and a person could hang from the root and drop a mere 3 feet to the cavern floor. At tier 2 and tier 3 there is a pit trap directly underneath the hole (see below). Swinging on the root over the pit, and landing at the edge of the room can avoid the pit.

TIER 2

➤ **Pit trap:** CR 1; 1d6(2d6 if jumping from top of sinkhole, vice dropping from root); reflex save 25 avoid; search (DC20); Disable device (DC 20)

TIER 3

➤ **Spiked Pit trap:** CR1; 1d6(2d6 if jumping from top of sinkhole, vice hanging from root first), +10 melee (1d4 spikes for 1d4+1(over 1d4 +2) per hit); reflex save 25 avoid; search (DC20); Disable device (DC 20)

The tunnel into the den is only 3-foot wide and 5-foot high, carved out of the roots and earth. Combat is only possible with small weapons of piercing or blunt types.

D2 - The main meeting room

This room contains a table and many chairs as well as bedrolls, clothes, bits of food, and various supplies. The *everburning torch* ensconced on the wall keeps the room bright.

TIER 1 (EL 4)

➤ **Thieves, male human Rog1 (4):** Medium-size Humanoid (humanoid); HD 1d6+1; hp 7 each; Init +3; Spd 30 ft.; AC 14 (Touch 12, Flat-footed 12); Atks +1 melee (1d6+1/19-20, short sword), or +2 ranged (1d4, sling); SA Rog sneak attack +1d6; AL NE; SV Fort +2, Ref +6, Will +1; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +6, Disable Device +6, Hide +6, Jump +5, Listen +4, Move Silently +6, Open Locks +6, Pick Pockets +6, Search +6, Spot +4, Tumble +6; Dodge, Mobility.

Possessions: Leather armor, short sword, sling, nine stones

TIER 2 (EL 3)

➤ **Thieves, male human Rog2 (4):** Medium-size Humanoid (humanoid); HD 2d6+2; hp 11 each; Init +3; Spd 30 ft.; AC 14 (Touch 12, Flat-footed 12); Atks +2 melee (1d6+1/19-20), short sword), or +3 ranged (1d4, sling); SA Rog sneak attack +1d6; SQ Rogue evasion, AL NE; SV Fort +1, Ref +5, Will +0; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +7, Disable Device +7, Hide +7, Jump +6, Listen +5, Move Silently +7, Open Locks +7, Pick Pockets +7, Search +7, Spot +5, Tumble +7; Dodge, Mobility.

Possessions: Leather armor, short sword, sling, nine stones

TIER 3 (EL 6)

➤ **Thieves, male human Rog4 (4):** Medium-size Humanoid (human); HD 4d6+2; hp 20 each; Init +3; Spd 30 ft.; AC 15 (Touch 13, Flat-footed 12); Atks +4 melee (1d6+1/19-20, short sword), or +5 ranged (1d4, sling); SA Rog sneak attack +2d6; SQ Rogue evasion, AL NE; SV Fort +3, Ref +8, Will +2; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +9, Disable Device +9, Hide +9, Jump +8, Listen +7, Move Silently +9, Open Locks +9, Pick Pockets +9, Search +9, Spot +7, Tumble +9; Dodge, Mobility, Expertise.

Possessions: Leather armor, short sword, sling, nine stones

X: Thrown haphazardly on the bedroll is an empty vial (formerly a *potion of invisibility*) with a little backwash in it. Alchemy and Spellcraft (DC 15) checks can determine the potion type if the PC runs a few tests on it. Under the pillow there is a sack of gold (100 gp) and a sketched map of the monastery to the West.

This is one of the thief's loot. He tried robbing the monastery once and was spotted, so he obtained of a *potion of invisibility*, which successfully got him inside. He managed to find the treasury and absconded with a bag of gold. He made a basic sketch of the layout and people he saw when he got back. He hopes to return there when he finds another potion.

Y: This is Ratspit's bedroll. Hanging on a hook on the wall behind it is a dark cape and hood, an empty sack, and a rope attached to a masterwork grappling hook. Crumpled in the cape pocket is an invitation to the Coriner party, which Teranor gave him, and he forgot about as he is wearing a different cape now.

Yaris comes here to get the grappling hook to help him get in through an outside back window in the Verle mansion.

D3 – Dung room

This room is used as the thieves' toilet. There is a deep hole in the center and a curtain on the door. It is smelly and contains many flies.

D4 – Escape Hatch

The thieves use this tunnel when the front door is under attack. It is fairly short and spills out onto the side of a small cliff, which leads both down to the river and up to the meadows. The outside of it is covered with a thin layer of dirt and brush so as to be nearly undetectable from the outside (Search, DC 25), yet easy to break through.

Incidents

When Yaris arrives he will enter the den through the front hole, then go hang the grappling hook back on its peg. He will also inform the thieves of the PCs following him. The thieves will let the PCs get caught in the traps and then charge out to attack. If they get overwhelmed, they will flee into the hole and out the back door.

On tier 2 or 3: Two thieves will wait in D2, the other two will sneak out through the concealed door and once the PCs have entered the sinkhole attack from the PCs from behind in the tunnel.

Treasure

After the combat is resolved, the PCs should search for treasure, they may, of course, take twenty. The following treasure is hidden in various holes and hiding places in the thieves' den, listed by search DC to find.

DC	Treasure
0	Everburning torch
10	Party Invitation Sack of 100 gp from monastery Monastery Map Used potion bottle Items on each thief 1600 cp
DC 15	153 cp 300 sp
DC 20	Silver chalice (44 gp) 46 sp
DC 22	Silver necklace with a malachite pendant (54 gp) Potion of cure light wounds 1 hematite (8 gp) 4 gp 4 pp
DC 24	Gold bracelet (46 gp) Potion of cure light wounds
DC 26	Ivory statuette (10 in.) of a woman (40 gp)

During the fight, Yaris will run away and consequently run into Ratspit in the woods who has been observing the fight from a distance.

The brief conversation goes something like this:

Ratspit: Hey, kid, where you been?

Yaris: Oh Hey Ratspit, I borrowed your hook. I just hung it back up.

Ratspit: I wondered where that went. What'd ya need it for?

Yaris: Just some job I had to do at the Coriner place. Ah, I gotta go, seeya....

Ratspit: (dumbfounded) At the Cor...? Hey!

Ratspit follows Yaris back to the market place at this point.

ENCOUNTER 4: THE MONASTERY

This encounter has no bearing on the plotline of this module itself and is somewhat of a red herring. One of the thieves' in the thieves' den has stolen from this monastery and the PCs have an opportunity to return the stolen gold.

High on a hill to the northwest is a local monastery of monks, known locally as the Grey Hood. The monks are known in the city and live peacefully, seldom coming into town. The building is old and made almost entirely of stone, and the structure can be seen from quite a distance.

There is one monk who acts as the greeter. The job of the greeter is to reside at the front door and deal with visitors in the appropriate manner. This week the greeter is Brother Bredwyn. He sits at the entrance to the monastery observing his surroundings. He speaks softly and kindly to anyone who comes to the door. He doesn't ask for donations but accepts any readily given. Currently the monks are concerned about the theft of 100 gp from their treasury. Due to the recent theft he will be blunt when asking the PCs what brings them to the Monastery. If the PCs are judged to be of good character, he apologizes for his bluntness and explains why.

About a week ago a sack of gold was stolen from our monastery. I would have thought that impossible until it happened. Of course now we must explore every experience until the truth of it can be found.

Note: A thief from the thieves' den managed to sneak into the monastery after having imbibed a potion of invisibility. The thief managed to sketch the layout of the place, paying particular attention to the location of monks at the time so that he could make a return visit. His sketch is the map found in the thieves' den.

Brother Bredwyn will not invite the PCs inside, nor will allow them to enter. If the PCs return the stolen money from the thieves' den, Brother Bredwyn is overjoyed and will offer them some bread and cheese. He still will not let them in, however.

If PCs insist on either forcing or sneaking their way into the monastery, feel free to make them regret their decision. There are 15 monks within with similar stats. All have been advised to be alert of thieves that may break in, possibly without being seen. Anyone discovered will be incapacitated (knocked unconscious) and then will wake up in the woods a few days later: they lose one Time Unit.

☞ **Brother Bredwyn, male human Mnk5:** Medium-size Humanoid (human); HD 5d8+10; hp 35; Init +8; Spd 40 ft.; AC 17 (Touch 17, Flat-footed 13); Atks +4 melee (1d8+1, unarmed); SA Unarmed Strike, stunning attack S Q Evasion, Deflect Arrows feat, Still mind, Slow fall, Purity of body; AL NG; SV Fort +6, Ref +7, Will +6; Str 14, Dex 18, Con 14, Int 13, Wis 15, Cha 16.

Skills and Feats: Disable Device +6, Hide +7, Jump +3, Listen +2, Move Silently +8, Open Locks +6, Pick Pockets +6, Search +5, Spot +1, Tumble +7; Improved Initiative, Expertise, Improved Disarm

Possessions: Robe, gray hood, sandals.

Summary of things he knows

- Never heard of a boy named Yaris
- The monastery was robbed a week ago
- 100 gp were stolen
- No outsiders are allowed in the monastery unless they seek to discover whether they are called to this life
- This is not a Balkunish monastery
- He does not know anything about the thieves' den
- A monk is chosen to go to town each month to buy things they need
- They occasionally sell parts of their harvest when they need money

ENCOUNTER 5: BEAR ATTACK

As the PCs are returning to town, in the thickest part of the woods, they stumble across a fox that is being chased by a large brown bear.

In this area, movement is a little more difficult as the path is largely overgrown with bushes and shrubs. Tree branches hang across as well. The path can be made out solely on the basis that going off the path the forest floor is literally covered with greenery.

A bear is chasing a fox through the woods up ahead. Have PCs not making a lot of noise to make a Listen check at DC 20. (10 if everyone is purposefully trying to move quietly, which would slow their movement by half) Also PCs not engaged in conversation with others can make Spot checks to see bits of trees moving and shaking in the distance.

Flat-footed PCs do not get to act as the fox quickly streaks past the PCs. The bear will be in pursuit knocking over everything in its path that it can move. If protected, calmed, and befriended the fox can be kept (a cert). Otherwise he will run. The bear will attack (and attempt to eat) everything/everyone in its path. If protected, calmed, and befriended the bear can be kept (a cert). Otherwise he will brutally slay and eat the PCs, or try anyway.

➔ **Fox, Small Animal (as small dog):** hp 6; see *Monster Manual* page 195.

TIER 1 (EL 2)

➔ **Young Brown Bear, (as black bear):** hp 19; see *Monster Manual* page 193.

TIER 2 (EL 4)

➔ **Brown Bear:** hp 51; see *Monster Manual* page 193.

TIER 3 (EL 5)

➔ **Brown Bear, advanced 8 HD:** Large Animal; HD 8d8+32; hp 68; Init +1; Spd 40 ft; AC 15; Atk +13/+8 melee (1d8+8, 2 claws), +8/+3 melee (2d8+4, bite); Face/Reach 5 ft x 10 ft/5 ft;; SQ Scent; AL N; SV Fort +6 Ref +5 Will +2

Str 27 Dex 13 Con 19 Int 2 Wis 12 Cha 6

Skills and Feats: Listen +4, Spot +7, Swim +14; Improved Grab

ENCOUNTER 6: PAYBACK TIME

Encounter Description

- Yaris returns to Garm's shop to collect his payment.
- Ratspit follows Yaris and when Yaris leaves, Ratspit enters Garm's shop to kill him.
- Presuming Ratspit leaves this encounter alive, he goes to a dark alleyway to collect his own payment from Teranor, who kills him instead.

Detailed Encounter Description

Yaris returns to Garm's shop and hurries inside. Garm shoves a customer out and then locks the door. The customer stomps away mad. Yaris tells him everything went fine and that Verle is dead. Garm breathes a sigh of relief promptly retrieves the sword for Yaris. He thanks the boy for his help and lets him out the back way. Yaris then leaves.

Ratspit has followed Yaris here from the woods and waits patiently for Yaris to conclude his business with Garm. He now realizes that Garm had Yaris kill Verle for him. Not only is he angry at the weapon smith for telling others, but he is furious at Garm involving Yaris in the deal.

When Yaris leaves through the back door and runs off, Ratspit immediately steps inside through the front. (he picks the lock). Garm is very surprised to see him and is quite nervous of this sudden arrival. He tells Ratspit that the deed has been done and Ratspit slyly nods and stares bitingly at Garm. He then takes a money pouch from his belt and tosses it on the floor. As Garm goes to retrieve it, Ratspit draws his sword and attacks him.

If the PCs do not arrive at Garm's shop in time to stop Ratspit, he will easily kill Garm. Afterward, Ratspit will leave by way of the back door and head towards the alleyway where the initial deal with Teranor was made. There he meets Garistrell who invites Ratspit into a side building to conclude the payment and kills him. He will leave Ratspit's body in the alley. If the PCs are with/following Ratspit, Garistrell will observe and eventually leave, and kill Ratspit later.

CONCLUSION

If the PCs find the empty poison vial in the coat of the waiter uniform which Yaris left in the upstairs hallway during his escape, and get the evidence to either House Coriner or the city watch, then Delina Coriner will be acquitted, and they earn an Influence point with House Coriner. Otherwise, she will be charged with the poisoning of Lord Garothae Arginar, the penalty for which is death.

If the PCs return the gold to The Grey Hood monks, they earn an Influence point with them.

If the PCs use *Animal Friendship*, to befriend either the fox or the bear, and if the animal is within the HD limitations of the spell, the animal can be gained as an animal companion.

Garm and Ratspit will most likely be killed unless the PCs stop the battles. If Ratspit is killed by the PCs, he cannot continue to the Teranor encounter.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter One

Saving the old woman	50 xp
Defeating the thugs	62 xp

Encounter Three

Encounter Four

Encountering traps at the den	38 xp
Defeating the thieves	150 xp
Defeating or avoiding the bear	50 xp
Preventing Garm's murder	25 xp
Defeating Ratspit	75 xp

Total experience for objectives	450 xp
Discretionary role-playing award	0-50 xp
Total possible experience	500 xp

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

- The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
- Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
- Theft is against the law, but may be practiced by some player characters. Items that are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Encounter One

- 3 daggers 3 gp

Encounter Two

- Influence Point with House Coriner

Encounter Three

- Gold ring 5 gp

Encounter 4b

- Monastery gold 100 gp
- Copper 17.53 gp
- Silver 34.6 gp
- Gold 4 gp
- Hematite 8 gp
- Gold bracelet 46 gp
- Silver necklace with a malachite pendant 54 gp
- Ivory statuette 44 gp
- 4 Short swords 20 gp
- 4 suits of leather armor 20 gp
- Grappling hook 1 gp
- Potion of cure light wounds* 50 gp
- Potion of cure light wounds* 50 gp
- Everburning torch* 90 gp

Encounter Four

- Influence point with Grey Hood Monks

Encounter Five

- Animal companion (Fox)
- Animal companion (Bear)

Encounter Six

- Gold 4 gp
- 2 blue quartzes 40 gp
- Suit of leather armor 5 gp
- Short sword 5gp

If any PC breaks into the monastery or commits some other crime, please forward the particulars to the Duchy of Urnst Triad.

APPENDIX A: IMPORTANT NPCs

ALL TIERS

➤ **Yaris, male human Rog3:** Small Humanoid (human); HD 3d6+6; hp 20; Init +3; Spd 30 ft.; AC 13 (Touch 13, Flat-footed 10); Atks +0 (always runs*); SA Rog sneak attack +2d6; SD Rogue evasion, Uncanny dodge; AL N; SV Fort +0, Ref +6, Will +1; Str 10, Dex 16, Con 8, Int 14, Wis 10, Cha 14; 3 ft., 6 in. tall.

Skills and Feats: Skill Points: Balance +9, Bluff +8, Climb +6, Disguise +2, Escape Artist +9, Gather Information +2, Hide +9, Jump +6, Listen +0, Move Silently +9, Pick Pockets +9, Search +8, Spot +0, Tumble +9, Use Rope +8; Initiative, Dodge, Mobility

Possessions: shirt, breeches.

Description: Mischievous, cute innocent smile, blonde hair, blue eyes, oversized man's shirt, big floppy hat, breeches, dirty face.

**getting away:* Yaris always takes full defense as his combat stance, which allows a move action, and tries to get away. He can tumble through enemy squares without drawing attacks of opportunity with a DC25 tumbling check, and if he fails the check his AC is 24 for the attack of opportunity due to mobility. If grappled Yaris will use his Escape Artist skill to escape the grapple.

➤ **Garm, male human Com3:** Medium-size Humanoid (human); HD 3d4+9; hp 17; Init +1; Spd 30 ft.; AC 13 (Touch 11, Flat-footed 12); Atks +2 melee (1d8+1/x3, warhammer), SA N/A; SQ N/A; AL N; SV Fort +2, Ref +2, Will +1; Str 12, Dex 12, Con 13, Int 10, Wis 10, Cha 8.

Skills and Feats: Appraise +3, Craft (armorsmith) +1, Craft (blacksmith) +6, Craft (weaponsmith) +4; Toughness, Toughness.

Possessions: Warhammer, leather armor.

Description: Stout, bald, scraggly charcoal beard.

➤ **Garistrell, male human Mnk1/Rog7:** Medium-size Humanoid (human); HD 7d6+1d8; hp 27; Init +2; Spd 30 ft.; AC 14 (Touch 14, Flat-footed 14); Atks +6/+6 melee (1d6, unarmed); SA Rog sneak attack +4d6; SQ Rog evasion, Rog uncanny dodge; AL LE; SV Fort +4, Ref +9, Will +6; Str 10, Dex 14, Con 10, Int 14, Wis 14, Cha 16.

Skills and Feats: Appraise +12, Bluff +13, Diplomacy +13, Disguise +13, Hide +12, Listen +12, Move Silently +12, Search +12, Sense Motive +12, Spot +12, Tumble +8, Use Magical Device +13; Weapon Finesse (Unarmed), Weapon Focus (Unarmed), Dodge, Mobility.

Equipment: Fine clothes, Blue cloak, Ring of Mind Shielding,

Description: Blonde, Blue eyes, medium height and build. Wears fine clothes (light browns and greens), with a cloak of good blue cloth.

TIER 1

➤ **Ratspit, male human Rog3:** Medium-size Humanoid (human); HD 3d6+3; hp 15; Init +3; Spd 30 ft.; AC 14 (Touch 12, Flat-footed 14); Atks +5 melee (1d6/19-20, short sword); SA Rog sneak attack +2d6; SQ Rogue evasion, Uncanny dodge; AL N; SV Fort +2, Ref +6, Will +1; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +8, Climb +7, Disable Device +8, Hide +8, Intimidate +5, Listen +6, Move Silently +8, Open Locks +8, Pick Pockets +8, Search +8, Spot +6; Dodge, Mobility, Quickdraw

Equipment: Short sword, pouch containing 2 blue quartz gems (20 gp each) and 5 gp

Description: Burly, dark-complexion (partially from tan partially from dirt), dark mustache, dark cloak with hood, thick gloves.

TIER 2

➤ **Ratspit, male human Rog5:** Medium-size Humanoid (human); HD 5d6+5; hp 23; Init +3; Spd 30 ft.; AC 15 (Touch 13, Flat-footed 15); Atks +5 melee (1d6/19-20, short sword); SA Rog sneak attack +3d6; SQ Rogue evasion, Uncanny dodge; AL N; SV Fort +2, Ref +7, Will +1; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +11, Climb +9, Disable Device +10, Hide +11, Intimidate +7, Listen +8, Move Silently +11, Open Locks +11, Pick Pockets +11, Search +10, Spot +8; Dodge, Mobility, Quickdraw

Equipment: Short sword, pouch containing 2 blue quartz gems (20 gp each) and 5 gp

Description: Burly, dark-complexion (partially from tan partially from dirt), dark mustache, dark cloak with hood, thick gloves.

TIER 3

➤ **Ratspit, male human Rog7:** Medium-size Humanoid (human); HD 7d6+7; hp 31; Init +3; Spd 30 ft.; AC 15 (Touch 13, Flat-footed 15); Atks +6 melee (1d6+1/19-20, short sword); SA Rog sneak attack +4d6; SQ Rogue evasion, Uncanny dodge; AL N; SV Fort +3, Ref +8, Will +4; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +13, Climb +11, Disable Device +12, Hide +13, Intimidate +9, Listen +10, Move Silently +11, Open Locks +13, Pick Pockets +13, Search +12, Spot +10; Dodge, Iron Will, Mobility, Quickdraw

Equipment: Short sword, pouch containing 2 blue quartz gems (20 gp each) and 5 gp

Description: Burly, dark-complexion (partially from tan partially from dirt), dark mustache, dark cloak with hood, thick gloves.

APPENDIX B: GUESTS

There are too many guests in attendance to list, and it would not be very fun if the DM had to read the description of each of the 200 people at the party. Therefore, what follows is a list of some of the attendees. From a distance many of the guests will have similar descriptions, so the DM may describe a few and explain that there are, for example, many middle aged men with blonde hair and blue eyes, wearing a noble's outfit of black and red. If the PCs begin talking to one of them have it be a Noble listed below that has black and red among their colors, and describe some jewelry upon their person that bears the device of their House. The people at the party are, for the most part, not the matriarch or patriarchs of the houses.

Lady Kolra	House: Grek	
Lord Garan	Symbol: Gold unicorn Colors: gold & green	Old Noble House, closely intermarried with the House Lorinar, known for great warriors, does good works and sponsors schools for the young.
	House: Saevil Symbol: Gold hand Colors: gold, red & blue	One of the wealthiest houses, leader in the lucrative fine jewelry trade. Cultured and refined. Bought their way into nobility in CY589. Trades in jewelry and art.
Lady Mornaella	House: Teranor	
Lord Kalatic	Symbol: White heron Colors: white & purple	One of the three largest Houses; powerful from its gems and jewelry contacts. It is the epitome of Suel greed and ambition.
Lady Velnira	House: Meissel	
Lord Kerro	Symbol: Silver lantern	
Lady Hindris	Colors: silver & black	Lord Urmen Meissel is perhaps the most adept merchant in all of Urnst. Trades in electrum, silver, and gems.
Lord Gweric	House: Amelung	
Lord Gaelath	Symbol: Silver hippocampi	
Lady Larith	Colors: silver & green	Noble House. Strong in the diplomatic corps. Ties to the Temples of Xerbo & Osprem.
Lady Kerul	House: Nelaera Symbol: Black horse Colors: black, green, & yellow	Noble House. Horse breeders. Strong support of the Bar Rampant.
Lady Therina	House: Reede	
Lord Feristan	Symbol: Blue hammer	
Lord Alain	Colors: blue, white, gold, & purple	One of the three largest Houses, specializes in the ore and metalworks trade; honorable; largest stake in trade with the dwarves. Trades in ore and metalworks.
Lord Garothae	House: Arginar Symbol: Copper gate Colors: orange, black, & white	Noble Merchant House.
Lord Ogdoran	House: Kressel Symbol: Red eye & arrows Colors: red, black, & silver	Noble House. The Watchmen.
Lord Seoman	House: Verle	
Lord Varic	Symbol: Red oak leaf Colors: red, green, & silver	Noble House. Lumber, foresters. Strong relations with the Celadon Elves.
Lady Delina	House: Coriner	
Lady Tressa	Symbol: Purple hummingbird	
Lord Fossor	Colors: purple, silver, gold, & black	Noble House. Known for its galas, balls, and parties. Poor and in debt
Lord Gisrilan	House: Kilbourne	
Lord Fethikor	Symbol: Black scourge	
Lady Orilyn	Colors: black, red, & yellow	Noble House
MM Dimble	House: Burlondin Symbol: Silver pick Colors: silver, green, black & yellow	New and poor, only gnomish Merchant House.

MM	Denarth	House: Nagrikar Symbol: Gray Hammer Colors: blue, white, gray	Merchant House Has had some involvement in minting coins for nearby countires.
MM	Felra	House: Ostrantor Symbol: Red Wheel Colors: brown, orange, red	Merchnat house dealing in Peat, Blackrock, and other low value items drawn from the Oerth.
MM	Kortharin	House: Durnix Symbol: Blue wasp Colors: blue & yellow	Merchant House. Trade in foodstuffs; esp. mead, honey, & ale.

*MM is used here as an abbreviation of Master Merchant, or in Felra's case, Mistress Merchant.

APPENDIX C: RUMORS LIST

Guests will chatter on about the mansion, each other, each other's clothes, the weather, and so on. Some of the more interesting things being said include:

- House Reede has slowed down shipments of metal ores to Seltaren.
- Keoghtoms ointment is becoming expensive
- There are huge tribes of centaurs in league with Rary that are preparing to invade the duchy.
- Greyhawk is lying about the amount of items salvaged from the cairn Hills.
- If Nyronde keeps cutting in the Celedon the elves will ask for our aid in a war against them.
- If we're allies with both what can we do?
- Piracy on the Nyr Dyv is getting worse.
- Those awful Oeridians are starting to come west from Leukish.
- One of Aerken Teranor's children isn't pure Suel.
- Someone noticed she was using magic to alter her eye color.
- Coriner imported special wine for this party.
- The honorable chamber has been considering the elves request.
- Some skeptics can heal themselves and others with their own power.
- The ranger school at Stalwart Pines is easier to get into now than it used to be.
- House Teranor has a new Amethyst mine.
- The market has become flooded with Amethyst lowering the value.
- House Pontirun lost some seed corn over the winter and there will undoubtedly be a shortage of grain this year.
- I think that drunken half-orc on the corner works for House Reede.
- No one has seen or talked to Dame Morlyn Teranor in over a month, she is sick and dying and her children vie for control of the House.
- Lady Mornaella eats the hearts of her lovers.
- Lord Tordan Teranor is so grossly fat that he cannot move of his own volition. Body servants must see to his toilet and rub his bloated body with rare unguents to keep him from bursting at the seams.
- Prices of rye will be high this year.
- Lord Arkor has a mistress.
- Lady Mornaella baths in the blood of virgins.
- Duke Karll is in town to see an old friend.

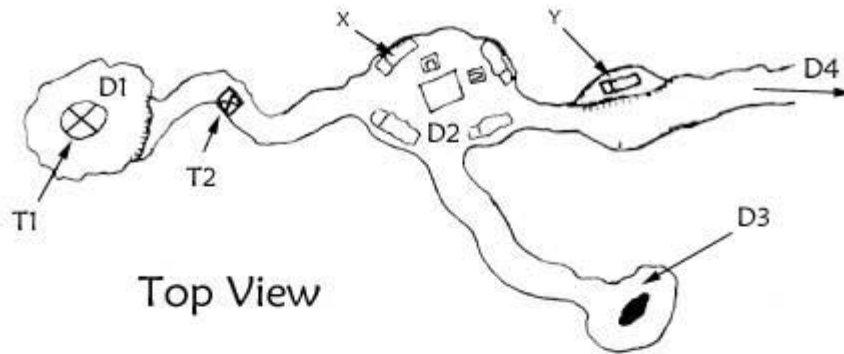
APPENDIX D: MAJOR EVENT TIMELINE

1. Delina Coriner announces party for Verle.
2. Garistrell "hires" Ratspit.
3. Ratspit "hires" Garm
4. Garm "hires" Yaris
5. Yaris does some recon at House Coriner
6. Yaris gets grappling hook from Ratspit's hideout
7. Ratspit gives poison to Garm
8. PCs arrive in marketplace
9. Ratspit leaves to return to woods
10. Yaris arrive at marketplace
11. Garm gives poison to Yaris
12. Yaris goes to party
13. Yaris poisons cup
14. Lord Garothae Arginar dies
15. Yaris goes to return grappling hook
16. Yaris runs into Ratspit in the woods
17. Yaris goes Garm for payment (sword)
18. Ratspit goes to Garm to pay/kill him
19. Ratspit goes to Garistrell, who kills him

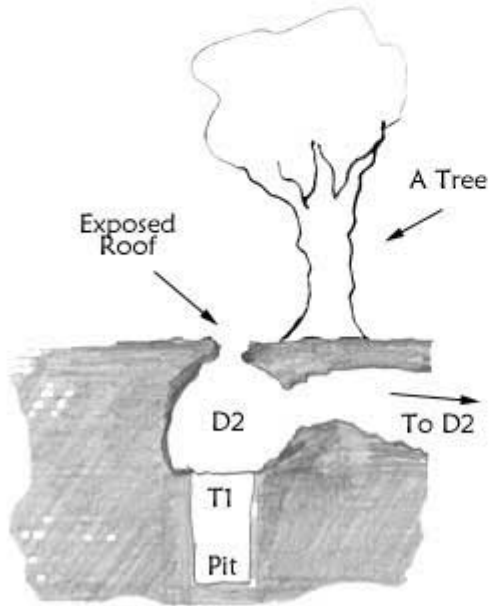
APPENDIX E: MAP OF SELTAREN



APPENDIX F: MAP OF THIEVES' DEN



Top View



Side View

PLAYERS' HANDOUT: HAND DRAWN MAP

