

KEO1-05

ALL THAT GLITTERS

A One-Round D&D LIVING GREYHAWK[®]

Keoland Regional Adventure

Version 1

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A sudden murder leads to an investigation in the City of Cryllor. A roleplaying-intensive adventure for character level 1-6.

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

PREPARATION

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

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

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

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

Keep in mind that you must have at least 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" among the group, or when the adventure is run in tournament format with winners and prizes.

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

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

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players 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 character sheet, 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*.

DETERMINING AVERAGE PARTY LEVEL (APL)

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

- 1) Determine the character level for each PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 4) If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the

APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the APL multiplied by 2 is the APL suitable for that encounter.

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.

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

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.

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

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

ADVENTURE SUMMARY AND BACKGROUND

This is a murder mystery. The PCs will be attempting to gather information about the murder they have witnessed. With a little persistence and skill, they will then have the opportunity to apprehend the culprits and bring them to justice.

Political intrigue forms the backdrop for this game. It is crucially important that you understand the political situations so that you can convey the appropriate information to the PCs. Without understanding the guild politics, the PCs cannot successfully solve the mystery. There are also some pieces of information about the differences between the rule of the Lady Regent of Cryllor and her father, the Count of Cryllor. The Count is currently bedridden with a serious disease and the Lady Regent is acting in his stead. Although these matters do not affect this module, it is important for the

development of the campaign that you convey to the PCs the ways in which the Lady Regent's rule is superior to her fathers. The specific aspects of this are included in the module.

Because this is an investigatory module, don't lead the PCs by the nose. They need to be given the opportunity to figure things out on their own. At the same time, be careful to make sure that they get clues that they have earned. Also, use the City Constabulary to guide them along some if necessary; some specifics on this are provided in the section at the end of each encounter about exits from the encounter.

There are some clues that the PCs are expected to get at certain places in the scenario. If the PCs are running behind on time or the game is bogging down seriously, it may be necessary to provide some of these clues at other times. Just make sure that the person providing the information has access to the information. However, don't use this to bail out the PCs if they are simply not making progress figuring things out; there needs to be the opportunity for failure. The module is not linear; it is perfectly acceptable for the PCs to go through the encounters in an order different from the one presented in the scenario.

Substantial information about the City of Cryllor is available on the Keoland website and from the Triad. Referring to this information will make the scenario easier to run.

STORY THUS FAR:

The Royal Goldsmiths Guild of Cryllor, like many of the guilds of Cryllor, has been struggling with an influx of dwarves into the region since the Greyhawk Wars. There have been major tensions within the guilds because some masters wish to admit the skilled dwarven crafters whereas others feel threatened by the dwarves.

The Royal Goldsmiths Guild's struggles over this issue have divided the guild into three camps. One group strongly supports admitting the dwarves, believing that their skills and knowledge will strengthen the guild as a whole; this group will not support any master who isn't willing to accept dwarves. Another is neutral on the issue, willing to admit dwarves but not to make the issue a test for other masters. The final group is strongly opposed to admitting the dwarves and will not support anyone who favors the dwarves.

One of the masters in the pro-dwarven faction, Berno, has been selling dwarven goldwork under his own mastermark. This is a serious guild crime, because a mastermark may only be placed on work done by the master crafter himself. Berno was accused of this crime by Grandmaster Yolek, the head of the Royal Goldsmiths Guild of Cryllor, but was acquitted by a guild court. (Berno had been studying the dwarven style of goldworking and was able to demonstrate that he could make pieces in that style). Grandmaster Yolek then turned to a more direct approach.

Yolek ordered Trudlinde Gottis, the guild's investigator, to hire a group of thugs to murder Berno. Yolek believed that Berno's death would both tilt the

balance of power within the guild to the anti-dwarf faction and frighten the pro-dwarf faction into backing down. Trudlinde hired the thugs and the scenario begins with the PCs witnessing the murder of Master Berno.

ADVENTURE SYNOPSIS:

The PCs overhear the murder of Berno. They run to investigate and kill or capture some or all of the people directly involved in the murder. The wife of the victim quickly arrives and identifies the victim to the PCs and asks them to find out who is behind the crime. The City Constabulary also arrives quickly and Merla Hennig, the Deputy Constable for Investigations, tells the PCs to give any information they discover to her, instructs them not to attack anyone within the city, and offers to provide them with warrants if they gather enough evidence.

The PCs then go to various places to investigate. They can find out some information about the deceased at his workshop; they may find a red herring there as well. The PCs likely go to the guildhall, where they encounter the guild investigator and find out a little more about the guild politics. Either information from surviving thugs, if any, or help from the Deputy Constable leads the PCs to the Dead Dog Tavern, where the thugs were hired. The barkeep at the Dead Dog Tavern can give the PCs a description of the person who hired the thugs that matches the description of the guild investigator. However, the PCs still need more evidence to get a warrant. They go to the Dwarven Enclave in the Refugees Quarter to get the perspectives of the local dwarves on the matter. *En route*, they may be mugged by some destitute dwarves (depending on time). They gather a little more information about guild politics. The PCs then go to speak with the allies of Berno within the guild who give them some information about the guild politics, enough to secure warrants. The PCs gather the evidence of motive that they need and get an arrest warrant for the guild investigator. They then arrest the guild investigator, who fingers the grandmaster. The PCs then arrest the grandmaster in the final battle.

Throughout, Merla (the Deputy Constable) serves as both a check on PC actions and a facilitator. If they're lost, she can nudge them along. But if they have figured out some things but not enough, she will force them to do more work before she issues a warrant.

Special actions by the PCs:

The PCs may do a few things that are not covered by individual encounters. First, use of the Gather Information skill can turn up some information about the situation. Ask the PCs what they are trying to Gather Information about, and consult DM's Aid 2. The information about when Gather Information can be used effectively is also in individual encounters.

The PCs are required to gather a description of Trudlinde and clear evidence of a motive before they can get a warrant. If the PCs choose to spend a Favor with the Lady Regent or the Secretary to the Lady Regent, they can get a warrant simply based on the description of

Trudlinde and the knowledge that Berno was in an unpopular faction within the Guild. Void any favor certificate used and note the use of the favor in the critical event summary.

There is a small chance that a PC will be a member of the Royal Goldsmiths Guild in Keoland. If there is a PC who is a member of the Guild, they will be given a handout (Players' Handout 4) about the guild structure and the vague rumors they have heard about the pressures within the Cryllor branch of the guild. They will also be treated somewhat differently by people associated with the guild; apprentices will be viewed as prying into matters that don't concern them, journeymen will be treated with respect but told that the issues surrounding the murder are masters' business, and masters will be treated with great respect and given access to more information. PCs who are members of the guild should not be given enough information to short circuit the adventure, however.

GENERAL INFORMATION ABOUT THE GUILD SYSTEM:

The Royal Goldsmiths Guild of Cryllor is the local branch of a royal guild. The charter of the guild, defining its rules, procedures, and rights was issued by the King of Keoland. The Guild in Cryllor is semi-autonomous; for most purposes, it functions as an independent organization, but occasionally will involve masters from elsewhere in the kingdom for certain decisions (most notably trials if there are an insufficient number of masters in the local guild).

There are four ranks within the guild. Apprentices are the lowest rank in the guild. They can only work for the master that they are apprenticed to and cannot sell wares to the public. Admission as an apprentice simply requires the acceptance of a master. Apprentices tend to work from childhood until they are about 20.

Journeyman is the next lowest rank. Journeyman can sell their services to any master of the guild and are not bound to a single master. They can also make goldwork for sale and place their own mark on it, but the goldwork can only be sold in a shop run by a master of the guild and they cannot accept commissions except through a master's shop. Promotion to journeyman requires the approval of three masters. It is not uncommon for a goldsmith to never advance beyond journeyman.

Masters are the most important rank within the guild. They can open their own shop and can sell both their own goldwork and journeymen goldwork. They can accept commissions. They are also entitled to participate in the decisions of the guild and can take on apprentices. Masters each have a mastermark, which they place on goldwork they have done. It is a serious guild crime to forge a mastermark or to place a mastermark on someone else's work. Masters must be nominated by one master, seconded by another, and then must pass a test. The test involves creating a variety of pieces of goldwork which are then evaluated by all of the current masters of the guild; if two-thirds vote in favor, the journeyman becomes a master.

Grandmaster is the highest rank in the guild. There is only one grandmaster for any province at any one time. When the previous grandmaster dies or retires, the masters elect a new grandmaster. The grandmaster is mostly just another master, but receives special social treatment and supervises much of the administrative work of the guild; most of the employees of the guild itself report to the grandmaster. The grandmaster also represents the guild in its dealings with various outside groups, including the nobles.

This information is common knowledge. Any PCs who make an Intelligence check (DC 10) can be told any piece of information they ask about.

ENCOUNTER 1: MURDER!

On a warm Starday in Coldeven, you are in the Merchants Quarter of the City of Cryllor. Some of you are enjoying a lunch at the Mornstar Tavern. The rest are running your errands in the Merchants Quarter, perhaps buying sundries or looking for employment. Suddenly, you hear a muffled shout from the stables behind the Tavern.

The PCs presumably rush to investigate. Regardless of whether the PCs begin in the tavern or on the street, they all arrive at the entrance of the stables in one round. PCs who choose to approach more cautiously or to wait arrive when they choose to and may bypass the combat.

When a PC looks within the stables, read the following description.

The stable has one entrance, with large double doors that are open. The stable is a large wooden building, about 50' long and 15' wide. Near the center of the stable, two armored human men and a male dwarf are withdrawing their weapons from the prone body of a well-dressed man. A human woman looks on from one of the horse stalls and a young boy in servant's clothes lies in a corner.

A combat presumably ensues. If any of the PCs check during the combat, they will find that the well-dressed man is dead and that the stable boy is under a Sleep spell. If the PCs attempt to subdue any of the attackers, remember to apply the -4 penalty for attacking with normal weapons to subdue (see *Player's Handbook* p. 135). Note that the PCs can also take them alive by using lethal force but healing them before they reach -10 hps.

The Combat:

APL 2 (EL 4)

➤ **Gack and Hanter, male human Rog1** (2): CR 1; Medium-size Humanoids (human); HD 1d6+2; hp 6, 5; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atks +1 melee (1d6+1/19-20, *short sword*); SA sneak attack +1d6; AL CN; SV Fort +2, Reflex +3, Will +0; Str 12, Dex 13, Con 14, Int 11, Wis 10, Cha 11.

Skills and Feats: Move Silently +5, Hide +5, Climb +5, Listen +4, Spot +4, Pick Pocket +5, Bluff +5, Intimidate +5; Dodge, Improved Initiative.

Possessions: Short sword, studded leather armor.

➤ **Durok, male dwarf Ftr1**: CR 1; Medium-size Humanoid (dwarf); HD 1d10+3; hp 9; Init -1; Spd 15 ft.; AC 15 (touch 9, flat-footed 15); Atks +4 melee (1d8+2/x3, warhammer); SA -; AL N; SV Fort +5, Reflex -1, Will +0; Str 14, Dex 8, Con 17, Int 9, Wis 10, Cha 7.

Skills and Feats: Craft (weaponsmith) +3; Weapon Focus (warhammer), Power Attack.

Possessions: Warhammer, scale mail, large wooden shield.

➤ **Bela, female human Sor1**: CR 1; Medium-size Humanoid (human); HD 1d4+3; hp 6; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atks -1 melee (1d6-1, club); SA spells; AL CE; SV Fort +0, Reflex +1, Will +3; Str 8, Dex 12, Con 10, Int 13, Wis 12, Cha 16.

Skills and Feats: Concentration +4, Spellcraft +5, Gather Information +5; Combat Casting, Toughness.

Spells Known (5/4; base DC = 13 + spell level): o—ray of frost, mage hand, detect magic, read magic; 1st—sleep, cause fear.

Possessions: club, robes.

APL 4 (EL 6)

➤ **Gack and Hanter, male human Rog3** (2): CR 3; Medium-size Humanoids (human); HD 3d6+6; hp 19, 18; Init +5; Spd. 30; AC 14 (touch 11, flat-footed 14); Atks +4 melee (1d6+1/19-20, short sword); SA sneak attack +2d6; SQ Evasion, uncanny dodge; AL CN; SV Fort +3, Reflex +4, Will +1; Str 12, Dex 13, Con 14, Int 11, Wis 10, Cha 11.

Skills and Feats: Move Silently +7, Hide +7, Climb +7, Listen +6, Spot +6, Pick Pocket +7, Bluff +7, Intimidate +7. Feats: Dodge, Improved Initiative, Weapon focus (short sword).

Possessions: Short sword, studded leather armor.

➤ **Durok, male dwarf Ftr2**: CR 2; Medium-size Humanoid (dwarf); HD 2d10+6; hp 17; Init -1; Spd 15; AC 15 (touch 9, flat-footed 15); Atks +6 melee (1d8+2/x3, warhammer); SA -; AL N; SV Fort +6, Reflex -1, Will +0; Str 14, Dex 8, Con 17, Int 9, Wis 10, Cha 7.

Skills and Feats: Craft (weaponsmith) +4; Weapon Focus (warhammer), Power Attack, Cleave.

Possessions: Warhammer, scale mail, large wooden shield.

➤ **Bela, female human Sor3**: CR 3; Medium-size Humanoid (human); HD 3d4+3; hp 11; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atks +0 melee (1d6-1, club); SA spells; AL CE; SV Fort +1, Reflex +2, Will +4; Str 8, Dex 12, Con 10, Int 13, Wis 12, Cha 16.

Skills and Feats: Concentration +6, Spellcraft +7, Gather Information +5, Innuendo +2. Feats: Combat Casting, Toughness, Spell Focus (Enchantment).

Possessions: club, robes.

Spells Known (6/6; base DC = 13 + spell level): 0—*ray of frost, mage hand, detect magic, read magic, resistance*; 1st—*sleep, cause fear, expeditious retreat*.

APL 3 (EL 8)

➤ **Gack and Hanter, male human Rog4** (2): CR 4; Medium-size Humanoids (human); HD 4d6+8; hp 24, 24; Init +6; Spd 30 ft.; AC 15 (touch 12, flat-footed 15); Atks +5 melee (1d6+1/19-20, short sword); SA sneak attack +2d6; AL CN; SV Fort +3, Reflex +6, Will +1; Str 12, Dex 14, Con 14, Int 11, Wis 10, Cha 11.

Skills and Feats: Move Silently +8, Hide +8, Climb +8, Listen +7, Spot +7, Pick Pocket +8, Bluff +8, Intimidate +8. Feats: Dodge, Improved Initiative, Weapon focus (short sword).

Possessions: Short sword, studded leather armor.

➤ **Durok, male dwarf Ftr4**: CR 4; Medium-size humanoid (dwarf); HD 4d10+16; hp 38; Init -1 (Dex); Spd 15; AC 15 (touch 9, flat-footed 15); Atks +7 melee (1d8+4/x3, warhammer); SA -; AL N; SV Fort +8, Reflex +0, Will +1; Str 14, Dex 8, Con 18, Int 9, Wis 10, Cha 7.

Skills and Feats: Craft (weaponsmith) +6. Feats: Weapon Focus (warhammer), Power Attack, Weapon Specialization (warhammer).

Possessions: Warhammer, scale mail, large wooden shield.

➤ **Bela, female human Sor5**: CR 5; Medium-size Humanoid (human); HD 5d4+3; hp 16; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atks +1 melee (1d6-1, club); SA spells; AL CE; SV Fort +1, Reflex +2, Will +5; Str 8, Dex 12, Con 10, Int 13, Wis 12, Cha 17.

Skills and Feats: Concentration +8, Spellcraft +9, Gather Information +5, Innuendo +4. Feats: Combat Casting, Toughness, Spell Focus (enchantment).

Spells Known (6/7/5; base DC = 13 + spell level): 0—*ray of frost, mage hand, detect magic, read magic, resistance, daze*; 1st—*sleep, cause fear, expeditious retreat, charm person*; 2nd—*Tasha's hideous laughter, Melf's acid arrow*.

Possessions: club, robes.

Tactics: Bela will attempt to flee, casting spells to cover her escape. Bela is uninterested in the escape or capture of her companions. Because there is only one exit, this will be difficult. Gack and Hanter are also principally interested in escape, but will tend to view fighting their way out as the best approach. They will fight as a team, trying to flank people to gain their sneak attacks. They will try to allow the other to escape, but are mostly interested in themselves. Durok is not interested in hurting anyone more than necessary, but will not abandon his comrades because of his personal honor code. No one will surrender, because they believe (correctly) that they'll be hanged if captured.

Development: Once the combat is over, a variety of other people will enter the barn. The first group will be a large number of people from the tavern who are curious about

the commotion, including the wife of the deceased. After they have milled about for a while, a standard patrol of the City Constabulary will arrive and detain everyone until the Deputy Constable for Investigations is summoned.

The Onlookers and the Wife

As the combat winds down, a large crowd will begin to gather outside the doors of the stable. This effectively blocks any PCs from leaving without making a Strength check with a DC of 18. Once the combat is over, a well-dressed woman of about 35 will press her way to the front, cry out upon recognizing her deceased husband, and rush forward.

Geila, Exp3, (skills: Profession (shopkeeper) +8, Bluff +6, Cha 14, Int 13, Wis 10) is the wife of the deceased. She will be distraught over his death and will implore the PCs to find out who caused this murder. She will offer to make it worth their while if they can find out who was behind the murder, which is fairly obviously not a random crime. Once the PCs agree to help, she will answer their questions.

- Her husband, Berno, is a prominent master goldsmith, part of the Royal Goldsmiths Guild of Cryllor.

- His shop is located on Goldsmiths Row in the Smiths Quarter. She runs the front end of the business, which is quite prosperous, and her husband produces the wares and supervises the two journeymen, six apprentices, and four laborers. The two clerks who help with the front end report to her.

- Geila will deny knowing of any enemies of her husband. If a PC attempts to make a Sense Motive check, make an opposed roll using her Bluff skill. If the PC wins, the PC will think she is hiding something. She will not discuss this. ESP or the like will reveal that she is worried about "the dealings with the dwarves."

- She will tell any PCs who ask that the Goldsmiths Guildhall is in the Old City.

- She will tell PCs who ask about her husband's friends within the Guild: Candac, Geva, and Agnan are his three closest colleagues.

The arrival of the Constabulary

After a few minutes, a regular patrol of the City Constabulary, consisting of 4 Patrol Constables and one Senior Patrol Constable will arrive. With much pushing and shouting, they will insist that nobody leave until the Deputy Constable for Investigations arrives.

Once the Deputy Constable for Investigations, Merla Hennig (female human Rog4/Ftr2 LN(G), Profession (Constabulary detective) +9), arrives, she will quickly determine that the PCs did not commit the crime and are free to go. If the PCs killed any of the attackers, she will examine the scene thoroughly, question the PCs about their actions, and then conclude that the PCs were using justified force in attempting to stop a crime and have committed no crime. She will grudgingly agree to the PCs assisting with the investigation, because "the Count still has us undermanned, and the Lady Regent hasn't been able to fix that yet" and because she's busy "investigating

some very dangerous contraband." She will insist that the PCs report their findings to her periodically, and will say that she may assist them if they seem to be turning up useful information. Merla is professional, competent, good at her job, and very interested in bringing criminals to justice.

Merla stresses that the PCs cannot attack or arrest anyone within the City without an arrest warrant, except in self-defense. Merla will also caution the PCs against using mind reading or mind-altering magic, both of which are illegal. (PCs may still use these spells, but they may be more hesitant). She also reiterates that the PCs should check in with her periodically. (She can help keep the PCs on track.)

Examining the corpse

The body is of a middle aged human man. He is well dressed in expensive but functional clothing, with some costly gold jewelry. (Because of the immediate arrival of a crowd and then the City Constabulary, it is not possible to steal any of the jewelry.) He appears to have been attacked by several people, wielding both piercing and bludgeoning weapons. He died quickly.

The stableboy

The stableboy is under the effects of a *sleep* spell. He awakens shortly after the combat ends or when someone wakes him by slapping him lightly or the like. He is confused about what happened, but will say that a group of people led by a woman in robes came in. The woman waved her hands at him and that's the last thing he remembers before waking up. If someone points out that a spell was cast on him, he becomes very agitated and worried that he's been permanently cursed or that this will hurt him in the future. He identifies any of the thugs (corpses or prisoners) who are still in the stable as part of the group that he saw entering the stable and Bela as the woman who waved her hands at him. He knows the dead man; the goldsmith stabled his horse at the tavern. He's sad to see him dead; he was a nice man who tipped well.

Interrogating any captives

The PCs may have taken a prisoner or two. If they interrogate the prisoners, the information the PCs can gain depends on who they captured.

Gack and Hanter both quickly reveal everything they know, which is remarkably little. They've worked with Bela before, although this is their first try at contract murder. They know that Bela talked to someone in the Dead Dog Tavern, in the Refugee Quarter, that offered her some money to ambush and kill the dead man. They never saw the person who hired them. Durok, the dwarf, isn't really part of their group. He met up with Bela sometime before this job and was so desperate for money that he agreed to join up with their group. They both view Bela as the brains of the group.

Durok will refuse to give any information, not even his own name. He feels like it would be betraying his employer to give away any information. He isn't even willing to give his name, for fear of disgracing his family;

he knows that he's become a thug, not even a proper mercenary, but he still has some pride. He just can't get any legitimate work, and the Count hasn't shown any interest in the problems of the refugees. If Durok is *Charmed* or other magical means are used, he will say that he fell in with Bela and her two toughs because she offered a possible source of money and he was in danger of starving. He knows that Bela met their employer in the Dead Dog Tavern in the Refugee Quarter.

Bela will only talk if it saves her the noose (or if magically compelled.) Any deal where she doesn't hang is acceptable. Merla Hennig, the Deputy Constable, can authorize a deal where Bela pleads guilty to murder and the County won't sentence her to death. Merla agrees to a deal as long as it has a condition of leading to the arrest of someone higher up. Bela will agree to this. Obviously, the PCs should arrange this if they want to get the information. If the PCs don't broker the deal, Merla will eventually work out the deal anyway, but the PCs won't get the information until much later. If Bela is convinced to talk, she says that a middle-aged and dark-skinned Oeridian woman hired her with shoulder length black hair at the Dead Dog Tavern. Bela does not remember any distinctive features of the woman who hired them. The Oeridian woman wanted her to kill Berno the goldsmith for 50 gp and any loot on the body. She found the goldsmith, followed him around for a while to get his routine, and then set up the attack in the stable as he went to pay the bill and check on his horse. The barkeep at the Dead Dog Tavern held the money, as he often does in these deals, without knowing what the money is for.

The PCs may also try to make a Gather Information check to find out more about the deal. If they know Bela's name, the DC is 15. If they don't, the DC is 25. In either case, a successful check will lead to the information that people like that can be hired at the Dead Dog Tavern in the Refugees Quarter.

Treasure: Studded leather armor (x2); short sword (x2); scale mail; warhammer; large wooden shield.

Exits from the Encounter

The PCs can go to several places from here. The most likely is investigating at the goldsmith's shop (Encounter 2). The PCs may go to the Goldsmith Guildhall (Encounter 3). The PCs can try investigating at the Dead Dog Tavern if they have gotten information from a captive (Encounter 4).

ENCOUNTER 2: THE GOLDSMITH'S SHOP

Berno's goldsmithy is on Goldsmith Row, in the Smiths Quarter. The building is not large, but is high-quality stonework. The front room of the building is clearly the shop, with many pieces of goldwork for sale and a clerk standing behind the counter. From the sounds and the layout, the back

section of the first floor is probably the workshop and the upper floor is probably the living quarters.

The clerk on duty, a young man named Abbo, will greet the PCs as they enter and ask if he can help them with anything. If they say that they are helping Geila, he will happily answer questions and will call the journeymen to the front of the store. Abbo will not under any circumstances show the PCs the financial books without Geila telling him to. The PCs can gain information here by either talking to the staff or by looking at the wares; as soon as the PCs enter, mention the wares and request Appraise rolls.

Information everyone in the shop knows:

The staff: Berno's Goldsmithy is prosperous, although Berno is young and has only been a master smith for 5 years. The smithy employs the following people:

Berno: Berno is the master goldsmith and owner of the business.

Geila: Berno's wife, Geila runs the front end and financial matters.

The Journeymen:

Eberk son of Gothark of Clan Ungart: a dwarven goldsmith who arrived in Cryllor with the other refugees from Geoff. Eberk is the senior of the two journeymen, and very talented. Eberk lives in a place of his own in the dwarven section of the Refugees Quarter.

Helchen: Helchen is a young woman who was an apprentice with the master Berno worked with when he was a journeyman. After she was recognized as a journeyman, she sought employment with Berno. Helchen lives in a small room in the living quarters of the smithy. If asked, anyone in the smithy can tell the PCs that Helchen is involved with a young man named Margin who is a journeyman blacksmith.

The Apprentices:

Torgga daughter of Degna daughter of Gothark of Clan Ungart: a young dwarven woman (app. 45 yr. old), she is the niece of Eberk. Although still an apprentice, everyone agrees that she shows talent and will soon be a journeyman. Torgga lives with her uncle Eberk.

Philibert: a young human man, also approaching the end of his apprenticeship. Philibert sleeps in the workshop.

Valamer: a male human teen, in the middle of his apprenticeship. Valamer sleeps in the workshop.

Klegna daughter of Degna daughter of Gothark of Clan Ungart: Torgga's younger sister (app. 38 yr. old), Eberk's niece. Klegna only began her apprenticeship a few years ago and still has much to learn. Klegna lives with her uncle Eberk.

Brienna: A very young (about 10) human girl, just beginning an apprenticeship. Brienna sleeps in the workshop.

Audomar: A very young (about 8) human boy, just beginning his apprenticeship. Audomar sleeps in the workshop.

The laborers: Gainas, Recared, Methdin, and Siborch: All four are poor humans who do menial labor for the goldsmithy. They each live in the Slums. Gainas and Recared are male, Methdin and Siborch are female.

The clerks:

Abbo: Abbo is a not terribly bright young man who is good at following instructions and likes helping people. His primary job is to show people the display goods in the goldsmithy and to make sales at list prices. If customers want special orders or to haggle, he tells them to wait until Geila can speak with them. Abbo lives in the Slums.

Eaven: Eaven is a woman approaching old age. She worked with Geila when Geila was one of the clerks in her father's goldsmithy, and followed Geila to her new position. She can give estimates on custom pieces and can haggle some, although Geila handles all of the major decisions. Eaven also assists with some of the payroll bookkeeping and baby-sits the children sometimes. Eaven has a small room in the Market Quarter.

Berno and Geila's family: Emecin (f, age 5) and Saba (m, age 3) are Berno and Geila's children. Most of the staff care about them deeply. They both live upstairs with their parents.

Additional information that everyone in the smithy knows:

- The Goldsmiths Guildhall is in the Old City.
- Berno's three closest friends/ colleagues within the Guild are Candac, Geva, and Agnan.

THE WARES:

A variety of goldwork is on display. When the PCs enter, have them make Appraise or Craft (Goldsmith) checks. (A related but different Craft skill (Craft [Silversmith] or Craft [Jeweler]) can be used with a +2 to the DC). The results of the roll determine the information received. Note that efforts to Appraise cannot be combined, and that only one attempt is possible. The information for a check result of 20 or higher cannot be gotten unskilled.

Check Result–Information gained

- | | |
|-------------|--|
| 11 or less: | There are a variety of different pieces of goldwork. |
| 12-14: | The goldwork is divided into three basic categories. First, there are the apprentice pieces, which are not labeled by maker and are generally low quality. Second, there are the |

journeyman pieces. Most of these pieces are by either Eberk or Helchen, but there are some other journeymen's work, mostly done by journeymen with dwarven names. The pieces are labeled by maker. The pieces by Eberk are the best in this section. There are also the master level pieces, all by Berno (each is marked with his mastermark).

15-19: Same as above; in addition, the pieces by Eberk are master quality pieces. There are three different styles within the pieces by Berno. Two of these appear to be distinct styles (style A and style B), while the third appears to be a hybrid of the other two. Some of the pieces in style B are of a substantially lower quality than the others, although all are of master quality. The quality does not seem to vary with date, although the hybrid pieces are generally among the most recent.

20 or more: Style A is the typical Cryllor goldsmithing style. Style B is typical of the old dwarven style in Sterich or Geoff. Eberk's pieces are Style B pieces. The Style A pieces and the better pieces among Style B are high quality master's work; the worse pieces among Style B are low quality master's work. The hybrid style is very unusual. Although the hybrid pieces are only of low to medium quality for a master goldsmith, because of their distinction and interesting features they are as valuable as high quality normal work by a master goldsmith. High quality work in the hybrid style would be extremely valuable. The variation among the pieces is considerably larger than would be expected of a master goldsmith; there is both a much larger range of styles and a larger range of quality than is typical.

A bard PC may, in addition to the normal check, make a bardic knowledge check with a DC of 25. A successful check will reveal that some of the pieces are in the style of the dwarven goldsmiths of Sterich and Geoff.

PEOPLE WHO HAVE ADDITIONAL INFORMATION:

Eberk, the senior journeyman, is one of the likely suspects. Eberk will stonewall the PCs. Unlike the other staff, who will generally be helpful, Eberk will not want to discuss whether Master Berno had any enemies. He will also refuse to discuss whether he has been nominated for master and what happened with his test. (In contrast,

Helchen will candidly say (correctly) that she isn't ready to become a master yet, but that she's sure that Berno would nominate her when she's ready). It is crucial that the PCs get the sense that Eberk is trying to prevent them from prying. A Sense Motive check with a DC of 13 will reveal that he has something to hide.

Eberk knows that Berno is selling dwarven wares under his own mastermark and is trying to protect Berno's reputation. Berno's deals have enabled several dwarven master goldsmiths to eke out a living who otherwise would have had to stoop to unskilled labor. He also knows that Berno has pushed to include more dwarves in the guild, including nominating Eberk three times for master; each time, the other masters have blocked the nominations because of anti-dwarven bias. Eberk is loyal to Berno and Geila and wants to protect them. Eberk knows about the guild trial of Berno. Mind reading magic can confirm that Eberk is innocent and that he's worried that it involves the dwarves.

Eaven, the senior clerk, knows that there are some oddities in the books. She isn't sure what they indicate, but knows that various dwarves have received payments from the Goldsmithy for no recorded reason. She also knows that the Goldsmithy is producing more than she would expect based on the amount of raw gold that it is purchasing. Eaven won't want to share this information, because she's concerned that there may be improprieties, but she can be persuaded to talk. She cannot be persuaded to show the PCs the ledger.

OTHER CLUES AVAILABLE HERE:

The records of the goldsmithy contain both the trial record (see Players' Handout #1) and the ledger of the books. These records are locked in a safebox (DC 25 lock). There is also a lock on the door (DC 25). The goldwares are placed in a vault after hours (DC 30).

Examining the ledgers requires an appropriate knowledge or profession skill (Int check if unskilled) of 18 to show that there are some unaccounted for payments out of the smithy's accounts.

Note that PCs should be strongly discouraged from breaking in to get the records; there is a substantial chance that they will either wake the household or draw the attention of the city constabulary (if necessary, use the stats for the city constabulary in the *dramatis personae* reference sheet).

Exits from the Encounter:

The PCs are most likely to go to the Guildhall (Encounter 3). They may also investigate in the dwarven enclave in the Refugee Quarter, particularly if they suspect Eberk (Encounter 5). The PCs may also go to speak with Berno's colleagues (Encounter 6).

If the PCs are floundering and go to Merla for help, she will suggest that they ask around at the Guildhall.

ENCOUNTER 3: THE GOLDSMITHS GUILDHALL

The Goldsmiths Guildhall is in the Old City, the wealthiest quarter of the city. The mighty stone building clearly represented an impressive investment of money because the marble facade is carved ornately out of fine stone. Several guild guards stand outside, their armor brightly shined. As would be expected, the Guildhall has an excessive amount of gold ornamentation including gold knockers on the oak doors and the like.

When the PCs enter the building they will meet a young man who is the duty clerk. Upon finding out either that the PCs are investigating Berno's death or that they are curious about recent events within the guild they will be directed to the guild investigator's office.

The guild investigator, Trudlinde Gottis, is a middle-aged woman with dark olive skin, black shoulder length hair with green eyes. She is dressed in extremely functional leather clothing. A long sword is rested next to the table. It is crucial that the PCs hear the description of Trudlinde clearly, because it is key to them solving the mystery. Trudlinde is brusque, efficient, and uninterested in spending any time more than necessary dealing with the PCs. (See Dramatis Personae for Trudlinde's stats). She can also be scathing and sarcastic, particularly if people irritate her, which the PCs almost surely will. Trudlinde's job is investigating guild crimes; forging mastermarks, selling goldwork without a mastermark or below the minimum prices, and so forth. Trudlinde views investigating the death of a guildmaster as within her bailiwick, but won't press the point.

Trudlinde is extremely good at bluffing; in APL 2, she gets a 23 on her bluff roll to prevent the PCs from figuring out that she knows more than she's saying. In APL 4, her roll goes up to 25. In APL 6, it is a 27.

Trudlinde will say that there were no problems within the guild and that it must be someone who either had a personal animosity toward Berno or disliked the entire guild. She will blame the dwarves and suggest that the PCs go find the troublemakers in the dwarven enclave of the Refugee Quarter; most of Trudlinde's job is investigating goldwork sold without a mastermark, and most of the culprits are dwarves. If the PCs mention any suspicions about Eberk, Trudlinde will encourage the PCs to think that Eberk is motivated by Berno's failure to help him become a master goldsmith. If the PCs ask to see the records of who has been nominated for master goldsmith, Trudlinde will show them the register. (Players' Handout #2). If the PCs ask about whether the guild has disciplined anyone, they will be told that there have been no public judgments by the guild against guildmembers and that the judgments of the guild are sealed, to prevent any reputations from being damaged by a false charge. A few dwarves have been punished for selling without a mastermark.

Trudlinde hired the thugs that killed Berno, acting on orders from Grandmaster Yolek. If the PCs obtain an arrest warrant for her, which they can get by presenting

evidence that she was involved and the motive to Merla, the guild guards will not interfere. If it is clear that she can't win a fight, she will surrender, offering to rat out her boss in exchange for surviving.

Trudlinde cannot be persuaded to give out the trial record; however, if the PCs have a warrant for the trial record, she will obey the warrant, as would the duty clerk.

Exits from the Encounter:

The PCs will probably go to the Refugee Quarter's dwarven enclave (Encounter 5). They may ask Merla for advice; she will tell them (if she hears the leads they have) to ask around in the dwarven enclave first (Encounter 5), and to then check out the Dead Dog Tavern in the Refugee Quarter (Encounter 4). She will warn the PCs that the Refugee Quarter is dangerous, because the old Court didn't view protecting the poor from crime as a priority. The Lady Regent seems to be doing a better job, but hasn't had time yet to implement her plans for making the Refugee Quarter safer, such as building a new constabulary barrack there. The PCs may also wish to speak with Berno's friends (Encounter 6).

ENCOUNTER 4: THE DEAD DOG TAVERN

Note: Charisma modifiers based on lifestyle do not apply to encounters within the Refugee Quarter).

The Refugee Quarter is the poorest and roughest part of the City. The Refugee Quarter is outside the city walls and sprawls in a maze of ramshackle buildings and tents. Most of the buildings are little more than wood shacks thrown together, and the tents outnumber the buildings. Throughout the Refugee Quarter, there are homeless people, generally foreigners, sleeping in the streets. People keep their weapons handy. The City Constabulary is nowhere to be seen in the Refugee Quarter.

The Dead Dog Tavern, distinguished by a crudely drawn sign of an inverted black dog, is one of the sturdier buildings in the Quarter. A tough looking bouncer is leaning against the wall and looks at you suspiciously as you enter, but makes no effort to check your weapons.

The patrons of the Dead Dog Tavern look to be rough sorts. They are overwhelmingly human, although you see a few faces who might be half-orcs and an unusually dour halfling is swilling his beer in the corner. The patrons are drinking a lot of ale, and not very good ale by the smell of it. A few are throwing knives at a target on the wall. As you enter, the drinkers look at you with suspicion and more than a little unfriendliness.

The bartender, a burly, balding man who looks like his nose has been broken more than once, looks at you expectantly as you come in. "What's your pleasure?"

The bartender, Gerret, isn't terribly interested in talking about deals that he's been part of. Once the PCs have purchased drinks (3 cp a mug) he'll at least be willing to talk to them. A bribe gets him to tell the PCs what he knows, and he's easily bribable (10 gp or more will do it). Attractive female PCs who are human, half-elven, or elven

(Cha-14 or better) can also persuade him to be helpful with a little effort.

If the PCs tell him about the group that attacked Berno and describe Bela (or give Gerret her name), he is able to identify the deal that they are talking about. Giving the description of the woman Bela met with (an olive skinned middle-aged woman with shoulder length black hair) helps him recognize what the PCs are talking about. He wants reassurances that he won't get in trouble (he didn't know anything, they were just meeting in his tavern, it's not his fault...)

Gerret knows Bela's name and knows that she set up some sort of deal with a middle-aged woman. He doesn't know the name of the woman Bela was talking to. If asked to describe her, he'll say that she was middle-aged, had shoulder length black hair and olive skin, green eyes, and was wearing leathers. If asked, he'll say that she was carrying a long sword, but that that is unsurprising in this area. The woman Bela spoke to gave him 50 lions to hold for Bela; he is to deliver the lions to Bela in 4 days, unless the other woman comes back at the end of the 4 days (in which case he's to wait so that they can work out their problem between themselves, or give the money to the other woman at the end of the fifth day). This is a fairly standard arrangement designed to prevent either side from cheating on its end of the bargain, while not necessitating another meeting between the principals. He doesn't know what the deal was for.

He also knows that Bela is one of several people who come to his tavern who are willing to "get things done" for the right price.

The tavern patrons don't know anything about either Bela or the other woman and aren't willing to talk to the PCs much; they distrust strangers.

Exits from the encounter:

If the PCs haven't been to either the guildhall or Berno's smithy yet, they will probably go there. (Encounters 3 and 2, respectively). If the PCs link the description of the woman who hired Bela to the guild investigator, they may go to Merla. Merla will refuse to give them a warrant to arrest Trudlinde without evidence of a motive; too many people match the description they've gotten. If the PCs have not yet talked to the people in the dwarven enclave, Merla will direct the PCs to them if they have mentioned suspicions of the dwarves (Encounter 5). Otherwise, Merla will suggest talking to the deceased's friends within the guild (Encounter 6).

If the adventure is running quickly (in particular, if the PCs have identified Trudlinde as the main suspect within 2 hours) or if the players are hankering for a fight, go to Encounter 4b as they leave this encounter. If the players are enjoying the module and time is running short, drop Encounter 4b entirely.

ENCOUNTER 4B: DESPERATE TIMES, DESPERATE MEASURES

Note: This is an optional encounter. If time is short, drop the encounter completely. If the PCs are finishing things too quickly, include the encounter. It can take place any time that the PCs are in the Refugee Quarter; the default is to run it after the PCs leave the Dead Dog Tavern. Whether and when to run this encounter should also be judged based on player mood. If the PCs are really excited and in a hurry to get on with the investigation, the encounter is less appropriate. If the PCs are looking for a fight to change the pace (or alternately are blazing through the module and in danger of finishing really early), throw in the encounter.

As you travel within the Refugee Quarter, you turn down a slightly less well used alley. Before you, you see a group of dwarves. The dwarves look underfed and scruffy, and are wearing light armor with saps already drawn. One of the dwarves steps forward some from the rest and says, "Hello there...I'm sure you'd be interested in helping out a few fellows who've fallen on hard times, wouldn't you?"

If the PCs look behind them, they will see another dwarf behind them, blocking their retreat.

The dwarves are poverty stricken and unable to find work because of the discrimination in the Masons Guild (they're all masons). They'll let the PCs go unharmed if the PCs give them enough money (about 5 gp per PC.) They can also be persuaded to let the PCs go, but this is difficult; it requires a Diplomacy check with a DC of 15 or better. Have the PCs role-play the Diplomacy before rolling the check; if they do well, give them up to a +2 situation modifier. Particularly poor efforts (including threatening the dwarves) will give them up to a -2 modifier to their rolls. Dwarves get an automatic bonus of +2 to attempts to persuade these dwarves to not hurt their group. The best arguments to persuade them to let the PCs go are based on shaming them; they are very aware that they are dwarves and that mugging is not a very dwarven sort of thing to do, but they are desperate. Comments about what the dwarves families would think if they saw what was going on will be very effective. If the PCs talk the dwarves out of fighting, they can recruit up to two dwarves to help them for the final battle by coming back to the dwarves and explaining that Berno was killed for being a supporter of the dwarves.

If the PCs refuse to pay and don't talk the dwarves out of it, a fight is likely. The three dwarves in front of the party are the leader and two warriors. The dwarf behind the party is the rogue. The dwarves attack to subdue initially; if lethal force is used against them, they will switch to fighting to kill.

APL 2 (EL 2)

➤ **Dwarf warriors, male dwarf War1** (3): CR ½; Medium-size humanoid (dwarf); HD 1d8+2; hp 8; Init 0; Spd 30 ft.; AC 12 (touch 10, flat-footed 12); Atks +2 melee (1d6+1 subdual, sap) or, if PCs draw lethal weapons, +2 melee (1d6+1/19-20, short sword); AL N; SV Fort +3, Ref +0, Will +0; Str 13, Dex 10, Con 14, Int 9, Wis 10, Cha 6.

Skills and Feats: Craft (Mason) +5; Power Attack.

Possessions: Leather armor, sap, short sword.

➤ **Dwarf Rogue, male dwarf Rog1** (1): Medium-size Humanoid (dwarf); HD 1d6+2; hp 7; Init +6; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atks +1 melee (1d6+1 subdual, sap) or, if PCs draw lethal weapons, +1 melee (1d6+1/19-20, short sword); SA Sneak Attack +1d6; AL N; SV Fort +2, Ref +4, Will +0; Str 12, Dex 15, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Hide +6; Move Silent +6; Craft (Mason) +6; Listen +4; Spot +4; Search +4; Appraise +4; Detect Device +4; Improved initiative

Possessions: Leather armor, sap, short sword.

APL 4 (EL 6)

➤ **Dwarf warriors, male dwarf War3** (3): CR 2; Medium-size humanoid (dwarf); HD 3d8+6; hp 21; Init 0; Spd 30 ft.; AC 12 (touch 10, flat-footed 12); Atks +4 melee (1d6+1 subdual, sap) or, if PCs draw lethal weapons, +4 melee (1d6+1/19-20, short sword); AL N; SV Fort +4, Ref +1, Will +1; Str 13, Dex 10, Con 14, Int 9, Wis 10, Cha 6.

Skills and Feats: Craft (mason) +7; Power Attack, Cleave.

Possessions: Leather armor, sap, short sword.

➤ **Dwarf Rogue, male dwarf Rog3** (1): CR 3; Medium-size Humanoid (dwarf); HD 3d6+6; hp 17; Init +6; Spd 30 ft.; AC 14 (touch 12, flat-footed 14); Atks +3 melee (1d6+1 subdual, sap), or, if PCs draw lethal weapons, +3 melee (1d6+1/19-20, short sword); SA Sneak attack +2d6; AL N; SV Fort +3, Ref +5, Will +1; Str 12, Dex 15, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Hide +8; Move Silent +8; Craft (Mason) +8; Listen +6; Spot +6; Search +6; Appraise +6; Detect Device +6; Improved initiative, Dodge.

Possessions: Leather armor, sap, short sword.

APL 6 (EL 8)

➤ **Dwarf warriors, male dwarf War5** (3): Medium-size humanoid (dwarf); HD 5d8+10; hp 33; Init +0; Spd 30 ft.; AC 12 (touch 10, flat-footed 12); Atks +7 melee (1d6+2 subdual, sap), or, if PCs draw lethal weapons, +7 melee (1d6+2/19-20, short sword); AL N; SV Fort +6, Ref +1, Will +1; Str 14, Dex 10, Con 14, Int 9, Wis 10, Cha 6.

Skills and Feats: Craft (Mason) +9; Power Attack, Cleave.

Possessions: Leather armor, sap, short sword.

➤ **Dwarf Rogue, male dwarf Rog5** (2): Medium-size Humanoid (dwarf); HD 5d6+10; hp 28; Init +7; Spd 30 ft.;

AC 15 (touch 13, flat-footed 15); Atks +4 melee (1d6+1 subdual, sap), or, if PCs draw lethal weapons, +4 melee (1d6+1/19-20, short sword); SA Sneak Attack +3d6; SQ Evasion, Uncanny dodge; AL N; SV Fort +3, Ref +6, Will +1; Str 12, Dex 16, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Hide +10; Move Silent +10; Craft (Mason) +10; Listen +8; Spot +8; Search +8; Appraise +8; Detect Device +8; Improved Initiative, Dodge.

Possessions: Leather armor, sap, short sword.

Treasure: Leather armor (x4); sap (x4); short sword (x4).

Exits from encounter:

Because this encounter always occurs en route to another encounter, it exits to whatever encounter the PCs were heading to.

ENCOUNTER 5: THE DWARVEN ENCLAVE

Within the Refugee Quarter, there is one bright spot. The Dwarven Enclave is cleaner, nicer, and seems to be in better spirits than any other section of the Refugee Quarter. There are more wood buildings and less tents than elsewhere in the Quarter, and the buildings are better built. There are even a few stone buildings, including a handful of quite nice buildings that seem oddly out of place in this destitute area. There are also some armored dwarves travelling the area, apparently on patrol. They don't seem at all threatening, but they look like they are ready for trouble if anyone brings trouble into their quarter.

Eberk's home is on a street labeled Gold Street. His home is a small but sturdy wooden building. An elderly dwarven woman smokes a pipe on the porch of the neighboring house, a similar building, and continues her conversation in dwarvish with a younger dwarf.

The dwarven woman is Mortak daughter of Flintak of Clan Holert. Mortak was a master goldsmith in Geoff before the giant troubles. She fled to Cryllor with the rest of the refugees from the giants. She is an expert goldsmith and has been nominated for the rank of master goldsmith in the Cryllor guild several times, but each time she was blocked by some of the xenophobic masters of the guild. She makes a living selling her works to Berno who illegally resells them under his mastermark and doing appraising and other similar work that does not require membership in the guild. She looks about 190 years old (elderly but not extremely so). She is proud and somewhat stern, despite her current state.

The dwarven man is Brottak son of Brottak of Clan Holert, Mortak's son. He is wearing vestments of Moradin and is a young adult dwarf, about 80 years old. He does not entirely approve of his mother's involvement in illegal work, but because it is so clearly the result of the guild discriminating against outsiders is willing to put up with it.

If any PC speaks dwarven and makes a DC 15 listen roll as they approach, they hear Mortak discussing

Berno's death with great concern. "Berno's death is a great blow to us all. Things will be much more difficult without the money he helped us earn. And the vote on mastership is now clear. If I couldn't win the approval of the guild with his backing, without it there is no hope. Perhaps the guilds in one of the other cities will be more reasonable...but I do not wish to leave another home." Brottak is simply nodding without responding, just trying to help his mother out in these trying times.

Mortak will greet the PCs as they approach. She is somewhat suspicious, especially if they start asking questions about Eberk; she's concerned they may mean him ill. But if they mention that they are investigating Berno's death, she will become much more cooperative.

Things Mortak is willing to tell the PCs:

- Eberk would never do anything to hurt Berno. Berno has been a great support to Eberk; he was one of the masters who granted Eberk his journeyman rank, and has also taken on Eberk's nieces Torgga and Klegna as apprentices. Berno has tried hard to get Eberk the master rank he deserves, but some of the other members of the guild have blocked him.
- The guild is a problem for the dwarves. Several of the masters in the Goldsmiths Guild are scared that dwarves will cut into their business. There is another faction, of which Berno was a leading member, that supports admitting the dwarves because it will strengthen the guild overall. Because many of the dwarves are not permitted to work, the guild contributes greatly to the poverty of the dwarven community in the City.
- Berno has had some problems with members of the opposing faction. Some of his friends in the guild could tell more about that. (Mortak will NOT discuss the nature of these problems, because she knows they involve his selling her goods without a mastermark).
- Eberk is one of several master goldsmiths who have had to work as journeyman, but they are grateful for the opportunity to make a living. Some of the other master goldsmiths, including Mortak herself, are unwilling to work as journeyman, although that makes things tighter than they would be otherwise. (Mortak says, if the PCs ask, that she gets by doing appraising work; a DC 15 appraising roll reveals that she probably couldn't earn enough doing that to pay for her house and living expenses, and a DC 15 Sense Motive roll reveals that she's shading the truth).
- The Count doesn't appear to care about the problems of the dwarves or of anyone in the Refugee Quarter. The Lady Regent has made some indications of supporting admitting more dwarves to the guilds, but does not yet have enough leverage over the guilds to force them to. Mortak hoped that pressure from the Lady Regent might be enough to get her admitted this spring, but thinks that Berno's death makes that unlikely.

If the PCs ask Mortak to come and appraise the pieces at Berno's shop, she will reluctantly agree, for a fee of 35 gp. She will give the PCs all of the information that is

available from examining the wares, and will under no circumstances reveal that she made several of the pieces.

Charm or *detect thoughts* can get substantially more information, including strong implications that Berno was reselling her works illegally with her knowledge.

Brottak doesn't have anything to add. If the PCs are too aggressive in questioning his mother, he gets involved to try to get them to tone it down but doesn't say anything substantive.

Exits from the Encounter:

The PCs are likely to go see Berno's friends and colleagues (Encounter 6). If the PCs haven't been to the Dead Dog Tavern, and discuss what they know with Merla, she will suggest that they go there, since that is a tavern where people can often be hired for dirty work (Encounter 4). (If any of the initial assassins were captured alive, Merla will have fully interrogated them by this point). If it wasn't used after Encounter 4, Encounter 4b can be inserted after this encounter.

ENCOUNTER 6: FRIENDS AND NEIGHBORS

When the PCs go to speak to Berno's friends within the guild, their responses depend significantly on timing. If the PCs still have many of the previous encounters to go through, his friends make some cryptic remarks about the dwarven troubles and not wanting to discuss guild matters with outsiders right now, with a glance at some of the other people who are in the stores. A Sense Motive roll with a DC of 10 will reveal that Agnan, Candac, and Geva are frightened. The key is that the PCs get the sense that they should come back later, especially if they have more specific knowledge to discuss. If the PCs have been to see Berno's friends without getting information and then gone to the other encounters, Merla will suggest that they go back and talk to Berno's friends again.

Agnan, Candac, and Geva all have the same information. Don't spend a lot of time going over the same ground with each of them; make it clear when the PCs go to a second that they are getting the same information.

Agnan is the oldest of the three. He is curmudgeonly, something of a know-it-all, but still a basically good and decent man. He was Berno's master until five years ago, and they have remained close. He is clearly very wealthy, but his store has less goods for sale under his mastermark than most goldsmiths (he's cutting back on his work load, relying more on his journeyman, as he approaches retirement).

Candac is in his mid-40s, and debonair and slightly overdressed. Candac will be flirtatious and a little forward to any female PCs with Cha. modifiers of +2 or higher. He has been a master smith for 10 years, and has a well-established but not overly successful smithy.

Geva is a young master smith, about 30. She has light olive skin and dirty blonde hair. Her shop is small and she only employs one journeyman and two apprentices,

because she has only been an independent master for about a year; that said, she is certainly not poor. She has taken Berno's death hard, and is quite upset and a little timid in her responses.

What the goldsmiths know:

- There are essentially three factions within the guild. Berno was one of the leading members of one of the factions. Berno, Agnan, Candac, and Geva support admitting many of the talented dwarven refugee goldsmiths to the guild to strengthen the guild as a whole. Gohart, Seret, Yeneth, Helna, and Morla are basically neutral on the dwarven issue, and judge candidates basically on the basis of ability without regards to politics. Filik, Gessen, Teng Flensh, Gwennol, Wavin, and Grandmaster Yolek are strongly hostile to the dwarves, and will generally only support candidates who have a strong opposition to dwarves. Gwennol and Wavin will sometimes back a pro-dwarf candidate for master, like Geva, but still vote to prevent dwarves from becoming masters of the guild.
- Berno was the most outspoken member of his faction. There were accusations that Berno was aiding the dwarves by selling dwarven made goldwork under his mastermark.
- Berno was tried in a guild court, but acquitted, two months ago. The guild would have the records of the trial.
- With Berno dead, the pro-dwarven faction is essentially doomed; while he was alive, they could hope that adding human candidates who Gwennol and Wavin would support could change the balance of power within the guild.
- Berno's allies don't want to go to the City Constabulary with their fears because, although the Lady Regent has improved things, there is still some corruption in the city government and they are worried that helping an investigation would endanger them.

Exits from the Encounter:

Once the PCs know that Berno was tried in a guild court, Merla will grant them a warrant ordering the guild (or Berno's widow) to turn over records of the trial (see Players' Handout 1). Once the PCs have both matched the description of the person who hired the thugs to the investigator and presented the trial record as evidence of the motive, Merla will issue an arrest warrant for Trudlinde (Encounter 7). Merla will emphasize that the PCs should take Trudlinde alive, since she's almost certainly working for someone higher up.

ENCOUNTER 7: ARRESTING TRUDLINDE

Once the PCs have the arrest warrant for Trudlinde, they may plan her arrest as they see fit. The only real issues are whether they take her alive, and whether they arrest her in an obvious way, thus tipping off Grandmaster Yolek. Trudlinde's stats are on the Dramatis Personae sheet.

The PCs may request that a City Constable accompany them in Encounters 7 and 8. Merla will assign one inexperienced Patrol Constable without hesitation. If the PCs are particularly weak (in particular parties at the bottom of APL One), she will assign two.

There are three obvious ways to arrest Trudlinde. First, she could be arrested by coming to the Guildhall with the warrant. Although the easiest and most obvious way, this ensures that Grandmaster Yolek is informed of her arrest, with consequences for Encounter 8. Trudlinde's office in the guildhall has only one exit. If the PCs enter aggressively and make the odds clear to her, she will surrender.

Second, the PCs could watch the guildhall until she leaves and then arrest her in the street on her way to her home in the Market Quarter. This has the advantage of keeping Grandmaster Yolek in the dark, but she will try to flee and may get away if the PCs aren't careful to box her in first. She will fight individual PCs, but will surrender if it is clear that she can't get away, might be killed, and the PCs have a warrant. If she thinks that the PCs are just random assailants, she will fight to unconsciousness.

Third, the PCs could find out where she lives and arrest her at her home. Her home is a two room building near the city wall in the Market Quarter. It has a rear exit, which she will try to flee out of. If the PCs make it clear that they are here to arrest her, she will again surrender if the odds look bad. If she thinks the PCs are just intruders, she will fight until incapacitated.

If Trudlinde dies in the fight (reaches -10 hp), go directly to the conclusion (unless the PCs can cast Speak with Dead, in which case she gets a Will save but will finger Grandmaster Yolek). If Trudlinde is captured, she is willing to reveal who gave her the order to have Berno killed in exchange for a promise of a lesser sentence. Merla arranges this deal if the PCs present it as an option. Proceed to Encounter 8, Arresting Grandmaster Yolek.

Treasure: longsword, studded leather armor, 20 lions (gp).

ENCOUNTER 8: ARRESTING GRANDMASTER YOLEK— FINAL BATTLE

Grandmaster Yolek is in his house when the PCs come to arrest him. If he knows of Trudlinde's arrest, he raises the level of protection, but because of a desire to translate some debts into cash before leaving does not flee the city.

The PCs arrest Yolek at his home/goldsmithy.

Grandmaster Yolek's goldsmithy is a large, ostentatious building in the Old City, the only of the individual goldsmithies in the wealthiest quarter of the City. The building is a heavily built stone building, carefully arranged to allow plenty of ventilation to ease the heat and built around a central atrium, like most of the residential buildings in the Old City. The staff in the

business portion of the building are surprised at the warrant, but quickly indicate that the Grandmaster is in the atrium, and gesture to a hallway leading to the atrium.

A Spot check at DC 20 allows a PC to notice a large white cat (Master Yolek's familiar, although there is no way for them to know that). If Yolek has been alerted, he will immediately cast Mage Armor on himself and on some guards. If he has not been alerted, the familiar has not been informed of what to look for and he does not begin casting spells until the PCs arrive.

When the PCs enter the atrium, they see a well-dressed, overweight man sitting across from them. The atrium is 25-foot by 20-foot; the PCs enter in the middle of the 20-foot wall through a double-door. The double door is the only entrance or exit from the atrium. A small, three foot deep reflecting pool about 10 feet across and 5-foot wide lies between the PCs and the man. Guards stand to either side of the pool.

APL 2 (EL 3 OR 4)

➤ **Grandmaster Yolek, male human Sor2:** CR 2; Medium-size humanoid (human); HD 2d4+5; hp 11; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10) or 16 after casting *mage armor* (touch 12, flat-footed 14); Atks +0 melee (1d8/x3, shortspear); SA Spells; SD Spells; AL LE; SV Fort +1, Reflex +2, Will +4; Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 15.

Skills and Feats: Craft (goldsmith) +5, Concentration +3, Diplomacy +2; Toughness, Combat Casting.

Spells Known (6/5; base DC = 12 + spell level): 0—*resistance, ray of frost, light, mending, detect magic*; 1st—*mage armor, summon monster I*.

Possessions: Shortspear, *potion of cure light wounds*.

➤ **Guards, male human War1** (4 if not alerted, 6 if alerted): CR 1/2 Medium-size humanoid (human); HD 1d8+1; hp 7; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14) or 16 if *mage armor* is cast (touch 10, flat-footed 16); Atks +3 melee (1d8+1/19-20, longsword); AL N; SV Fort +2, Ref +0, Will +0; Str 13, Dex 10, Con 12, Int 9, Wis 10, Cha 8.

Skills and Feats: Listen +4, Spot +3. Weapon Focus (longsword), Power Attack.

Possessions: Leather armor, large wooden shield, longsword.

Tactics: Yolek casts *summon monster I* to summon a dire rat behind the PCs, trying to flank PCs who have been engaged by the guards. If his familiar warns him, he will have cast *mage armor* on himself and on two of the guards. He will also have his *potion of cure light wounds* on his person if alerted. The guards will fight until incapacitated or until Grandmaster Yolek is down and it is clear that they cannot win. Grandmaster Yolek fights to the death.

APL 4 (EL 7 OR 8)

➤ **Grandmaster Yolek, male human Sor4:** CR 4; Medium-size humanoid (human); HD 4d4+7; hp 18; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10) or 16 after *mage armor*

is cast (+2 dex, +4 armor); Atks +1 melee (1d8/x3, shortspear); SA Spells; SQ Spells; AL LE; SV Fort +2, Reflex +3, Will +5; Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 16.

Skills and Feats: Craft (goldsmith) +7, Concentration +5, Diplomacy +3; Toughness, Combat Casting, Extend Spell.

Spells Known (6/7/4; base DC = 13 + spell level): 0—*resistance, ray of frost, light, mage hand, mending, detect magic*; 1st—*mage armor, summon monster I, magic weapon*; 2nd—*summon monster II*.

Possessions: Shortspear, *potion of cure light wounds*.

➤ **Guards, male human War3** (4 if not alerted, 6 if alerted): Medium-size humanoid (human); CR 2; HD 3d8+3; hp 17; Init 0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14) or 16 if *mage armor* is cast (touch 10, flat-footed 16); Atks +5 melee (1d8+1/19-20, longsword); AL N; SV Fort +3, Ref +1, Will +1; Str 13, Dex 10, Con 12, Int 9, Wis 10, Cha 8.

Skills and Feats: Listen +6, Spot +5; Weapon Focus (longsword), Power Attack, Cleave.

Possessions: Leather armor, large wooden shield, longsword.

Tactics: Yolek casts *summon monster II* to summon lemures or fiendish wolves behind the PCs, trying to flank PCs who have been engaged by the guards. If he was warned by his familiar, he will have cast *mage armor* on himself and *magic weapon* and *mage armor* on two of his guards. He will also have his *potion of cure light wounds* on his person if alerted. The guards will fight until incapacitated or until Grandmaster Yolek is down and it is clear that they cannot win. Grandmaster Yolek fights to the death.

APL 6 (EL 9 OR 10)

➤ **Grandmaster Yolek, male human Sor6:** CR 6; Medium-size humanoid (human); HD 6d4+9; hp 24; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10) or 16 after *mage armor* is cast (touch 12, flat-footed 14); Atks +2 melee (1d8/x3, shortspear); SA Spells; SQ Spells; AL LE; SV Fort +3, Reflex +4, Will +6; Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 16.

Skills and Feats: Craft (goldsmith) +9, Concentration +7, Diplomacy +5; Toughness, Combat Casting, Extend Spell, Dodge.

Spells Known (6/7/6/4; base DC = 13 + spell level): 0—*resistance, ray of frost, daze, light, mage hand, mending, detect magic*; 1st—*mage armor, summon monster I, magic weapon, magic missile*; 2nd—*summon monster II, bull's strength*; 3rd—*summon monster III*.

Possessions: Shortspear, *potion of cure light wounds*.

➤ **Guards, male human War5** (4 if not alerted, 6 if alerted): CR 4; Medium-size humanoid (human); HD 5d8+5; hp 17; Init 0; Spd 30 ft.; AC 14 (touch 10, flat-footed) or 16 if *mage armor* is cast (touch 10, flat-footed 16); Atks +8 melee (1d8+2/19-20, longsword); AL N; SV Fort +4, Ref +1, Will +1; Str 14, Dex 10, Con 12, Int 9, Wis 10, Cha 8.

Skills and Feats: Listen +8, Spot +7; Weapon Focus (longsword), Power Attack, Cleave.

Possessions: Leather armor, large wooden shield, longsword.

Tactics: Yolek casts *summon monster III* to summon 1d3 lemures or 1d3 fiendish wolves per casting behind the PCs, trying to flank PCs who have been engaged by the guards. If he was warned by his familiar, he will have cast *mage armor* on himself and *bull's strength, magic weapon*, and *mage armor* on three of his guards. He will also have his potion of cure light wounds on his person if alerted. The guards will fight until incapacitated or until Grandmaster Yolek is down and it is clear that they cannot win. Grandmaster Yolek fights to the death.

Treasure: shortspear, longsword (x4 or x6), leather armor (x4 or x6), large wooden shield (x4 or x6), *potion of cure light wounds*, 50 lions (gp).

CONCLUSION:

IF THE PCS HAVE FAILED TO FIND ANY OF THE RESPONSIBLE PARTIES:

Merla and Geila thank the PCs for their effort. They receive any money looted off of the attackers, plus 10 lions each from Geila to thank them for their effort. Geila is distraught that her husband's murderer was not found. The next guild tests result in Wendo and Luchta Goldhammer becoming master goldsmiths.

IF THE PCS KILLED TRUDLINDE:

Merla and Geila thank the PCs for their efforts. They receive any money and loot they have gained, plus Geila offers them 75 gp each in either lions or by giving them interesting pieces of goldwork. The next guild tests result in Wendo and Luchta Goldhammer becoming master goldsmiths.

IF THE PCS FOUND OUT THAT YOLEK WAS THE VILLAIN, BUT INSISTED ON THE CITY CONSTABULARY MAKING THE ARREST:

Two constables die during the arrest. Grandmaster Yolek is killed during the arrest. Geila thanks the PCs and gives them 110 gp each in either lions or by giving them interesting pieces of goldwork. Merla thanks them and informs them that she would be happy to do them a favor in the future. Under pressure from the Lady Regent in light of the recent revelations, the Guild admits Eberk and Mortak, two dwarves, as masters. Geila receives a substantial portion of Yolek's assets (the rest are forfeited to the County). Eberk and Geila continue the business together, and Eberk promises to teach Geila's children goldsmithing when they are of age.

IF THE PCS ARRESTED YOLEK:

If Yolek survives arrest, he is tried in the Count's Court and sentenced to hang by the neck until dead. Geila thanks the PCs and gives them 110 gp each in either lions or by giving them interesting pieces of goldwork. Merla thanks them and informs them that she would be happy to do them a favor in the future. Under pressure from the Lady Regent in light of the recent revelations, the Guild admits Eberk and Mortak, two dwarves, as masters. Geila receives a substantial portion of Yolek's assets (the rest are forfeited to the County). Eberk and Geila continue the business together, and Eberk promises to teach Geila's children goldsmithing when they are of age. The PCs may also keep the items looted off of the guards and Grandmaster Yolek, including the Potions found in his study.

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 1:

Defeating the thugs	50 XP
Gaining useful information from a captive	25 XP

Encounter 2:

Gaining useful information (awareness of guild business, different types of goldwork, etc.):	25 XP
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Encounter 3:

Getting the record of the nominees for Master	25 XP
Getting the trial record	50 XP

Encounter 4:

Getting the description of Trudlinde	25 XP
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Encounter 4b:

Defeating the dwarves	50 XP
-OR-	
Talking the dwarves out of fighting without paying money	75 XP

No experience for paying the dwarves not to fight.

Encounter 5: Getting the information from Mortak:	50 XP
Encounter 6: Figuring out the motive and getting a warrant for Trudlinde	25 XP
Encounter 7: Arresting Trudlinde -OR- Killing Trudlinde	50 XP 25 XP
Encounter 8: Arresting/killing Yolek	50 XP
Total experience from objectives	450 XP
General roleplaying	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:

1. 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.
2. 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.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than [insert campaign value] 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, such as Infamy. 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 1:
2 suits of studded leather armor; 2 short swords; scale mail; warhammer; large wooden shield.

Encounter 4b:
4 suits of leather armor; 4 saps; 4 short swords.

Encounter 7:
longsword, studded leather armor, 20 gp

Encounter 8:
shortspear, 4 or 6 longswords, 4 or 6 suits of leather armor, 4 or 6 large wooden shields, 50 gp.

Conclusion:
110 gp per PC
2 *potion of cure light wounds*, 2 *potion of shield* and 2 *potion of jump*.

Favor from Merla Hennig, Deputy Constable for Investigations of the City of Cryllor

DM'S AID 1: DRAMATIS PERSONAE

Trudlinde Gottis is the Royal Goldsmiths Guild's investigator. She is ruthless, efficient, and loyal to Grandmaster Yolek. She is a middle-aged woman with dark olive skin, black shoulder length hair with green eyes. She is dressed in extremely functional leather clothing.

☞ **Trudlinde, female human Rogz:** CR 2; Medium-size Humanoid (human); HD 2d6+2; hp 11; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atks +2 melee (1d8+1/19-20, longsword); SA sneak attack +1d6; SD Evasion; AL N(E); SV Fort +1, Reflex +4, Will +2; Str 12, Dex 12, Con 12, Int 10, Wis 14, Cha 14.

Skills and Feats: Bluff +7, Sense Motive +7, Search +5, Spot +7, Listen +7, Move Silently +6, Innuendo +7, Gather Information +7; Dodge, Improved Initiative.

Possessions: longsword, studded leather armor, 20 lions in purse.

MASTERS OF THE ROYAL GOLDSMITH'S GUILD OF CRYLLOR:

☞ **Berno:** The deceased. A strongly pro-dwarf master who was accused but acquitted of selling dwarven smith's goldwork under his mastermark. Married to Geila, father of Emecin and Saba. Shop is described in detail in Encounter 2

☞ **Geila:** Berno's wife. She runs the financial side and front-end of Berno's goldsmithy. She knows about his selling dwarven work under his own mark. Mother of Emecin and Saba.

☞ **Agnan, Candac, and Geva:** The other pro-dwarf masters of the guild. Described in detail in Encounter 6. Agnan is the second most senior master in the guild and was Berno's master before Berno became a master.

☞ **Gohart, Seret, Yeneth, Helna, and Morla:** The masters of the guild who are neutral toward dwarves. They will sometimes support a dwarven candidate, but will not vote against anti-dwarf candidates politically, as the pro-dwarf faction will.

☞ **Filik, Gessen, Teng Flensh, Gwennol, and Wavin:** The anti-dwarf masters. None of these masters will ever vote for a dwarven candidate; these masters voted to convict Berno. Gwennol and Wavin are moderates; they will support pro-dwarf candidates, just not dwarves. The rest will never support pro-dwarf candidates for master.

☞ **Grandmaster Yolek:** Yolek is the most senior master in the Cryllor guild and the grandmaster of the Cryllor guild. He is rabidly anti-dwarven and accused Berno of falsely putting his mastermark on work by others. He ordered Trudlinde Gottis to have Berno killed after Berno was acquitted. His stats are in Encounter 8.

☞ **Eberk son of Gothark of Clan Ungart:** The senior journeyman in Berno's shop. Eberk is a middle-aged dwarf from Geoff. He is very talented and was a master goldsmith before Geoff fell. He has been failed several times by the Cryllor Guild; he is bitter and humiliated about this. He is intensely loyal to Berno, and won't want to discuss anything that could lead to Berno's reputation being harmed. He lives in the Dwarven Enclave in the Refugees Quarter.

CITY CONSTABULARY:

General information about the City Constabulary: The City Constabulary consists of 56 guards (counting the officer) who report to the Lady Regent. There are 4 ranks within the City Constabulary; in descending order, these are City Constable (1), Deputy Constable (6), Senior Patrol Constable (5), and Patrol Constable (44). One of the Deputy Constables is the Deputy Constable for Investigations, who is the chief criminal investigator. The other 5 command each of the guard barracks. There are 5 guard barracks, one in each quarter of the city except for the Refugees Quarter. They are generally well regarded and honest, although not known for their brilliance.

Merla Hennig, Deputy Constable for Investigations: (hfRog4Ftr2, LG(N), Int 15, Wis 13). Merla, a quiet, serious woman of Oeridian descent and the youngest daughter of a poor knight, supervises most of the investigations of serious crimes personally and is quite good at her job. In this scenario, she will provide the PCs with suggestions if they get lost and will be able to issue warrants when the PCs have enough information (Merla is a justice of the peace and can issue warrants and try petty crimes). Merla is too busy to help much directly with the investigation, but can keep the PCs on track and prevent them from running amok. Merla is the ranking constable that the PCs will encounter.

Standard squad of constables:

☠ **Senior Patrol Constable War 3** (1): CR 2; Medium-size Humanoid (human); HD 3d8+3; hp 16; Init +0; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Atks +5 melee (1d10+1/19-20, bastard sword); AL LN; SV Fort +4, Ref +1, Will +1; Str 13, Dex 11, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Intimidate +4; Listen +2; Spot +2; Exotic Weapon (bastard sword); Weapon Focus (bastard sword); Power Attack.

Possessions: Chain mail, large metal shield, bastard sword, tabard showing rank in constabulary, 3 Lions, 4 hawks.

☠ **Patrol Constables, War 1** (6-8): CR ½; Medium-size Humanoid (human); HD 1d8+1; hp 6; Init 0; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Atks +3 melee (1d10+1/19-20, bastard sword); AL LN or LG; SV Fort +3, Ref +0, Will +0; Str 13, Dex 10, Con 12, Int 9, Wis 10, Cha 8.

Skills and Feats: Intimidate +1; Listen +1 or Spot +1. Feats: Exotic Weapon (bastard sword); Weapon Focus (bastard sword).

Possessions: Chain mail, large metal shield, bastard sword, tabard showing rank in constabulary, 1 Lion,

DM'S AID 2: GATHER INFORMATION ROLLS

PCs may attempt to use the Gather Information skill at various points in the scenario. There are two main ways that this skill can be used productively. The PCs may wish to find out information about who hired Bela and her thugs. If they know Bela's name, this is a DC 15 task. If they don't, it is a DC 25 task. If they succeed, they will find out that the Dead Dog Tavern in the Refugees Quarter is a good place to ask questions.

The PCs may also want to find out about guild politics. If they make a DC 20 Gather Information roll, they will find out that the Goldsmiths Guild has been divided recently because of an influx of skilled dwarven crafters who wish to join the guild; some people in the guild support admitting the dwarves, others oppose admitting them.

DM'S AID 3: SUMMONED MONSTER STATS

➤ **Fiendish Dire Rat:** Small Animal; HD 1d8+1; hp 5; Init +3; Spd 40 ft., Climb 20 ft.; AC 15 (touch 14, flat-footed 12); Atks +3 melee (1d4, bite); Face/ Reach 5 by 5/ 5 ft.; SA Disease, Smite Good; SQ Scent, Resistance (5); SR 2; AL LE; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 3, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +11, Move Silently +6; Weapon Finesse (bite)

Smite Good (Su): 1/day +1 damage vs. a good foe.

Disease (Ex): Filth Fever bite, Fort save DC 12, Incubation 1d3 days, Damage 1d3 temp Dex, 1d3 temporary Con.

Scent (Ex): Creature can detect opponents within 30 feet, Double Upwind, Half downwind. If within 5 feet it can pinpoint the source, otherwise it just detects the presence. Tracking by scent requires a Wisdom check w/ a DC of 10 for a fresh trail.

➤ **Fiendish Wolf:** Medium-size Animal; HD 2d8+4; hp 13; Init +2; Spd 50; AC 14 (touch 12, flat-footed 12); Atks +3 melee (1d6+1, bite); Face/ Reach 5 by 5/ 5 ft.; SA Trip, Smite Good; SD Scent, Resistance (5); SR 0; AL CE; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 3, Wis 12, Cha 6. *Skills and Feat:* Hide +3, Listen +6, Spot +4, Move Silently +4, (Wilderness Lore +4 for Tracking); Weapon Finesse (bite).

Trip (Ex): With a successful Bite attack can make an attempt to trip as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails the opponent cannot react to trip the wolf.

Smite Good (Ex): 1/day +2 damage vs. a good foe.

Scent (Ex): Creature can detect opponents within 30 feet, Double Upwind, Half downwind. If within 5' it can pinpoint the source, otherwise it just detects the presence. Tracking by scent requires a Wisdom check w/ a DC of 10 for a fresh trail.

➤ **Lemure (Devil):** see Monster Manual page 48.

PLAYERS' HANDOUT ONE

RECORD OF THE TRIAL OF MASTER BERNO

Dated: two months ago

Judgment of the Court, written by Master Heng of Gradsul:

This Guild Court was convened on charges by Grandmaster Yolek, the grandmaster of the Royal Goldsmiths Guild in the County of Cryllor, that Master Berno, a fellow master of the Royal Goldsmiths Guild in the same county, was selling goldwork wrought by others under his own mark. Due to the seriousness of the allegation and the inability of the local Royal Guild to assemble a sufficient court, I came to the City of Cryllor to preside over the trial and Master Dilich of Niole Dra also came to join the Court. With Master Berno, Grandmaster Yolek, and Master Agnan, who served as Master Berno's counsel, ineligible to participate, only 13 masters were available for the trial within the County of Cryllor. Because the Royal Charter specifies that a Master may only be disciplined by a two-thirds vote of a Court of at least 15 Masters of the Guild, Master Dilich and myself were necessary to assemble a proper quorum.

The allegations:

Grandmaster Yolek asserted that Master Berno has been purchasing goldwork made by various dwarves who are not masters of the Guild, placing his mastermark on these works, and selling them as his own. Grandmaster Yolek presented a variety of circumstantial evidence about the connections between Master Berno and the dwarven community of Cryllor, showing that he has befriended several dwarves, sponsoring several as journeymen and nominating or seconding at least two for Master rank. It is undenied that it is Master Berno's right, as a Master of the Guild, to sponsor those he believes have the skill and loyalty to the Guild necessary to fill the honorable offices of the Guild, but Grandmaster Yolek asserts that this provides evidence of undue favor toward the dwarves. Grandmaster Yolek also presented as his primary evidence works from Master Berno's shop, bearing his mastermark, that are in a style that can only be characterized as reminiscent of the dwarven goldwork of Sterich and Geoff, before those lands' unfortunate troubles.

Master Berno argued that he has, through his legitimate contacts with the dwarven community that has come to Cryllor since the troubles in Sterich and Geoff, learned of these techniques and that he has sought to master the techniques to expand his skills. There can be no doubt that this would be legitimate and that only honor is due a Master who expands his skill in our noble craft. The Court determined that the best way to test Master Berno's claims was to force him to create works in the dwarven style, alone and unassisted, in a sealed room provided with ample tools. These works would then be judged to determine whether Master Berno had in fact learned the skills necessary to work these items. Master Agnan objected that depriving a master of his apprentices and journeymen unfairly biased the test against him, as did forcing him to work in a clean workshop in the guildhall as opposed to his own workshop. The Court was persuaded by Grandmaster Yolek's counter argument that allowing him his journeymen, when one of his journeymen is a dwarf who Master Berno himself has put forward for Master rank, would taint the test. However, the Court considered the difficult conditions in judging the work.

The findings of the Court:

Master Berno wrought three items in the test room: a pendant with much fine work about it, a chalice, and a relief portrait. All agreed that these works were in the dwarven style. All also agreed that these items were of lower quality than the dwarven style works for sale in Master Berno's workshop. However, the Court concluded that the works were of Master quality.

The judgment of the Court:

The Court finds that the charges against Master Berno were not proven by clear and convincing evidence, as required to discipline a Master. Masters Filik, Gessen, Teng Flensh, Gwennol, Wavin, Yeneth, Helna, and Morla dissent from this judgment, but 8 votes out of 15 is insufficient to convict. The Court also finds that the charges were not frivolous and that Grandmaster Yolek will not be disciplined for bringing the charges; Masters Candac and Geva dissent from this judgment.

Following the rules of our Guild, this court record is ordered sealed and all Masters, Journeymen, and apprentices of our Guild are forbidden from discussing these proceedings, to preserve the reputation of the acquitted Master from slander. This seal may only be broken by order of a future Court of the Guild or by order of the noble Count of Cryllor, His Majesty the King, or the Courts thereof. So ordered and sealed.

PLAYERS' HANDOUT 2:

REGISTER OF APPLICANTS FOR ADVANCEMENT TO MASTER GOLDSMITH, FALL 589 CY TO PRESENT

Nominated, Fall 589 CY:

Eberk son of Gothark of Clan Ungart: Nominated by Master Berno, seconded by Master Agnan. Failed.

Geva: Nominated by Master Seret, seconded by Master Gohart. Failed.

Mortak daughter of Flintak of Clan Holert, recognized master goldsmith by the Goldsmiths Guild of Geoff: Nominated by Master Candac, seconded by Master Berno. Failed.

Nominated, Spring 590 CY:

Eberk son of Gothark of Clan Ungart: Nominated by Master Berno, seconded by Master Candac. Failed.

Geva: Nominated by Master Seret, seconded by Master Gohart. Passed by a vote of 9-4. Masters voting for admission: Agnan, Berno, Candac, Gohart, Helna, Morla, Seret, Wavin, and Yeneth.

Teng Flensh: Nominated by Grandmaster Yolek, seconded by Master Filik. Failed.

Mortak daughter of Flintak of Clan Holert, recognized master goldsmith by the Goldsmiths Guild of Geoff: Nominated by Master Candac, seconded by Master Agnan. Failed.

Nominated, Fall 590 CY:

Eberk son of Gothark of Clan Ungart: Nominated by Master Berno, seconded by Master Geva. Failed.

Teng Flensh: Nominated by Grandmaster Yolek, seconded by Master Filik. Passed by a vote of 10-4. Masters voting for admission: Filik, Gessen, Gohart, Gwennol, Helna, Morla, Seret, Wavin, Yeneth, and Grandmaster Yolek.

Mortak daughter of Flintak of Clan Holert, recognized master goldsmith by the Goldsmiths Guild of Geoff: Nominated by Master Candac, seconded by Master Berno. Failed.

Nominated, Spring 591 CY (forthcoming):

Eberk son of Gothark of Clan Ungart: Nominated by Master Berno, seconded by Master Agnan.

Mortak daughter of Flintak of Clan Holert, recognized master goldsmith by the Goldsmiths Guild of Geoff: Nominated by Master Candac, seconded by Master Geva.

Wendo: Nominated by Grandmaster Yolek, seconded by Master Filik.

Luchta Goldhammer: Nominated by Master Gessen, seconded by Master Filik.

Acceptance requires a two-thirds vote of the masters of the Royal Goldsmiths Guild of Cryllor.

PLAYERS' HANDOUT 3: WARRANT

Because of reputable evidence of sufficient weight, the bearers of this warrant are authorized to:

(check one or more)

Demand the presentation of papers, to wit _____

Search a location, specifically _____, for _____

Arrest an individual, specifically _____, on suspicion of the crime of

_____.

Let none bar the passage of those who lawfully execute this warrant nor let any property within the County be considered sealed against them.

By order of Count Ignas Manz of the House of Bazrial, the most noble Count of Cryllor, acting through his daughter, the Lady Lora Manz, Lady Regent of Cryllor, as verified by Justice of the Peace Merla Hennig.

(Merla Hennig's Seal)

Merla Hennig, Deputy Constable of Investigations

PLAYERS' HANDOUT 4: INFORMATION FOR PC GUILDMEMBERS

GENERAL INFORMATION ABOUT GUILD STRUCTURE

The Royal Goldsmiths Guild of Cryllor is the local branch of a royal guild. The charter of the guild, defining its rules, procedures, and rights was issued by the King of Keoland. The Guild in Cryllor is semi-autonomous; for most purposes, it functions as an independent organization, but occasionally will involve masters from elsewhere in the kingdom for certain decisions (most notably trials if there are an insufficient number of masters in the local guild).

There are four ranks within the guild. Apprentices are the lowest rank in the guild. They can only work for the master that they are apprenticed to and cannot sell wares to the public. Admission as an apprentice simply requires the acceptance of a master. Apprentices tend to work from childhood until they are about 20.

Journeyman is the next lowest rank. Journeyman can sell their services to any master of the guild and are not bound to a single master. They can also make goldwork for sale and place their own mark on it, but the goldwork can only be sold in a shop run by a master of the guild and they cannot accept commissions except through a master's shop. Promotion to journeyman requires the approval of three masters. It is not uncommon for a goldsmith to never advance beyond journeyman.

Masters are the most important rank within the guild. They can open their own shop and can sell both their own goldwork and journeymen goldwork. They can accept commissions. They are also entitled to participate in the decisions of the guild and can take on apprentices. Masters each have a mastermark, which they place on goldwork they have done. It is a serious guild crime to forge a mastermark or to place a mastermark on someone else's work. Masters must be nominated by one master, seconded by another, and then must pass a test. The test involves creating a variety of pieces of goldwork, which are then evaluated by all of the current masters of the guild; if two-thirds vote in favor, the journeyman becomes a master.

Grandmaster is the highest rank in the guild. There is only one grandmaster for any province at any one time. When the previous grandmaster dies or retires, the masters elect a new grandmaster. The grandmaster is mostly just another master, but receives special social treatment and supervises much of the administrative work of the guild; most of the employees of the guild itself report to the grandmaster. The grandmaster also represents the guild in its dealings with various outside groups, including the nobles.

SPECIFIC INFORMATION ABOUT THE CRYLLOR GUILD

As a result of the recent wars, there has been a large influx of skilled dwarven crafters into Cryllor. This has produced some tensions within the craft guilds. Some masters support admitting dwarves as members based solely on their abilities, but others view the dwarves as a threat to their ability to get business and have used the guild rules as a means to prevent the dwarves from competing. The arguments over these issues have been heated and have resulted in animosity between dwarves and some of the masters.

EVENT SUMMARY

1. Did any of the thugs escape?	Yes	No		
2. If so which ones?	Bela	Gack	Hanter	Durok
3. Did any of the thugs get taken alive?	Yes	No		
4. Which ones?	Bela	Gack	Hanter	Durok
5. Did the PCs fight the dwarven muggers?	Yes	No		
6. If no, did the PCs pay them off or talk them out of it?	Yes	No		
7. If yes, did the PCs kill some of them?	Yes	No		
8. How many?				
9. Did the PCs get an arrest warrant for Trudlinde?	Yes	No		
10. Did the PCs capture Trudlinde alive?	Yes	No		
11. Did the PCs get a warrant for Yolek?	Yes	No		
12. Did they capture Yolek alive?	Yes	No		
13. Did they kill Yolek?	Yes	No		
14. Did any of the City Constabulary die?	Yes	No		
15. If so, how many?				
16. Did any PCs die?	Yes	No		
17. If so, which ones? 1 2 3 4 5 6 7				
18. Anything interesting that you would like to report?				

APPENDIX A

LIFESTYLE, COST OF LIVING AND PROFESSIONS IN KEOLAND:

Working in Keoland

Keoland is the oldest kingdom in the Flaneness, founded over nine centuries ago. Guilds, licensed by the nobles of the Kingdom, have existed since the earliest years of the Kingdom, many growing in wealth and power over the centuries. These guilds watch over most crafts and professions in Keoland. Also, the guilds will typically investigate any infringements of their license for the noble, thus saving on enforcement costs. A few crafts, such as goldworking and receiving payment to argue in a court, require royal licenses. This results in the creation of Royal Guilds. Nobles often then create requirements of local licenses.

As a result in order to practice a craft, or work one of the professions listed below (Table 1.1), one must join the appropriate guild. In exchange the guild pays wages to and offers some legal protection for its membership. The wages paid depend on the individual's rank in the guild and the cost of living in the area. Table 1.2 shows the ranks, dues and supported lifestyles.

Guided professions in Keoland

Crafts:

Armor Smith, Basket Weaving, Book Binding, Bow making, Black Smithing, Calligraphy, Carpentry, Cobbling, Gem Cutting, Leather working, Lock Smithing, Painting, Pottery, Performing*, Sculpture, Ship Building, Stone Masonry, Tailoring, Trap making, Weapon Smithing, Weaving

Professions:

Apothecary, Barrister, Book Keeper, Brewer, Drover, Guide, Herbalist, Inn Keeper, Miller, Scribe, Teamster,

Guild Data:

Rank	Skill Mod*	Dues/ Year	Lifestyle
Apprentice	1-10	10 Tu or 100 gp	Low
Journeyman	11-15	+5 Tu or +400 gp	Medium
Master	16-19	+5 Tu or +1500 gp	High

* This is the character's total skill modifier including ranks, ability adjustments, racial modifiers, competence bonuses... A character does not have to advance upon reaching Skill mods of 11 and 16 that is just the earliest time they will qualify for the new rank.