

Murder Most Elven

A One-Round D&D 3rd Edition Living Greyhawk
Adventure

by Michael S. Webster

The Celenese ambassador Lanaelith has been poisoned, and hopes for assistance from the Celene may have died with him. In a nation who feels betrayed by Celene who finding the killer may be easier said than done. An adventure for characters level 1-6.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag 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 to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and 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 convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

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.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

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

LIVING GREYHAWK Tier Structure

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or animals according to the values on their certificates. Compare the total to the chart below to find the tier.

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

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

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 cost of each lifestyle will be indicated at the beginning of the **scenario**. 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

The Drow Priestess Talthyss, using the Celene Ambassador Lanaelith's penchant for the ladies against him, joined his household staff disguised as the comely human girl, Jaysm. Exhibiting uncharacteristic patience, Talthyss waited several months for the Ambassador to turn his attentions to her and then another couple of months for the Ambassador to grow attached to her before she struck.

In the late hours of the night, she was invited to his office for a nightcap. She brought a bottle of his favorite feywine, laced with elfbane, which they both drank from. Due to her drow heritage, Talthyss was immune to the effects of elfbane, while Lanaelith succumbed to the poison immediately. Talthyss watched the elf fall behind his desk, spilling the wine on the floor, and then die.

Talthyss left the room, leaving the bottle behind to ensure the poison would be discovered. Discarding the distasteful, but useful illusion, she entered the night awaiting the results of her efforts. Unknown to the drow, an insane woman named Marte during one of her more lucid periods spotted her escape.

Marte has seen more tragedy than any human has a right to endure. The Greyhawk Wars took her entire family, including her young children. When her last child died during Iuz's attack on Chendl, Marte's mind shut down from the grief. She has since taken up residence at the Asylum.

Marte is usually catatonic, staring out into space, barely acknowledging either food or people. Occasionally she becomes somewhat lucid, but no less insane. During these periods of strange lucidity she writes letters to Lanaelith, accusing the Celene Ambassador of treason. After she writes these she escapes from the Asylum and delivers the letters. She is usually found the next morning wandering the city streets, once again catatonic.

Upon finding these letters, Lanaelith destroyed them. During the escalation of the Greyhawk Wars, the Ambassador tried his best to gain aid from Celene, but his entreaties to the Queen fell on deaf ears.

The night of the murder Marte again escaped the Asylum to deliver another letter. When she arrived at the residence, she found the servant's door open and entered. Not knowing the way to the Ambassador's office, she wandered the halls. From the shadows of one room she saw a young woman leave the Ambassador's office then change form from human girl to female drow.

Looking into the room where the drow had come out from, she saw the office, but the ambassador had fallen behind the desk and out of sight. Marte left the letter on his desk, and seeing the dagger-like letter opener, carved the phrase "KAENYAEL" in the wall opposite the desk. Having been a scholar before the wars, she knows Old Oeridian language, and used this term that translates to "revenge for family is nigh." In her lucid, yet still insane state, she thought the term a perfect message fit for such a

treacherous ambassador. Marte left the embassy and re-entered her catatonic norm. The Asylum's attendants found her the next morning and returned her to her cell.

Marte was not the only one who observed Talthyss leaving the Celene Embassy. Korliss, a local adventurer and member of the local Shadowclaw cell, was skulking about town seeking information for his masters, when he observed Talthyss leaving the embassy. Knowing the drow was up to no good (what drow is?), Korliss followed her.

Carefully trailing the drow, Korliss followed her to a large, abandoned building along the southwest canal. Using every ounce of his skills to hide, Korliss observed Talthyss enter the building under escort of drow warriors. Korliss carefully departed and rushed to report those events to his masters.

With dawn a couple hours away, the first of the ambassador's household staff, the cook and manservant, arrived to prepare for the day. While the cook readied the kitchen for the morning meals, Killian ensured the ambassador had the proper attire and schedule for the day. He then discovered the murder. About this time the rest of the staff (except the 'maid') arrived to begin their duties. Killian instructed one of the staff to retrieve the Castellans and the investigation began.

Meanwhile, Korliss received instructions from his Shadowclaw masters to impede the investigation. Since they were not informed of this operation, they fear the possible implications, even though those implications may be in the organization's favor. The Shadowclaw is a group that hates to be left in the dark. Because of this the Shadowclaw will not directly intervene against the drow. Korliss will investigate the drow to determine their designs, and impede the investigations of the city militia.

The Elven Court in Enstad will soon know about the murder. The Queen will believe the murderous humans killed the ambassador out of hatred for the elven people. This gives her further reason to withdraw from the rest of the world. The meager trickle of support will stop completely, and Celene's borders will become nearly impenetrable to all of non-elven blood unless the PCs are able to unlock the mystery in time.

Adventure Synopsis

This adventure is a murder mystery, and one the players must solve quickly. Not long after the murder becomes common knowledge the Elven Court will learn of the foul deed. In response, Queen Yolande will withdraw the last scraps of her assistance, blaming the humans for the murder. It will not escalate to war, but relations between Furyondy and Celene will become strained at a time when Furyondy will soon need help to feed its people.

During this scenario, the listed encounters can be played in any order except for Player Introduction, Encounter One: Investigating the Crime Scene, and Finale: Endgame. It is entirely possible the characters will miss parts of, or even entire, encounters. If this happens, they could return to those encounters and get the clues (or red herrings) that have been missed. The drow will

leave their hideout at midnight, so the PCs have less than a day to solve the murder. If the PCs arrive at the old building too late, the drow will have escaped. A critical event summary is included at the end of the adventure and should be completed each time the scenario is run during its convention debut.

The encounters are summarized as follows:

Player Introduction - The characters are brought before the Castellan (Chief of the Guard) and are 'hired' to investigate the ambassador's murder.

Encounter One: Investigating the Crime Scene - Arriving at the crime scene, the PCs find clues of how the ambassador was murdered, as well as interview some of the likely suspects.

Encounter Two: The Butler Doesn't Always Do It - The PCs have the opportunity to interrogate the ambassador's house staff.

Encounter Three: Hitting the Pavement - The PCs must hit the streets to follow up on leads and find more clues.

Encounter Four: The Letter Writer - Marte has been writing threatening letters to the ambassador, and she was out that night. The PCs have the opportunity to try to speak to this poor and unfortunate woman.

Encounter Five: Korliss Actions - Korliss attempts to deter the PCs, making sure that the blame for the murder does not turn to his masters, even if that means betraying the drow or killing the PCs.

Encounter Six: Drow. An Elf. An Ebon Elf - The characters find their way to the lair of the drow just as the dark elves prepare to escape the city.

Finale: Endgame - Knowing that the drow were here, and the small pieces of evidence should be enough to convince Celene of the real murderers. But the PCs have to survive to bring this evidence to light.

This is not a "search and destroy" mission. The drow murderers may be more than a match for the characters, but do not wish to draw attention and will avoid conflict. If the PCs manage to attack the drow will focus on escape, only killing their attackers if there is no other option.

Timekeeping

During the course of this adventure the PCs are forced to work against the clock. The drow murderers will be leaving the city at midnight, giving the PCs less than one full day to solve the crime before their evidence disappears. The adventure starts with the PCs waking up in a holding cell due to a previous night's brawl they were inadvertently caught amongst.

The PCs begin the event around eight morning bells. Throughout the event the encounters have assumptions on how much time it will require to complete the encounter. In addition, one of the PCs adversaries may also impede the investigation and delay their actions. DMs should keep track of the time spent throughout the day and remind the PCs the approximate time during the event. The final encounter is highly dependent upon the time the PCs arrive.

Player Introduction

You are rudely awoken from slumber by the jail guards. As sleep withdraws from your eyes, you remember the tavern brawl the night before. Before you knew what was happening the entire population, innocent and otherwise, was hauled off to spend the night in one of Chendl's jails.

Ignoring the groans and curses of those left behind to sleep off the prior evening's exercise, you and several others step out into the corridor where you are escorted to a door. You see by the gold-lettered nameplate on the door Castellan Borusa's office.

The guard knocks once and opens the door when a deep-voiced "Enter!" boomed from within. The guards usher all of you inside and point out where to stand in front of the Castellan's desk. Behind it is a strong-faced middle-aged man who is writing upon a parchment. The look on his face shows his intense determination to complete the task at hand. Any interruptions are met with only a raised index finger commands silence. After a few minutes he sets the quill down and looks up at you.

"Good morning. I trust the night in our facilities did not inconvenience you too much? It is the King's policy that should any trouble arise we will arrest all in the area, regardless of participation, until we can sort things out. I apologize for your arrest. Your gear shall be restored to you in a moment.

"In our investigations of the altercation last night, we did a little research regarding the participants, including you. We have found that each of you has done your part for King and Country in the past. I ask you to do so again.

"As will soon become publicly known, Ambassador Lanaelith of Celene was murdered sometime last night. His servants found the ambassador dead in his office when they came to prepare for the day. At this time we have no witnesses, no suspects, and very little to go on.

"We've approached a few local mages and temples, but they refuse to help. Either because of their feelings about the elves or those that fear it may have ties to Iuz. Many still have friends who have attempted to scry Iuz during the war and have now taken up residence in the cemetery or the Chendl Asylum.

"I am under instructions to employ 'free agents' such as yourselves in order to solve this mystery. This will give us the ability to show some form of impartiality in these investigations. In addition, the presence of the arms of Furyondy tends to decrease to talkativeness of various persons. Do you accept this challenge?"

If the players DO accept:

The Castellan allows a small smile then reaches for some papers on his desk.

“Excellent. Take one of these.” He hands each of you a roll of parchment. “They will notify the reader that you working for me, but that you are not a guard. This will allow you to visit the crime scene and may influence citizens to aid you, but you cannot use it to command in my name. The guard will take you to retrieve your gear. For the sake of any remaining hope that the elves of Celene will wake up and help us. Please be successful. Good Luck.”

The guard enters and takes your group to the equipment locker to retrieve your gear. Gathering your belongings, you are escorted to the door and given directions to the Celenese Embassy.

If the players DO NOT accept:

If the PCs do not accept the mission, the adventure is over. They will be released and the gear returned. Complete the scoring sheets and end the adventure.

Encounter One

Investigating the Crime Scene

When the PCs arrive at the Celenese Embassy:

Upon arriving at the embassy, you show your papers to the guard and are escorted to the ambassador's office. Entering, you see a nicely decorated office, a desk at its center. The décor is a tasteful combination of elven and Furyondian style. The wall opposite the entrance is a large window that overlooks the palace. The entrance wall has several portraits. The largest two depict King Belvor of Furyondy and Queen Yolande of Celene.

Bookshelves take up the entire wall behind the desk. Before the desk are a couple large chairs that sit against a large wall map of the Western Flanaess with the word “KAENYAEL” gouged across the nation of Celene. Behind the desk on the floor lies the ambassador's body. A patch of spilled wine stains the rug next to the corpse.

Your guard escort turns and says, “You are allowed to examine what you need, but you are not permitted to take anything.”

It will take approximately an hour of thorough searching and examining to learn all the information below before the Court Alchemist arrives.

The Body

The Ambassador is wearing light silk evening clothes. He was originally found lying face down, with a spilled goblet of wine by his hand. He has since been turned over on his back and the goblet with the small amount of wine remaining in it was taken to the Court Alchemist for analysis.

There are no other wounds except for a small bruise on his forehead (that came from hitting his head on the

desk while falling). There is an expression of pain and horror on his face. His pockets are empty.

The Floor

The wine that spilled from the goblet still marks where it fell, although the Court Alchemist has taken the goblet itself for analysis. The floor is filled with the dusty footprints of the City Guard. The dirt is common with the streets of Chendl. Behind the door is a piece of dried mud (Spot skill check, DC 25), that smells faintly of fish (from around the waterways (Knowledge [Chendl] skill check, DC 20)). There is nothing under the rug not even dust.

The Desk

The desk is a great mahogany desk with ornate scrollwork decorating its sides. The top is littered with many papers and notes; there is also a couple of bottles of inks and a couple of quills on the desk. There is also an opened bottle of Celenese Feywine. Close examination of the desktop (Search DC 10) will find a ring of condensation where another goblet once stood. The Court Alchemist has taken both goblets, a couple of samples from the wine (both from the glass and the ambassador's goblet), as well as the bottle's cork for analysis. On the surface of the desk, the PCs will find:

- Open bottle of Celenese Feywine (Poisoned w/ Elfbane)
- Dagger-like letter opener with bits of plaster and paint from wall crusted on the blade.
- Requests to Celene for food assistance to be sent to Furyondy.
- Report to Celene recommending Deputy Ambassador Hayleth for promotion and increased responsibility. The letter references previously sent recommendations.
- Letter from Marte – See Handout 1

The wine bottle is partially filled and has been laced with elfbane, which is very poisonous to pure surface elves. If any pure surface elf even sips the wine, they are in dire straits. These characters must make a Fortitude saving throw (DC 24) or take initial damage of 2d6 Con and secondary damage of 1d6 Con. The ambassador failed both his saves and died. If a character of any other race sips the wine, they must also make a Fortitude save (DC 25) or suffer intense stomach cramps for 8 hours (initial damage Con 1d2, secondary 0). Spellcasters that are affected must make a Concentration check (DC 8) in order to cast any spell because of the pain of these cramps.

The drawers are filled with all kinds of office supplies, trinkets, and papers. In a drawer the PCs will find an invoice for 10 cases of Feywine from Hogarth & Sons Importers, which is located along the southwest canal. The bill, for 100 platinum paladins is dated two days ago and shows that payment is now four months overdue. Written across the page is “PAY NOW” written in red letters. In a false bottom of one of the drawers is the ambassador's journal. The last couple of pages can be viewed as Handout #2. Under the journal is an

Unfinished letter to 'Jaysm'. The letter is filled with poetry and sophomoric romantic musings.

If the PCs wish to follow up the wine importer's lead, details on that encounter can be found in Encounter Three: Hitting the Pavement.

Bookshelves

The bookshelves contain more than books. Various knick-knacks, souvenirs, and memorabilia fill most of the shelves. All in all, books fill about a quarter of the shelves. The shelves are dusted and well organized. A careful Search (DC 15) will reveal that there are obviously no missing pieces and the staff can verify that nothing is even slightly out of place.

Some of the books include volumes on Furyondy's history and customs, natural science, and various works of poetry, both elven and human. The other objects are small souvenirs from across the Flanaess that other ambassadors have given him.

Map Wall

The wall is almost entirely filled with a map of the Western Flanaess, but is positioned so Celene is eye level and Furyondy is nearer to the ceiling. The map is painted on the wall itself. The word 'KAENYAEL' has been deeply etched in the wall over the Celene section of the map. The letter opener on the Ambassador's desk was used to write the word. Close examination (Search, DC 13) can determine that the paint on the blade matches the paint on the wall map.

If the PCs are not proficient in Old Oeridian, they must find someone who is. This can be accomplished in Encounter Three: Hitting the Pavement.

The Alchemist

As the PCs are completing their investigation of the room, read the following:

The door opens and a reed-thin man in stained robes enters the office. The watchmen bow as he passes. He speaks to them quietly for a moment then approaches.

"Hello," he greets in a nasal voice. "I am Narole, Alchemist to the Royal Courts. I have determined the type of poison used." He pauses a moment for dramatic effect. "It is elfbane." Noting the confusion on some faces, he explains.

"Elbane is an incredibly rare organic substance that upon ingestion is highly toxic to those of the pure olven race, yet remaining rather inert to those of other humanoid species." Pausing to take a breath, he notes the blank expressions on the faces of the watch members. "If an elf eats elfbane, it kills them," he explains. "But it's mostly harmless to other races and there is no known antidote."

The alchemist rolls his eyes as the guards nod their understanding. "The bottle itself was poisoned, so that whomever drank with the deceased, they too would have imbibed the poisoned concoction, but since we have found only one body, we may be able to deduce that the other was not elven."

If asked how he tested the wine when the bottle was here, he will smile and lecture the PCs like schoolchildren:

"I took both goblets, the ambassador's was spilled on the floor, but still held some liquid. The other was on the desk." He points toward the watermark. "That one held wine accompanied with a stain upon the glass indicating where it had been filled. The actual level of the liquid was below this mark. Wine was also found on the rim of the goblet indicating that the decrease was from being drunk, and not from evaporation.

"I used a pipet—a long tube to sample wine from the bottom of the bottle. I took the goblets, the wine sample and the cork to my laboratory. I found elfbane in the liquid from all three containers, but the cork had no residue. So, I must conclude that the poison was added after the bottle was open, and before it was poured."

Narole can answer most other questions regarding the poison. He knows the information contained in the New Equipment section. Given the highly dangerous nature of the poison, Narole has taken possession of the bottle for evidence and safekeeping. Under no circumstances will the PCs be able to examine the poison.

Narole, Court Alchemist (human male, Wiz6, Knowledge (Alchemy) +10, Spellcraft +15)

Encounter Two: The Butler Doesn't Always Do It

The PCs may wish to interview the house staff. The staff includes the following people: Gwyn (housekeeper), Hayleth (Deputy Ambassador), Killian (manservant), Lorence (cook), and Jaysm (maid). All of the household staff is present with the exception of Jaysm, the maid, who works during the night hours. The watch has not been able to locate her at her home. To locate and interview all the staff will take approximately two hours.

Gwyn – Housekeeper

Gwyn is Killian's wife and housekeeper for the Ambassador's residence. It is her job to ensure that the household runs smoothly. She runs the day to day finances, oversees shopping and scheduling, as well as conducts various chores on a personal basis. She hired Jaysm for the maid position, and can provide the PCs with her address as well as that of Vylene, Jaysm's predecessor. She knows nothing about the murder. When the PCs ask her about the night's events, use the following dialogue as appropriate:

- *"'Twas terrible that the 'Bassador would be killed like 'e was. Kind, 'e was. I know that those letter 'e got made him sad-like. 'E had me skim some of the house budget an' give the gold to the hospitals, or them orphans. Sometimes I gives some to the widders."*
- *"Aye, I hired Jaysm. Beautiful girl she is. She ain't here now 'cause she works at night. Likes it 'cause of her*

complexion' Pale as milk, she is, but beautiful, raven-black hair. Anyhows, I knew the 'Bassador would take a liking to her, but we's needed a night-maid."

- "Jaysm was hired after Vylene disappeared. She's been gone a week before I make inquires to hirin' a new maid. Rumor 'as it she's got 'erself married to one of them 'venturers."

Gwyn, Embassy Housekeeper (human female, Com5, Sense Motive +10)

Hayleth – Deputy Ambassador

Hayleth is the Deputy Ambassador and has assumed the role of ambassador pending word from Celene. He has agreed to delay communicating with Celene for a full day so that the murderer might be found. He is unwilling to delay notifying Queen Yolande any longer.

Hayleth is very prim and proper, even for an elf. His clothing is immaculately clean and kept and he is always polite, if aloof. He knows the ambassador was trying to get him promoted and the two had discussed the transition. Hayleth will be very open about his and the ambassador's plans. Hayleth speaks his mind without sugar coating it. While not good for diplomacy, it does make him an excellent advisor.

If asked specific questions, he knows the following:

- "The death threats at one point were a daily occurrence. Whether it was shouted from outside the doors, written by pen on paper, or paint on walls. The Ambassador refused to do anything about it. He believed that those people were acting out their pain from the Wars, and that he was never really in danger."
- "The Ambassador was quite the womanizer. Some might think he would bed anything of the female persuasion. Fortunately his tastes remained in the elven and human female persuasions."
- "We argued about most things I was willing to disagree with him and wouldn't back down unless he could prove I was in the wrong. That is why he hired me and the reason I have not fared well with the Court."
- "We would argue about policies, stances, the weather. We were of consistently differing opinions about most things. The few things that we did agree on was that Furyondy needed support from Celene from the start."
- "Jaysm is a very beautiful girl, for a human. I can certainly understand why the Ambassador would be attracted to her."

Hayleth, Deputy Ambassador (elf male, Nob5, Diplomacy +15)

Killian – Manservant

Killian is an all around gentleman's gentleman. He serves as butler, secretary, driver, and more. Killian remained aloof to his master's dealings, and will not reveal specifics about the ambassador's behavior. If asked, Killian responds with:

"As a gentleman's gentleman, I should not be seen or heard until just before I'm needed. I do not see or hear anything unless I am to see and hear anything."

He will answer other more direct questions any of the ways below:

- "The Ambassador was not popular among the general populace. I know of no one person who would want to kill him. In fact, you could add every widow, widower, and orphan of the Wars to that list."
- "There have been many death threats since the Wars began, and a couple since the end. There have also been pleadings for assistance. Lately, it's only poor, mad Marte who's been writing them."
- "Marte lost her entire family to the Wars, and in her insanity, blamed the Ambassador. He'd read her letters, tear them up, and give me some gold for the Asylum."
- "The Ambassador helped where he could. His own resources have dwindled in obtaining supplies for hospitals, orphanages, and other areas affected by the Wars, although he could not help in fighting the Wars directly. Needless to say, no one knows of this since they were all done anonymously."
- "Jaysm is the latest in a long line of, ahem, female companions."
- "The Ambassador and Deputy Ambassador have had heated conversations from time to time."

Killian, Embassy Manservant (human male, Com6, Diplomacy +5)

Lorence – Cook

Lorence is a halfling who obviously enjoys his own cooking. Prior to the Wars, he ran his own restaurant. After it was destroyed in the many battles, he found work in the Ambassador's residence. He knows nothing of the murder and has never met Jaysm since he spends nearly all his time in the kitchen.

If asked specific questions he knows the following:

- "No one comes in my kitchens. Visitors do nothin' but disrupt me cookin'! The only one who comes in is Killian, an' that's to serve what I cook!"
- "Killian's an odd duck. Never seen anyone's so stogy. 'Cept maybe a paladin!"

Lorence, Embassy Cook (halfling male, Com4, Cooking +15)

Jaysm – Maid

Jaysm is not present at this hour, which is consistent with her normal routine. As the maid, she works at night, cleaning after everyone else had gone home or to bed. This keeps nobles from encountering 'the help'. Gwen hired her one week after her predecessor, Vylene, had run off with an adventurer. No one complained about the girl, even when she caught the Ambassador's eye. They were used to his wandering eyes and it did not surprise them when he started showing interest in her.

Each of the staff has a small closet where each store personal items while they work. The contents include cloaks, hats, and a small flask (Lorences' whisky flask). If the PCs search Jaysm's closet (Search, DC 12), they find a copper coin minted in the city of Dorakka (which lies in lands occupied by Iuz).

Encounter Three: Hitting the Pavement

The PCs will need to investigate some of the leads they found at the embassy. This will involve hitting the pavement, asking questions, and looking for more clues. It will take the PCs 1D3 hours to search any of the areas outlined below unless they state they are rushing. If the PCs are rushing through their investigations, add give them a +2 circumstance adjustment to the difficulty number of any skill checks and reduce the time required to 1D2 hours.

Jaysm's Home

It takes an hour on foot or a half-hour by carriage (unless Korliss intervenes – see below) to arrive at Jaysm's address, as provided by provided by Gwyn:

Arriving at the address provided by Gwyn, you find a small apartment building. These small one-room apartments are home to those servants, both public and private, who do not have accommodations provided. The landlord shows you to the girl's apartment, but has no information about the girl.

Gifford (human male, Com3, Bluff + 1, Intimidate +5)

Knocks on the door receive no answer. The door to the apartment is locked, but is not trapped. After opening (Open Lock. DC 15, or breaking down the door Strength, DC15), read the following:

You find a sparsely furnished apartment, decorated to the tastes of a young woman. Flowers and floral prints are apparent nearly everywhere. Everything looks like it has either been salvaged from trash or is homemade. The apartment is a single room with a small closet on the far wall. A foul smell fills the air of the small home. The smell seems to be stronger near the closet on the far side of the room.

The contents of the closet are some plain dresses, and the burnt remains of a humanoid figure. The corpse is barely recognizable as a young woman. The body is severely burned and disfigured. The state of the corpse makes it unlikely the corpse can be accurately identified.

The few people in the apartments that knew her will say it might be Jaysm (although they will be quite alarmed by strangers showing off a corpse), since it was her apartment. It is actually the remains of Vylene, Jaysm's predecessor who disappeared. Talthyss killed her in preparation for infiltrating the embassy. Talthyss used magic to slay the unfortunate girl, and to disfigure the corpse to pass as Jaysm.

Should they go to Vylene's last known address, a half-hour away, they will find an empty house. A PC making a successful Spot skill check (DC 25) will find a piece of dried mud that has a slight fishy smell. A successful Knowledge (Chendl) skill check (DC 20) will reveal the mud is commonly found around the canals. This role is automatically successful if the PCs successfully identified the mud at the embassy.

If the PCs ask the neighbors about what happened to Vylene, they will say she moved out to run off with an adventurer.

"KAENYAE" -Old Oeridian Scholar

A scholar who knows the Old Oeridian language will be easy to find within the capital city. One who is not expensive is more difficult to procure. The information will cost 10 gold wheatsheaves if one (and only one) Gather Information skill check (DC15) is made otherwise it will cost 30 sheaves. After two hours the PCs locate Aldothian, a scholar proficient in Old Oeridian. He has the following information:

"Kaenyael' is an old Oeridian word for 'Retribution' or 'Revenge'. Use shows knowledge of the ancient language, but not perfect knowledge. Although the meaning is correct, the use is not. 'Kaenyael' is a conversational verb. The proper term should have been 'Kityael', signifying statement, or that revenge has been accomplished rather than pending. This shows a lack of knowledge of the language form. It is spelled correctly, showing the writer is literate, and may have found the definition through research. But they did not know the language well enough to use the proper form."

Aldothian, Scholar (human male, Com5, Knowledge/Ancient History +15, Languages +10)

Hogarth & Sons, Importers

Hogarth & Sons is an import business dealing primarily with luxury items from across the Flanaess. The business survived the Greyhawk Wars thanks to Hogarth using his contacts to import food and materials where normal channels were failing.

Recently, business has declined due to lost shipments. Hogarth lacks funds to pay for guards and has been working on getting old bills paid. One of these is for an incredibly expensive case of Olven Feywine from Celene for the ambassador.

Hogarth has one son who is serving in the Furyondian army near the Northern Border. Hogarth and his brother inherited the business from their father, who died many years ago, and his brother (who is unmarried) is in Nyron researching new business. His wife helps maintain the books.

He knows nothing about the murder, but will say the following if asked about the bill:

"Yeah, that's what the ambassador owes. 100 paladins. It's a bloody expensive commodity, that is. I'd wait longer on him, but I can't, not with having to protect my other business."

“I’ve lost two caravans this year already, and all hands lost. Good crews too! They’re expensive to replace! Gotta help support their families.”

If asked about elfbane, read the following:

He shudders slightly from a memory. “Twas a couple months ago, when I was out for me nightly stroll. Big bloke, a half-orc came up to me. Wanted me to buy something he called ‘elfbane’. Told meh’e got it up north. I didn’t want anything to do with stuff from up north, so I told him to push off. He growled at me ‘an I thought I was a goner. But then he just left. Not seen him since.

“Checked on it, though. Found out the stuff is rarer than a rowdy paladin, and expensive too. If I dared buy it, I could’ve resold it for 10 cases of the Ambassador’s Feywine! But then after what it does, and who’d want it. I didn’t want nuthin’ to do with it!”

If asked about the odd mud samples he will reveal the following:

“Mud like that is common enough around the city. Mind you, not around the noble parts, but where we working folk live. The areas around the docks and canals have not been rebuilt well and the ground is nearly always damp and muddy. Many a good man and draft horse have taken a misstep in that muck.”

If asked about the surrounding area and buildings, he will reveal the following:

“The area has been pretty busy with all the rebuilding and all. Take old Earth for example. Made a fortune in building materials helping rebuild after the siege. Moved location, o’er on the north canal leaving his old building, some four years back.”

Hogarth, Importer (human male, Com4, Appraise +10, Knowledge (Geography) +5)

Word on the Street

The PCs may want to see what the word on the street is. They are more likely to have their questions answered since they are not wearing the uniform of the city watch, although the locals are always wary of anyone asking too many questions. They may be even less likely to answer any if the PCs start asking about the ambassador. Celene is still not very popular among the victims of the wars.

If the PCs spread about a little cash, tongues may loosen and they may find out what little the general populace knows (Gather Information, DC 10). The PCs will find that some people still distrust the elves, and their Ambassador. Although the wars have been over for seven years, memories linger fresh in their minds.

The PCs may get many names of likely suspects from the streets. Most of them are based on rumor or motives of revenge. These names will include Marte but no one really believes that ‘Mad Marte’ could hurt anyone. When asked where she lives, they will be told to go to the Chendl Asylum.

If asked where someone might be able to obtain elfbane, most people respond (truthfully) that they do not know what it is. The rest reply that they do not know (also truthfully).

A PC making a successful Spot check (DC 20) will notice someone appears to be following them. After this check is successful, they can make a Spot check (DC 18) to spot this familiar face. The face belongs to Korliss. Korliss is an ugly human dressed in worn leather armor and is armed if in a part of the city where arms are allowed.

If approached for questioning, he will attempt to slip away. If a PC is able to talk with him, he will state it is mere coincidence they keep meeting, and he knows nothing about the murder (Bluff +4). If attacked, he will defend himself, and run if possible. If the PCs confront him, he will then try to eliminate the party, one at a time. See Encounter Five: A Study in Shadow.

Encounter Four: The Letter Writer

This encounter takes place if the PCs have learned about Marte, the letter writer. When they reach the asylum, read the following:

The Chendl Asylum bleakly stands several miles outside of the city walls. Surprisingly it was untouched during the siege on Chendl. Even now it still houses victims of the Wars where as the hospitals dismissed their patients long ago.

The PCs cannot merely enter and see the patients. The orderlies stop them from entering. When shown their official documents from Castellan Borusa, they will assist the PCs in locating Marte.

If the PCs have not noticed Korliss following them he will be disguised as one of the orderlies (Eason). Throughout their interview with Marte, he will attempt to convince them that her information cannot be trusted. He is skilled at Disguise (+6) and Bluff (+4) and his skills will make it difficult for the PCs to Sense Motive. If the PCs begin to get suspicious, Korliss/Eason will excuse himself and hope to Listen (+6) to the PCs questioning. DMs should modify the text below if Korliss is giving the tour. For more information on Korliss, see Encounter Five.

The orderlies take you through the halls filled with the wails of horrors, imagined and recalled. The anguished and victimized reside together in a sea of madness, with little hope of returning to the world that has shunned them. There are those, like Calthier whose calm demeanor belies pathological horrors. And others like the boisterous and cantankerous Elmins, who thinks himself a mighty mage.

Finally the din is shut out as the orderlies lead you to one of the quieter wards. Here reside those whose lives and minds are shattered, leaving nearly lifeless husks, shuffling about. They point out to you a frail-looking older woman, her hair in wisps, and her face drawn.

The orderlies relate her tale. “Marte is a widow of the Wars. Marte lost her husband, sons and even daughters in the war against Iuz. Originally her letters plead for the ambassador to bring Celene into the conflict. But as time went on her mind slipped further into paranoia until finally, she was institutionalized.

“There she sits, catatonic, listening to family members long dead. Occasionally, late at night, in fits of near-coherence, she writes a letter, accusing treason and threatening a traitor’s death then sneaks out of the facility to deliver it herself. The next morning she is then found wandering the streets, incoherent and returned to the hospital. Although she is old and insane, this former scholar of ancient languages is very intelligent and knows Chendl almost as well any rogue

The PCs can try and talk to her, but she remains oblivious to everything but the demons she hears in her own mind. A human PC can try a Bluff check (DC 17) (PCs can add any ranks in Perform to the skill check, as well as role-playing bonuses for story – up to +3) to try and convince her they are a member of her lost family. Otherwise curative magic may be able to help her come out of her catatonia. If healing magic (either from spell, potion, etc.) is used, Marte will become lucid for one minute for each point of damage ‘healed’. Afterwards, she will become catatonic again. If all else fails, the orderlies can be convinced to help. Marte’s more lucid moments are still a bit staggered. If convinced to talk, use or paraphrase the following dialogue.

“Yes, left letter for bad elf. Traitor to Chendl—Kinyael! Left letter. Left house. Saw pretty girl. Pretty girl change to dark woman. Beautiful hair. Like moonlight. Not pretty girl. She walk to empty building. Was pretty girl. Gone. Gone like my baby! Faenli!”

At this point she returns to her catatonic state, a single tear streaking her face. No additional information may be obtained. This encounter should take approximately three hours (including one hour of travel to and from the asylum).

Eason (May be Korliss see below) otherwise stats are identical to Filadon below

Filadon, Orderly (human male, Com2, Heal +5)

Marte (human female, Com5, Knowledge (Ancient History +15)

Encounter Five: Korliss’ Actions

Throughout the adventure, Korliss will be watching the PCs. He has planned several tactics to delay or harm the PCs if need be. DMs should interject these tactics when appropriate throughout the adventure—using each tactic only one time. Korliss’s orders are simple: Hinder the investigations as much as possible without revealing the existence of the Shadowclaw. The drow are attempting to sever the last of the diplomatic ties between Celene and

Furyondy—if hostilities erupt between the two nations, so much the better. Either way, any conflict between the nations will be a boon for Iuz.

However, should the investigations prove Furyondy was not involved in the murder, Korliss believes the drow will likely implicate Iuz. If Iuz is blamed, Celene may not only continue to aid Furyondy but may increase their trickle to a torrent of food, arms, and troops. Perhaps just to increase the support enough to maintain the buffer zone between Iuz and the Elven Realm.

As the adventure progresses, Korliss will begin to realize the drow’s treachery and their attempt to implicate Iuz. Korliss may begin to covertly aid the PC’s investigation (if they need it) to ensure the true murderers are found, thus deflecting blame away from Iuz and toward the Underdark.

Below are some ways Korliss will hinder or aid the PCs investigation. DMs should use as many of these as are appropriate given the PCs progress in the event.

Street Brawl

Korliss organizes a ‘street brawl’ to erupt around the PCs. Some of the brawlers will attempt to steal any evidence from the party (Pick Pockets +6). They will not know any specific items the PCs have so they will focus their attempts at belt pouches etc. If successful, they will most likely steal a wide variety of items including spell components, money, potions, etc. If they start to lose the “fight” they will flee. The number of brawlers depends on the Tier of the PCs. Consult the following table:

Tier 1: EL 3 = 2 Brawlers

Tier 2: EL 4 = 4 Brawlers

Tier 3: EL 5 = 8 Brawlers

Street Brawlers, male human Rogz: CR 2 Medium Humanoid (5 ft. 5 in. tall); HD 2d6; hp 14; Init +7 (Dex, Improved Initiative); Spd 30; AC 15 (+2 leather armor, +3 Dex); Atks +2 melee (1d3+1, unarmed strike), or +2 melee (1d4+1 [crit 19–20], dagger); AL NE; SV Fort +2, Ref +8, Will –1.

Str 12, Dex 16, Con 14, Int 12, Wis 8, Cha 10.

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

SA: Rogue sneak attack 1D6

SD: Rogue evasion

Equipment: leather armor, dagger, pouch containing 12 sheridans (silver), and 15 commons (copper).

Misguided Carriages

If the PCs hire a carriage or guide, Korliss will have paid them off to get the party lost in another part of town. If the PCs allow it, the guide or driver will lead them on a merry chase for 3 hours! If the PCs complain, he will apologize, saying that he is new to the area and thought he knew where he was going (Bluff +2). He says will not accept payment (unless offered, anyway).

Disguised Orderly

When the PCs speak with Marte in Encounter Four, Korliss may disguise himself as a member of the Asylum staff. He will mention Marte sometimes talks about fairies or dragons at times (which is not true, since she is normally catatonic). He will interject during the conversation, trying to convince the PCs that she is insane and often speaks gibberish.

Lone Wolves

If the PCs separate into small groups, Korliss and his associates will attempt to kill-off lone or small groups (2 or less) of PCs. He will try to avoid open conflict, but will attack if it can be done with low risk of discovery. He may have additional backup depending on the PCs tier. Consult the following table:

Tier 1: EL 4 = Korliss only

Tier 2: EL 6 = Korliss +2 thugs

Tier 3: EL 8 = Korliss +4 thugs

Korliss, male Human Rgr4: CR 4; Medium Humanoid (6 ft. 2 in. tall); HD 4d10+1; hp 32; Init +5 (Feat & Dex); Spd 30; AC 13 (studded leather armor, Dex); Atks (2) +3 melee (1D8+2 [crit 19-20], longsword), +3 melee (1D6+2, hand axe), or +6 ranged (1D6 [crit x3], shortbow); SA Favored Enemy (Humans); SD; AL NE; SV Fort +4, Ref +1, Will +1.

Str 12, Dex 13, Con 13, Int 11, Wis 12, Cha 6.

Skills: Disguise +6, Hide +8, Move Silently +8, Listen +6; Spot +8, Bluff +4; *Feats:* Track, Skill Focus (Disguise), Improved Initiative (+4 added)

SA: Hated enemy bonus +1, Improved two weapon fighting in light armor

Equipment: Studded Leather armor, long sword, heavy crossbow, bolts (10), pouch containing 3 wheatsheaves (gold), 10 sheridans (silver), and 20 commons (copper).

Spells (1): 1st-level—*sleep* (10% spell failure armor)

Thugs, male human Rog2: CR 2; Medium Humanoid (5 ft. 5 in. tall); CR 2; HD 2d6; hp 14; Init +7 (Dex, Improved Initiative); Spd 30; AC 15 (+2 leather armor, +3 Dex); Atks +2 melee (1d6+1 [crit 19-20, x2], short sword); AL NE; SV Fort +2, Ref +8, Will -1.

Str 12, Dex 16, Con 14, Int 12, Wis 8, Cha 10.

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

SA: Rogue sneak attack (1D6)

SD: Rogue evasion;

Equipment: leather armor, short sword, pouch containing 12 sheridans (silver), and 15 commons (copper).

Helpful Minstrel

If the PCs lose the trail Korliss (or a hired thug if he has been spotted), disguised as a minstrel, will bump into one of the party members. He will 'accidentally' drop a mithril coin. The coin can be identified as one of drow mintage

with a successful Knowledge (Underdark) or similar skill at DC 18. If the PCs ask about the coin, the man will thank them for finding it for him and state he found the coin near the old factory by the canals.

Beggar's Guidance

One of Korliss' agents in disguised will complain to the PCs about 'odd things' by the southwest canal. He mentions that things are quiet there and figures can be seen lurking there in the midnight shadows. He will try to convince the PCs that there may be smugglers in the area bringing who knows what into the city!

Casting the Net

If Korliss is convinced that Iuz will be implicated in the murder, he will attack the PCs. Instead of striking to kill, he will attack and withdraw in order to attract their attention, getting them to follow him toward the old warehouse. His first attack will be a ranged attack with his bow that will come close, but intentionally miss his target. He will have assistance depending on the PCs tier, consult the following table:

Tier 1: EL 4 = Korliss only

Tier 2: EL 6 = Korliss +2 thugs

Tier 3: EL 8 = Korliss +4 thugs

Use the statistics for thugs presented above.

If the PCs are able to capture him, he will deny any involvement in the assassination, or any link to the drow or Iuz. He has a strong mind to resist mind-influencing magic. If the PCs use the *read thoughts* spell or similar magic, they will realize that he is somehow tied to Iuz, but has no link to either the drow or the assassination. Due to Shadowclaw training, it is impossible for the PCs to learn of his involvement in the secret organization. If he is freed or escapes, he will leave town at the earliest possible time – but not in time to avoid the drow's wrath (see End Game).

Encounter Six The Unusual Suspects

Following a number of clues including those provided by Korliss or the odd mud found at several scenes in the event. PCs may eventually discover the old factory building near the canals. DMs should have kept careful track of time during the event. The ideal time for the PCs arrival is at midnight, however options for pre- and post-midnight arrival are provided below.

The old factory building, standing along one of the minor canals that crisscross the city, became the hideout for Talhyss and her bodyguards. They have successfully evaded or eliminated those who would notice, and now they are biding their time to leave Chendl. They are planning on leaving tonight at midnight.

The building is two stories in height, and was once used for manufacturing. Talhyss has found the basement perfect for the needs of her team. It's dark, cool, and out of the way.

Post-Midnight Arrival

If the PCs arrive here after midnight, they will be too late to catch the drow as they are leaving. There will be no signs of life or activity within the building no matter how long the PCs watch the place. If they enter and search the basement, they may discover a piece of meal-fungi (Spot skill check, DC 25) that can be identified (Knowledge (Underdark) skill check DC 15 or Wilderness Survival DC 20) as only growing in Underdark.

While this is a valuable clue to the nature of the beings hiding here, it does not prove that drow were responsible for the murder. The PCs will not earn the experience award for solving the mystery and the critical event summary should reflect the crime was unsolved.

The following day the PCs will be summoned to the Castellan's office as described in the final encounter. After reading the description of Korliss' body, the adventure is over. Pass out the scoring sheets, calculate experience and treasure, and complete the Critical Events Summary.

Pre-Midnight Arrival

If the PCs arrive here before midnight, they will be able to search the building or stakeout the place. If they continue to watch the place until midnight, jump to the midnight arrival option below. If they enter the building, they will find it completely empty except for the basement. The drow will be hiding in the basement and will fight if they are discovered. They will attempt to kill the PCs quickly, but allowing them to withdraw if they flee the area. If the PCs are driven off, the drow will flee the city at that point.

If they go into the basement, make a secret Fortitude saving throw for the lead character (DC 14). If successful, eliminate the description of the *faerie fire* from the following description:

The basement is incredibly dark. Very little light manages to spill down from the staircases. Suddenly glowing lights surround you. Faerie fire! Mirthless laughter stabs out from the dark.

"The mouse has found a cat in his house," snidely speaks a feminine voice. "Unfortunately, the mouse came dressed for dinner." In the glow of the magic appear three faces. Drow! But these are all male, where's the female? "Kill them!" orders the unseen woman.

The battle that ensues will be violent. The drow will strike quickly in an attempt to kill or drive off the PCs. If they win the fight, proceed to the End Game. Any PC that is driven into negative hit points during the fight will have bled to death.

Midnight Arrival

If the PCs arrive at the warehouse around midnight read the following to the players:

A bell tolls somewhere in the distance. It is midnight as you enter the vacant building. Vacated by its former

manufacturing occupants, it has been house to the homeless. Strange that there are none here now.

Suddenly, from the shadows, several dark-skinned figures emerge. Drow! Led by a female drow, three drow warriors escort her from the dark recesses. They stop and notice you.

"Well, we missed the welcome party when we arrived," sneers the woman. "Now we have a farewell party arrive when we're trying to depart quietly." She chuckles and the drow around her follow suit. "I suggest you leave before you get hurt." She motions toward the doors, saying, "Ignore them, we have accomplished our mission."

The group of drow led by Talthyss will simply attempt to leave. Any questions from the party will be ignored. If the PCs attempt to stop the drow, Talthyss will allow annoyance to edge her voice, saying:

"The mouse is trying to stop the cat, how...heroic. Leave now, and you may again see your precious light of day."

If the PCs still attempt to restrain them, the drow will attack in an attempt to escape, killing the PCs only if they are prevented from escaping. The drow are exceptionally powerful and are designed to be more than a match for the PCs and are generally two encounter levels above the suggested tier encounter level. These NPCs should strike fear in the hearts of the heroes. Characters who attack the drow face a real chance of dying, although the drow are focused on escape rather than destruction.

Tier One (EL 6)

Talthyss, female drow Clr4 (Lolth): CR 5; Medium Humanoid (4 ft. 11 in. tall); HD 4d8+1; hp 22; Init +5 (Dex, Improved Initiative); Spd 30; AC 17 (+3 Dex, chainmail); Atks +5 melee (1d6+1, light mace), or +4 ranged (1d4 [crit 19-20], hand crossbow); SA Spell-Like Abilities; SD Drow Elven Traits, Dark Vision, Light Blindness (Ex); SR 18; AL CE; SV Fort +5, Ref +1, Will +8.

Str 14, Dex 13, Con 12, Int 15, Wis 18, Cha 14.

Skills: Bluff +6, Concentration +4, Diplomacy +6, Hide +7, Knowledge (Arcana) +7, Knowledge (Religion) +7, Listen +7, Move Silently +7, Search +5, Spellcraft +7, Spot +5, Swim +0, Tumble +5; Feats: Blind-Fight, Improved Initiative

SA: Spell-Like Abilities (Sp)—once a day cast each—*dancing lights*, *darkness*, and *faerie fire* as cast by a 7th level sorcerer.

SQ: Drow Traits (Ex)—Immunity to magic sleep spells and effects. +2 racial bonus to Will saves against spells or spell-like abilities. Drow who merely passes within 5 feet of a secret or concealed door is entitled to a Search check as though actively looking for it; *Darkvision* (Ex)—Drow have *Darkvision* up to 120 feet; *Light Blindness* (Ex). Abrupt exposure to bright light blinds drow for 1 round. In addition, drow suffer a -1 competency penalty to all attack, saves, and checks while operating in bright light; *Domains*—Destruction (smite power), Evil (evil spells at +1 caster level).

Equipment: Light mace, hand crossbow, bolts (10), ordinary chainmail, holy symbol.

Spells (5/5/4): 0-level—*detect magic, guidance, purify food and drink, read magic*; 1st-level—*bane, command, doom, obscuring mist, protection from good*; 2nd-level—*death knell, hold person, hold person, shatter*.

Drow Warriors, male drow Ftr1 (3): Medium Humanoid (5 ft. 5 in. tall); CR 3; HD 1d10+2; hp 12; Init +5 (Dex, Improved Initiative); Spd 30; AC 15 (Dex, chainmail); Atks +4 melee (1d8+3 [crit 19-20], long sword), or +2 ranged (1d4 [crit 19-20], hand crossbow); SA Spell-Like Abilities; SD Drow Elven Traits, Dark Vision, Light Blindness; SR 18; AL CE; SV Fort +4, Ref +1, Will -2.

Str 16, Dex 13, Con 15, Int 12, Wis 7, Cha 12.

Skills: Hide +2, Move Silently +3, Tumble +2; **Feats:** Improved Initiative, Blind-Fight, Combat Reflexes

SA: Spell-Like Abilities (Sp)—once a day cast each *dancing lights, darkness, and faerie fire* as cast by a 7th level sorcerer.

SQ: Drow Traits (Ex)—Immunity to magic sleep spells and effects. +2 racial bonus to Will saves against spells or spell-like abilities. Drow who merely passes within 5 feet of a secret or concealed door is entitled to a Search check as though actively looking for it; **Darkvision (Ex)**—Drow have Darkvision up to 120 feet; **Light Blindness (Ex)**. Abrupt exposure to bright light blinds drow for 1 round. In addition, drow suffer a -1 competency penalty to all attack, saves, and checks while operating in bright light; **Equipment:** long sword, hand crossbow, bolts (10), ordinary chainmail, pouch containing 3 gold.

Tier Two (EL8)

Talthyss, female drow Clr6 (Lolth): CR 7 Medium Humanoid (4 ft. 11 in. tall); HD 6d8+6; hp 50; Init +5 (Dex, Improved Initiative); Spd 30; AC 17 (+3 Dex, chainmail); Atks +6 melee (1d6+1, light mace), or +5 ranged (1d4 [crit 19-20], hand crossbow); SA Spell-Like Abilities; SD Drow Traits, Dark Vision, Light Blindness; SR 18; AL CE; SV Fort +6, Ref +3, Will +9.

Str 14, Dex 13, Con 12, Int 15, Wis 18, Cha 14.

Skills: Bluff +6, Concentration +13, Diplomacy +6, Hide +7, Knowledge (Arcana) +9, Knowledge (Religion) +8, Listen +7, Move Silently +7, Search +5, Spellcraft +8, Spot +5, Swim +0, Tumble +5; **Feats:** Blind-Fight, Improved Initiative, Combat casting (+4 added)

SA: Spell-Like Abilities (Sp)—once a day cast each *dancing lights, darkness, and faerie fire* as cast by a 7th level sorcerer.

SQ: Drow Traits (Ex)—Immunity to magic sleep spells and effects. +2 racial bonus to Will saves against spells or spell-like abilities. Drow who merely passes within 5 feet of a secret or concealed door is entitled to a Search check as though actively looking for it; **Darkvision (Ex)**—Drow have Darkvision up to 120 feet; **Light Blindness (Ex)**. Abrupt exposure to bright light blinds drow for 1 round. In addition, drow suffer a -1 competency penalty to all attack, saves, and checks while operating in bright light; **Domains**—Destruction (smite power), Evil (evil spells at +1 caster level).

Equipment: Light mace, hand crossbow, bolts (10), ordinary chainmail, holy symbol.

Spells (6/7/5/4/3): 0-level—*detect magic, guidance, purify food and drink, read magic, detect poison, mending*; 1st-level—*bane, command, doom, entropic shield, obscuring mist, protection from good*; 2nd-level—*death knell, hold person, hold person, inflict moderate wounds, shatter*; 3rd-level—*contagion (malaria), deeper darkness, dispel magic, inflict serious wounds, wind wall*;

Drow Warriors (3), male drow Ftr2: CR 3; Medium Humanoid (5 ft. 5 in. tall); CR 4; HD 2d10+4; hp 23; Init +5 (Dex, Improved Initiative); Spd 30; AC 15 (Dex, chainmail); Atks +6 melee (1d8+3 [crit 19-20], long sword), or +4 ranged (1d4 [crit 19-20], hand crossbow); SA Spell-Like Abilities; SD Drow Traits, Dark Vision, Light Blindness; SR 18; AL CE; SV Fort +5, Ref +2, Will -1.

Str 16, Dex 13, Con 15, Int 12, Wis 7, Cha 12.

Skills: Hide +4, Move Silently +4, Tumble +4; **Feats:** Improved Initiative, Blind-Fight, Combat Reflexes

SA: Spell-Like Abilities (Sp)—once a day cast each *dancing lights, darkness, and faerie fire* as cast by a 7th level sorcerer.

SQ: Drow Traits (Ex)—Immunity to magic sleep spells and effects. +2 racial bonus to Will saves against spells or spell-like abilities. Drow who merely passes within 5 feet of a secret or concealed door is entitled to a Search check as though actively looking for it; **Darkvision (Ex)**—Drow have Darkvision up to 120 feet; **Light Blindness (Ex)**. Abrupt exposure to bright light blinds drow for 1 round. In addition, drow suffer a -1 competency penalty to all attack, saves, and checks while operating in bright light; **Equipment:** long sword, hand crossbow, bolts (10), ordinary chainmail, pouch containing 3 gold.

Tier Three (EL 9)

Talthyss, female drow Clr7 (Lolth): Medium Humanoid (4 ft. 11 in. tall); CR 8; HD 7d8+7; hp 55; Init +5 (Dex, Improved Initiative); Spd 30; AC 17 (+3 Dex, chainmail); Atks +9/+4 melee (1d6-1 +2 [crit x2], light mace), or +8/+3 ranged (1d4 [crit 19-20], hand crossbow); SA Spell-Like Abilities; SD Drow Elven Traits, Dark Vision, Light Blindness; SR 18; AL CE; SV Fort +6, Ref +3, Will +9.

Str 14, Dex 13, Con 13, Int 15, Wis 18, Cha 14.

Skills: Bluff +8, Concentration +16, Diplomacy +8, Hide +9, Knowledge (arcana) +9, Knowledge (Religion) +9, Listen +9, Move Silently +8, Search +5, Spellcraft +12, Spot +5, Swim +0, Tumble +5; **Feats:** Blind-Fight, Improved Initiative, Combat casting (+4 added), Craft rod

SA: Spell-Like Abilities (Sp)—once a day cast each *dancing lights, darkness, and faerie fire* as cast by a 7th level sorcerer.

SQ: Drow Traits (Ex)—Immunity to magic sleep spells and effects. +2 racial bonus to Will saves against spells or spell-like abilities. Drow who merely passes within 5 feet of a secret or concealed door is entitled to a Search check as though actively looking for it; **Darkvision (Ex)**—Drow have Darkvision up to 120 feet; **Light**

Blindness (Ex). Abrupt exposure to bright light blinds drow for 1 round. In addition, drow suffer a -1 competency penalty to all attack, saves, and checks while operating in bright light; **Domains**—Destruction (smite power), Evil (evil spells at +1 caster level).

Equipment: Light mace, hand crossbow, bolts (10), ordinary chainmail, holy symbol.

Spells (6/7/6/5/4/2): 0-level—*detect magic, guidance, purify food and drink, read magic, detect poison, mending*; 1st-level—*bane, command, doom, entropic shield, obscuring mist, protection from good, random action*; 2nd-level—*death knell, hold person (x2), inflict moderate wounds, shatter, silence*; 3rd-level—*contagion (malaria), deeper darkness, dispel magic, inflict serious wounds*; 4th - *unholy blight, freedom of movement, summon monster IV*;

Drow Warriors, male drow Ftr5 (3): CR: 6; Medium Humanoid (5 ft. 5 in. tall); HD 5d10+10; hp 50; Init +5 (Dex, Improved Initiative); Spd 30; AC 15 (Dex, chainmail); Atks +9 melee (1d8+3 [crit 19-20], long sword), or +7 ranged (1d4 [crit 19-20], x2), hand crossbow); SA Spell-Like Abilities; SD Drow Elven Traits, Dark Vision, Light Blindness; SR 18; AL CE; SV Fort +6, Ref +1, Will +0.

Str 16, Dex 13, Con 15, Int 12, Wis 8, Cha 12.

Skills: Hide +8, Move Silently +8, Tumble +8; **Feats:** Improved Initiative, Blind-Fight, Combat Reflexes, Cleave, Weapon focus (longsword)

SA: Spell-Like Abilities (Sp)—once a day cast each *dancing lights, darkness, and faerie fire* as cast by a 7th level sorcerer.

SQ: Drow Traits (Ex)—Immunity to magic sleep spells and effects. +2 racial bonus to Will saves against spells or spell-like abilities. Drow who merely passes within 5 feet of a secret or concealed door is entitled to a Search check as though actively looking for it; **Darkvision (Ex)**—Drow have Darkvision up to 120 feet; **Light Blindness (Ex).** Abrupt exposure to bright light blinds drow for 1 round. In addition, drow suffer a -1 competency penalty to all attack, saves, and checks while operating in bright light

Equipment: long sword, hand crossbow, bolts (10), ordinary chainmail, pouch containing 3 gold.

Finale Endgame

If the party is defeated by the drow they wake up the next morning, bruised, broken, and battered. Any PC that was dropped to negative hit points will have bled to death unless they were able to stabilize naturally (See PHB p. 127). The area where the drow were hiding is remarkably empty, except for a piece of meal-fungi (Spot skill check, DC 25) that can be identified (Knowledge [Underdark] skill check, DC 15 or Wilderness Lore, DC 20) as only growing in the Underdark.

When they go to report to the Castellán read the following:

You are filled with relief you survived an encounter with the drow. You feel lucky they were more concerned with leaving the city than your destruction.

You arrive at the city watch to see the Castellán. You are stopped by the desk sergeant, but show your documents. Showing you to the Castellán's office you are led in. Inside the Castellán holds up a hand to a noble-looking man he had been talking to. "Report," commands the Castellán simply.

Allow the players to roleplay their report to the Castellán, making any conjectures and deductions they want.

While reporting your findings both he and the noble listen intently as the sergeant writes down notes. After you finish he sits back in his chairs and steepled his fingers. "You have done as well as I had hoped, although what you report brings me no comfort."

The noble turns to you. "Thank you for your efforts. I am Malkair, attaché to the Furyondian ambassador to Celene. I'll be meeting with deputy ambassador Hayleth about our course of action." He takes a deep breath that speaks of relief.

"Your findings will help maintain relations with Celene, and with the crop situation in the March, we will need all the friends we can get." He nods to the Castellán, and leaves.

The Castellán opens a drawer and removes a small mahogany box. "Return your papers and take one of these." He opens the box and turns it towards you. Inside the box is a rectangular, platinum ingot about the size of a small coin. On one side is the image of the arms of Furyondy. On the other side is the sigil of the office of the Castellán.

"These tokens may be used once to garner a favor from this office. Use them wisely." After the last of you have taken a token, he takes the papers and the box and returns them to a drawer. "The King thanks you for this service, as do I."

The next day the PCs are summoned to the city watch headquarters. This event also occurs if the PCs arrived too late at the building and missed the drow departure. Read the following:

You are called to the city watch headquarters. Instead of as prisoners you are asked to view a corpse. The Castellán informs you that the body was found floating in the southwest canal with the throat slit, and a small, black, crossbow bolt stuck in its back.

Entering the morgue you are shown the body, now lying on a cold slab of cold granite. The slash beneath the chin is the obvious cause of death. The corpse has a bluish tinge from the loss of blood and the cold canal waters. The face is familiar, and is recognizable as the face your repeatedly see around town.

The coroner has identified the body as that of Korliss, an adventurer and scoundrel known for minor cons and fights around the various taverns.

"You were not brought in to identify the body," begins the Castellán. "But to look at this." He holds up a small arrow. "This was found stuck in his body, but it's obviously not what killed him." Handing you the arrow, you suppress a shudder.

It is a bolt for a drow hand crossbow.

As you look at the ebony shaft, you realize life in Chendl has become more complicated.

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 Two

Interviewing the Staff	25 xp
Finding the Coin	25 xp

Encounter Three

Interviewing Scholar	25 xp
Interviewing Importer	25 xp
Finding the Corpse	25 xp

Encounter Four

Interviewing Marte	25 xp
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Encounter Five

Defeating Brawlers and/or Korliss	50 xp
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Encounter Six

Defeating or escaping the drow	125 xp
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Finale

Solving the mystery	125 xp
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Total experience for objectives	450 xp
Discretionary roleplaying award	0-50 xp

Total possible experience	500 xp
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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 100 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, 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 it later finds unreasonable but which were allowed at the time.

Encounter Five

- Underdark Mithril Coin (5 gp)
- Korliss: 3 gp, 10 sp, 20 cp, 3 gp
- Brawlers & Thugs: 72 sp, 90 cp

Encounter Six

- 9 gp

Finale

Favor of the Castellan/City Watch: Given to you by the Castellan of Chendl, the token is a rectangular, platinum ingot about the size of a small coin. On one side is the image of the arms of Furyondy and the other side is the sigil of the office of the Castellan. The ingot is worth 6 gp if bartered or sold. The ingot also represents a service provided to the Castellan and may be redeemed for influence with his office or officials.

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

HANDOUT 1: Mysterious Letter

*TO THE TRAITORS, THE MURDERERS OF FURYONDY I
CONDEMN YOU TO DEATH!*

*TOO LONG HAVE YOU LIVED WITHIN YOUR SYLVAN
WALLS, ALOOF FROM THE DEATH AND
DESTRUCTION I CALL TO YOUR ATTENTION. THE
DEATH AND MISERY YOU HAVE CAUSED WITH
YOUR INACTION HAS CONDEMNED YOU TO DEATH.*

*HEARKEN MY WORDS, FOR IT SHALL COME TO PASS
WHEN RETRIBUTION WILL FALL UPON YOUR
SHOULDERS AND CRUSH YOU BENEATH ITS WEIGHT.
I SHALL BE THERE TO PRONOUNCE THE JUDGEMENT
OF YOUR SINS AGAINST THOSE OF FURYONDY AND
CLAIM YOUR LIFE IN REPARATIONS!*

*THE FRUITS OF YOUR BETRAYAL SHALL BE CRUSHED
AND MADE INTO THE WINE FROM WHICH SHALL
DESTROY YOU!*

HANDOUT 2: Ambassador's Journal

Entry 1 – Dated last week

HOGARTH IS GETTING RATHER IMPATIENT FOR HIS MONEY--NOT THAT I CAN'T BLAME HIM. BUT MY STIPEND AND OTHER SUPPLIES HAVE HAD A DIFFICULT TIME GETTING HERE FROM HOME. I CAN'T ASK THE STAFF TO TAKE ANOTHER PAY CUT. I BEST INQUIRE INTO THIS BEFORE HOGARTH DECIDES IT'S TIME TO BREAK MY LEGS!

Entry 2 – Dated Yesterday

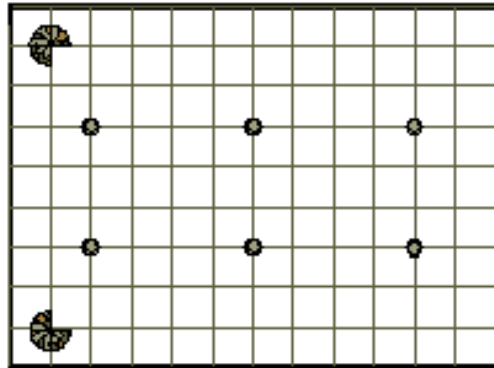
JAYSM HAS BEEN GETTING RATHER INPATIENT LATELY. PERHAPS IT IS TIME. SHE HAS BEEN A WONDERFUL COMPANION, BUT HER MOODS HAVE BEEN ODD, ESPECIALLY IF I GO TO STATE FUNCTIONS. PERHAPS SHE WANTS TO GO, BUT NEVER SAYS SO.

I CARE FOR HER DEEPLY, BUT IT IS TIME FOR BOTH OF US TO MOVE ON, TOWARDS OUR OWN FUTURES.

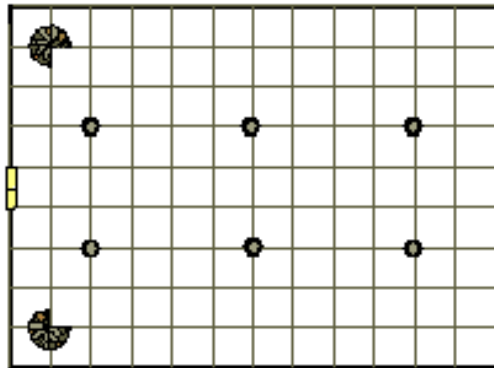
Murder Most Elven

Abandoned Building

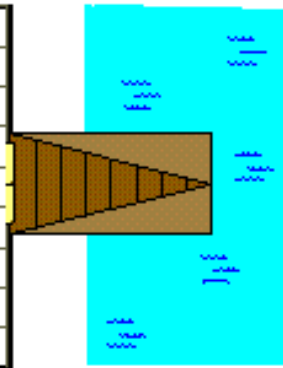
MICHAEL S. WEBSTER



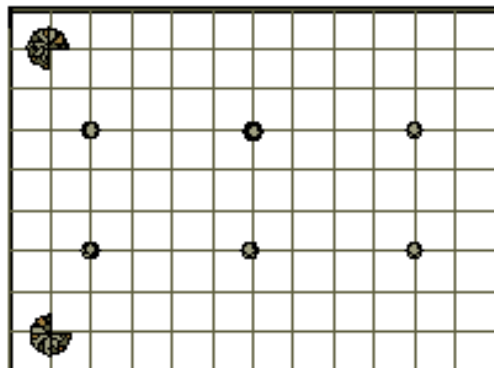
Upper Level



Ground Level



Canal



Basement

Legend

	Double Doors
	Stone Pillars
	Stairs
	Canal
	Loading Ramp/ Dock