

The Work of Thieves

A One-Round Dungeons & Dragons® Living Greyhawk™ Bandit Kingdoms Adventure

Version 0.99

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In the troubled city of Rookroost, one man seeks to set things right. Well, at least he wishes to return things to the way they were. Where will you stand in the coming conflict for Rookroost's fate? Members of the Rookroost Thieves' Guild, Drinkers of the Cup of Midnight, and all residents of Rookroost are encouraged to participate in this adventure. PCs Wanted by the Church of Iuz should have a good disguise before playing this adventure. A one-round Bandit Kingdoms adventure set in Rookroost for APLs 4-8.

Resources for this adventure include BDKI6-04 *Master of the Rooks*.

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

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For questions specific to this document, please e-mail your contact.bdk@iuzlg.com; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

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

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This adventure retires from RPGA-sanctioned play on December 31, 2008.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in

this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

AVERAGE PARTY LEVEL (APL)

See Chapter One of the *Living Greyhawk Campaign Sourcebook* for details on APLs. If the APL of your group is an odd number, ask them before the adventure begins whether they would like to play the higher or the lower adjacent APL.

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in the Bandit Kingdoms. Characters native to the Bandit Kingdoms pay 1 Time Units per round; all other characters pay 2 Time Units per round.

More information about Lifestyle and Upkeep can be found in the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

In BDKI6-04 *Master of the Rooks*, Rhaedrick Avenfear, former Training Master of the Rookroost Thieves Guild and the most wanted man in Rookroost, called upon adventurers to aid him in returning the ravens to Rookroost. Long thought to be the secret to Rookroost's luck and prosperity, the ravens' return was the beginning spark in a rebellion against High Lord Demmel Tadorinal, cleric of Iuz and ruler of Rookroost.

Following these events, Rookroost is now a city under martial law. Heavy patrols of Tadorinal's guards, both humanoid and otherwise, abound, mercilessly crushing even the slightest hint of rebellion. However, this tyrannical control is merely a veil to the chaos boiling below the surface. Beneath the streets, atop the roofs, and in the back alleys, a civil war is being fought as the RTG fractures. On one side, the Eye, leader of the RTG, struggles to maintain control, while on the other Rhaedrick Avenfear builds an army of thieves, determined to drive the Iuzians out of Rookroost once and for all.

Recently, an agent of Rhaedrick's has discovered the location of one of the Eye's secret lairs. Naturally, such a lair might contain information that would help Rhaedrick win the battle for control of the RTG. The agent also brought word that the Eye is currently occupied elsewhere, presumably negotiating with High Lord Tadorinal. Now is the time to strike!

ADVENTURE SUMMARY

The adventure covers the PCs' attempt to recover this documentation from the secret lair.

INTRODUCTION: A NORMAL DAY IN THE BK

The PCs are enjoying relaxing ale in the Dirty Dog Tavern. Some of them are here in response to messages while others are just in between jobs. Their drink is interrupted by a pair of Iuzian priests with henchman who arrest them on trumped up charges.

ENCOUNTER 1: KEEPING UP APPEARANCES

However, upon entering a large, curtained carriage, the Iuzians are revealed to be none other than Rhaedrick Avenfear and his ally Gaiyle Markhalla. They ask the PCs to aid them in procuring the documents they seek.

ENCOUNTER 2: COMMERCIAL BREAK

The PCs have a chance to shop for what they need in the marketplace, including unique magic items from a vendor Rhaedrick recommends.

ENCOUNTER 3: WANTED!

Wanted PCs who failed to disguise themselves well enough are hunted by the Iuzians.

ENCOUNTER 4: A MIDNIGHT STROLL

After midnight, the RTG guide offers the PCs a choice of paths to the warehouse where the entrance awaits.

ENCOUNTER 5: TUNNELS, TRAPS, AND THIEVES

The guide shows the PCs the entrance to the tunnels that will lead to the secret lair before leaving. However, the PCs are observed by agents of Alrond. This gives the PCs an unknown, one-hour time limit before the documents are removed and the mission is failed. A trap or two awaits the unwary as the tunnels lead the PCs to the final encounter.

ENCOUNTER 6: THE EYE AND THE TIGER

Alrond and his lycanthropic bodyguard await the PCs in the lair. Unless the PCs were able to approach stealthily, they are expected and ambushed.

CONCLUSION:

Various conclusions exist depending on whom the PCs deliver the documents to (or if they decide to keep them for themselves) or if they stole them at all.

PREPARATION FOR PLAY

- Find out if any PC is *Wanted by the Church of Iuz* and, if so, whether the PC intends to make a Disguise check (the PC may NOT take 20 on this). If anyone has a Wanted! score of Malcontent or higher, be sure to make an ominous “hmmmmm” noise, and roll a few d20s behind a screen. Cackle evilly for effect.
- Parties that contain Wanted PCs in them may suffer higher levels of danger during this scenario. Remind the PCs that if they are Wanted, then they need to be well disguised. See the various encounters for details.
- Due to Rookroost being under Martial Law, all PCs captured by the Iuzians are killed immediately and animated as undead (even if the PC surrendered. After all, the Iuzians are Chaotic Evil). Any such PCs are removed from the campaign, their bodies and gear unrecoverable.
- Ask each player if his/her character belongs to any BK meta-orgs and, if so, which one(s). If the PC does not belong to any, ask the player with which meta-org the PC has the most Influence Points. *Have the players write this information on slips of paper to maintain in-character secrecy.*
- If any of the PCs are members of the Rookroost Thieves Guild, hand them Player Handout 1. Also check if any PCs have favors with the RTG, as that may be relevant during the introduction. PCs with the Enmity of the RTG may breathe easy for now; Rhaedrick is desperate enough to use former enemies.
- Remember, you the judge should be rolling the PCs' Sense Motive rolls (modified as appropriate for that PC and for that Circumstance) to prevent the players from metagaming.

REGIONAL WARNING

It is important to realize at all times that Rookroost is under the control of Iuz, the Old One, a chaotic, evil deity who revels in torture, depravity and trickery. Government officials tend to imitate many of the attributes of their dread lord. Things that you might take for granted in other lands, such as freedom of worship and the rule of law, are not valued by the rulers of the Combination of Free Lords. You may be able to strike at Iuz, but seldom can you strike at him overtly without paying the final price. Be warned, life is short for those who openly defy Old Wicked.

INTRODUCTION

Much like the grey morning sky, which hints at storms to come, the mood in Rookroost is subdued. Heavy patrols of orcs, whose eyes squint against the light of day, and Iuzians, each in the livery of Rookroost, walk the streets of the City of Ravens; often accompanied by undead or the occasional demon. Wherever the Iuzians see less than total obeisance, their retribution is swift and brutal. Rumor has it that the Iuzians have adopted a "kill and animate" policy when it comes to dealing with troublemakers.

In addition, there definitely seem to be more demons in the city than the last time you were here. It's clear that High Lord Tadorinal is enforcing his Martial Law with gusto.

A typical Iuzian patrol in Rookroost these days consists of

All APLs (EL 7)

Iuzian Corpse Taxer: hp 21; see Appendix 1.

Iuzian Arcane Novice: hp 16; see Appendix 1.

Human Warrior Skeletons (3): hp 6 each; see MM 226.

Orcs (10): hp 5 each; see MM 203.

If such a patrol is assaulted, they will scream bloody murder, which will attract a vrock (MM 48) flying nearby. The vrock will arrive in 1d3 rounds. Additional patrols and demons will then arrive every minute thereafter until the PCs have somehow managed to hide, flee the city, have surrendered, or are dead.

The PCs should never have time to loot a patrol, although they might be able to grab an item here or there before fleeing.

Even inside the Dirty Dog Tavern, the well-known watering hole of stalwart adventurers, the atmosphere is quiet and subdued. Gummy, the half-orc bouncer, sits quietly on a stool next to the front door, watching the full house crowd. Sylvia, the beautiful elven serving girl, bustles quietly from table to table, deftly avoiding hands as they reach for her. Behind the bar, the tavern keeper busily pours mugs of ale and lines them up for Sylvia to deliver.

As full as the tavern is, it takes a moment for you to locate a table to sit at. A group of halflings finishes their meal and stands to depart. As you reach the now-empty table, so do several others.

Give the PCs a chance to perform character introductions, order food and drinks, etc. The halflings have no desire to speak with anyone, even a fellow halfling. They are not Gonagins. However, one of their number is the Iuzian Informant (see below).

If the PCs are in disguise, give the Iuzian Informant a Spot check to see through the disguise (note: he gets a bonus on his Spot check based on how Wanted a PC is.

See the Wanted meta-AR for details). If the informant succeeds, and if the PC is Wanted by the Church of Iuz (Malcontent or higher), he will discretely head directly to the Temple of Iuz in Rookroost to inform the clerics there of the Wanted PC's whereabouts and current description. He did not see Gaiyle and her team.

Iuzian Informant: male goblin rog5 (Disguised as an ugly halfling: DC 26 Spot); Disguise +16, Listen +8, Spot +8; see DMG 122 (replace Appraise +10 with Disguise +6). Possessions: add hat of disguise.

Several minutes later, Gaiyle Markhalla and Rhaedrick Avenfear will enter in disguise. Accompanying them are two loyal RTG rogues, Tyron and Imyrson. The hezrou outside is really Rhaedrick's loyal ogre cohort, Grod. Gaiyle has used the *seeming* spell to disguise everyone. Rhaedrick then used his Disguise skill to perfect the disguises.

Gaiyle is well aware who Sylvia really is and who she really works for. Thus, all exchanges between them have been arranged and are actually part of an elaborate set of signals (as in using the Bluff skill for innuendo).

Continue with the following:

The peace and quiet of the tavern are shattered as the door is hurled open, almost knocking Gummy off his stool. Striding through the door, in bloodstained black robes, is an ugly human priestess of Old Wicked. Following her are three others; a hunchbacked sycophant dressed in black clothing covered in a skull motif, as well as two figures swathed from head to toe in hooded robes and wrappings. As these last two enter, they pull back their hoods enough to reveal pasty white faces with fanged maws. Gummy appears to be attempting to blend in with the wall.

Before the door is shut, you cannot help but notice more men in the livery of Old Wicked outside. You even catch a glimpse of a large, green, humanoid toad-demon standing just outside the door.

A DC 20 Knowledge (the Planes) check reveals that the toad-demon is a hezrou. This is really Grod in disguise.

A DC 14 Knowledge (religion) check reveals that the fanged creatures are wights. These are really Tyron and Imyrson in disguise.

A DC 34 Spot check will see through Gaiyle's or Rhaedrick's disguise. A DC 30 will see through Tryon's, Imyrson's, or Grod's (none have 5 ranks in Bluff and they are disguised as a different race). PCs that would recognize any of the NPCs on sight gain a +4 bonus to their Spot checks against that NPC. PCs that have any favors or influence with Rhaedrick or Gaiyle instead receive a +6 bonus to recognize them. If any of the PCs see past Gaiyle's or Rhaedrick's disguises, allow them a DC 20 Knowledge (local – Iuz Border States) check to learn the bulleted information from Encounter 1.

Sylvia hurries to serve the priestess, bringing her a glass of elven wine. After accepting the glass, the elderly woman slaps the elven barmaid across the face in a casual display of contempt. Sylvia meekly says nothing and cowers, backing slowly away from the old woman.

The priestess then moves to sit at a table, its occupants scrambling out of their seats, followed by her undead abominations. They remain standing, watching the tavern with red eyes.

Meanwhile, the hunchback moves around the room, peering beadily at the patrons. Finally, he comes to your table. Pacing slowly around it, he seems to study each of you, and your visible gear, carefully.

Oddly enough, he winks at your group. You are pretty sure no one else could see the wink due to him being hunched over and so close to your table.

Allow the PCs a DC 20 Sense Motive check to recognize the wink as a use of the Bluff skill to innuendo a message. The message is, "It will be ok. Play along." A DC 28 Sense Motive will allow anyone else in the tavern to interpret the wink, if they saw it (such as a PC not at the table).

Allow members of the Rookroost Thieves Guild a DC 15 Spot check to recognize the "gang" signs Rhaedrick is flashing at them (i.e., he's displaying a certain posture that only other RTG members would recognize, but he's doing it via the Sleight of Hand skill so that it's not obvious to everyone).

Rhaedrick, hoping that someone at the table now has a clue as to what is going on, then uses the Sleight of Hand skill to seemingly implicate two PCs as anti-Iuzians: a holy symbol of Pelor and another of St. Cuthbert. This is opposed by the PCs' Spot checks. Assume everyone else in the bar fails their checks or ignores what they see.

With a cry of glee, the hunchback reaches into (PC Victim #1)'s pack and yanks out a golden holy symbol of Pelor. As everyone shifts at the sudden yell, a clatter is heard from (PC Victim #2)'s direction as a silver holy symbol of St. Cuthbert falls to the ground beneath (his/her) chair. Darting over and picking it up, the hunchback scuttles back to his mistress and squeals, "Look! Look, mistress! Secret worshippers of the foul Sun Father and Cudgel in our city!"

"Well, well," the priestess murmurs, turning toward your party. "Perhaps it was worthwhile to visit this wretched watering hole after all?" Setting down her goblet of wine, she walks over to your table, careful to keep her undead between her and you. "I believe you will all be accompanying me back to the Temple. I can think of several appropriate penances for you," she says, licking her lips. "That is, of course, assuming you aren't going to resist arrest?" She cocks an eyebrow at you, one hand resting on her greatsword while the other fingers a scroll at her hip.

A DC 15 Sense Motive check will reveal that Gaiyle is using the Bluff skill to innuendo to the PCs that they should come with her and that they will not be harmed.

In response to protests of innocence, the priestess mocks them; in response to threats or perceived preparations of violence, she threatens to use the scroll:

"Dear, Dear." She strokes the scroll at her hip as she says, "You are aware that attacking one such as I is a ... blasphemy?" She again strokes the scroll.

If the PCs agree to accompany her, she orders them outside.

CREATURES

Gaiyle Markhalla: N female human Wiz10/Rog3 (Disguised; DC 34 Spot); Initiative +7; Cha 12; Will +12; Bluff +7, Sense Motive +7, Spot +7.

Rhaedrick Avenfear: N male human Exp3/Rog9 (Disguised; DC 34); Initiative +9; Cha 16; Will +10; Bluff +18, Sense Motive +16, Sleight of Hand +13, Spot +16.

Tyron and Imyrson: N male human Rog6 (Disguised as wights; DC 30 Spot); Bluff +5; see BK Merces document if their statistics are needed (treat Imyrson as another Tyron).

Grod: N male ogre Bbn4 (Disguised as a hezrou; DC 30 Spot); see MM 199.

TROUBLESHOOTING

If the PCs do not take the hint or do not agree to accompany her, then the other patrons in the bar will panic and run out, expecting a fight. During the confusion, Rhaedrick will shake his head and exit the tavern as Gaiyle calls the PCs "fools" and leaves. Unless the PCs immediately move to accompany the faux-Iuzians, the adventure is over. Rhaedrick and Gaiyle will not risk trying to contact the PCs again and will not entrust such a valuable mission to a group of PCs who cannot even see things for how they really are.

DEVELOPMENT

Continue immediately to Encounter 1.

1: KEEPING UP APPEARANCES

Having gathered up the PCs, Rhaedrick and Gaiyle take them for a ride while revealing the ruse. Their large carriage has enough room for six medium PCs to fit on one side. Centaur PCs, animal companions, and the like are not allowed inside. Centaur PCs are instructed to follow the carriage while the rest are left at the tavern. The "Iuzian Guards" are actually RTG Sharpers loyal to Rhaedrick. Read or paraphrase the following:

Outside the tavern, a dozen men in the livery of Old Wicked guard a very large, luxuriously appointed carriage pulled by a pair of jet black steeds. More alarmingly, the large-toad demon eyes your party as you exit the tavern. As the hunchbacked figure walks past the demon, he whispers something in an odd language. The demon only snorts in response.

A DC 25 Listen check will allow a PC to hear what was said, as long as they speak Giant. Rhaedrick said, "Keep it up, Grod, you're doing great."

Parting to allow the priestess to pass, one of the guards asks her, "Should we remove these prisoners' weapons, Mistress?"

Smiling slightly, she turns and looks toward your group as she replies, "Now, now, I'm sure our 'guests' are not interested in causing trouble. They may keep their equipment for now."

With that, she steps up into the carriage, followed by her minions. Looking inside, there appears to be just enough room to fit all of you on one side. The Iuzian guards have closed ranks behind you and are studying you carefully while fingering their weapons.

Should the PCs decide to start a fight at this point, the carriage drives off swiftly as the rogues dodge off into the back alleys and escape. Don't bother with an actual combat, but if the PCs try to kill the guards before they escape, they succeed in killing some of them. In addition to the mod being over, this killing will also gain them the Enmity of Rhaedrick.

Once the PCs enter the carriage, read or paraphrase the following:

As the last of you enter the carriage, the door is closed behind you and the vehicle begins moving forward. The priestess quietly murmurs, "Well, I'm glad that's over," before removing her wig. You hear a few pops as the hunchback stretches out his back and removes the hunch, and both of the "undead" use rags to wipe away their face paint as they remove their fangs. After a few more similar actions, the four look completely different from the Iuzians who arrested you.

Those who have previously met Gaiyle or Rhaedrick immediately recognize them. Other PCs may make a DC 20 Knowledge (local – Iuz Border States) check to recognize them. Success reveals the following information about Rhaedrick and Gaiyle:

- Rhaedrick was a prominent merchant in Rookroost, and was also rumored to be a powerful member of the RTG. Early in his career, he befriended a powerful, but slow-witted, ogre named Grod. Grod has been with him ever since. Several years ago, Rhaedrick was forced to flee the city after being framed for a crime that angered Lord Marshall Mortoth. Since then, he's rumored to have orchestrated several strikes against the Iuzians with the goal of driving them out of his city.
- Gaiyle was a prominent "fixer" in the region for years, serving as a go-between for various parties (the Fanlareshen, Fort Hendricks, RTG, etc.). She would often hire mercenaries for secret employers, and most of the jobs thwarted the Iuzians. Several years ago, Gaiyle was captured in Rookroost and publicly sacrificed. Her remains were then placed in an iron maiden and hung outside Lord Marshall Mortoth's palace. Rumor has it that a fragment of her skeleton was recovered by an adventurer during Mortoth's Grand Ball of 594 CY. Funds were then raised that allowed for Gaiyle to be brought back from the dead. Since her return, she has been working closely with Rhaedrick to fight the Iuzians in Rookroost.

During the following conversation, Rhaedrick mixes the truth with half-truths and outright lies, mainly in order to keep the RTG and his membership a secret. His Bluff check is +48 (mostly due to a scroll of glibness he used via the Use Magic Device skill). If the entire party is composed of RTG members, he will give them the true story, as explained in the Adventure Background. Read or paraphrase the following:

"As you can see," says the former hunchback, smiling slightly, "appearances are often deceiving. My name, as some of you may know, is Rhaedrick Avenfear. I once was a merchant here in Rookroost.

Our good 'priestess' here is Gaiyle Markhalla and the not-so-undead are Tyron and Imyrson." As each is named, they nod to you in greeting, the latter two grinning broadly. "My apologies for the elaborate ruse, but in these troubled times it was the only way to meet with you and ensure our conversation was not overheard. The minions of Old Wicked, especially Viola, have been watching the Dirty Dog lately. A group of adventurers being dragged out by a priestess of the Old One should not draw their attention. Are you willing to hear what I have to say?"

A DC 20 Knowledge (local – Iuz Border States) check reveals that Viola is a powerful vampire cleric of Iuz. She used to work for High Lady Xavendra, but recently switched her allegiance to High Lord Tadorinal.

If the PCs refuse to hear what Rhaedrick has to say, they are dropped off, and the adventure is over. If they agree, continue with:

"Excellent. Now, there is a mission I wish to hire you for, but for you to understand it, I must relate some recent history. A little over a year ago, I, with the aid of many adventurers, completed a ritual that returned the ravens to Rookroost. An ancient prophesy connects the presence of the ravens to Rookroost's prosperity and freedom from outside influence. Needless to say, the ravens' return did not sit well with High Lord Tadorinal, the priest of the Old One who currently rules this city. Since that time, Rookroost has been under martial law, and my allies and I have been hunted. Since then, we have waged a secret war, from the sewers, back alleys, and rooftops, against Tadorinal and his minions."

Unfortunately, one of my allies decided to break with my cause. I believe he is brokering a deal with Tadorinal in exchange for betraying us. Unfortunately, he has several important documents relating to my cause that would prove devastating in the High Lord's hands. A few days ago, one of my agents brought me word of the location of the betrayer's secret lair, as well as the fact that he will be away until early afternoon tomorrow. Thus, I ask that you sneak into this complex, which is hidden under the city, and bring any and all documents you find there to me. Are you interested?"

If any of the PCs are members of the Rookroost Thieves Guild, Rhaedrick will impart the following information to them via innuendo and the Bluff skill (other PCs in the carriage can intercept this message by making a DC 28 Sense Motive check):

"As you are aware, the RTG itself is fracturing into two camps: those that support The Eye against those who support me. As you may or may not know, The Eye has been collaborating with the minions of Old Wicked for years now, first with Lord Marshall Mortoth, then with High Lord Tadorinal. This is unacceptable. The RTG should be beholden to no one. If you side with me, I can assure you that we will run the minions of Old Wicked out of Rookroost."

CREATURES

Rhaedrick Avenfear: N male human Exp3/Rog9; Initiative +9; Cha 16; Will +10; Bluff +18, Sense Motive +16, Sleight of Hand +13, Spot +16.

- For payment, he offers favors and the hope of a Rookroost free of Iuzian tyranny.

- In addition, he mentions a visiting merchant named Balthazar Abdul they should visit. The Bakluni has quite a good selection of wares at his disposal. Balthazar used to be a rival of Rhaedrick's, but he'd like to make amends so he would like to send him some business. Rhaedrick tells the PCs to "ask to see the good stuff."
- If the RTG is mentioned in relation to him, he acts offended at being called a thief, and denies any knowledge of an "RTG." After all, everyone knows that it does not exist.

Gaiyle Markhalla: N female human Wiz10/Rog3; Initiative +7; Cha 12; Will +12; Bluff +7, Sense Motive +7, Spot +7.

- Quiet and relaxed
- She is content to let Rhaedrick do the talking while she studies the PCs
- If asked what her stake in this operation is, she will reply cryptically, "I drink the darkness." Members of the Drinkers of the Cup of Midnight will automatically recognize this phrase.

Once the PCs have indicated their agreement, Rhaedrick proceeds to tell them the plan:

- After being dropped off, they should make any purchases they wish before proceeding to the Ravenshead Inn.
- There, they will meet with an agent of his whom they will recognize by the silver knife he carries; he will lead them to the secret entrance to the complex after midnight. They cannot go during the day, as the area around the entrance is busy then.
- The only danger he knows of is a wizard servant of the traitor by the name of Alrond, though Rhaedrick does not believe him much of a threat.
- After dealing with whatever traps or guardians the traitor left behind, they will gather up any and all documents they can find. He hands them a map of the complex, Player Handout 3.
- Finally, they will need to take an alternate exit (indicates it on the map) than the one they entered by, as the new one leads outside the city and he does not wish the documents seized by Tadorinal's minions. He will meet them at an overgrown well near the exit at dawn.

TROUBLESHOOTING

Note that both Rhaedrick and Gaiyle are familiar with Bard Song; any attempts to fascinate them with "storytelling" or the like are treated as hostile actions.

Should combat erupt for whatever reason (perhaps a PC wishes to take over the RTG), Rhaedrick will order Grod to kill the offending PCs. The PCs gain the Enmity of Rhaedrick. Gaiyle will then cast *dimension door* (assume she makes her Concentration check to cast defensively if

threatened, as fighting these NPCs is not part of the scenario), taking all 4 NPCs to safety.

Worse, if the PCs fight Grod, they will attract the attention of an Iuzian patrol, which will arrive in 1d3 rounds. The patrol will think that the PCs are attacking one of the city's demons, thus they will then join the fray, summoning another vroock demon, which arrives in a further 1d3 rounds, from the skies to help them. It will be at this point that Grod withdraws, for he knows his disguise probably could not stand up to demonic inspection (and he cannot speak Abyssal).

All APLs (EL 11)

Grod: male ogre Bbn4 (Disguised as a hezrou; DC 30 Spot); see MM 199.

Iuzian Corpse Taxer: hp 21; see Appendix 1.

Iuzian Arcane Novice: hp 16; see Appendix 1.

Human Warrior Skeletons (3): hp 6; see MM 226.

Orcs (10): hp 5; see MM 203.

Vroock: hp 115; see MM 48.

Additional patrols and demons will then arrive every minute thereafter until the PCs have somehow managed to hide, flee the city, have surrendered, or are dead. The PCs should never have time to loot a patrol, although they might be able to grab an item here or there before fleeing.

DEVELOPMENT

Assuming the PCs agreed to help Rhaedrick, proceed to Encounter 2. If the PCs attacked Rhaedrick, the adventure is over once the battle with Grod and the Iuzians concludes.

2: COMMERCIAL BREAK

The PCs are able to stop at Balthazar Abdul's shop before continuing on to their inn. Read or paraphrase the following if they decide to visit the shop:

Following Rhaedrick's directions, you soon come to a small shop tucked away between a tavern and a bakery. Clearly only a temporary residence, the sign above the door reads "Abdul's Imports - In Rookroost for three weeks only!" A white painted grinning-skull adorns the front door.

A DC 15 Knowledge (local – Iuz Border States) check reveals that the painted skull is a sign that the proprietor has paid a protection tax to the local Iuzians. As a result, the proprietor will not be overly harassed by the Iuzians.

In addition, give all residents of Rookroost (including former Citizens of the Northern Alliance), a DC 10 Spot check to see a series of small markings on the door. To the untrained eye, they merely look like random scratches on the door. However, to locals of Rookroost who know where to look, they announce that the business has paid the RTG a protection tax and that the owner should be respected.

As you push open the door, a small bell jingles and a voice with a thick Bakluni accent sings out from a backroom, "Your pardon, sirs or madams, I will be with you in but a moment!" Looking around, you find that the shop is cluttered with all sorts of basic adventuring equipment, trade goods, and various knick-knacks.

You barely have a chance to absorb all of this before the curtains to the backroom are briefly swept aside as a short Bakluni man emerges. Bespectacled and goateed, he sweeps into an elaborate bow toward you and says, "Greetings! Greetings! How can Balthazar Abdul help you today?"

CREATURES

Balthazar Abdul: N Bakluni Exp7; Will +7; Diplomacy +12, Sense Motive +12, Spot +12.

- Charming, energetic salesman.
- Has plenty of mundane equipment from the PHB, within reason (i.e., not 300 greatswords), all at standard prices.
- Gives elaborate tales about equipment's origins.
- Becomes upset if they mention Rhaedrick, but intrigued if the PCs mention that Rhaedrick sent them his way.

Read the following if the PCs ask to see “the good stuff.”

Balthazar's manner becomes more subdued as he studies your group, before saying, “Ah. I trust we have an understanding here that should you try to cheat me, steal from me, or attack me, bad things will happen to you? I've paid my protection money to both the local cutpurses and to the dark clerics.” He seems quite confident that whatever his other defenses are, they will protect him.

Once the PCs agree to deal fairly with him:

The merchant locks his front door before moving near a counter and tapping a floorboard. With a click, a small area of the floor lowers, revealing stairs down into a basement. It is apparently lit by torchlight.

The merchant motions you to follow him down the stairs. Once you arrive, he pulls back several curtains to reveal shelves covered with more unique magical items; he turns to you and smiles slightly, “These, my good friends, are undoubtedly more to your liking?”

This is where the merchant keeps all of his magical gear. The PCs can probably find one of each Open item from the DMG here (assume that if the PCs are looking for it, he has one and only one of whatever it is). In addition, one set of each of the following are available (all are from the *Magic Item Compendium*. A player must have this book available to use an item from its pages):

- Acrobat Boots
- Armband of Elusive Action
- Boots of Agile Leaping
- Belt of Ultimate Athleticism
- Dimension Stride Boots
- Goggles of Minute Seeing

TROUBLESHOOTING

Should the PCs attempt to rob him, the merchant will not resist, but will merely warn them that doing so will be a very bad idea. Robbing the merchant is a willful, Chaotic act. Any Lawful aligned PCs who allow the robbery should be warned that their alignment could be changed to Neutral by the Triad if they do not intercede. If the robbery still occurs, notate a willful, Chaotic Act on the PCs' ARs and contact the Triad. Clerics of a lawful deity become ex-clerics until they atone.

In addition, any member of the RTG present for the robbery, or who allows it, is kicked out of that organization.

Finally, the RTG will send a strike team after the PCs. They will study the PCs, gather information on them, and then lay an ambush. Their goal won't be to kill, but to humiliate and embarrass. They will take ALL of the PCs magical gear.

Naturally, the PCs will not earn Balthazar's access on the AR. If the PCs successfully *dominate/suggest* Balthazar to let them borrow his wares, they lose his favor on the AR as well.

All APLs (EL 11)

Enforcer: male orc Bbn5; see DMG 112.

Tracker: male gnoll Rgr5; see DMG 121.

Sneaks (2): male goblin Rog5; see DMG 123.

Half-fiend human cleric: male half-fiend human Clr7 of Erythnul; see MM 157.

DEVELOPMENT

Once done shopping, the PCs are ushered out of his shop and may continue on to their inn. Proceed to Encounter 4.

If Wanted PCs were spotted by the informant in the Dirty Dog Tavern, then instead proceed with Encounter 3.

3: WANTED!

Only run this encounter if a Wanted PC (Malcontent or higher) was recognized by the informant in the Dirty Dog Tavern.

As soon as the informant reached the Temple of Iuz, he described the Wanted PC to the Iuzians. They immediately assembled a strike team to go after the Wanted PC. By using Gather Information and checking with their other informants, they have located the PCs just as the PCs are exiting Balthazar's shop. Balthazar will lock the door behind the PCs, as he does not want any Iuzian entanglements. He was not aware that the Iuzians were coming.

The Iuzian Corpse Taxer will demand the PCs surrender, declaring that Wanted PCs who surrender will merely be interrogated (this is a lie, he plans to sacrifice all captured PCs on the altar dedicated to Iuz) and that all the others will be free to go (this is true). As this bluff is a little hard to believe or puts the targets at some risk, PCs local to the BK receive a +5 bonus to their Sense Motive checks made against it.

The composition of the strike force depends on just how Wanted the most Wanted PC is:

Malcontent (EL 7)

Iuzian Corpse Taxer: hp 21; Bluff +2; see Appendix 1.

Iuzian Arcane Novice: hp 16; see Appendix 1.
Human Warrior Skeletons (3): hp 6 each; see MM 226.

Orcs (10): hp 5 each; see MM 203.
Quasit: hp 13; see MM 46.

Insurgent (EL 9)

Iuzian Corpse Taxer: hp 21; see Appendix 1.
Iuzian Arcane Novice: hp 16; see Appendix 1.
Human Warrior Skeletons (3): hp 6 each; see MM 226.

Orcs (10): hp 5 each; see MM 203.
Quasit: hp 13; see MM 46.
Babau: hp 66; see MM 40.

Seditionist (EL 11)

Iuzian Corpse Taxer: hp 21; see Appendix 1.
Iuzian Arcane Novice: hp 16; see Appendix 1.
Human Warrior Skeletons (3): hp 6 each; see MM 226.

Orcs (10): hp 5 each; see MM 203.
Quasit: hp 13; see MM 46.
Babau: hp 66; see MM 40.
Vrock: hp 115; see MM 40.

Enemy of the State (EL 13)

Iuzian Corpse Taxer: hp 21; see Appendix 1.

Iuzian Arcane Novice: hp 16; see Appendix 1.

Human Warrior Skeletons (3): hp 6 each; see MM 226.

Orcs (10): hp 5 each; see MM 203.

Quasit: hp 13; see MM 46.

Babau: hp 66; see MM 40.

Vrock: hp 115; see MM 40.

Retriever: hp 135; see MM 46.

Tactics

The Iuzians would prefer to capture their prize alive, to later sacrifice on the altar in the Temple of Iuz. However, if that is proving problematic, they will seek to kill the Wanted PC, hoping to animate them later. All Iuzian forces focus their attacks on capturing the Wanted PC.

If the PCs initially resist, but then attempt to surrender, the Iuzians decline their offer, as they are now consumed by bloodlust (especially the demons).

DEVELOPMENT

It is possible for the PCs to win this fight or for them to simply try run away, or use magic to get away. Several PCs might just stand by and allow the Iuzians to capture their comrade. Doing so is an act of cowardice, but sometimes you have to know when to hold 'em, and know when to fold 'em.

If the PCs do something like *teleport* or *dimension door* out, good for them. Foot chases should be resolved using the DMG rules on foot chases, taking into account the fact that the demons have superior movement and *teleportation* abilities.

Once the PCs get away, the Iuzians will lose the trail for the remainder of this adventure.

If a Wanted PC surrenders or is captured, they are knocked unconscious, stripped of their gear, and dragged bodily to the Temple of Iuz, where they are then sacrificed (it's easier to interrogate someone via *speak with dead*, if you are an Iuzian). The dead PC is then animated as a lowly undead. The PC is removed from play. Not even the "Your Work Must Continue" benefit of being Wanted can counteract this outcome.

If the PCs survive, and wish to continue with Rhaedrick's mission, continue with Encounter 4.

4: A MIDNIGHT STROLL

With the shopping and/or ambush behind them, the PCs arrive at the inn they were directed to, where one of Rhaedrick's men, Vlad, awaits. Read or paraphrase the following:

It is approaching midafternoon by the time you arrive at the Ravenshead Inn, a rather upscale, if small, establishment. The air is growing cooler, as the clouds in the sky darken.

A DC 15 Survival check reveals that Rookroost is likely to be hit by a storm during the next 24 hours.

As you enter, you quickly spot Rhaedrick's contact, as he is the only person present. He is a slim Rhenee man in his late twenties and is currently using the silver knife Rhaedrick mentioned to trim his nails. With barely a nod in your direction, he slips away his knife and proceeds up the stairs. Following him brings you to the sitting room of a well-kept suite.

"I'll get straight to the point. While I know what you have been hired to do, I do not know who you are nor do I wish to. You may address me as 'Guide.' Once midnight has passed, I will take you to the secret entrance. If your group is so clumsy as to alert the guards, I will expect you to deal with them without me risking my skin. Is that understood?" He glances at you inquiringly.

CREATURES

Vlad the Guide: N male Rhenee Rog2/Ftr4/Darkhagard2; if stats are needed, use Sergei's from the BK Mercs document.

- Closemouthed and to the point, light Rhenee (gypsy) accent.
- Member of the Red Planks family.
- He does not know the secret the Iuzians told the Red Planks during their meeting last year. He just knows that the elders do not currently fear an Iuzian double-cross.
- While he is a "friend" of Rhaedrick's, he is not about to risk his own neck any more than necessary
- Explains that they may take one of three paths to get to the entrance.
- The first is sneaking through the streets, the second is taking to the roofs, and the third is through the sewers.
- He imagines that the danger of the streets involves roaming demons and that the danger of the roofs involves slippery roofs, treacherous paths, and flying, roaming demons. He has no idea what might lurk in the sewers, and, quite frankly, he isn't too keen to find out.
- The journey should take roughly a half-hour, regardless of which path the heroes choose.

- Once decided, he leaves, telling them he'll be back after midnight and to not leave their room.

At this point, the PCs will have ~10 hours to rest before the night's adventure begins. Since it will be after midnight by the time they leave, arcane casters are able to prepare new spells, as will divine casters that prepare at dusk or midnight. Advise the heroes that a storm has indeed reached Rookroost.

Once they have finished their preparations, Vlad returns. Read the following:

It is well past midnight when your guide returns. Giving you a moment to ready yourselves, he then confirms which route you wish to take before downing two potions.

Before leaving the inn, Vlad drank an *elixir of hiding* and an *elixir of sneaking*. He will recommend that the PCs cast any spells with durations of 10/minutes per level or higher that they wish to cast now.

A storm is breaking over Rookroost. For the purposes of this encounter, it will be raining (DMG 94) and almost dark. The effects of rain and shadowy illumination are summarized below for your convenience (**note:** these modifiers HAVE NOT been precalculated into the NPCs' various stat blocks):

- Rain reduces visibility by half, resulting in a -4 penalty on Search and Spot checks. It is accompanied by Severe Wind. For visibility, this means that a torch only lights half the radius it normally would.
- Severe Winds automatically extinguish unprotected flames (thus, the city cannot be set on fire by *flame strike* or *fireball*), and have a 50% chance of extinguishing protected flames. Ranged weapon attacks and Listen checks are at a -4 penalty.
- For the purposes of spells such as *call lightning*, the weather counts as stormy.
- For the purposes of light and visibility, the area is shadowy illumination (PHB 154). This grants all creatures concealment (20% miss chance), unless their opponent has darkvision.
- For the purposes of scent, the rain and wind make it more difficult to detect creatures by smell. The range that a creature with scent can detect opponents is reduced to 15 feet (i.e. all creatures are treated as if downwind).

BY THE STREETS

The guide leads you out of the Inn and off into the stormy night. You can barely see or hear him, so stealthily is he moving.

As the rain falls, he leads you quickly from one alley to another, threading his way through the city. Keeping his ears and eyes open for patrols, he occasionally waves you back until the coast is clear.

You have just made it halfway up a street boxed in by warehouses when your guide hisses, "Hide!" at you. A flash of lightning reveals that something stealthy has turned a corner on the street ahead, forcing you and your guide to take cover behind crates scattered along the walls. Luckily, you don't think the creature saw you just yet.

APLs 4 and 6: *What appears to be a/two shadowy four-legged creature(s) approaches your positions; it/they is/are visible only due to the rain outlining it/them. A low growling can be heard as it/they sniffs the area. Soon, it/they will have detected you!*

APL 8: *An enormous, misshapen spider stalks out of the darkness. Its forelegs end in wicked barbs, and globs of foul goo drip from its fanged mouth as it sniffs the air. It is quite likely that this demon will soon spot you in your hiding places!*

The creatures are 90-ft. ahead of the PCs' hiding places. The PCs should be 90-ft. away from either end of the street. The street is 30-ft. wide, bordered on each side by solid warehouses. Along the walls are empty crates, which provide cover for medium-sized creatures in their square. Toss in a few doors here and there, without crates in front of them. These doors are marked with the RTG symbols of protection, and are locked with a good lock. Assume that they are packed pretty full and would not serve as good places for a fight. However, if the PCs were to use magic such as *dimension door* to get inside one to Hide, that would be a good idea that would earn the PCs full XP for this encounter.

If the PCs remain on the street, ask for Hide checks. Use the lowest Hide check to determine the encounter start distance (modified by distance and the weather penalties to the monsters' Spot checks). The creatures are moving slowly, Taking 10 on their Spot checks each round as they hunt for food. If they detect the PCs via scent, they may make a reactive Spot check to attempt to see the hiding PCs. Determine the encounter start distance as normal. If the PCs act before the creatures have detected them, then the PCs earn a surprise round.

CREATURES

APL 4 (EL 5)

Shadow Mastiff: hp 30; see MM 222.

APL 6 (EL 7)

Shadow Mastiffs (2): hp 30; see MM 222.

APL 8 (EL 10)

Bebilith: hp 150; see MM 42.

Tactics

At APLs 4 and 6, the shadow mastiff(s) will bay first before moving to attack. Play up the fact that this loud bay is sure to attract more monsters (it won't, but the players don't know that!). Note that while the shadow mastiff's form is discernable due to the rain, he still retains his total concealment.

At APL 8, the bebilith is on the prowl for food, and it fights to kill. See the bebilith's tactics in the *Monster Manual*. If it can take off with a PC to eat, it will!

At all APLs, the monster does not accept surrender. Meanwhile, Vlad keeps out of the fight as he promised.

DEVELOPMENT

Regardless of whether or not the patrol discovers the PCs, the remainder of the trip is uneventful. Proceed to Encounter 5.

If the PCs are somehow defeated by the monster, after the last of the PCs fall, Vlad either defeats the monster (APLs 4 and 6) or waits for it to leave to gather reinforcements. He then drags the remaining PCs off to a safe house, where they are raised at their expense the next day. Proceed to Conclusion A: Failure.

BY ROOFTOP

Your guide leads you quickly to the second floor, where he enters a room and lowers a trap door that leads to the roof. Rain pelts in through the opening.

"The footing will be treacherous," he says. "Those of you in heavier armor should remove it first."

Give the PCs time to make further preparations. Whenever they are ready to continue, read the following:

Once on top of the building, the rain seems twice as bad. Despite this, you are all able to make good progress from building to building, being careful of slick roofs and loose shingles.

Eventually, however, you find yourselves facing a difficult path. A lone plank stretches across the ten-foot wide gap between two roofs. Roughly a foot wide and slick from rain, the sturdy plank is 10 feet long and is 20-feet above the ground. Beyond it is a nice, flat, warehouse rooftop.

To cross the plank, a DC 12 Balance check is required (or the PCs may opt for other magical or mundane means of crossing).

A PC might opt to crawl along the plank. They may do so at one-quarter movement rate. This lowers the DC to 7. HOWEVER, as soon as that PC has finished crossing, the plank cracks from the prolonged exposure to the weight (medium or larger PCs only. Small PCs don't weigh enough to break it in this manner), both halves falling to the street below.

A PC may try a DC 10 Jump check to jump the gap. Failing the Jump check by 4 or less allows the PC to make a DC 15 Reflex save to catch the edge of the target roof. It then requires a DC 15 Climb check to get up.

Failure by 5 or more on either a Balance or Jump check means that the PC in question falls, taking 2d6 damage and alerting a nearby monster. The monster arrives on its turn during the following round, having heard the noise of the fall (if the PC silently fell, because of the *silence* or *feather fall* spells, then no monster arrives). See the By the Streets sub-encounter for details.

CREATURES

As the PCs are crossing the next warehouse roof, which is 40-ft. wide by 80-feet long, they will be attacked by some demons (the PCs' movement across the plank having gotten their attention as they lurked nearby). In the case of the quasits and vrocks, they attempt to sneak up on the PCs as they fly. For the babau, assume that it has already teleported to the rooftop and is hiding in the middle, using the darkness for concealment. Thus, PCs with darkvision will be able to see it once within range.

APL 4 (EL 5)

Quasits (2): hp 13; see MM 46.

APL 6 (EL 7)

Babau: hp 66; see MM 40.

APL 8 (EL 10)

Vrock: hp 115; see MM 40.

Note: The EL has been raised by 1 to account for the fact that smart PCs might have removed their heavier armor to help them negotiate the rooftops.

Tactics

The demons seek to kill the PCs. Again, Vlad stays out of the fight.

DEVELOPMENT

Regardless of whether or not the patrol discovers the PCs, the remainder of the trip is uneventful. Proceed to Encounter 5.

If the PCs are somehow defeated by the monster, after the last of the PCs fall, Vlad either defeats the monster (APLs 4 and 6) or waits for it to leave to gather reinforcements. He then drags the remaining PCs off to a

safe house, where they are raised at their expense the next day. Proceed to Conclusion A: Failure.

BY SEWERS

Your guide leads you quickly to the basement, where he opens a trap door in the floor that leads to the sewers beneath the city. The guide shoves some rolled up bits of cloth into his nostrils before unrolling a rope ladder to ease your descent. The stench is awful.

"I have no idea what lurks beneath the city," he says, his voice sounding odd. "Be wary."

The sewers are completely dark. The only light in them will be light that the PCs bring along. Since Vlad is human, he will need light to guide them. Taking the sewers also allows the heroes to avoid the rain. However, there are other dangers.

The stench of the sewer might make the PCs sick. A DC 13 Fortitude save is required or the PC becomes nauseated while in the sewers. PCs that succeed on this save are merely sickened (see PHB). Shoving bits of cloth up a PC's nostrils gives a +2 Circumstance bonus on the save. Other similar protective measures might be possible as well (such as wearing a sweet smelling bandana over the mouth and nose). PCs immune to poison are unaffected by the stench.

Give the PCs time to make further preparations. Whenever they are ready to continue, read the following:

Once in the sewers, the stench seems twice as bad, and the air is a bit hazy as your light stretches off into the darkness. Despite wading through things you do not even want to imagine in the shin-deep muck, you are all able to make good progress, being careful to avoid the worst piles of detritus. If anything, the rain falling on the city above might be helping to clean out these sewers a bit.

The sewers are a uniform 10 ft. wide by 10 ft. tall. All passages count as sloped as they have a slight grade to them. The slope is slight enough where it will only come into play if a PC attempts to run or charge. If a PC attempts either, a DC 14 Balance check is required (the floor counts as a lightly slippery sloped or angled floor with light obstruction). Failure by 4 or less means that the character cannot run or charge, but they may otherwise act normally. Failure by 5 or more results in the PC falling prone, in the muck. Remember, a PC is considered flat-footed when balancing, unless they have 5 or more ranks in Balance (see PHB 67).

Various side passages lead off them, some of these as small as 5 ft. square, but Vlad keeps the PCs in the larger tunnels.

Special: Due to the close confines of the tunnel, all sonic attacks used in the tunnels receive a +2 Circumstance bonus to their Saving Throw DCs.

CREATURES

After the PCs have moved roughly halfway through the sewers, they will stumble upon a hiding slaad. This creature is a survivor from the Johrase attack on Stonehill Fortress. It snuck into Rookroost and took to the sewers. As slaad have a different idea about nauseating odors, it suffers no penalties for the stench (plus, it has acclimated by now).

The slaad will be hiding in the muck in the entrance to a large side-tunnel. There will be no other side tunnels for 90 feet before or after the slaad's. Thus, the slaad will be able to see the PCs coming from 90 feet away if they are carrying a light source.

APL 4 (EL 5)

Mud Slaad: hp 33; see Appendix 1.

APL 6 (EL 7)

Red Slaad: hp 52; see MM 228.

APL 8 (EL 10)

Green Slaad: hp 76; see MM 230.

Note: The EL at APL 4 has been lowered by 1 to account for the fact that the mud slaad has already used its sonic screech ability for the day. This slaad also has lower than average hit points to offset the PCs being sickened.

At APL 6, the EL was lowered by 1 to account for the fact that the red slaad will probably not be able to pounce on an opponent (although it will try), then raised by 1 to account for the fact that the PCs are most likely sickened and the saving throw DC of its stunning croak is 2 higher.

The APL 8 EL was raised by 1 to account for the fact that the PCs might be sickened, might have trouble charging and running, and because the slaad has long range spells to bombard the PCs with as they attempt to approach.

Tactics

Each slaad is hiding in the muck of the sewers. If the PCs have a light source and are not moving silently, the slaad will be aware of their approach from quite some distance away.

Mud slaadi are insecure and cowardly. It will seek to attack the least armored PC while avoiding the best fighter. It will do everything it can to stay alive, including attempting to summon another mud slaad. If it thinks it is losing the fight, it will attempt to cringe or feign death.

Red slaadi usually only attack when hungry or riled. This one is starving. Reds prefer to open up their stunning croak ability and then attempt to pounce on a stunned, unarmored victim on the following round. Reds fight to the death. If it is losing, it will attempt to summon in another red slaad.

Green slaadi prefer to avoid melee combat. It will always have *see invisibility* and *protection from law* active, and it will open up with *fireballs* as soon as it sees the PCs.

It will *fireball* as long as possible. Note that the slaad can use its spell-like abilities without revealing where it is hiding. However, the source area of a fireball should be discernable in the darkness. Greens do not fight to the death, so this one will seek to escape if the PCs are winning the fight. If it is losing, it will attempt to summon in another green slaad.

Again, Vlad stays out of the fight.

DEVELOPMENT

If the PCs are somehow defeated by the monster, after the last of the PCs fall, Vlad either defeats the monster (APLs 4 and 6) or waits for it to leave to gather reinforcements. He then drags the remaining PCs off to a safe house, where they are raised at their expense the next day. Proceed to Conclusion A: Failure.

Once the PCs defeat or move past the slaad, the remainder of the trip is uneventful. Read the following and proceed to Encounter 5.

Having moved past the frog-monster, your guide leads you to a side tunnel that leads up. Rungs are mounted into the wall, making the climb easy, and your guide leads the way. At the top, he opens a trapdoor and leads you into the basement of a building. There, he passes you some rags so that you may try to wipe some of the grime and filth off yourself.

"The warehouse is around the corner. Darken your lights," he says as he cleans himself off.

Once everyone is ready, he opens a door and leads you up a set of stairs. You have no idea what business this building normally hosts, but tonight it is empty. Perhaps it is always empty.

Carefully moving aside the curtains and looking out the window for any patrols or monsters, he opens the unlocked door and moves out. Lightning flashes in the sky.

As the rain falls, he leads you quickly off into the darkness.

5: TUNNELS, TRAPS, AND THIEVES

For those PCs who played BDKA5-01: A Voice in the Dark, they recognize this warehouse as the one where they set up the ambush. Read or paraphrase the following:

Your guide approaches the warehouse doors. Whispering, the guide says, "Luckily, 'R' was able to have this key made without being discovered." Swiftly unlocking the large door, he opens it and gestures you through. The inside of the building is pitch black.

The doors to the warehouse are covered by an alarm spell cast by Alrond. A Nystul's magic aura spell conceals the alarm spell's magical aura. Once the door is opened, the alarm silently alerts Alrond that trouble is brewing, as his people are not expected to use this door tonight (and they know the password anyhow). Each PC of Tiny size or larger, plus the guide, triggers the alarm, alerting Alrond to the number of intruders.

Once the PCs can see in the warehouse, continue with the following:

The dim light reveals a room half-filled with boxes, as well as several old bloodstains on the floor. Moving past them, your guide smirks in their direction as he mutters, "Fools who crossed us."

Behind a large crate near the back of the room, he points out a hidden trap door to you. Pulling it open reveals an empty cubby about 3 feet wide. Reaching down to the cubby floor, your guide works a hidden mechanism that causes it to swing open. Through the opening, you can see a ladder descending downward.

"This," your guide says as he stands and brushes himself off, "is where I take my leave. According to our information, it is a straight run to the complex. It is also supposed to be free of working traps, but you can trust that as far as you will."

Once you are done gathering what you need, make sure to take the other exit - Rookroost will be too dangerous for you until you are able to get the loot to 'R'." He steps back and looks at you expectantly.

Vlad will not accompany the PCs unless magically compelled. If he is killed while being compelled in this manner, the PCs will gain the Enmity of the Red Planks (notate on the AR). Warn the offending PC that forcing Vlad to come along in this manner is a Chaotic and Evil act, as they are imposing their will on another being to place that being in harm's way for their own benefit. If they continue, notate the Chaotic and Evil act on their AR.

Once the PCs have entered the tunnels, Vlad shuts the trapdoor behind them and leaves.

Once the alarm was sounded, Alrond immediately set about preparing to move the records. If the PCs do

not reach the complex within an hour, he escapes with them, leaving behind a letter for the PCs.

The first fifty feet of the tunnel is cramped, requiring medium characters to squeeze. However, after that the tunnel widens until only large creatures need to squeeze. Read or paraphrase the following:

As you proceed through the cramped tunnel, it soon widens to a much more comfortable size. However, that is the only comfortable thing about them; the sheer mass of cobwebs make it clear that few use these tunnels, and the occasional rotted corpse demonstrates what happened to those few. For some, the cause of death seems clear: a rusting metal blade separating skull and body, a half dozen arrows clustered between ribs, or a fire-scorched outline around blackened bones. For others, the bones are chillingly devoid of any signs of damage.

A DC 15 Heal check reveals that while the prevalent dampness seems to have hurried their decay along, it is clear that they have been there for years. A DC 20 Survival check by a character with the Track feat determines that the most recent tracks are of a medium humanoid heading back toward the trap door from more than a week ago.

At this point, if the PCs have not brought it up, ask what their plans are for searching for traps. This is important because if they search all the way, they will arrive too late to gather the documents. If they do not, and do not dally exceptionally long with other arrangements (i.e., greater than 45 minutes), you may assume that they make it in time. For the purposes of buff spells, the journey takes about 25 minutes. Dwarven PCs will notice that the tunnel slopes slightly downward. Once they have decided how they will proceed, draw out the last segment of tunnel (DM's Map 3).

Once done drawing the map, read or paraphrase the following:

It is difficult to determine the passage of time as you trek through the tunnels. The only things that break up the monotony are the occasional collapsed side passage, rotted corpse, or spiders that keep dropping on your heads. Eventually, however, the passage widens and you come to a steep staircase going up. The irregular steps are barely a few inches wide, making it a difficult climb. Indeed, it appears to have been too much for at least one soul; lying at the foot of the stairs is a skeleton with a broken neck.

The last portion of this encounter covers a series traps, as well as a locked door leading to Encounter 6. While each trap is present at every APL, the traps are malfunctioning with age and only activate at the appropriate APL (feel free to have each incorrect APL trap activate AFTER the PCs have passed it, just to scare the PCs). The box text sections below have been labeled to correspond to the areas marked on DM's Map 1. The traps' areas have been

marked on the map for your convenience; however, they can only be found and disarmed at the trigger point

Climbing the stairs is simply a DC 5 Climb check.

SECTION A

Finally clambering to the top of the fifty-foot staircase, you find yourselves in a 10 ft by 60 ft corridor, which takes a left turn at its end. The cobwebs and dust are not as prevalent here.

Read the following once a PC gets to one of the last two squares marked with an "A" on your map:

Without warning, the illusory head of a large dragon appears before you. Roaring, it lets loose a blinding bolt of lightning!

TRAPS

At APLs 4 and 8, the trap malfunctions and nothing happens. At APL 6, the trap goes off.

APL 6 (EL 7)

Blinding Dragon Breath Trap: CR 7; magic device (aura masked by Nystul's magic aura spell); visual trigger (*true seeing*); automatic reset (10 minutes); spell effect (*dragon breath [blue]*, 9th level caster, 4d8 electricity damage, DC 16 Reflex save for half); spell effect (*blinding breath*, 9th level caster, those that fail the first Dragon Breath Trap Reflex save are also blinded permanently); Search DC 29; Disable Device 29.

The trap is triggered when a living creature enters either of the last two squares marked with an "A". The trap then angles the breath weapon to target as many intruders as possible. The trap breathes once every d4 rounds until the duration of the spell ends. Only the first breath attack is affected by the *blinding breath* spell.

This trap takes 10 minutes to reset. If all PCs are blinded by the trap and have no way of recovering from the effects without leaving or resting, the adventure is most likely over for them. If they choose not to press on, skip to the results at the end of this encounter.

SECTION B

Reaching the corner, you find another long passage ahead, though this one has two large holes in it. Based on the rusty hinges still attached to the sides, they appear to be former pit traps. There is a clear foot-and-a-half-wide ledge around them, though they could still result in a nasty fall, as peering into the pits reveals a sixty-foot drop with spikes and skeletal remains at the bottom. Once again, the corridor takes a turn to the left ahead.

Moving along the ledges requires a DC 10 Balance check (remember, blinded PCs suffer a -4 penalty to most Strength and Dexterity-based skill checks). If a PC falls, see the Poisoned Spiked Pit Trap entry below.

Read the following once the lead PC steps into the trigger area (the last "B"s).

With the pits safely behind you, you have almost reached the next turn when a large illusory earth elemental rises out of the ground before you, letting loose a deep bellow. It plunges its club-like arms into the walls and begins yanking and twisting. In response, the entire passageway itself heaves and corkscrews, hurling you back!

TRAPS

At APLs 4 and 6, the trap malfunctions and does no damage nor does it move the PCs back. At APL 8, the trap goes off.

APL 8 (EL 9)

Tunnel Swallow Trap: CR 7; magic device; visual trigger (*true seeing*); automatic reset (1 hour); spell effect (*tunnel swallow*, 11th level caster, 11d6 damage and hurled back into the first pit, DC 19 Reflex save for half damage and moved only halfway along the trap's area); Search DC 31; Disable Device 31.

Poisoned Spiked Pit Trap: CR 7; mechanical; no trigger; manual reset; DC 20 Reflex save avoids; 50 ft. deep (5d6 fall); multiple targets (all who do not evade the Tunnel Swallow Trap); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus poison each); poison (purple worm poison, DC 24 Fortitude save resists, 1d6 Str/2d6 Str); Search DC -; Disable Device DC -.

The *tunnel swallow* spell covers a target area 50 ft. long. This area extends from the last "B"s (by the trigger) and back 50 ft. Thus, all PCs in the area will be affected by the spell. The first pit the PCs crossed is the area that the spell attempts to push PCs towards.

PCs that fail the *tunnel swallow* Reflex save are crushed and thrown to the area of first pit. These PCs may make a DC 20 Reflex save to grab the lip of the pit to avoid falling in.

Those who make the *tunnel swallow* Reflex save but do not have evasion take only half damage and are moved halfway back from their former position toward the designated end of the tunnel section (i.e., the first pit trap). It is possible that this distance will move the PC into one of the two pit traps. In this case, a DC 20 Reflex save will allow the PC to grab onto the lip of the pit and avoid falling in.

Feel free to give a +2 Circumstance bonus on the Reflex save to avoid falling into the pits if the PCs had placed planks over the pits or the like.

Climbing out of the pit requires a DC 15 Climb check. The spell portion of this trap takes 1 hour to reset, but the poison is only one use.

SECTION C

This last stretch of tunnel is only five feet wide, but also contains the first door you have seen since entering this complex. The passageway continues a few feet past the door before ending abruptly.

A DC 30 Search check will reveal the secret doors that the statues hide behind. A DC 20 Break check will allow the door to be pried open.

As you cross the mid section of the corridor, you clearly hear the scraping of stone against stone. The seemingly solid rock walls at both ends of the tunnel shift to the side, revealing identical statues of evil old men, though the one ahead holds a greatsword. Smoothly bringing its arms back, it then hurls them forward and releases the greatsword at you. Flying through your ranks, it slices at everyone in its path before smoothly flying back to rest in the statue's hands.

TRAPS

At APLs 6 and 8, the traps' attacks miss everyone. At APL 4, the trap goes off properly.

APL 4 (EL 5)

Infernal Wound Whirling Blade Trap: CR 5; magic device; visual trigger (*deathwatch*); automatic reset (1 round); spell effect (*whirling blade*, 6th level caster, +4 melee attack on all creatures in corridor [2d6+1/19-20 plus *infernal wound*, greatsword]); spell effect (*infernal wound*, 6th level caster, wound caused by weapon bleeds for 2 damage/round); Search DC 27; Disable Device 27.

This trap resets every round and does not stop resetting until all PCs have left the hallway, back either the way they came or through the door. If no living PCs are present in the hallway, the stone slabs slide back into place. It would probably be easiest to handle this encounter in initiative, with the trap acting first. On its turn, any untended wounds bleed, and the statue hurls the sword.

Besides disarming the trap at its trigger point, the PCs can also smash one of the statues' hands (AC 10, Hardness 8, hp 10) to disable it, or attempt to jam the sliding walls (DC 20 Search, DC 20 Disable Device). Another good tactic would be sundering the greatsword.

However, the wounds caused by the trap continue bleeding even after its removal.

SECTION D

This stout, iron-banded oak door is secured with a complex series of locking mechanisms. A dagger appears to be embedded into the door, as a decoration.

The door is locked with a superior lock (DC 40 Open Locks), 4 average locks (DC 25 Open Locks) and has the

spell *arcane lock* (CL 3) cast upon it. A simple *knock* spell should do the trick for most parties, as it will suppress the *arcane lock* and unlock the superior lock.

In addition, at all APLs an anti-barbarian-lockpick trap is present. The door is a strong wooden door (DMG 61). Read or paraphrase the following:

Arcane Locked Strong Wooden Door: 2 in. thick; hardness 5; hp 20; AC 5; Break DC 35; Cannot be opened until the *arcane lock* is suppressed, then requires Open Lock DCs of 40, 30, 30, 30, and 30. The door is covered with a *Nystul's magic aura* spell to hide its magical aura.

TRAPS

Read the following if someone attacks the door and his or her weapon is affected by the trap:

Just as you are about to hit the door, your weapon suddenly curves around and hits you instead!

All APLs (EL 1*)

Targeted Dispel Magic Trap: CR 4; spell; visual trigger (*true seeing*); automatic reset (instant); spell effect (*dispel magic*, 10th level caster, targeted on any weapon attempting to strike the door); Search DC 28; Disable Device DC 28

Backbiter Trap: CR 2; spell; visual trigger (*true seeing*); automatic reset (instant); spell effect (*backbiter*, 1st level caster, targeted on any weapon attempting to strike the door, Will save DC 11 negates if weapon still magical); Search DC 26; Disable Device DC 26

Note: The EL of this trap is reduced due to it merely being a preventative method that might cause some damage and because any wizard worth his salt should carry a scroll of *knock*.

The trap targets any attacking weapon. First, it attempts to *dispel* it; if successful, the weapon is non-magical for the second part. Second, it casts *backbiter* on the weapon, which only allows a save if the weapon is magical. If the spell succeeds, the PC manages to hit themselves instead of the door. Have them roll damage normally.

DEVELOPMENT

If the PCs were incapacitated by the traps, a group of Rhaedrick's people come looking for them the next morning. Thus, all of the PCs' bodies are recovered. Proceed to Conclusion A.

If the PCs specifically stated they were Moving Silently, and managed to find and disable their trap without setting it off, then Alrond will not have heard them approach until they start unlocking the door. Don't worry about what the PCs' actual Move Silently checks were; the goal here is to reward careful parties.

If the PCs took too long reaching the door (over the hour time limit), then Alrond, his documents, and his bodyguard are long gone. He did, however, leave a trapped message for them. Skip to the Too Late section of Encounter 6.

6: THE EYE AND THE TIGER

Having survived the trapped tunnels and made their way through the locked door, the PCs arrive at the complex. However, Alrond Beholderkin awaits them here, possibly with a lycanthropic bodyguard. How quiet the PCs were, whether or not they set off a trap, and how quickly they get through the door, determines how prepared the enemies are.

If the PCs set off the trap, did not Move Silently, or took a similarly loud action before reaching the door, the enemies are able to use their long-term buffs. If the PCs take more than a round to get through the door (it takes a round to pick open a lock), the enemies are able to start applying their short-term buffs. If the PCs avoid both of these outcomes, the enemies are caught off guard completely.

The enemies' long term buffs are as follows:

- Alrond casts *mage armor* on himself and uses his *scroll of darkvision*
- Bodyguard drinks a *potion of magic fang +1* and a *potion of mage armor*.

Their short term buffs are limited by the number of rounds the PCs take to get through the door:

- Alrond begins by using his Lesser Metamagic *rod of silence* to cast *invisibility*, *fly*, and *mirror image*, and then casts a silent *shield*. In addition, he casts a silent *grease* spell on the area designated on the map.
- Bodyguard drinks a *potion of invisibility* and a *potion of bear's endurance*, and then shifts to animal form.

In addition, the enemies will all take 10 on Hide and Move Silently checks, using the darkness for concealment.

Note that if the PCs attempt to use teleportation magics to enter the chamber, Alrond has *anticipate teleportation* up. Thus, if they arrive within thirty feet of him, they are delayed a round. Meanwhile, Alrond and his bodyguard arrange an ambush.

Once the PCs make it through the door, read or paraphrase the following:

Beyond the locked door you find a ten foot wide corridor that proceeds thirty feet before opening into a large, shadowy chamber, with another passage heading off of the chamber on the left wall. From here, you can make out several bookshelves and desks scattered around the room, liberally covered with books and papers. What little illumination exists in the chamber comes from lanterns positioned along each corridor as well as a handful of candles scattered around the desks and shelves. (If Alrond has cast grease) The floor in the chamber glistens wetly.

If the PCs managed to surprise them or a PC is able to see invisible creatures (and makes the Spot check or has darkvision):

You can also make out a man (standing/floating) in the room, glaring at you. He raises his hands in the obvious motions of spellcasting.

Combat commences once the PCs open the door. If the NPCs are aware of the PCs on the other side of the door, they ready an action (any action appropriate to them) to do something once the door opens. If the PCs are unaware of the NPCs, the NPCs gain a surprise round when the door opens (essentially, their readied actions go off before rolling initiative). See DMG 23 for an example.

CREATURES

APL 4 (EL 7)

Alrond: hp 36; see Appendix 1.

APL 6 (EL 9)

Alrond: hp 36; see Appendix 1.

Bodyguard: hp 82; see Appendix 1.

APL 8 (EL 11)

Alrond: hp 36; see Appendix 1.

Bodyguards (2): hp 82; see Appendix 1.

Invisible Stalker: hp 52; see MM 160.

Note: At APLs 6 and 8 the EL has been raised by 1 to account for the fact that Alrond and the bodyguard(s) will likely have had time to buff before the PCs arrive.

Tactics

At all APLs, if an enemy is reduced to a quarter their health or it is clear that the battle is lost, they will surrender (or flee if denied surrender). Alrond does not mind being captured, as he believes what he knows is valuable enough to Rhadrick that his life will be spared. However, if he flees, he will have both factions of the RTG after him. The bodyguards are simply hired muscle who have no interest in being killed.

At APL 4, if surprised, Alrond will attempt to go invisible and buff before facing the PCs. Otherwise, he begins the surprise round with *caustic smoke*, centered in the hallway. After that, he will toss an acid-substituted *jet of steam* down the line in front of him, triggering *caustic smoke's* save vs. blindness, before backing up. From that point on, he uses his Acidic Splatter reserve feat and ray spells to narrow down the opposition. He prefers to keep his acid-substituted *fireball* in reserve to power his Acidic Splatter, though he will use it if sorely pressed.

At APLs 6 and 8, Alrond uses similar tactics. However, rather than using *jet of steam*, he will instead use his *scroll of acid-substituted fireball*. He will follow that with a *scroll of improved invisibility* and then proceed with his ray spells.

The bodyguard(s) will charge and pounce the first PC he can reach without entering the corridor's area of *grease*. This may mean he simply readies a partial charge rather than acting during the surprise round. **NOTE:** The bodyguard(s) prefers to smack any downed PCs with non-lethal damage to ensure they don't get back up, but will not coup-de-grace opponents.

Treasure

A DC 30 search of the area (or an interrogation of Alrond) will uncover a small cache of magical items (including the potions and scrolls listed in the treasure summary) hidden in an enjoining chamber.

APL 4: Loot: 289 gp; Coin: 30 gp; Magic: 381 gp – lesser metamagic rod of silence (250 gp), various scrolls and potions (100 gp), wand of acid splash (31 gp)

APL 6: Loot: 289 gp; Coin: 230 gp; Magic: 589 gp – eyes of the eagle (208 gp), lesser metamagic rod of silence (250 gp), various scrolls and potions (100 gp), wand of acid splash (31 gp)

APL 8: Loot: 289 gp; Coin: 90 gp; Magic: 1144 gp – eyes of the eagle (208 gp), +1 falchion (198 gp), lens of detection (291 gp), lesser metamagic rod of silence (250 gp), ring of sustenance (166 gp), various scrolls and potions (100 gp), wand of acid splash (31 gp)

TOO LATE

If the PCs took too long searching their way through the tunnels or wasted time with other actions, they arrive too late to stop Alrond and his bodyguard from fleeing with the documents. Read or paraphrase the following:

Beyond the locked door you find a ten-foot wide corridor that proceeds thirty feet before opening into a large, shadowy chamber, with another passage heading off the chamber on the left wall. From here, you can make out several bookshelves and desks scattered around the room, though they are completely empty. Besides furniture, the room has been completely stripped, though you do manage to find a message pinned to the back of a bookshelf by a knife.

If they choose to read it, hand Player Handout 2 to whichever PC asked first. The message contains an explosive runes trap tied to the postscript. Assume that all PCs asking about it will also be within the area of the trap, but also keep track of any PC preparations that might move them out of the area or reveal the trap before it is reached.

TRAPS

APL 4 (EL 4)

Explosive Runes Trap: CR 4; spell; visual trigger (reading the message); no reset; spell effect (acid-substituted explosive runes, 5th-level caster, 6d6 acid damage to all within 10', Reflex save DC 14 for half except for reader); Search DC 28; Disable Device 28.

APL 6 (EL 6)

Empowered Explosive Runes Trap: CR 6; spell; visual trigger (reading the message); no reset; spell effect (acid-substituted empowered explosive runes, 9th-level caster, 6d6x1.5 acid damage to all within 10', Reflex save DC 15 for half except for reader); Search DC 30; Disable Device 30.

APL 8 (EL 8)

Acid-Admixture Explosive Runes Trap: CR 8; spell; visual trigger (reading the message); no reset; spell effect (acid-admixture explosive runes, 13th-level caster, 6d6 acid damage and 6d6 fire damage to all within 10', Reflex save DC 16 for half except for reader); Search DC 32; Disable Device 32.

Suddenly, the letter explodes in a ball of acid (and fire)!

Treasure

None. Alrond took it all with him.

DEVELOPMENT

- If the PCs were too late, proceed to Conclusion A.
- If the PCs are defeated, they are looted of all valuable gear but left alive. Those still conscious are allowed to bind their companions' wounds before being tied up and knocked out. The next morning, Rhaedrick's men bring them out. Proceed to Conclusion A.
- If the enemies are defeated, the PCs are free to gather the documents up. There are approximately one thousand sheets worth of documents, but of these, only about a couple hundred are of any use. The only way to find out the useful parts is with a DC 25 Forgery check and a DC 25 Decipher Script check. However, this is only pertinent if the PCs intend to keep the documents, or if they have a way to copy 200+ documents in a few hours.
- If either lycanthrope is present and still alive after the battle, he will request to keep his gear as he was only a hired guard. He will offer to bite anyone who wants to be bitten. See the LGCS for how to deal with Lycanthropy.
- If the PCs attempt to return the way they came with the documents, they are ambushed by Iuzian forces after leaving the warehouse. Proceed to Conclusion C.
- If the PCs leave using the other exit, they are able to escape Rookroost successfully. At this point, determine what they wish to do with the documents. If they take them to
 - High Lord Tadorinal, go to Conclusion B
 - Rhaedrick, go to Conclusion C
 - If they keep them or give them to a different meta-org, go to Conclusion D.

CONCLUSION A: FAILURE

Following your recovery, Rhaedrick speaks to you briefly. "I do not blame you for your failure, though it means that dark days lie ahead for my cause. While I am thankful for your efforts, I fear that the favors I promised you in payment will soon become worthless. Now I must go and salvage what I can from the ashes."

It is only a few weeks later that word reaches you of a mass execution that took place in Rookroost. Dozens of so-called traitors and thieves were hung, including Rhaedrick Avenfear and Gaiyle Markhalla. Other, darker rumors surround the event, claiming that the High Lord himself bound all of their souls into some necromantic construct. Whether or not this is true, it is clear that the fight against the High Lord's tyranny has been dealt a mortal blow.

The PCs receive Balthazar's Access if they visited his shop and did not upset him.

The PCs have been linked to Rhaedrick, and they receive the Enmity of the Eye.

CONCLUSION B: IUZIAN

As the PCs leave the warehouse, they are confronted by a group sent by High Lord Tadorinal himself. He had somehow gotten wind of what was going on through The Eye's extensive RTG network.

The creatures ask for the PC's surrender before attacking. After that, they attempt to capture the PCs rather than kill them. If the PCs get away and out of the city, go to Conclusion D.

CREATURES

All APLs (EL 13)

Iuzian Corpse Taxer: hp 21; see Appendix 1.

Iuzian Arcane Novice: hp 16; see Appendix 1.

Human Warrior Skeletons (3): hp 6 each; see MM 226.

Orcs (10): hp 5 each; see MM 203.

Quasit: hp 13; see MM 46.

Babau: hp 66; see MM 40.

Vrock: hp 115; see MM 40.

Retriever: hp 135; see MM 46.

High Lord Tadorinal is quite pleased to receive the documents you retrieved. He arranges for word to be passed around that you have his blessing before dismissing all of you. Leaving Rookroost behind, you continue on with your adventures. One morning, however, you wake up to discover a note and a raven's feather resting near you. The message is brief: "Whether a fool or a traitor I care little. Know this – though your actions have doomed my cause, I still have enough contacts to blacken your name across the Combination. R.A."

It is only a few weeks later that word reaches you of a mass execution that took place in Rookroost. Dozens of so-called traitors and thieves were hung, including Rhaedrick Avenfear and Gaiyle Markhalla. Other, darker rumors surround the event, claiming that the High Lord himself bound all of their souls into some necromantic construct. Whether or not this is true, it is clear that the fight against the High Lord's tyranny has been dealt a mortal blow.

The PCs receive Balthazar's Access if they visited his shop and did not upset him.

The PCs receive the High Lord's Blessing, if they surrendered, and the Enmity of Rhaedrick.

CONCLUSION C: RHAEDRICK

"My thanks friends," Rhaedrick says, bowing to you. "With these records safely in our hands, the High Lord's minions have no chance of catching us. Indeed-". He is interrupted by Gaiyle, who is holding several of the pages. "Rhaedrick, you must see this! These documents show that Tadorinal is actually Morthoth!"

"What?!" cries Rhaedrick, looking stunned.

"In fact," continues Gaiyle, "it looks like he was also General Pernevi. Rhaedrick, he's a demon of some sort! Something about his father being a balor in service to the demon lord Grazz't, and on loan to Iuz for 22 years!"

Gaiyle flips another page and again exclaims, "Rhaedrick, you were right. The Eye is Elara Mornstar! We've got her now!"

She and Rhaedrick exchange happy glances for a moment before he turns to you. "Well, this news, while surprising, does not alter my goals or my gratitude to you. With these documents in hand, I should be able to take over the RTG and we should be ready to topple the demon-tyrant within a year. Should you be willing to work in pursuit of freedom, glory, and, of course, gold, I will be happy to have your aid at that time. Farewell!"

Several days later, you hear on the grapevine that a certain half-elf woman of some importance in Rookroost has gone missing. Whether she was killed, disappeared, or went into hiding is unclear.

Meanwhile, the schism in the RTG seems to have been quelled.

The PCs receive Balthazar's Access if they visited his shop and did not upset him.

The PCs receive the Favor of Rhaedrick. Members of the RTG will know that Rhaedrick has become the new leader of the Rookroost Thieves Guild.

CONCLUSION D: MISC.

If the PCs keep the documents:

Studying and deciphering the documents you gathered takes a good deal of time, as there are more than a thousand pages. After sifting out those that are merely garbage, you discover that you have a list of almost all the contacts and agents of the RTG. Needless to say, you will have little trouble finding information in the near future.

If the PCs give the documents to the STG:

The Terrors are quite pleased with the documents you provide them. With a nearly complete list of every agent and contact of the RTG in their possession, they cannot only tighten their security, but also expand their operations tenfold. Your cut, needless to say, is not as bountiful.

If the PCs give the documents to a different meta-org:

The organization you provide the documents to is at first unsure of their worth. However, they quickly discover that the documents contain a nearly complete list of every contact and agents in the RTG and are quite thankful of you.

Continue for all:

In addition, the documents seem to indicate that High Lord Tadorinal is in fact a demon named Baron Kerzinen. Baron Kerzinen has apparently been impersonating rulers of Rookroost since General Pernevi's rule, years ago. In fact, it now seems clear that Kerzinen staged his own death multiple times, rising as his own successor. Mortoth replaced Pernevi...Tadorinal replaced Mortoth...

Even more intriguing, Kerzinen's father appears to be a balor in the demon lord Grazz't's court! Apparently, Grazz't has "loaned" Kerzinen to Iuz for 22 years. If only you knew when that time period started! This cannot bode well for the future of Rookroost.

The PCs receive Balthazar's Access if they visited his shop and did not upset him.

The PCs receive two influence points with a particular meta-org if they bring the documents to them. They receive no influence points if they keep copies or distribute copies to multiple meta-orgs.

The PCs gain the Deciphered Notes AR entry if they kept the notes for themselves.

The PCs receive the Enmity of the Eye.

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

3: WANTED!

Defeat the Iuzians and demons	
Malcontent	210 XP
Insurgent	270 XP
Seditionist	330 XP
Enemy of the State	390 XP

4: A MIDNIGHT STROLL

Succeed in getting to the warehouse	
APL 4	150 XP
APL 6	210 XP
APL 8	300 XP

5: TUNNELS, TRAPS, AND THIEVES

Survive or disarm the trap	
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
Get through the final door	
All APLs	30 XP

6: THE EYE AND THE TIGER

Defeat Alrond and recover the documents	
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

OR

Survive or disarm the trap	
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

DISCRETIONARY ROLEPLAYING AWARD

APL 4	135 XP
APL 6	180 XP
APL 8	225 XP

TOTAL POSSIBLE EXPERIENCE

APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP

TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

6: THE EYE AND THE TIGER

APL 4: Loot: 289 gp; Coin: 30 gp; Magic: 381 gp – *lesser metamagic rod of silence* (250 gp), *various scrolls and potions* (100 gp), *wand of acid splash* (31 gp)

APL 6: Loot: 289 gp; Coin: 230 gp; Magic: 589 gp – *eyes of the eagle* (208 gp), *lesser metamagic rod of silence* (250 gp), *various scrolls and potions* (100 gp), *wand of acid splash* (31 gp)

APL 8: Loot: 289 gp; Coin: 90 gp; Magic: 1144 gp – *eyes of the eagle* (208 gp), *+1 falchion* (198 gp), *lens of detection* (291 gp), *lesser metamagic rod of silence* (250 gp), *ring of sustenance* (166 gp), *various scrolls and potions* (100 gp), *wand of acid splash* (31 gp)

TOTAL POSSIBLE TREASURE

APL 4: 675 gp (25 gp over-the-cap)

APL 6: 900 gp (208 gp over-the-cap)

APL 8: 1125 gp (398 gp over-the-cap)

ADVENTURE RECORD ITEMS

☛ **Balthazar's Access:** You gain Adventure access to the following items: *acrobat boots*, *armband of elusive action*, *boots of agile leaping*, *dimension stride boots*, *goggles of minute seeing*.

☛ **Favor of Rhaedrick []:** You gain 1 Influence Point with the Rookroost Thieves Guild and Adventure access to the following items: *chronocharm of the laughing rogue*, *elixir of hiding*, *elixir of sneaking*, *gloves of manual prowess*, *lockpicking ring*, *silkslick belt*. In addition, you may ignore time requirements for being promoted within the RTG, and Training Master PCs who swear loyalty to Rhaedrick are offered a Master (of the Day or Night) position.

☛ **Favor of Gaiyle Markhalla:** Receive a +5 bonus to your Drinkers of the Cup of Midnight affiliation score as Gaiyle personally puts in a good word for you with The Shade. You gain Adventure access to the following items: *third eye: improvisation*, *vanisher cloak*, *wand of invisibility – 10 charges* (CL 5, 450 gp), *wand of silence – 10 charges* (CL 5, 450 gp). In addition, you may change **any one** item to which you gain Adventure access on this AR from Freq: Adventure to Freq: Regional (circle one now).

☛ **Influence with _____ [][]**

☛ **High Lord's Blessing:** Tadorinal has let it be known that you have his blessing. This provides you with a -4 to your WCI score. Hail Iuz! In addition, you gain access to one male bugbear (ECL 4) cohort. This bugbear will always have an alignment of CN and begins with the feats Weapon Focus (morningstar) and Stealthy.

☛ **Enmity of Rhaedrick:** Rhaedrick Avenfear used his remaining contacts to blacken your name across the Bandit Kingdoms. This enmity counts as Enmity of the Defenders of the Greenkeep, Fanlareshen Elves, Fort Hendricks, and the Red Planks. Members of those organizations are expelled.

☛ **Enmity of the Eye:** For all future adventures that occur in or near Rookroost, your Lifestyle costs are quadrupled. PCs that live off the land suffer a -8 Circumstance penalty to such checks instead. PCs that receive free lifestyle from another source lose that benefit when in Rookroost.

☛ **Deciphered Notes:** You have a list of nearly every RTG contact and agent in existence. This list provides you with a +10 circumstance bonus on Gather Information and Knowledge (Local - IBS) checks made while in Rookroost.

ITEM ACCESS

APL 4:

- *Lesser metamagic rod of silence* (Adventure; DMG)
- *Wand of acid splash* (Adventure; DMG; 50 charges, CL1, 375 gp)

APL 6 (all of APLs 4 plus the following):

- *Eyes of the Eagle* (Adventure; DMG)

APL 8 (all of APLs 4-6 plus the following):

- *Lens of Detection* (Adventure; DMG)

APPENDIX 1: NPCs AND MONSTERS

3: WANTED!

IUZIAN CORPSE TAXER

CR 3

Male or Female human cleric 3 of luz

CE Medium humanoid (human)

Init -1; **Senses** Listen +2, Spot +2

Languages Common

AC 18, touch 9, flat-footed 18
(-1 Dex, +8 armor, +1 shield)

hp 21 (3 HD)

Fort +4, **Ref** +0, **Will** +5

Speed 20 ft. in heavy armor (4 squares), base movement 30 ft.

Melee +1 *greatsword* +5 (2d6+5/19-20)

Ranged light crossbow +1 (1d8/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +5

Special Actions rebuke undead

Combat Gear *scroll of animate dead*, mwk greatsword (+1 after *magic weapon*), light crossbow, 20 bolts, dagger

Cleric Spells Prepared (CL 3rd):

2nd—**D**: *invisibility*, *hold person* (DC 17), ~~*bull's strength*~~ †

1st—**D**: *command* (DC 16), *command* (DC 16), *command* (DC 16), ~~*magic weapon*~~ †

0—*detect magic*, *guidance*, *resistance*, *virtue*

D: Domain spell. Deity: luz. Domains: Trickery (Bluff, Disguise, Hide added to class skills), Tyranny (+1 to the DC of enchantment [compulsion] spells).

† Already cast

Abilities Str 16 (12), Dex 8, Con 13, Int 10, Wis 15, Cha 14

Feats Spell Focus (enchantment), Greater Spell Focus (enchantment), Weapon Proficiency (greatsword)

Skills Concentration +7, Hide +0, Knowledge (religion) +5, Spellcraft +1

Possessions combat gear plus bolstered commanded human warrior skeletons (3, bolstered to 4 HD), mwk full-plate, mwk buckler, holy symbol of luz (2)

Rebuke Undead (Su) 5/day (2 uses used); 1d20+4/2d6+5.

IUZIAN ARCANIC NOVICE

CR 3

Female human wizard 3

CE Medium humanoid (human)

Init +6; **Senses** Listen +1, Spot +1

Languages Abyssal, Common, Draconic, Goblin

AC 16, touch 12, flat-footed 14
(+2 Dex, +4 armor)

hp 16 (3 HD)

Immune *magic missiles*

Fort +3, **Ref** +4, **Will** +5

Speed 30 ft.

Melee quarterstaff +1 (1d6)

Ranged mwk light crossbow +4 (1d8/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +1

Combat Gear

scrolls of (CL 3): *web* (DC 13), *sound burst* (DC 13), *protection from arrows*, *mirror image*, *levitate*, *burning hands* (DC 11), *ray of enfeeblement*,

scrolls of (CL 1): *shield*, *true strike*, quarterstaff, dagger, mwk light crossbow, 20 bolts

Wizard Spells Prepared (CL 3rd):

2nd—*glitterdust* (DC 14), *scorching ray*

1st—~~*mage armor*~~ †, *magic missile*, *grease* (DC 13)

0—*acid splash*, *detect magic*, ~~*message*~~ †, *ray of frost*

† Already cast

Abilities Str 10, Dex 14, Con 13, Int 15, Wis 12, Cha 8

SQ summon familiar (toad)

Feats Skill Focus (Concentration), Improved Initiative, Scribe Scroll^B, Craft Wondrous Item

Skills Concentration +10, Knowledge (arcana) +8, Knowledge (the planes) +8, Spellcraft +10, Survival +1 (+3 on other planes), Tumble +5

Possessions combat gear plus *vest of resistance* +1, *brooch of shielding*, *pearl of power* 1st, spell component pouches (2).

4: A MIDNIGHT STROLL

MUD SLAAD

CR 6

This froglike creature stands 5 feet tall and has slimy brownish green skin. Its large mouth sports long, sharp teeth and strong, sharp talons adorn the ends of its long, spindly arms and legs.

CN Medium Outsider (Chaotic, Extraplanar)

Init +6; **Senses** darkvision 60 ft.; Listen +7, Spot +7

Languages Slaadi

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 natural)

hp 33 (6 HD); **fast healing** 3

Immune sonic

Resist acid 5, cold 5, electricity 5, fire 5

Fort +7, **Ref** +7, **Will** +3

Speed 30 ft. (6 squares)

Melee bite +9 (2d6+3) and 2 claws +7 each (1d4+1)

Base Atk +6; **Grp** +9

Special Actions cringe, ~~sonic screech~~ †, feign death, *summon slaad*

† Already used

Abilities Str 17, Dex 15, Con 15, Int 6, Wis 6, Cha 8

SQ disease, outsider traits

Feats Dodge, Improved Initiative, Multiattack

Skills Climb +12, Jump +12, Hide +11, Listen +7, Move Silently +11, Spot +7

Cringe (Su) As a standard action, a mud slaad can cower in fear. This is a mind-affecting effect. Any opponent attempting to strike or otherwise directly attack the cringing creature, even with a targeted spell, must attempt a Will save (DC 12). If the save succeeds, the opponent can attack normally and is immune to the effect of that mud slaad's cringing for 24 hours. If the save fails, the opponent can't follow through with the attack, that part of the attacker's action is lost, and the attacker can't directly attack the mud slaadi for as long as it continues to cringe. If the mud slaad stops cringing and then cringes again, the opponent may attempt a new Will save to attack it.

Disease (Ex) Any creature hit by a mud slaad's bite attack must succeed on a Fortitude save (DC 15) or be infected with a disease that transforms the victim over the next week into a mud slaad. The infected creature can attempt a new save each day (DC 15) to throw off the infection.

Sonic Screech (Su) Once per day, a mud slaad can emit a tremendous screech. Every creature within 30 feet must succeed on a Fortitude save (DC 15) or take 5d6 points of sonic damage.

Summon Slaad (Sp) Once per day a mud slaad can attempt to summon 1 mud slaad with a 40% chance of success or 1 red slaad with a 20% chance of success.

Feign Death (Ex) If an opponent strikes a mud slaad and reduces it to 10 or fewer hit points, it can immediately attempt to feign death. This is an immediate action. Any creature that witnesses a mud slaad that is feigning death, including those creatures that watch it fall, can make a Sense Motive check (DC 22) to determine if the slaad's death is genuine. A Spot check will NOT reveal that the slaad's death is feigned. A successful Heal or Search check (DC 22) will reveal that the slaad is still alive.

6: THE EYE AND THE TIGER

ALROND BEHOLDERKIN

CR 7

Male Human Rog1/Conj5/Spell Warp Sniper1

NE Medium humanoid (human)

Init +5; **Senses** Listen +0, Spot +0

Languages Common, Draconic, Gnoll

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 armor)

hp 36 (7 HD)

Fort +5, **Ref** +4, **Will** +6

Speed 30 ft. (6 squares)

Melee mwk rapier +4 (1d6+1/18-20)

Ranged wand of acid splash +4 (1d3 acid)

Base Atk +2; **Grp** +3

Atk Options sneak attack +1d6

Special Actions acidic splatter

Combat Gear *lesser metamagic rod of silence, scroll of darkvision, scroll of greater invisibility[^], scroll of acid-substitution fireball* (CL 6th), tanglefoot bag, *wand of acid splash*

[^]Only at APLs 6 & 8

Wizard Spells Prepared (CL 6th, 7th for acid spells):

3rd—Acid-substitution *fireball* (DC 16), ~~anticipate teleport~~ †, *fly, caustic smoke* (DC 16)

2nd—Acid-substitution *scorching ray, mirror image, invisibility, silent grease* (DC 14), *silent shield*

1st—Acid-substitution *jet of steam* (DC 14), *mage armor* †, *lesser orb of acid, ray of clumsiness, ray of clumsiness*

0—*acid splash, acid splash, detect magic, ray of frost, read magic*

† Already cast

Abilities Str 12, Dex 13, Con 14, Int 16, Wis 10, Cha 8

SQ trapfinding

Feats Acidic Splatter*, Energy Substitution (Acid)*, Improved Initiative, Point Black Shot, Silent Spell, Scribe Scroll

Skills Bluff +6, Concentration +10, Decipher Script +11, Disable Device +10, Escape Artist +6, Gather Info +8, Hide +12, Knowledge (Local – Iuz Border States) +14, Move Silently +12, Spellcraft +11, Tumble +5

Possessions combat gear plus hourglass focus (500 gp), masterwork rapier, spellbook (at home, not on his person!), 180 gp

Spellbook (barred schools: Enchantment, Necromancy) spell prepared plus 0-all; 1st-*alarm, color spray, expeditious retreat, magic missile, shield, unseen servant*; 3rd-*explosive runes*

Acidic Splatter (Su) As a standard action, provided he has a spell with the acid descriptor of 2nd level or higher memorized, Alrond can fire an *orb of acid*. It requires a ranged touch attack to hit and deals 1d6 per spell level of the highest-level spell with the acid descriptor that Alrond has memorized.

Its range is similarly 5 feet times that spell's level.

ALROND'S BODYGUARD (ANIMAL FORM) CR 5

Male Weretiger Rog1

N Large humanoid (human, shapechanger)

Init +3; **Senses** low-light vision, scent; Listen +7, Spot +9

Languages Common, Goblin

AC 19, touch 12, flat-footed 16

(-1 size, +3 Dex, +4 armor, +3 natural)

hp 82 (7 HD)

DR 10/Silver

Fort +10, **Ref** +10, **Will** +4

Speed 40 ft. (8 squares)

Melee 2 claws +13 each (1d8+9) and bite +11 (2d6+5)

Space 10 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +16

Atk Options curse of lycanthropy, improved grab, pounce, rake +13 (1d8+5), sneak attack +1d6

Abilities Str 27, Dex 17, Con 24, Int 12, Wis 10, Cha 10

SQ trapfinding

Feats Alertness, Improved Natural Attack (Claw, Bite), Iron Will, Multiattack

Skills Balance +14, Climb +14, Hide +14, Jump +19, Listen +7, Move Silently +14, Sleight of Hand +7, Spot +9, Swim +13, Tumble +10

Possessions ~~*potion of mage armor**~~, ~~*potion of greater magic fang +1**~~, ~~*potion of invisibility**~~, ~~*potion of bear's endurance**~~, 1200 gp

*Already included in stats

Curse of Lycanthropy (Su) Any medium sized humanoid hit by the bodyguard's bite attack must succeed on a DC 15 Fortitude save or contract lycanthropy.

Improved Grab (Ex) After a successful bite attack, the bodyguard can initiate a grapple. When grappling, he gets two Rake attacks in addition to his normal natural weapons.

Pounce (Ex) On a charge, the bodyguard can make a full attack, including two Rake attacks

Skills The bodyguard has a +4 racial bonus on Hide and Move Silently checks.

FEATS

Acid Splatter [Reserve]

You can channel magical energy into orbs of acid.

Prerequisite: Ability to cast 2nd-level spells

Benefit: As long as you have an acid spell of 2nd level of higher available to cast, you can throw an orb of acid as a ranged touch attack. The attack has a range of 5 feet per level of the highest-level acid spell you have available to cast and deals 1d6 points of damage per level of that acid spell.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting acid spells.

Source: *Complete Mage* 37

Energy Substitution [Metamagic]

You can modify an energy-based spell to use another type of energy instead.

Prerequisites: Knowledge (arcane) 5 ranks, any metamagic feat.

Benefit: Choose one type of energy (acid, cold, electricity, or fire). You can then modify any spell with an energy descriptor to use the chosen type of energy instead. An energy substituted spell uses a spell slot of the spell's normal level. The spell's descriptor changes to the new energy type – for example, a *fireball* composed of cold energy is an *evocation [cold]* spell.

Source: *Complete Arcane* 79

Staggering Strike

You can deliver a wound that hampers an opponent's movement.

Prerequisite: Base attack bonus +6, sneak attack.

Benefit: If you deal damage with a melee sneak attack, you can also deliver a wound that limits your foe's mobility. For 1 round (or until the target is the beneficiary of a DC 15 Heal check or any magical healing that restores at least 1 hit point), your target is treated as if it were staggered, even if its nonlethal damage doesn't exactly equal its current hit points. A target can resist this effect by making a successful Fortitude save (DC equal to damage dealt). Multiple staggering strikes on the same creature do not stack. This feat has no effect on creatures not subject to sneak attack damage.

Source: *Complete Adventurer* 112

SPELLS

Anticipate Teleportation (SpC 13)

Abjuration

Level: Sorcerer/wizard 3

Components: V, S, F

Casting Time: 10 minutes

Range: One willing creature touched

Area: 5-ft./level radius emanation from touched creature

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

The subject of the spell is surrounded with an invisible aura that anticipates and delays the teleportation of any creature into the spell's area. Any teleportation spell or effect (including all spells with the teleportation descriptor) can be anticipated, making the spell's recipient instantly aware of the exact location where the teleportation creature will arrive (subject to the restrictions below), the creature's size, and how many other creatures (and their sizes) are arriving with the teleporting creature. The spell also delays the arrival of the teleporting creature by 1 round (so that it arrives on its initiative count immediately before its next turn), generally giving the recipient of the spell and anyone else made aware of the information 1 round to act or ready actions. The teleporting creature does not perceive this delay.

Since a teleporting creature doesn't necessarily arrive at the precise location it intends, the spell also functions against a creature that arrives in range even though its intended destination was elsewhere. For a creature that intends to teleport into range but inadvertently arrives outside the spell's area, the spell gives the recipient awareness that a creature has attempted to teleport into range and delays the creature as normal, but doesn't give any awareness as to the actual location of its imminent arrival.

The spell has no affect on creatures attempting to teleport away from the spell's area, although if their destination is within the area, the spell will affect their reentry as normal.

Focus: A tiny hourglass of platinum and crystal costing at least 500 gp, which must be carried or worn by the spell's recipient while the spell is in effect.

Backbiter (SpC 23)

Necromancy

Level: Sor/Wiz 1**Components:** V, S, F**Casting Time:** 1 standard action**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** One weapon**Duration:** 1 round/level or until discharged**Saving Throw:** Will negates; see text**Spell Resistance:** Yes (object)

You cast this spell on any melee weapon. The next time that weapon is used to make a melee attack, its shaft twists around so that the weapon strikes the wielder instead. The weapon hits automatically, and no attack roll is made.

The wielder gets no warning or knowledge of the spell's effect on his weapon, and although he makes the attack, the self-dealt damage can't be consciously reduced (though damage reduction applies) or changed to nonlethal damage. Once the weapon attacks its wielder (whether successfully or not), the spell is discharged.

Magic weapons targeted by this spell receive a Will save. An item in a creature's possession uses its own Will save bonus or its wielder's bonus, whichever is higher.

Focus: a dagger.

Blinding Breath (SpC 31)

Transmutation [Light]

Level: Sorcerer/wizard 4

This spell functions like breath flare, except that targets that fail their saving throws against your breath weapon are permanently blinded, rather than dazzled.

Breath Flare (SpC p38)

Transmutation [Light]

Level: Sorcerer/wizard 1**Components:** S**Casting Time:** 1 swift action**Range:** Personal**Target:** Your breath weapon**Duration:** 1 round

For this spell to function, you must have a breath weapon that uses fire or electricity, either as a supernatural ability or as the result of casting a spell such as *dragon breath*. When you successfully cast this spell, your breath weapon is infused with bright light. In addition to taking the normal fire or electricity damage, creatures that fail their saving throws against the breath weapon are dazzled for 1 minute per caster level. Sightless creatures are not affected by *breath flare*.

Caustic Smoke (CM 98)

Conjuration (Creation)

Level: Sorcerer/wizard 3**Components:** V, S**Casting Time:** 1 standard action**Range:** Medium**Effect:** Acidic fog spreads in a 20-ft radius, 20 ft. high**Duration:** 5 rounds**Saving Throw:** Fortitude Partial; see text**Spell Resistance:** No

You create a bank of smoke, similar in effect to a fog cloud. In addition to obscuring sight, the cloud deals 1d6 points of acid damage per round to all creatures within. Furthermore, its acrid fumes burn the eyes, imposing a -5 penalty to attack rolls, Search, and Spot checks unless a creature succeeds on a Fortitude save (repeated each round the creature is within the cloud). These penalties last as long as the subject remains in the cloud, plus an additional 2 rounds thereafter.

If a creature within the cloud takes acid damage from any other effect, it must succeed on a Fortitude save (using this spell's save DC) or be blinded for 1 round.

Dragon Breath (SpC 73)

Evocation [Good or Evil]

Level: Cleric 5, sorcerer/wizard 4**Components:** V, S, M/DF**Casting Time:** 1 standard action**Range:** Personal**Target:** You**Duration:** 1 round/level

You gain the ability to breathe a gout of energy as a standard action that mimics a dragon's breath. Once you've used the breath attack, you must wait 1d4 rounds before doing so again.

When you cast dragon breath, you choose one true dragon whose breath you're emulating. If you choose a chromatic dragon, then the spell gains the evil descriptor. If you choose a metallic dragon, then it gains the good descriptor.

Blue: 30-ft. line of electricity, 1d8/2 caster levels (maximum 10d8); Reflex half.

Arcane Material Component: A dragonscale of the appropriate color.

Infernal Wound (SpC 122)
Transmutation [Evil]
Level: Cleric 2, sorcerer/wizard 2
Components: V, S
Casting Time: 1 standard action
Range: Touch
Effect: Weapon touched
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

A creature injured by a weapon with *infernal wound* cast upon it loses 2 additional hit points each round for the duration of the spell (regardless of how many times it is struck during that time). Continuing hit point loss can be stopped by a Heal check (DC 10 + spell level + your relevant ability modifier), a *cure* spell, or a *heal* spell.

Jet of Steam (CM 108)
Evocation [Water]
Level: Sorcerer/wizard 1
Components: V, S
Casting Time: 1 standard action
Range: 30 ft.
Area: 30 ft. line
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

You release a powerful jet of steam that deals 1d4 points of fire damage per caster level (maximum 5d4) to each creature within its area. The jet begins at your fingertips.

Orb of Acid, Lesser (SpC 150)
Conjuration (Creation) [Acid]
Level: Sorcerer/wizard 1, warlock 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One orb of acid
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Ray of Clumsiness (SpC 166)
Transmutation
Level: Sorcerer/wizard 1
Components: V, S
Casting Time: 1 standard action
Range: Close
Effect: Ray
Duration: 1 minutes/level
Saving Throw: None
Spell Resistance: No

You must succeed on a ranged touch attack with the ray to strike a target. The energy of the ray stiffens the subject's muscles and joints, making it more difficult for the subject to move. The subject takes a penalty to Dexterity equal to 1d6+1 per two caster levels (maximum penalty of 1d6+5, minimum Dexterity of 1).

Tunnel Swallow (SpC 225)
Conjuration (Creation) [Earth]
Level: Sorcerer/wizard 6
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./2 levels)
Target: Tunnel section up to 20 ft. in diameter and up to 50 ft. long
Duration: Instantaneous
Saving Throw: Reflex partial; see text
Spell Resistance: No

You cause a section of tunnel to flex with peristaltic convulsions, crushing its contents and moving them along its length in the direction you designate. Each creature and object in the affected tunnel section is crushed for 1d6 points of damage per level (maximum 15d6) and is moved from its former position to a point just outside the affected tunnel section. A creature that makes a successful Reflex saving throw takes only half damage and is moved halfway to its former position in the tunnel toward the designated end of the tunnel section. When the spell duration expires, the tunnel returns to its former shape and size, with no harm done to the structure.

Tunnel swallow affects both worked and natural tunnels, as well as corridors in surface buildings, but does not harm the structure.

Movement caused by the spell does not provoke attacks of opportunity.

Material component: A lump of chewed vegetable or meat.

Whirling Blade (SpC 238)

Transmutation

Level: Bard 2, sorcerer/wizard 2**Components:** V, S, F**Casting Time:** 1 standard action**Range:** 60 ft.**Effect:** 60-ft. line**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

You hurl a weapon held at the time of casting, and it magically attacks all enemies along a line to the extent of the spell's range. You make a normal melee attack, just as if you were attacking with the weapon in melee, against each foe in the weapon's path, but you can choose to substitute your Int or Cha modifier (as appropriate for your spell-casting class) for your Strength modifier on weapon's attack and damage rolls. Even if your base attack bonus would normally give you multiple attacks, a whirling blade gets only one attack (at your best attack bonus) against each target. The weapon deals damage just as if you had swung it in melee, including any bonuses you might have from ability scores or feats.

No matter how many targets your weapon hits or misses, it instantly and unerringly returns to your hand after attempting the last of its attacks.

Focus: A slashing melee weapon that you hurl.

Friend,

I know that being an active adventurer, you've been too occupied with your travels to pick a side in the divisions that have split us since the return of the Ravens. However, I am in need of your aid now, and wish you to return to Rookroost to hear me out. Without your help, soon we will be nothing more than Tadorinal's lapdog. If you wish to prevent this outcome, come to the Dirty Dog Tavern along with what allies you can gather. Gaiyle and I will contact you there; just remember that not everything is always as it seems.

Rhaedrick Avenfear

Dear fools,

Terribly sorry we missed you - after all, we were so hoping to throw you a wonderful surprise party. But unfortunately, other needs, like removing the documents you were looking for, came first. Do tell poor Rhaedrick that if you lot are the best he can hire, he really deserves what's coming for him. May the Bitter Hand take all that you love,

A.

PS: I prepared ``explosive runes`` today.

PS: I prepared "explosive runes" today. Boom.





