

URD5I-02

The Rules of Engagement

A one-Round D&D LIVING GREYHAWK[®]

Duchy of Urnst Interactive

Version 0.1

Round 1

by Denise Mauldin

It's that time again! The yearly Coriner Gala approaches and Leukish is busy with the preparations and the rumors and the speculations. Lord Ellis will be attending and who he might be bringing is the talk of the town. Also, it seems that Broden Lorinar has recently returned from Ahlissa and that the notorious ladies man will be dragging his brother Jolen to the Gala as well. When such luminaries are all in Leukish, there's a target for danger. Can you prevent disaster from occurring at the Gala again?

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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Introduction

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

Preparation

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

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

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

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

Playing the Game

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

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

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

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

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

LIVING GREYHAWK Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being

played, that character will receive only one-half of the experience points for the adventure.

Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

the adventure is APL 12.

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

This is a standard 1-round Regional adventure, set in the Duchy of Urnst. Characters native to the Duchy of Urnst pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

Ellis Lorinar is a young single man. Up until now he's been very busy with his military campaigns and hasn't had time to look for a suitable mate. However, with the end of the campaign against the Slavers and with the situation in Dumadan and the Vale resolved, things have been returning to normal despite the worrying destructions in the south. Of course Ellis' mother has taken advantage of this lull to try and get Ellis to take a suitable wife to further the Lorinar family. Naturally, Ellis' mother will have been conducting lengthy negotiations with various other noble houses... and in the process weeding out undesirable candidates while subtly guiding some nice girls to the fore of the candidate list. So the short list has three or four of mother's girls on it (including a nice Pontirun girl ... nice wealthy family, no political ambitions, and a powerful neutral in the Honorable Chamber which would be a valuable addition to Ellis' support). Unfortunately, there are still one or two other good women on the list; but Mommy is doing the best she can to steer Ellis to the "right girl".

Only problem is, Ellis has just gotten a taste of independence, likes it, and doesn't quite want to give any up just yet. (Pay no attention to those vicious rumors that he has a thing for Rhenee women.)

Of course, actually concluding a betrothal would be a social event of major significance ... and where better to announce than at the annual Coriner Gala? Everyone will be there ... even those feuding Houses, Meissel and Szabo. (Now, if anything unfortunate were to be tied back to one of these Houses, why, it might just be the straw that broke the camel's back; Official Notice of the Feud would have to be taken, with dire consequences for those getting caught.)

Ellis, being a "good patron" of the adventuring community, has of course invited the "guests" who have aided him in the past. He figures they'll be a break from the simpering women and that their presence will loosen things up a bit in addition to providing backup should anything get out of hand.

There are three or four mini-missions, run prior to the Gala, that let the players gain information on what's going on, perhaps foil some schemes (A plot to get rid of that pesky Reede, or foiling the efforts of those feuding houses, or perhaps one of the girls needs an extreme makeover, or maybe someone needs assistance with some tasks before the ball.)

During the LARP portion, you can have lots of little tasks running in the background ... while the never-to-be-stated-task is to keep Ellis away from unacceptable women (both NPCs and PCs who are not on Mommy's short list) and keep Ellis away from the punchbowl. Because, of course, if he flirts too much or gets too drunk, he might Make A Scene and spoil Mommy's plans.

Other guests of the Gala include both of Karl Lorinar's sons – Broden and Jolen. Broden has been serving loyally as an officer in the Ducal military defending our ally the County of Urnst during the Greyhawk Wars. Sure it was towards the end of the Wars, but that was when the fighting was fiercest. Staring down the Old One's forces is no mean feat. And let's not forget how Broden served as the Duke's diplomatic emissary to Ahlissa for several years.

Jolen is a very polite young man who has taken to studying quite assiduously at the Temple of Lendor. He's courteous to women and not a womanizer like some of the other nobles, but keeps a low profile in general. There are rumors that he is a high level functionary in the Ducal Diplomatic Corps, but no one seems to know the truth of that rumor.

Pro-Ellis group stages an assassination attempt on Jolen, while Slavers stage an

assassination attempt on Ellis, while Karl searches to understand what's really going on, and the noble houses start jockeying for position and backstab each other some more. Fun stuff!

Adventure Summary

When players first show up, they must sign in at the interactive desk. They receive rumors and indicate some specialties of their character later to be used in the mini mission section of the interactive. Any characters that are wanted or have other interesting problems in Leukish are given a special number.

Adventurers mingle or complete their mini-missions. This is the day before the Gala and the inns in Leukish are full of adventurers and their like. Bardic tales are being told and adventurers are relaxing and trading rumors and stories while waiting for the morrow. The PCs should find out that they should be wearing a courtier's or noble's outfit to gain admittance to the Coriner's Gala.

During the Gala there are several different NPCs wandering around doing things and there are several catastrophes that could happen. These are meant to be solved by roleplaying and quick thinking rather than combat.

Running the Reception Desk

The **interactive coordinator** will run the reception desk, signing the PCs into the interactive and welcoming them to Leukish.

First, the PC must be notified that this interactive will take one TU, to be marked at the end of the mini-module.

Second, the PCs must pay a lifestyle cost. This is paid on a log sheet for the interactive; the interactive coordinator hands one of these out to each participant. This log sheet will also be used to collect all monies from bribes, and pay all fees for certain rumors. At the end of the mini-module, this running total is inserted into the log sheet. The top part of the log sheet must be shown to any judge who requests to see it. PCs will be given numbers based on their "specialties" and certain numbers are reserved for those with major enmities of certain people or groups, such as the Rogues of Seltaren.

Each PC that has a favor with Lord Ellis Lorinar is specifically invited to the Coriner Gala this evening and they may bring one guest, as long as they are all appropriately attired.

Next, each PC is asked to make two Gather Information rolls and is given 2 rumors off of the General Rumors sheet.

Finally, each PC signs in with player name, character name, and RPGA number. After that, they are sent into the interactive.

Organization

There are three parts to this interactive.

- 1) Before the Gala- Each PC will participate in a mini-mission that happens before the Coriner Gala. These mini-missions are labeled **MM-B#**.
- 2) The Gala – This is the LARP portion of the interactive and is contained in this file.
- 3) After the Gala – Each PC will participate in a mini-mission that happens after the Coriner Gala. These mini-missions are labeled **MM-A#**. MMA1 should only be run for one table.

The Gala portion of the Interactive requires at least 4-6 judges who are willing to portray NPCs. The most important NPCs are: Lord Ellis Lorinar, Lord Jolen Lorinar, Lord Broden Lorinar, Lady Irona Pontirun, Lady Ellinka Reede, and Lady Clarissa Baercol. One person may play multiple of these NPCs other than Lord Ellis as they can come and go during the interactive.

Each of the "Encounters" in the LARP portion must be started by one of the NPCs.

Introduction

It is a rather warm evening in Leukish and the nobles are out in force. The Promenade and the streets around the Honorable Chamber are filled with parading nobles of every different noble house in the Duchy, showing off their finery and hob-knobbing. Today is the Coriner Gala at the Jyllona Estate and everyone wants to look their best. It is even rumored that Lord Ellis Lorinar has some big news for the evening and that even Jolen and Broden Lorinar will be in attendance, so everyone is excited.

Preparations have been going for weeks, and perhaps you were even involved in the final preparations today.

The Jyllona Estate is lit up from within by fanciful white lights of all shapes and sizes, giving it the appearance of a fairy land in the early twilight. Music drifts from the open windows and conversation fills the air. Servants move to and fro carrying platters of dainty sandwiches and tarts and other delicacies as well as fine wines.

The flower bouquets are particularly noticeable this gala, being more luxuriant and bountiful than normal.

Insert description of the flower bouquets resulting from MM-B2, including altering the lady's name in the following boxed text, otherwise read the following:

The baskets of golden yellow Calla Lilies and the Daisies are accentuated by the lush green Ivy that twines around them. Lady Irona Pontirun looks particularly radiant and the bouquets seem to match her gown and provide a fitting setting for her beauty.

Continue:

There are several ladies here that particularly stand out in your eyes as having done the utmost to bring themselves to perfection. Indeed, that seems to lend truth to the rumors that you've heard that Lord Ellis is to announce his betrothal tonight.

An elegant woman wearing a dress of blue and red with so much gold embroidery that it seems stiff holds court in one section of the ballroom, her diamond and ruby rings flashing as she talks. Soon she is introduced as Lady Nali Saevil.

Lady Donouri Regin travels from group to group, speaking with each before continuing to the next, her black and blue gown serving to emphasize her tall austere features and determination.

If Ellinka Reede is present and has had time to change into her gown, read the following:

Lady Ellinka Reede dances gracefully in the center of the room with a tall lanky young man in military dress. She smiles and laughs happily and her purple dress accents her very dark blue eyes and golden hair.

If Leara Tarnel is present and has at least a noble's outfit quality dress and normal or masterwork jewelry, read the following:

One of these ladies appears to be a newcomer to the scene who appears slightly abashed at all of the attention. Wearing an exotic dress of silver and white silks, the gleaming jewelry she wears offsets her red blonde hair. Shortly you find that her name is Leara Tarnel.

Continue:

You have all been welcomed here through the devices of Lord Ellis, or your other noble friends that owe you favors, though you know that you have been invited to make sure nothing bad happens during the gala.

Ah! Here is the man of the hour himself, Lord Ellis Lorinar. He appears a little more relaxed today than you've seen him in the past, perhaps something to do with the fact that he's wearing a noble's outfit rather than his usual Ducal Guard uniform. Indeed, he tugs on it every so often as if it is uncomfortable, but he looks splendid in the white and black favored by House Lorinar.

Allow the PCs to mingle and talk with the rest of the PCs and the NPCs present. They can share rumors and trade information. Each encounter from here on is triggered by the judge playing a certain NPC.

Encounter One: What's in that dip?

There is quite an impressive layout of food and drinks from a variety different cultures and cuisines. However, some of the different fish have been prepared incorrectly by some inexperienced chefs, with the result that this part of the food is mildly poisonous. If no one in the PCs notices this at the beginning of the interactive, then the first effects become apparent one quarter of the way through the LARP portion. 1e: If the LARP portion lasts one hour, then the following symptoms will appear:

- 1st: 5 of the nobles will begin to feel uncomfortable – as if they had a fever. They will also develop a rash around their wrists. These effects may be noticed by a DC 15 Spot check, or a DC 15 Gather Information check.

- 2nd: An additional 20 of the nobles will begin to feel the above effects. In addition the 5 first affected will progress to worse symptoms, including vomiting and blindness. However, these nobles will be somewhat quickly escorted to a private room where they will be treated by a cleric.
- 3rd: The 20 nobles that were affected previously will progress to the worse symptoms. This will result in a wave of panic going through the nobles. Unless the PCs manage a DC 35 Diplomacy check, the nobles will flee the party, causing the evening to end in chaos.

Encounter Two: What's that you said?

Sometime during the interactive when things seem to be lagging, run the following encounter between two Meissel lads and two Szabo lads. Essentially they've overindulged in the alcohol and have decided to have it out here. They begin with shouting and name calling, then will escalate to physical violence unless they are stopped. After they are attacking each other for a few rounds, the security will step in and separate them and remove them from the party. If the PCs step in, the security will let them deal with it.

Sample insults:

Meissel:

Your cousin is a gnome lover.

We picked the Flower and she sure wilted quickly!

Ashlyn's singing voice is going bad, especially after all the 'favor' s she's done.

Szabo:

You guys must love fireworks after what happened with your warehouse.

Aldor's parties always end in ruin – is he here tonight? That must be why things suck so much!

It takes a DC 35 Diplomacy check, a DC 20 Intimidate check, or some show of force to get the NPCs to back down. If the PCs actually assault or cause any real damage to the NPCs, they will get tossed out of the party too. If they really cause any damage, they receive the enmity of the noble house that they damaged.

Encounter Three: Messing with the Ladies

The PCs can alter the results of the interactive by interfering with the ladies during the course of the interactive. In general, they can antagonize the ladies and they will react in ways according to their character profiles.

- Lady Reede will tend to get angry and blow up (after a certain period of ignoring the insults).
- Lady Tarnel will react with confusion and retreat to being a wallflower.
- Lady Pontirun will generally ignore the PCs as 'lower class' citizens, but will eventually prevail upon the guards to get the PCs removed.

The PCs can also increase the spirits of the ladies in the same manner. Check with each lady at the end of the interactive to determine what her mood is at the end before you determine the results. Use general averages for the majority of the time to determine the conclusion.

Altering the lady's opinion or attitude by any step requires a DC 20 Diplomacy or Intimidate check and may not be attempted more than once per PC per lady.

NPC Actions and Attitudes

Lady Clarissa

During the Live Action Role-playing part of the interactive, Clarissa is wandering around attempting to find Lord Ellis and do everything in her power to get him alone for a moment by hitting on him and so forth. If she does get him alone, she uses her *Charm Monster* ability to charm him. Thus the judge playing this character should attempt to locate Lord Ellis by asking around.

Lord Ellis Lorinar

Lord Ellis doesn't particularly want to be here, but his mother made him promise to show up in the Lorinar House colors. He's afraid that she has a scheme in mind and has heard the same rumors that everyone else has about his pending betrothal. He's here to try and not let that happen, because he has quite a lot more to do than take a wife. However, shortly after

entering the Gala, his mother will confront him and tell him that a deal will be announced at the end of the Gala and that he has only a few choices left, so he'd better make them quickly. Directly after this confrontation, Ellis will attempt to get somewhat drunk to soften the necessity, then he'll talk to the ladies present or any other PC lady with a charisma of 16 or higher.

Lady Pontirun

Lady Pontirun arrives on time in a spectacular dress and is pleasant and courteous to everyone. She passes on a lot of rumors, but doesn't seem to ever give her opinion about anything serious – preferring to gossip and such instead.

Lady Reede

Lady Reede's actions depend on whether she arrives on time and has time to change or not.

If Lady Reede arrives before 6 pm, she will have time to properly prepare for the ball. She will be happy and excited about her chances at the ball. Her enthusiasm will draw people to her and her quality of character and beauty will be readily seen.

If Lady Reede arrives between 6 and 7 pm, she is sociably late. However, she had to perform a rushed change into her gown. She won't be terribly pleased and she won't garner as much attention as if she had arrived promptly in a good mood.

If Lady Reede arrives after 7pm, she is very late for the gala. She will be frustrated with everything and this will culminate with a fit of temper during the middle of the events, after which she will storm out of the gala.

Lady Tarnel

Lady Tarnel's actions depend on what quality of dress and jewelry she is wearing in addition to her mood.

If Lady Tarnel has masterwork jewelry, and a noble's quality outfit as well as being buoyant or inspired she seems to have a natural affinity for everyone and draws a crowd of people that want to talk to her.

If Lady Tarnel has at least one very good attribute (jewelry/clothing/attitude) she'll be very happy and attract reasonable attention, but not undue attention.

Otherwise she is somewhat of a wallflower and doesn't do much unless prodded by the PCs. If she's prodded, then she'll get fairly reasonable attention. This requires a DC 25 Diplomacy check.

Conclusion

If Lady Tarnel has the best in all categories (jewelry, outfit and outlook) and the flowers match her outfit (or her house colors), then her hero-worship of Lord Ellis and her newly enhanced beauty and knowledge of military tactics will gain his attention and he will select her for his future bride.

If the colors of the flowers match Lady Reede's ensemble, she arrives on time, and thus is in a good mood, then Lord Ellis will select her for his future bride.

If none of the above is true, then Lord Ellis will select Lady Pontirun for his future bride.

Experience Point Summary

In this interactive if the PCs participate in two mini-missions and the LARP portion of the interactive they gain full experience.

Treasure Summary

In this interactive, if the PCs participate in two mini-missions and the LARP portion of the interactive, they gain full gold.

Special

Favor of Noble House _____.

Enmity of Noble House _____.

You've been named as responsible for the disappearance of a noble of this house and everywhere you go in the Duchy, people seem to be watching you and getting in your way. Pay an extra 100 gp during the next Duchy of Urnst Regional module you play.

Marked: There is a small pock mark on your left arm that you don't remember being there before and you can't remember getting.

Favor of Jolen Lorinar: One time only, the PC can gain an immediate audience with the senior authority of a Lendorian temple in the Duchy of Urnst. Alternatively, the PC can have a ring of protection +1 or +2 upgraded to +3, but it costs 2 TU to have this done. Cross off when used.

Favor of Leara Tarnel: Leara knows who the best trainers are. A PC can redeem this favor for access to one Limited spell of 3rd level or lower; or to one Limited Feat so long as that feat is a valid fighter bonus feat. Cross off when used.

Favor of Ellinka Reede: Ellinka can make House Reede's trading contacts available to the PC. This favor can be redeemed to purchase one suit of armor, one shield, one weapon, or 50 pieces of ammunition made of adamantine. Alternatively, the PC can purchase one metamagic rod of 10,000 gp value or less from the DMG. Cross off when used.

- cape of the mountebank (Adventure; DMG; 10,080 gp).

APL 16 (all of APLs 2-14 plus the following):

- ring of protection +3 (Adventure; DMG; 18,000 gp).
- armor enhancement slick, greater (Adventure; DMG; +33,750 gp).

Items for the Adventure Record

Item Access

APL 2:

- Hat of Disguise (Adventure; DMG; 1,800 gp)
- Wand of Cure Light Wounds (Adventure; DMG; 750 gp)

APL 4 (all of APL 2 plus the following):

- +2 dagger (Adventure; DMG; 8,302 gp).
- slippers of spider climbing (Adventure; DMG; 4,800 gp).
- wand of knock (Adventure; DMG; 4,500 gp).

APL 6 (all of APLs 2-4 plus the following):

- +2 Greatsword (Adventure; DMG; 8,350 gp)
- scroll of align weapon (Adventure; DMG; 150 gp).
- armor enhancement slick (Adventure; DMG; +3,750 gp).

APL 8 (all of APLs 2-4 plus the following):

- +1 keen rapier (Adventure; DMG; 8,320 gp).
- lesser rod of extension (Adventure; DMG; 3,000 gp).

APL 10 (all of APLs 2-8 plus the following):

- chain shirt +2 (Adventure; DMG; 4,250 gp).
- ring of protection +2 (Adventure; DMG; 4,000 gp).

APL 12 (all of APLs 2-10 plus the following):

- ring of mind shielding (Adventure; DMG; 8,000 gp).
- amulet of natural armor +2 (Adventure; DMG; 4,000 gp).
- armor enhancement slick, improved (Adventure; DMG; +15,000 gp).

APL 14 (all of APLs 2-12 plus the following):

- belt of giant strength +4 (Adventure; DMG; 16,000 gp).
- periapt of wisdom +4 (Adventure; DMG; 16,000 gp).

Appendix 1: NPCs

Jolen Lorinar: Rather short, soft-spoken, very well-mannered. Very knowledgeable about Duchy noble houses, current events, politics, even military matters (on a non-technical level). Picky eater, good dancer, but moves from woman to woman yet is unfailing polite to everyone.

Broden Lorinar: Tall, lanky, military bearing. Very polite. Knowledgeable about military matters, but more from a theoretical standpoint. Frustrated that he's never had a chance to shine as a commander. Tries to be the "perfect" noble, but tends to overdo it. Has much knowledge of the County of Urnst and of Ahlissa.

Heinrich Meissel: Much better morals than most Meissels. A competent businessman. Tends to see Szabo plots everywhere. Therefore, he will be on edge throughout the party. Also trying to keep tabs on the Szabo representative. A bit of a glory hound, he'll try to schmooze with the bigwigs. Dressed smartly, but his clothing is not terribly rich, due to the financial problems with his House.

Telek Szabo: Not content that Meissel is impoverished, he hopes to get up to tricks that will be discovered but blamed on Meissel. He is the instigator of most of the pranks that happen during the Gala, but they are unlikely to be traced back to him. He is a tall Suloise man with a cowlick who always wears courtier's outfits in his house colors – blue and gold.

Antella Taerga Lorinar: Ellis's mother. The epitome of a Suel noblewoman. Looks younger than her age. Knows everyone who's anyone. Treats everyone in accordance with her opinion of their importance. So, she'll snub any PC, but she'll be polite about it, if they don't get pushy. A bit of a gossip; a past master at subtle put-downs. She will use these skills to advance her ends, but discreetly. She wishes to make sure that Ellis does not get engaged to Lady Reede. If Leara Tarnel becomes a serious contender to be betrothed to Ellis, Antella will oppose that match as well. She thinks she has her son pretty much under her control, so she's a bit surprised on the rare occasions when he defies her.

Irona Pontirun: Well-educated, very pretty. Deferential. She talks about current gossip and rumors almost entirely, with almost nothing of substance being said beyond her knowledge of the granary business. She wears a very flattering gown of green and yellow that accents her perfectly styled hair and golden jewelry.

Nali Saevil: Nali is an obvious gold-digger, with more style than substance. She would be the type of person to use her superior position and wealth to keep her rivals and lesser folk in their place. Her red and blue gown has enough real gold embroidery that it is stiff and she constantly flashes her diamond and ruby rings while she talks.

Donouri Regin: Just a little too controlling. Assumes she's in charge and behaves accordingly. Her blue and black gown, with touches of white lace is the highest style, but she is thin to the point that one can see her collarbones clearly.

Ellinka Reede: Ellinka is the most beautiful of the suitors. A well-mannered debutante who can talk with anyone about anything, though her hobbies are jewelry making and hiking. She wears an elegant purple gown with the hammer of House Reede on one shoulder.

Leara Tarnel: Differs just slightly from the ideal Suel appearances - a touch of red in her hair. A bookworm with interest in things military. She is a wallflower but when she comes out of her shell she is a nerd about tactics and strategy.

Clarissa Baercol: Clarissa is a stunning blonde Suel wearing a silk scarlet dress, which only has the barest touches of silver and black to indicate her house allegiance. She attracts eyes wherever she goes and uses her charms to their best effect.