

URD6-01

An Accidental Murder

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

Version 1.03

Round One

by Warren Banks

The death of a wealthy noble's son has the city watch shining a light into the darkened corners of Lower Seltaren and not everyone appreciates the attention. An investigation adventure particularly well suited for stealthy and diplomatic types of APLs 2 to 8.

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 scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

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

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

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than 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 DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core 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 gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out the RPGA Tracking Sheet. The DM 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.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- 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.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 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 free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a

single round it flees, unless another check is successful.

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	

Time Units and Upkeep

This is a standard one-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.

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

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

Ten years prior, a wealthy Nellix merchant by the name of Pol Venn travelled to Seltaren to arrange for the purchase of a large shipment of silver from Yollin Gaernot, a Seltaren noble. Pol arrived in Seltaren with his daughter Ora, with whom he was very close and who he hoped would take over the family business when he retired.

The initial meeting between Pol and Yollin went well but Pol was a strong negotiator and had gotten the upper hand in negotiations. Hoping to help cut a more favourable deal, Yollin invited Pol to a party at his place that evening. Unfortunately, Yollin's guest Elgin Coriner made some unfortunate remarks about Pol's daughter

Ora. Pol took great offense. Heated words were exchanged between the two men and soon a fight erupted. In a moment of rage, Pol pulled his dagger on Elgin Coriner. Elgin Coriner, a skilled swordsman, drove his rapier into Pol Venn's heart, killing him instantly. The watch was called and an investigation launched but no charges were laid and the matter was quickly hushed up.

Having witnessed the death of her father, Ora Venn returned to Nellix heartbroken and full of hate. Yollin Gaernot and Elgin Coriner had escaped punishment by the law but they would pay for their crime. Upon her return to Nellix, Ora took up the ways of the blade to exact revenge on those who took her father's life.

Years later, Ora secretly returned to Seltaren. There she learned that Gaernot and Coriner had ties to criminal elements within Seltaren. Ora worked to infiltrate the criminal underworld in an attempt to maneuver close enough to Gaernot and Coriner. She soon came across the Rogues of Seltaren.

Assuming the guise of Tessa the Blade, Ora began her career working as hired muscle for the Black & Blue, a band of leg breakers. Ora soon made a name for herself as someone handy with a blade. Eventually Ora's skills set her apart from the base thuggery of the Black & Blues and she was offered a chance to move out on her own. Ora took up the opportunity and began a band of her own, the Flashing Blades.

Over the next year, Ora ran the Flashing Blades with brutal efficiency, extorting money from merchants along the Merchant's Draw and raising her status amongst the various Rogues of Seltaren. During this time, Ora observed Elgin Coriner, Yollin Gaernot and their underworld contacts amongst the various rogues of Seltaren waiting for the right moment to exact her revenge. That moment arrived two weeks ago.

Revenge

Ora commissioned a mage to build her a construct to assist in her revenge. Two weeks ago, Ora took possession of an agile and deceptive creation known as a Nimblewright. That night, Ora along with her Nimblewright, trailed Tovas Coriner (son of Elgin Coriner) to the Bridled Brambles in Lower Seltaren. There, Ora had the Nimblewright provoke Tovas, and when he responded, challenge Tovas to a duel. Confident of their skills, Tovas and his friends moved outside to duel the stranger. The Nimblewright quickly disarmed Tovas of his father's prized dagger and was about to move in for the kill when Tovas' friend Bromar Reede leapt to his defense. The Nimblewright, unable to stop its attack in time, killed Reede. During this confusion, Tovas Coriner fled the area and Ora and the Nimblewright were forced to retreat to avoid capture.

Lord Corwyn Reede was completely distraught over the loss of his only son. Clouded by emotions and outraged at the sheer lawlessness that he blamed for his

son's death, Corwyn Reede began to campaign for greater law enforcement in Lower Seltaren. House Reede, one of the three largest houses in the Duchy of Urnst, exercised their considerable influence and soon the Seltaren Watch was recruiting men to patrol Lower Seltaren in full force.

Unfortunately for Tovas, he fled the area before he could recover his father's dagger. The dagger is given to those who successfully graduate from the Black Blade Fencing School (a secret fencing school alleged to have ties with the Rogues of Seltaren). Tovas, not yet a graduate, took his father's dagger without permission. Fearing the potential wrath of his father, Tovas was desperate to get it back. Tovas returned to Lower Seltaren to find the dagger but was unable to locate it before his father discovered it missing six days ago. Considering the potential damage that could occur if the dagger fell into the wrong hands (divinations, scrying, etc), Tovas' father Elgin Coriner called in a favour with Masseri, an old friend and an influential rogue in Seltaren, to recover the dagger at all costs.

Fearing that her plans may be ruined, Ora decided to turn up the heat. In an attempt to distract the Rogues, she has begun leaking information of Rogue activity to the Watch Captain Fridden Moirek. While only a few low-level rogue operations have been compromised, the ever-cautious Rogues began maintaining a low profile until the situation could be assessed.

Meanwhile, the Watch has not turned up any suspects in the murder of Bromar Reede. Captain Moirek, desperate to produce a suspect to appease Corwyn Reede, has sent word to Leukish for assistance in the matter. They have sent Canric Moore, a bloodhound investigator, to assist, but he has yet to arrive. Unhappy with the delay, Corwyn Reede has decided to hire adventurers to help look into the situation before the trail grows too cold.

Adventure Summary

The PCs enter Seltaren, where they are contacted to looking into circumstances surrounding the death of a noble's son. While the investigation takes place, a few key events will occur. How the PCs are introduced to these events and when the events occur during the timeline is ultimately up to the GM, but a likely order of events is provided below.

The PCs are contacted by Corwyn Reede. He will hire the PCs to find his son's murderer. PCs may also be contacted by the Rogues of Seltaren to help with the same job.

The PCs will be given leads to follow which will help them gather more information about what is really going on.

During the investigation, the PCs will discover that Tovas has gotten himself into trouble. If the PCs try to save him, a combat in the sewers will ensue. If not, the

PCs will still find the NPC has escaped unharmed. In either case, the NPC is a Nimblewright disguised as the NPC.

The PCs will then be contacted later that day regarding a new crime. They will be asked to investigate or infiltrate the scene and make off with evidence.

The PCs will then discover the body of the NPC and realise that the NPC's father may be in trouble. They will likely now rush to save the father. A final battle will ensue.

The PCs will likely prevent the NPC's father from being killed. They will also discover who the killer was. All is good.

Preparation for Play

There is a flowchart and outline included in the DM's aid section of the module to help you prepare this module.

This adventure takes place in Seltaren and may involve direct contact with the Rogues of Seltaren. The GM should take note of which PCs have favours or disfavours of the Rogues of Seltaren as these favours and disfavours have an effect on game play.

The GM should also be made aware of several points regarding this adventure.

First, this adventure is an investigative adventure. There are many different NPCs with many different bits of information that will only be released during certain times in the adventure. The GM should read through this adventure (preferably twice) before attempting to run it.

Second, investigation type adventures can run long as PCs attempt to chase down all the clues. Allowing PCs to follow multiple routes will likely add to the length of the adventure. In situations where PCs have to finish the adventure in a four hour time limit (such as conventions), it is best to focus the investigation and keep players on track. However, a prepared GM can introduce the players to multiple NPCs and pieces of information within the four hour time limit without running over the time limit. The final decision remains up to the GM.

Third, this adventure was written with the intention of providing an opportunity for characters with stealth and social skills to strut their stuff. However, the portion of the adventure that focuses on stealth and guile may also conflict with certain character's moral codes since it involves burglary and theft. If the party possesses lawful characters (such as a paladin or cleric), it is advised that the GM avoid the adventure path that involves the characters breaking into a crime scene and stealing evidence since this may be forcing characters to act against their chosen moral code, cause party conflict and possibly derail the adventure.

If the GM feels able to handle the potentially destructive situation that could arise from potential conflict, the GM is welcome to explore that avenue of adventure since it is one that is seldom explored in living adventures. It is recommended, however, that the GM steer clear of this option if any of the players show concern.

Fourthly, this adventure was written to allow PCs to expend favours for assistance. **The GM should alert the PCs to this option even if they don't ask.** Some instances are noted throughout the adventure, but the GM is encouraged to allow favours of noble houses and/or the rogues to assist the PCs in Seltaren. The PCs may use favours to gather information about some of the NPCs in the adventure, set up meetings and even provide some simple healing should the PCs be desperate. Let the PCs use some of those favours that have been building up.

Finally, it is also important to note that the adventure plays out over the course of a day and as a result, the PCs will not be able to rest to recover spells. Make sure the PCs, especially low level PCs, are aware that they have the option to pay for clerical services, buy scrolls and potions, etc. especially if they are badly hurt or depleted of resources after one of the encounters. You may even allow PCs to expend favours for Cure Light Wound spells at local temples.

Introduction

The following box text acts as a brief history behind Seltaren. If the GM doesn't wish to read all the box text OR feels the PCs already know the history, the GM should feel free to skip ahead to the non-optional box text.

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

A small community arose near the falls, comprised mainly of teamsters who had come to Lake Seltaren to make a living loading the barges. The community, a focal point of commerce in the area, began growing, attracting nobles and commoners alike. This community became known as Seltaren.

Once the capital of the Duchy of Urnst, Seltaren fell out of favour with the noble houses when Leukish was made the new capital city. Still there are those nobles that refused to abandon Seltaren for whatever reason, and remain here to this day. Those remaining nobles retreated up the cliffs

making their homes in beautiful Upper Seltaren, leaving the common folk to wallow in the decaying morass of Lower Seltaren.

These days, Seltaren is seen as a long way from the capital of Leukish by the nobles of the Duchy. However, it is far from a lonely journey. Seltaren is still a very active city and is the focal point of travel amongst the central and southern portion of the Duchy of Urnst.

Non-optional box text:

It is on the road running east from Pontyrel heading into Seltaren that you have all made the acquaintance of one another.

The PCs are traveling to Seltaren. They are headed east on the road from Valguard & Pontyrel for whatever reason they see fit. They have met on the road and have become somewhat acquainted with one another by the time they reach the city. Allow the PCs to introduce themselves to one another and partake in some role-playing before moving on.

Adventuring in Seltaren

Seltaren is a city of approximately 10,000 people. As such, the PCs are able to access spell casting of up to 11th level and can purchase any mundane item (from the Player's Handbook) or magic item up to 15,000 worth of gp during the course of the adventure. The purchase of magic items is restricted in Living Greyhawk so it is unlikely this amount will ever be reached by the PCs. More details regarding what players are and aren't allowed to purchase can be found in the Living Greyhawk Campaign Source Material.

GM Note

The introduction to this adventure has two parts. The first part is for all parties. This is where the PCs are hired by Corwyn Reede to investigate the murder of his son. The second part involves the PCs making contact with the Rogues of Seltaren. They will be circumspect about making contact and will avoid any extremely lawful characters, while still allowing any neutral or chaotic characters the chance to participate. In most cases, the GM will need to use both introductions.

Also, the PCs will be arriving in Seltaren in the early morning. The adventure unravels over the course of one day. Since gathering information takes a long time, the PCs should be given time to ask around for rumours and other interesting bits. Though, the PCs won't know the adventure will only take one day, the GM should let the PCs know that they have access to temples, etc should they need extra healing (or other supplies). The PCs won't have time to rest and recover spells and at lower levels, this could make the adventure very difficult on players.

Introduction One: Hired by Corwyn Reede

The PCs arrive in Seltaren. Read them the following:

You arrive into the city via Upper Seltaren, the home of Seltaren's nobility and wealthy. The streets are clean, the people are well groomed and the buildings are well kept.

Pausing to take in the sights, you notice a slim man step from a carriage parked across from where you stand. The man's somber look is accompanied by his largely black attire. He appears to be headed toward you.

PCs may make a Knowledge: Nobility check (DC 10) to recognise the symbol of House Reede on the side of the carriage. Any PC with the favour of House Reede will instantly recognise it. The crest is a blue hammer & gold lightning bolts on white and purple. Any PC familiar with House Reede will know that they deal mainly with ore and metal works and are an ally, trade partner and friend of the Dwarves of Dumadan.

Provided the PCs don't flee or give Rotham (Lord Reede's manservant) cause to leave, he will approach the PCs and address them.

The slight form of the sallow faced man comes to a careful stop before you. "Greetings. My lord seeks the services of adventurers. If you are for hire, my lord would speak with you."

The man is known as Rotham and is a servant Corwyn Reede. Reede has been on a campaign to uncover the criminal element in Lower Seltaren that was responsible for the death of his son Bromar. He has been using his substantial influence and wealth to drive the investigation. Reede has been looking to bring in more men to help with his search, impatient with the ineffective actions of the Watch and fearing the trail is growing cold. Reede has decided to turn to mercenaries (the PCs) to help catch the criminal who killed his son.

If the PCs ask why they were selected, Rotham will mention that certain PC's names (those with the appropriate favours / meta-orgs / backgrounds / classes) were brought to the attention of Lord Reede by some of Lord Reede's friends. Rotham was sent to fetch the PCs. If none of the PCs have favours or appropriate backgrounds / meta-orgs, Rotham will simply tell them that they were the first group he spotted.

Rotham will not be able provide the PCs with real answers other than the name of his employer, Lord Corwyn Reede. If the PCs press for more answers, Rotham will simply state in his deadpan drawl that *"I'm sure my lord will explain his business with you."* Anyone making a DC 20 Knowledge: Nobility check will know some information about Lord Corwyn Reede. (see Encounter One – Part A: Corwyn Reede).

If the PCs have not taken the rich or luxury lifestyle, Rotham will inform the PCs that his lord is currently in mourning and that the PCs should dress appropriately. He will recommend the PCs purchase a Courtiers outfit (30 gp) at a nearby shop (Knoblett's Fine Wear) if needed. Any PC who can't afford a courtier's outfit may pick up a nice Scholar's outfit (5 gp) but Rotham will comment on the PC's lack of taste. Outfit prices can be found in the Player's Handbook on page 129. Masterwork quality armor will qualify for those characters that are obviously 'bodyguard' types, as will the official uniform of the Ducal Guard or the Ducal Diplomatic Corps.

If any of the PCs are 'Living off the Land' as their lifestyle, Rotham will insist those PCs buy some nice clothing and clean up before they are taken to see Corwyn Reede. If they do not, they will not be allowed in the front door. Also, any PC with an obvious animal companion or familiars will not be allowed to bring it to the Reede estate and will be instructed to leave the animal at a stable. That PC will have to make arrangements to leave the animal somewhere else. Any PC attempting to sneak their animal past Rotham (+2 Spot) may attempt a Hide check to do so. Should Rotham discover the animal, he will ask the PC with the animal to wait outside. The PC will not be allowed back in without Lord Reede's say so.

If the players ask, they will be told to arrive at the estate in an hour or two, more than enough time to find a proper outfit. When the PCs are ready to head to the Reede estate, proceed to the Corwyn Reed section in Encounter One – Investigation.

Introduction Two: Contacted by the Rogues of Seltaren

Choose one of the PCs to focus on for the box text. Leloc will not give the scroll to an obviously lawful character unless that character has the favour of the Rogues of Seltaren. Leloc will also avoid giving the scroll to any character with the enmity/disfavour of the Rogues of Seltaren.

Caught up in the sights and sounds of Seltaren, you fail to notice the well-dressed merchant that has just collided with your group.

"I am terribly sorry. Oh what a mess I've made! Allow me to pick up your things."

*The man reaches down and plucks a scroll of the road and hands it to *chosen PC*.*

If the PC protests that the scroll is not his, the merchant replies **"It must be yours. It has your name on it."** The scroll does indeed have the PC's name written clearly on the outside of it. The PC receiving the scroll should be made aware that the scroll has his name

on it in case they think that the scroll is simply part of their adventuring gear. The well-dressed merchant is Leloc, a Rogue of Seltaren. Leloc co-owns the Heart Scrolls shop in Lower Seltaren with his "wife" Amora. Heart Scrolls sells love potions and love notes. "Masseri", the head of the Rogues, has received word that the PCs have arrived in Seltaren. "Masseri" wishes the assistance of an outside party since recent watch activity has made it dangerous for the rogues to be seen in public.

Any PC may make a Sense Motive check to realise that a secret message is being transmitted to the chosen PC. Anyone who is not a Rogue of Seltaren must succeed at a DC 25 Sense Motive check to realise that secret message is being passed. Anyone who is a Rogue of Seltaren will recognise the Rogue's code on a DC 10 Sense Motive check.

Leloc will try to leave the encounter as soon as possible without being obvious about it. He will feign ignorance about the entire matter if stopped or captured, trying to talk his way out and will even involve the Watch if necessary. Leloc is wearing a Ring of Mind Shielding for this encounter so attempts to Detect Thoughts on him will automatically fail. If the PCs do gain the opportunity to use powerful magic on Leloc, provide the PCs with the appropriate information about the situation from the Rogues entry in Encounter One – Investigation.

The scroll contains information for the PC to come to the old fountain in Lower Seltaren and throw in three copper coins. The PC should only bring those in his party that are sympathetic to the Rogue's cause.

If the PC follows the information, the Rogues will contact the PC. Go to the Rogues of Seltaren section in Encounter One - Investigation. If the PCs involve the law, bring along a PC that has disfavour of the Rogues, or is an obviously Lawful Good character (paladin, etc) without the favour of the Rogues of Seltaren, then no one comes to meet the PCs at the fountain.

Encounter One: Investigation

Encounter One outlines the NPCs and locations that the PCs may head to for information.

Rumours

What is a D&D adventure without rumours? While the PCs move about Seltaren, allow them to make Gather Information checks. A result of 10 will net the PCs one rumour. For every 5 points over 10 on the PCs check, they will gain another rumour. Also, certain important NPCs may have rumours to pass along. These NPCs will be noted throughout the adventure. Keep in mind that Gathering Information takes 1d4+1 hours so it unlikely that PCs can interview leads AND collect rumours at the

same time. That said, the happenings in the City of Seltaren are ever changing due in large part to PC involvement. Make sure that you allow the PCs to uncover a few rumours here and there. For the list of rumours, see Appendix Three: Rumours.

Divinations

This adventure supports APLs 2 to 8 which means realistically, characters of 1st to 10th level will be participating. Thus the GM should be ready for divination spells of up to 5th level. If PCs higher than 10th level participate, hopefully enough information is provided below to allow the GM to deal with any high level divination magic that might be used.

Omen of Peril – the PCs successfully cast this before entering the sewers or investigating the crime at the Gaernot estate, they will get the Peril response. If they cast this before heading to the Coriner estate or breaking into the Gaernot manor, they will get the Great Danger response.

Augury – this should yield the appropriate response with a successful casting.

Locate Object – if the PCs attempt to cast this to locate a black bladed dagger, they will be taken to the closest one, which, as it turns out, belongs to a member of the Black Blade Fencing school. There are enough Black Blade daggers around the city that the PCs could be lead on a wild goose chase if they choose to persist. They will never find Elgin’s dagger this way. PCs cannot specify a unique item. If the PCs insist on taking the dagger from one of the NPCs, use Elgin Coriner’s stats for combat.

Locate Creature – the PCs have not seen the mysterious swordsman and cannot find him via this spell.

Divination – the PCs may ask many questions concerning the investigation and the mysterious swordsman. The swordsman is not human. He is a construct built to exact revenge (vessel of revenge). He is controlled by Ora Venn and is performing the crimes on her behalf. The swordsman remains hidden in the city until he is ready to strike.

Here are some possible questions and their response:

How can we best prepare for the dangers ahead?

“Concern yourself with forceful blows more than precise strikes.”

Who is the swordsman?

“A vessel for revenge”

Where is the swordsman?

“He travels high and low though he is never far”

Where will the swordsman strike/appear next? / Who will the swordsman strike at next?

“He will strike amongst those that consider themselves above all else”

Who is committing these crimes?

“There are two. The one from the past controls the other.”

Scrying: Ora has placed a *Nondetection* on her and the Nimblewright for the length of the adventure (one day) to prevent any scrying attempts. Anyone attempting to scry on Ora/Tessa must make a caster level check versus a 15th level caster.

Investigation Overview

Part A – House Reede (pages 8-9): Corwyn Reede & What to do if PCs Want To See Bromar Reede’s Body

Part B – House Coriner (pages 10-12): Elgin Coriner & Tovas Coriner

Part C – Bridled Bramble Inn (pages 13-14): Rosario & Gwendelyn

Part D – Money Changes Everything (pages 15-16): Beraï the Beggar (**NOTE: Up to judge to insert this encounter into play**)

Part E – The Upper Seltaren Watch (pages 17-18): Captain Moirek, Constable Rudd

Part F – The Lower Seltaren Watch (pages 19): Constable Hallal Temor

Part G – The Rogues of Seltaren (pages 20-21): Tessa the Blade, Leloc, Amora

Encounter One – Part A: The Reede Estate

Corwyn Reede

Corwyn Reede is the father of Bromar Reede, the boy that was killed in Lower Seltaren nearly two weeks ago. Lord Reede is absolutely distraught over the death of his son and is doing everything in his power to see the killer brought to justice. He is spearheading a campaign to root out the criminals that he believes are responsible. Lord Reede has lobbied for more support for the Watch and is even funding large portion of it himself. He has been dictating Watch activity, a fact that Watch Captain Fridden Moirek has not been happy about. Corwyn Reede could care less. His only concern is to catch his son’s killer.

If Rotham has already contacted the PCs, then he will immediately show the PCs in provided they are dressed appropriately. If so, skip ahead to the box text. Any PC not meeting the ‘dress code’ will be forced to wait in the street or go clean up and purchase a proper outfit. He will recommend the PCs purchase a Courtiers outfit (30 gp) at a nearby shop (Knoblett’s Fine Wear) if needed.

Any PC who can't afford a courtier's outfit may pick up a nice Scholar's outfit (5 gp) but Rotham will comment on the PC's lack of taste. Outfit prices can be found in the Player's Handbook on page 129. Also, Rotham will request that all animal companions and familiars wait outside. Animals are not allowed to carelessly wander the manor halls. He will not knowingly let any animals in no matter what the PCs claim.

Once the PCs have gained entrance into the manor, read the following box text:

You are led into an elaborate manor hall of marble floors and exceptional works of art. The gaunt man before you opens a large set of oaken double doors and gestures for you to enter.

A fire smoldering in a nearby hearth dimly lights the room. Sitting in a chair near the fire is a man obviously in a state of mourning, his left hand grasping the bridge of his nose in contemplation, his eyes shut. He is clad head to toe in black.

"Please sit." the man says as he motions to several nearby chairs.

The man is Corwyn Reede. Reede is a Suel male in his mid thirties with average features and a slightly receding hairline. He will introduce himself and will ask for the names of the PCs. Reede is fluent in Dwarven and will greet any Dwarven PC in his/her native tongue. He is also fluent in Ancient Suloise and Gnomish. Corwyn Reede, on the behalf of House Reede, has made his fortune trading in precious minerals with the dwarves of Dumadan. A quick scan around the room will reveal several dwarven works of art and valuable dwarven items. Make sure the PCs are clear that Corwyn Reede is not the head of House Reede but rather the Lord of this manor home.

A DC 20 Knowledge (Nobility) check will reveal that Reede is a trustworthy and honest man who has an excellent reputation with the Dwarves of Dumadan. He was grooming his son to take over his role as diplomat and merchant with the Dwarves.

Once the PCs have settled in, Corwyn Reede will be all business.

"You may be wondering why I have asked you here. I have a job offer. I want you to find out who killed my son."

PCs of noble or dwarven heritage, as well as those who possess favours of noble houses or the dwarves of Dumadan will be singled out by Reede. Reede will mention to those PCs that he has been told good things about them by several of his peers.

Reede has the full contingent of the Upper and Lower Seltaren Watch searching the city, and despite discovering several criminal operations, there has been no progress finding Bromar's murderer (**Bromar** is his son). He has placed a large reward (100 gp x APL per

person) for the capture or information leading to the capture of the men who killed Bromar Reede. The PCs will receive this reward and possible favours from Lord Reede should they find the culprit.

The PCs will likely have questions for Corwyn Reede. Corwyn Reede has spoken with Tovas Coriner about what happened. Tovas lied to cover up the truth and Corwyn believed the lies. Thus some of Corwyn's account of what happened is faulty. Here is what he knows:

- Bromar was killed two weeks ago outside the Bridled Brambles Tavern in Lower Seltaren. He was there with his friend Tovas Coriner and some other boys.
- According to Tovas' account, the boys were lured outside and attacked for their gold and valuables. Bromar bravely fought back against the thieves and with the assistance of the other boys, drove the bandits off. Before the bandits left, one of them managed to corner Bromar and deal a death blow.
- The killers appeared to be a gang of human males. They were dressed in black. Tovas didn't see the face of Bromar's killer but knows he wore a blood red scarf and large black hat.
- Corwyn has personally lobbied for and partially funded an increase in the number of watch. He is working with Captain Fridden Moirek of the Seltaren Watch. The watch have been on the case for nearly two weeks but have not found the murderer. They assure Lord Reede they are bringing in a specialist to help with the case but Reede is not satisfied with this.
- Corwyn does not consider raising his son from the dead an option. He believes that everyone has their time on this plane and his son's time has passed. He is not a Skeptic however.
- He does not believe that anyone has cause to kill his son, nor can he think of any reason that someone would have cause to kill his son as revenge for some matter he's been involved with.

He believes all of the above and any Sense Motive check will show this. If asked if he would consider that Tovas is lying, he is aghast and will not consider the possibility unless shown proof. Corwyn will refer the PCs to Tovas Coriner should they have more questions about the night of the murder. He is too overwhelmed with grief to discuss it clearly.

Should the PCs ask, Corwyn will provide the PCs with documentation stating that they are working for him. He will also arrange for a meeting with Tovas Coriner.

If the PCs ask about Bromar's body, Corwyn will tell them that it has been sealed in the family burial chambers and is not available for examination. He will be

very serious while telling the PCs this information. The PCs should freely get the hint that they should not speak further of examining his son's body. If the PCs broach the subject of seeing the body again, allow them a DC 25 Diplomacy check. If they fail, they will be asked to leave immediately. If they pass, Corwyn will remain friendly with the PCs but will inform them that disturbing his body is sacrilege. The priests have already performed their rites and his son should be left to rest in peace.

Bromar Reede

The body of Bromar Reede has been interred in the family burial chambers. Under no circumstances will Corwyn Reede allow PCs see the body. If the PCs are clever and have the resources to pull it off, allow them to gain access to the burial chambers and see the body of Bromar. They will have to break open a sealed stone sarcophagus to get at the body. Bromar's body is dressed in fine robes. A DC 20 Heal check will reveal two rapier wounds on the boy's chest. The wounds are directly over the heart and were VERY precise strikes. The boy was likely killed instantly. If the PCs are not able to cover their tracks in the burial chamber, Corwyn Reede will use powerful Divination magic to discover who was responsible. The PCs will not gain the Favour of Corwyn Reede. Furthermore, Corwyn Reede will have the PCs arrested to serve time for a large crime (see Appendix Five: Jail in Seltaren).

Encounter One – Part B: The Coriner Estate

Elgin Coriner's Estate is a large mansion with well manicured grounds that back on to the east side of the Soltara River where the river becomes a waterfall pouring into Lake Seltaren. A breathtaking view of Lower Seltaren, Lake Seltaren and the surrounding countryside can be seen from the Coriner's backyard. This is NOT the Ilmaera Estate where most of the Coriner's Galas are held and it is NOT the Perine Estate, which is the abandoned house of the Teranors. Elgin's estate is nearby the Perine estate however.

The PCs will arrive at Elgin Coriner's Estate, either accompanying investigator Moore (see Lower Seltaren – The Crowd) or on their own. They will not be allowed in if they are not dressed appropriately and all accompanying animals must stay in the stables or outside the grounds (see Introduction One: Hired By Corwyn Reede). They will be greeted at the door by a servant. If the PCs manage to win an audience with Elgin Coriner (see Elgin Coriner entry for more details), they will be escorted to the patio, where Elgin Coriner is enjoying a drink.

Read the following to the PCs:

You are led through the grand mansion of Elgin Coriner towards the rear of the house. Passing

through a set of gilded double doors, you find yourself once again outside. Your eyes flinch at the change of light. The sound of water roaring near by catches your ear. As your vision adjusts, an amazing view unfolds before you. The rushing water of the Soltara River plummets over the cliffs of Upper Seltaren, sweeping your eyes to the horizon and a breathtaking view of Lower Seltaren and the surrounding countryside.

Elgin Coriner sits at a finely wrought iron table in a finely wrought iron chair. He is enjoying a glass of brandy. He will be all business.

Elgin Coriner

A DC 10 Knowledge Nobility check lets the PC know that House Coriner is fond of throwing parties and gala events. The House is not doing so well financially and people say the Coriners throw their parties to cover up this fact.

Elgin Coriner is a Suel man in his late 30's. He wears his slightly greying hair pulled back in a ponytail. He has striking blue eyes and very angular features. He is tall and moves with cat like grace.

A DC 20 Knowledge (Nobility) check will reveal that Elgin speaks curtly and has no patience for foolishness. He is a busy man and will simply walk out of a room than be subjected to insults or jests. He is known to be as brutal in conversation as he is with a blade. Rumour has it that he has been involved with more than one deadly altercation in the past. Unlike other Coriners, Elgin is doing fine financially. (*A member of the Black Blade Fencing School will automatically know this information.*)

Elgin Coriner is a hard man to see. He will not meet with the PCs before the final encounter unless the PCs expend a favour with a noble house from the Duchy or make a DC 25 Diplomacy check. Members of the Black Blade Fencing School may reduce the check by 5 to a DC 20 Diplomacy check. If the PCs have made contact with the Rogues, Coriner will meet with the PCs only if they have favour with the Rogues and ask the Rogues to arrange a meeting. Coriner will also meet with the PCs if they recover the dagger and come to ask him about it or return it. Players may also expend a favour with any noble of House Coriner to gain audience without a check. If at any time the PCs cause Elgin the slightest bit of grief, he will get up and leave, sending in his servants to escort the PCs out. Anyone possessing enmity with House Coriner will automatically be turned away and will be unable to gain audience with Elgin Coriner.

Elgin Coriner is a graduate and strong supporter of the Black Blade Fencing School. While he does not deal with the Rogues of Seltaren directly, his position with the Black Blade Fencing School has allowed him certain contacts and resources of which he occasionally takes advantage. Like most careful nobles in the Duchy, he has

a *ring of mind shielding* to prevent someone from reading his thoughts.

Elgin will only tell the PCs the following:

- According to Tovas' account, the boys were lured outside and attacked for their gold and valuables. Bromar bravely fought back against the thieves and with the assistance of the other boys, drove the bandits off. Before the bandits left, one of them managed to corner Bromar and deal a death blow.
- The killers appeared to be human males. They were dressed in black. Bromar's killer wore a blood red scarf and large black hat.
- IF the PCs ask, Elgin will mention that the killers took something of value from Tovas that he had borrowed without Elgin's permission. If the PCs were to find this item, an ornate dagger of sentimental value, they should bring it directly to him. For this service, he would be most grateful. If the PCs don't ask, he won't bring it up.

If the PCs confront Elgin Coriner with facts that contradict the story told by Tovas Coriner, Elgin will look unsurprised and will thank the PCs for the information. He is unflappable and will not give the PCs any information he doesn't want them to have.

Tovas Coriner

GMs Note: Tovas Coriner will only be available for interview once. After the first interview with the PCs, Tovas will slip out to confront the swordsman and get back his father's dagger. See *Encounter Two – It's A Trap* for more details.

Tovas Coriner is the son of Elgin Coriner. Tovas is a Suel boy in his mid teens of average height and a few extra pounds. He has his father's shocking blue eyes but lacks his poise and presence.

A DC 25 Knowledge Nobility check reveals that Tovas is the prototypical spoiled rich kid. He has no respect for anyone except those he fears. He obviously fears his father. Any PC using the threat of going to speak with his father will gain a +2 bonus on Intimidate and Diplomacy checks to get him to co-operate. Members of the Black Blade Fencing School automatically know this information.

Tovas' recent actions have netted him a large bruise on the right side of his face. His father was not pleased to discover his son had taken his ornate dagger. The bruise is fading but still obvious to anyone who spends more than two minutes looking at the boy. If pointed out, Tovas claims he got it from the altercation with the swordsman.

Elgin has given Tovas a *ring of mind shielding*, which he wears on his left hand. A man in Elgin's position has to be careful. However, unlike his father, Tovas is not

very good at hiding his emotions. If the PCs make a DC 15 Sense Motive check during the interview, they can tell Tovas is definitely concealing something. He will not reveal the truth to the PCs initially. If the PCs find the dagger, they can use it to exact the truth.

The PCs may wind up speaking to Tovas alone or in the presence of his father. The GM can decide which.

During the course of the interview, Tovas will not show any particular concern about the death of his friend Bromar and will show obvious disdain for the common folk that live in Lower Seltaren. He is the epitome of the idle rich and could care less about the common folk. If Tovas' father is present, Tovas will also glance nervously at his father occasionally. PCs making a DC 5 Spot check will notice this. If PCs attempt to Sense Motive (versus Tovas' Bluff +6), Tovas is holding back and appears nervous about something.

Tovas knows the following:

- He and his friends like to head down to the Bridled Bramble Tavern. They like to see who can stomach the most of the swill they serve there before getting sick. The patrons are particularly amusing to watch.
- The swordsman in the tavern was being particularly insulting to the barmaid. Tovas stepped into defend her honor and challenged the man to a duel. As they left the tavern, the swordsman struck Tovas on the side of the head (his explanation for the bruise). Bromar jumped in to save Tovas but was killed for his efforts. He recovered quickly but not before the mysterious swordsman could steal the dagger and escape.
- The swordsman seemed intent on the dagger the entire time. He clearly tricked Tovas outside into an ambush to take the dagger. If the swordsman had faced Tovas fairly, he would have finished him off
- The swordsman was a human male dressed all in black except for a red scarf wrapped around his neck, mouth and nose. Tovas never got a good look at his face.

If the dagger comes up in conversation, Tovas will offer a reward to the PCs provided his father is not within earshot of him. He will request that the PCs bring the dagger to him without alerting anyone else to its discovery. He will give each PC 50 gp for its return.

If the PCs recover the dagger, they can use it to force the truth from Tovas. The PCs can also confront Tovas with the facts they were able to uncover. Clever PCs may convince Tovas that they sympathise with him. Unlike his father, Tovas will sing like a canary. If the PCs press for the truth, an opposed Intimidate, Diplomacy or Bluff check (Tovas' Sense Motive is +4) will reveal the following information:

- Tovas got sick on the escort the man was sitting with. It was really quite funny. The swordsman clearly had no sense of humour.
- Tovas may also mention that he drew the dagger along with his sword to duel the swordsman. The swordsman then cheated and drew two swords.

If the PCs ask about the woman, Tovas won't be able to give the PCs much information. He will remember getting sick on her, that she wasn't very attractive and that she was likely a lady of the evening though how she managed to make any money was beyond him.

If the PCs ask for names of Tovas' friends, he will tell give them a list of names. The GM can make up some names or use some provided here:

- Stenlac Verle
- Clafin Baercol
- Faetor Regin
- Hayral Xiatha

Interviewing any of the friends will net the same result. They saw Tovas head outside to fight. By the time they got there, Bromar was dead. They went after the swordsman but he escaped. This avenue of investigation will not yield any valuable information other than what is listed above. PCs could be sidetracked locating the friends of Tovas Coriner. If pressed for time, the GM should avoid playing these NPCs out.

Encounter One – Part C: Bridled Brambles Tavern

The Bridled Brambles tavern is an old mainstay for the adventurers and Rhenee of Seltaren. Located in the lower market square, it doesn't seem to have suffered much from the waters that recently suffused most of lower Seltaren. Of course, it's somewhat hard to tell since the outside is a bit worse for the wear. However the inside is as cheery as always, with a large man behind the bar and the various low lifes occupying their typical stools.

Neither Roserio (the owner) nor Gwendolyn (the serving girl) knows exactly what happened outside the tavern that night. It was a slow night and the only people in the bar were the noble boys, the mysterious swordsman and his unknown consort. They both saw the incident that started the duel but not the duel itself.

Roserio - Bartender & Owner

Roserio has brown hair, brown eyes, dark complexion. Roserio has recently returned to his unhappy marriage to his wife Geori. He has two children (age 11 and 13). Roserio is boisterous and friendly but has little patience

for trouble in his bar. Roserio has no connections to the Rogues of Seltaren but sometimes overhears things. If a PC has been to the Bridled Brambles before, Rosario will recognise the PC.

When the PCs approach Roserio, he will be cursing the name of Ray "Terminator" Yelir. Read the PCs the following:

As you approach the bar, you can't help but overhear a series of curses coming from the barman. As he turns around you notice a large welt on his jaw seconds before he puts a slab of raw meat over it.

"What do you want? Not looking for work are you? My hired man hasn't shown. I guess that is what I get for hiring a guy named 'The Terminator'"

Like most days Ray hasn't shown up for work. Ray seemed like a good guy who was down on his luck. Roserio hired Ray to help out around the bar. Unfortunately Ray, like most people that lead adventurer's lives, tends to be unreliable. Roserio tried to fire Ray once. He wound up with a punch on the jaw and Gwendolyn threatening to quit. Roserio doesn't want to lose Gwendolyn so he keeps Ray on. Roserio will ask if they've seen a man fitting Ray's description.

If the PCs decide to help around the place, Rosario will have them lift heavy crates into the bar, have them mop the crud off the floors and do general clean up. Any PC helping out around the place wins Rosario's favour and will receive the information he knows without any call for a skill check. He will also give them a free meal and a drink and 2 silver a week (as that's what he was paying Ray).

As any D&D player knows, the bartender is a font of information. Roserio is no exception. He is usually happy to speak with people but today is different. Rosario is grumpy because Ray hit him again and has neglected to show up for work. PCs making a DC 15 Diplomacy check will get Rosario talking. Bribes or offers to buy something will provide a bonus to the check. For every 5 gp the PCs spend, they will receive a +2 to their check.

Roserio knows about everyday goings on in Lower Seltaren but has been here long enough to know that there are certain things you just don't bring up. The GM may wish to use the Rumours chart (see Appendix Three – Rumours) to insert a bit of flavour during this encounter. Roserio will discuss what he remembers about the night of the incident. Roserio doesn't like trouble so he remembers this night clearly.

What Roserio knows about the incident:

- That Coriner kid and his friends were down here causing problems again. He's a real brat. Normally, I don't like trouble in my bar but there are some people you just don't mess with.

- The Coriner kid had too much to drink and was insulting another patron and his lady friend. The Coriner kid got sick on the lady. The guy stood up and slapped the kid across the face and challenged him to a duel. I couldn't believe it. They went outside to settle things so I didn't see what happened next. I had to clean up that kid's mess.
- The guy was dressed all in black and wore a big black hat. I never really got a good look at his face. He wore this red scarf over his lower face. He certainly wasn't from around here. He didn't appear to have any weapons on him so I'm not sure what he was going to use for the duel.
- I've never seen the woman before. I know most of the ladies around here. She must be new in town. Not the most attractive woman I've ever seen but I guess when a fellow gets lonely, he'll take whatever he can get. (*If the PCs speak with any of the other call girls in Lower Seltaren, none of the women will know of anyone matching that description.*)
- Gwendolyn was working that night. She served them their drinks.

During questioning, allow the PCs to make a DC 15 Sense Motive check to notice that Roserio knows more than he is saying. If the PCs catch on and press him, have the PCs make a second DC 25 Diplomacy check. If they succeed and promise to remain silent about where they heard the information, Roserio will provide some more information. For every 5 gp the PCs slide Roserio's way, they can reduce the Diplomacy check by one. In addition, every hour working for Roserio will reduce the DC by one.

- The Coriner kid's father is Elgin Coriner. He is extremely skilled with a blade and more than willing to use it. In fact there have been a few incidents in the past where he settled an argument simply by killing the person who disagreed with him.
- Rumour has it that Coriner is connected to some kind of elite fencing club though I don't know of any clubs of that kind that officially exist in this city but there have been rumours about a secret club. But those are just rumours.

If PCs ask about Berai the beggar, Roserio will tell them the following:

"The dirty beggar is Berai. He sleeps in the alleys around here. He usually tries to come in here at least once a day to try and get a free drink and I usually just throw him right out. Lately, he has been buying his drinks. I'm not sure where he got the money to buy drinks. Someone must have dropped it or felt sorry for him."

Gwendolyn - Waitress

Gwendolyn is 22 years of age. She is a pretty blonde haired, blue-eyed woman who serves, cooks and sometimes performs at the Bridled Brambles Tavern. Gwendolyn is a bit of a flirt (helps with the tips) and if any PC shows any interest, she will invite them to see her sing in a few nights. Gwendolyn is NOT the previous barmaid from the Night Where Nothing Happens interactives – that was Celeste and she has since opened up a ribbon shop in the square.

Gwendolyn was working that night. She served Tovas Coriner and his friends the night of the skirmish. She will be able to tell the PCs the following:

- Tovas Coriner and his friends come down every so often. Apparently they think it is funny to go "slumming" as they call it. I don't enjoy serving them but when they've had too much to drink they tend to tip really well, whether they know it or not.
- Tovas Coriner was being particularly rude that evening. His friend Bromar kept him from getting a punch in the nose. Bromar Reede seemed like a nice kid. I liked him. He should never have stepped in to save Tovas Coriner but I guess that is what the good ones do. They help their friends even if they don't deserve it.
- The man in black told Tovas Coriner to keep it down. Tovas came over to their table and began insulting them. He then forced himself to be sick on the woman. The guy stood up and slapped the kid across the face and challenged him to a duel.
- I didn't see the duel but I did step outside after I heard several shouts and screaming. By the time I moved outside, there was only Bromar's body laying on the ground. He had been stabbed in the chest and was bleeding very badly. The swordsman and the other noble boys had disappeared. I sent word for the Watch and stayed by the body until the Watch arrived.
- I served the man in all black. He never said one word the entire time. The woman he was with did all the speaking.
- I think the swordsman was rich. There was five gold left on his table to cover the bill.
- The guy was dressed all in black and wore a big black hat. I never really got a good look at his face. He wore this red scarf over his lower face and he kept his hat pulled down low. He certainly wasn't from around here. I didn't notice that he had a weapon but he must have to challenge someone to a duel.
- I've never seen the woman before. She acted like a call girl but she wasn't from around here. (*If the PCs speak with any of the other call girls in Lower

Seltaren, none of the women will know of anyone matching that description.*)

If the PCs ask Gwendolyn about Berai the Beggar, she will tell them that he sleeps in the alleys around here and that he is always coming in here to get free drink. Every so often, Gwendolyn takes Berai some food. Roserio usually throws him out but recently Berai has been in spending money. She has no idea where he got it. She didn't give it to him. She'll make a comment along the lines of *"He wasn't always this messed up."*

Encounter One – Part D: Money Changes Everything

GM NOTE

The following event can be placed in to the course of the adventure whenever the GM feels it is appropriate. This event will provide the players with some more information about what is going on. If the PCs have already spoken with Berai and gotten information from him, this event is not necessary but is still fun to run to give the PCs the sense that time passes in Seltaren and people in Seltaren are acting independently of the PCs.

While the PCs are at the Bridled Brambles Tavern, Berai the Beggar will come in to buy a drink. The PCs will overhear Roserio shouting at Berai. If the PCs never get to the Bridled Brambles, feel free to alter the box text below for a different location.

Read them the following box text:

"I thought I told you to stay out of my bar Berai! I don't want you in here hasseling my customers for money!" Roserio yells at a grubby looking man with a straggly matted beard and red, watery eyes.

"MONEY! DRINK! Dirty things rumble talk up there" the man mutters incoherently placing a gold coin on the bar with his rough, dirty hand.

"Where did you get that kind of money? Never mind, here's your drink!" Roserio replies, quickly grabbing the coin as though it were about to disappear.

Berai the Beggar

Berai the Beggar lives in an alley near the Bridled Brambles Tavern. Many garbage cans serve as his buffet and an old box serves as his home. One might think Berai is a dwarf if he were not so tall (5'9"). He has a long, thick grey beard, dirty long coat and garbled speech. He constantly mumbles to himself. No one really knows that much about Berai since most people don't bother to take the time to speak with him. Those that do, have a hard time understanding the words coming out of his mouth.

Anyone walking around Lower Seltaren can make a DC 10 Spot check to see Berai moving about his alley home, looking suspiciously over his shoulder ever now and then. Berai isn't in any danger; it is just something he does.

The night of the duel, Berai was sleeping in a nearby alleyway when he heard the commotion. He went to investigate and witnessed the duel. He saw Toivas Coriner get disarmed. He saw Bromar Reede try to save Toivas' life. He saw the rest of the boys attack the swordsman. More importantly, he witnessed a very expensive looking dagger drop into the sewer grating the fight was happening on. Berai snuck from his alley, crawled into the sewer, and claimed the dagger. After he picked it up and came back to the surface, a woman he had never seen before (Ora disguised as the streetwalker) offered him 20 gp for the dagger. Berai, figuring he had hit the jackpot, sold her the dagger and returned to his alley.

If the PCs try to speak with Berai, he will refuse to talk until they buy him a drink. Berai will give the PCs a piece of information for each drink they buy him. After six drinks, Berai will become too incoherent to understand and will pass out on the table. Let the PCs know that Berai is becoming more and more drunk and that they have a limited window of opportunity to ask questions. The answer to each question will require a drink so frivolous questions could cause the PCs to miss out on an important clue. Roserio will drag him outside and leave him to sleep it off. Roserio won't allow Berai to be abused by the PCs, so things like dumping him in cold water won't be allowed.

Berai will notice any drink with no alcohol and will throw it on the floor. He will only respond to alcohol drinks. A Delay Poison spell will halt the drink count until the spell wears out. A Neutralise Poison spell will reset the drink counter to zero. Berai will still be addled. It is not the drink that is causing him to make no sense.

As the PCs ask questions about the happenings of that night, Berai will reveal the bits of information. Berai will answer questions as best he can with the information below. At other times, he will supply a seemingly inappropriate answer. Below is a list of Berai's responses:

- A woman gave me gold. Bought my dagger. My dagger. Pretty black dagger.
- The dagger came from the kid. The kid that took my dagger in the first place. He has my money. I should be rich. But I sold his dagger. My dagger. Now I'm rich.
- She was a nice lady. I've never seen her before. She made me rich. She knew about my dagger.
- That man in black was skilled. Two swords against nine. He fought off all those swords. He gave me

that dagger! Knocked it out of the boy's hand! My dagger.

- Kid ran from fight after man killed his friend. His friend died so that boy who stole my money could run away! Coward. But he left his dagger. My dagger.
- The boy came back for his dagger. I HATE HIM! Stole my money. I should be rich. I laughed at him. He wanted his dagger. I sold his dagger!
- They took it... It was mine. They... My dagger.
- I live in a box!
- Any other gibberish you wish to make up to fill out Berai's conversation.

Encounter One – Part E: The Upper Seltaren Watch

Upper Seltaren Guard House

Bromar Reede was killed two weeks ago in Lower Seltaren. The happenings in Lower Seltaren are rarely the concern of those in Upper Seltaren. However, Bromar Reede belonged to one of the largest noble houses in the Duchy. His father Corwyn was nearly inconsolable over Bromar's death. He demanded the Watch take action to find his son's murderer. When one of the more influential members of House Reede exerts his power, people tend to sit up and listen. Such is the case with the Seltaren Watch.

Currently the Watch is stretched rather thin and is openly recruiting adventurers to help them with their investigation. They have multiple patrols combing Seltaren looking for any possible leads. PCs will notice an increased Watch presence as they move about Seltaren during the course of this adventure.

The Watch has not uncovered the name or whereabouts of the killer but they have recently been receiving tips leading them to several illicit gambling and smuggling operations in Lower Seltaren. The source of these tips is unknown. The head of the Upper Seltaren Watch and the man overseeing this case is Captain Fridden Moirek.

When the PCs show up at the Upper Seltaren Watch Tower, read the following box text:

Upon entering the Upper Seltaren Watch Tower, you are greeted with a stern, official tone by an armor clad man sitting behind a desk.

"Please have a seat. I will deal with you shortly."

The man behind the desk is Constable Wolsten Rudd. Use the stats for a typical Upper Seltaren Constable for Constable Rudd. Rudd is currently in

charge of handling all the paperwork created by recent watch activity. He is not pleased with his duty and when the PCs speak with him, he will have an unfriendly attitude. If the PCs attempt to speak with him, he will inform them with a commanding voice ***"I am busy and will get to you in just a minute."*** If the PCs wait a few minutes, he will finish his task and will help the PCs sign up for Watch duty. He will produce a ledger and quill for the PCs to sign. However, Constable Rudd will not provide any extra information to the PCs unless they can shift Rudd's attitude to friendly or better (see Constable Rudd entry for more details).

The position of Watchman is currently paying 5gp a week, thanks to Lord Reede. The PCs will be required to work shifts patrolling the city looking for any criminal activity and specifically anything leading to the capture of a mysterious swordsman current at large. The PCs must work one week before they get paid. Should the PCs accept the position, they will be asked to sign their names in the ledger. The PCs will then be outfitted with tabards bearing the Seltaren Watch symbol and given a Watch signal whistle. Once the PCs are properly outfitted, they will be instructed to report to the Lower Seltaren Watch Station for duty.

Constable Wolsten Rudd

Constable Wolsten Rudd is a burly Oeridian male human. He would much rather be out on patrol than sitting behind a desk filling out paperwork. Wolsten Rudd dislikes it when people point out his last name is the same as the deity. He is really sick of hearing about it.

Constable Rudd is currently unfriendly. PCs will have to make a DC 25 Diplomacy check to get him to talk. PCs belonging to militant type meta-org (such as the Ducal Guard or militant branches of a church) get a +2 on their Diplomacy check with Constable Rudd. If they succeed at getting Wolsten Rudd to talk, this is what he knows:

- The recent patrols have been catching a lot of criminals which means I'm stuck here doing paperwork. If I could get out there, I'm sure I could find this killer.
- Lord Reede of House Reede is funding us to capture his son's killer. I'm sure all this funding will end once we capture the villain.
- Lord Reede's son was named Bromar Reede. He was killed by a mysterious swordsman in Lower Seltaren outside the Bridled Brambles Tavern two weeks ago.
- Lord Reede is not happy with Captain Moirek and the watch. I heard them arguing the other day. I'm not exactly sure what it was about because I just caught the tail end of it.

- Someone has been passing us information about criminal activity. No one knows who is sending these tips but they've helped us capture several known criminals. Unfortunately, now I'm stuck doing the paperwork for it.

If the PCs try to obtain an audience with Captain Moirek from Constable Rudd, a DC 25 Bluff or Diplomacy check will get them in. If a PC expends a favour of a noble house, they will automatically get in to see the Capatain. If the PCs mention that they are working for Corwyn Reede, Constable Rudd will simply state that Captain Moirek is out and that he isn't sure when he'll be back. No skill check will change Rudd's response though expending a favour would. Captain Moirek has left specific instructions not to be disturbed by Corwyn Reede or anyone working for him.

Watch Captain Fridden Moirek

Captain Fridden Moirek is a gruff law abiding, by the book individual. He is a half Suel/half Oeridian male in his early 30's with short black hair and healthy, athletic frame. Until recently he enjoyed his job as Watch Captain. While he appreciates the extra resources gained from Corwyn Reede's patronage, he resents Lord Reede's constant meddling into the way he commands his men and performs his duties.

The PCs will not be able to seek an audience with Captain Moirek unless they expend a favour of a noble house other than House Reede or make a DC 25 Bluff or Diplomacy check. Captain Moirek has left strict instructions that he is not in if Lord Reede or anyone representing him turns up wishing to speak with him. He has had more than his fill of Lord Reede.

If the PCs manage an audience with Captain Fridden Moirek, he knows the following:

- Lord Reede's son was named Bromar Reede. A mysterious swordsman killed him in Lower Seltaren outside the Bridled Brambles Tavern two weeks ago. Bromar was at the Tavern with his friend Tovas Coriner and some other boys.
- He has spoken with Tovas Coriner about the attack. He thinks the boy is lying about the events that took place but his description of the killer seems to match with those of other eyewitnesses.
- He appreciates Lord Reede's patronage. The extra resources are welcome. However, Lord Reede's investigation is stretching Watch resources very thin. The men are tired and becoming unwilling to work the long hours Lord Reede is demanding. He doesn't know how much longer he can keep the men happy.
- He has recently decided to bring in an outside investigator by the name of Canric Moore. He is hoping Canric can help bring this investigation to a

close so that Lord Reede will cease interfering in Watch matters. Moore should be arriving sometime today.

- They believe they are looking for a man, approximately 5'10", and has a slight build. The culprit has been seen clad head to toe dressed in black, with a large black hat and red scarf concealing his face. He is apparently very skilled with a sword. Rumour has it that he is adept at wielding two swords at the same time.
- Apparently the swordsman has struck again since the killing. A group of local vigilantes attempted to capture the swordsman in the hopes to collect the reward being offered by Lord Reede. The swordsman eluded capture and several of the vigilantes were injured. I do not approve of vigilantes.
- The recent arrests have been thanks to a secret informant. He doesn't know who is sending the tips but he is grateful.
- He would be very appreciative if the PCs would sign on with the Watch. The job pays 5 gp a week and there would be definite rewards for anyone solving this case.

Encounter One – Part F: The Lower Seltaren Watch

Read the following text for PCs entering the Lower Seltaren Watch Tower:

As you enter the Lower Seltaren Watch Tower, a melodious male voice echoes throughout the main greeting area. Leaning back in his chair is a short, swarthy Baklunish male with his feet up on his desk, singing a bawdy tune.

“Are you here on business or pleasure?” the guard says through a large, white smile.

The guard behind singing and relaxing at a desk is Constable Hallall Temor. If the PCs are reporting for Watch patrol duty, Constable Temor will brief them on their duties. He will also try and get a sense of what the PCs are all about. Constable Temor is friendly with the Rogues of Seltaren and will try and ascertain if the PCs would be open to assisting the Rogues. He will ask them about where they are from, what adventures they have been on, what skills they have to offer. He will be particularly interested to find out if any of the PCs are rogues or possibly bards. If the PCs seem open to the idea of bending the law, he will make a note of this and pass this information along to the rogues. He will be very interested to find out that a special investigator is being brought in to investigate Lower Seltaren. He will try and pump the PCs for information regarding the investigator if they bring it up.

If the PCs are signed up for guard duty, Constable Temor will order the PCs to carry out a patrol of the Lower Market Square and report back to the Lower Seltaren Watch Tower in one hour. If the PCs are not signed up for guard duty, he will suggest they head up to the Upper Seltaren Guard Tower and sign up. He will also pass along some rumours about Lower Seltaren to the PCs if they ask. (See Appendix Three: Rumours). If the PCs are also working for the Rogues, Temor will let the PCs know indirectly (DC 10 Sense Motive check or through roleplaying) that he would gladly provide the PCs with Watch outfits and signal whistles for a small fee if they didn't wish to sign up with the watch.

Constable Hallall Temor

Constable Hallall Temor is a short, stocky Baklunish man in his mid 20's with a very laid back demeanor. He has dark shoulder length hair that he keeps greased and tucked behind his ears. He smells strongly of spices and has a very loud speaking voice. He loves to sing.

Constable Temor is a Rogue friendly. He passes them information about watch activity in Lower Seltaren for a fee. He is not adverse to hard work but fails to see the point. Even with increased Watch activity, Temor is still leading a relaxed lifestyle.

Constable Hallall Temor knows the following:

- The sons of nobles like to sometimes come down to Lower Seltaren to play. They frequent the Bridled Brambles Tavern and live out their hedonistic lifestyles. Their activities are generally tolerated because of the money they spend and the power that the nobles have in the Duchy.
- Tovas Coriner is the bratty son of Elgin Coriner. He comes down to Lower Seltaren almost weekly with his friends. Most let him have his way because of Tovas' father. He is not a very nice man.
- They believe they are looking for a man, approximately 5'10", and slight build. The culprit has been seen clad head to toe dressed in black, with a large black hat and red scarf concealing his face. He is apparently very skilled with a sword. Do not engage him if you can help it.
- He was on duty the night of the killing two weeks ago. He went to the Bridled Brambles Tavern and investigated the crime. He spoke with the barmaid Gwendolyn before some Upper Seltaren Watch showed up and took over.

Encounter One – Part G: The Rogues of Seltaren

If the Rogues did not hire the PCs, let the PCs know that they may make contact at any time by expending a favour

with the Rogues of Seltaren. If they do, they will be passed a note (see Player Handout One) in secret. The note will provide instructions for the PCs to follow. If they inform the law about the meeting, or have someone who has the enmity of the Rogues, the Rogues will not follow through with the meeting.

The Meeting

If the coast is clear and the PCs follow instructions exactly, they will be met by a beautiful young woman who will ask them to help her pick out a special poem for her beloved. She will say her name is Ansia and will lead them to Heart Scrolls and ask them to go in and get a special poem. Her boyfriend is nearby and she doesn't want him to know. The PCs are to ask for Ansia's Special Poem. Once inside, the PCs will be greeted by Leloc and Amora, the owners of Heart Scrolls. Leloc and Amora will make small talk, eventually asking the PCs if they are interested in poetry. If the PCs indicate they are here to purchase a special poem, Leloc will lead them into the back room. Any PC with the enmity of the Rogues will be asked to leave the shop. Leloc will make some excuse. He will then inform the rogues that the PC is in town.

If the PCs were contacted by the Rogues earlier (Introduction Two), they will recognise Leloc as the merchant that presented them with the dropped scroll on the street. If any of the PCs have adventured in Seltaren before, Leloc will know the PCs name and something about that PC.

Amora appears to be Suloise, in her twenties, with platinum blonde hair, and pale blue eyes. A pin in her hair is a hat of disguise; without it she is rather plain and of mixed race. Leloc pretends to be Amora's husband. In reality they both work for "Masseri" and the Rogues of Seltaren. They are assigned to run the Heart Scrolls shop together. They can't stand each other, but pretend to be deeply in love. Leloc is a terrible flirt and his constant flirting grates on Amora's nerves. The two will frequently trade verbal insults "purely out of love".

In the backroom the PCs will meet Tessa, a Suel woman in her late 20's. Tessa has bright red hair held back by large ribbon that she bought from Celeste and her new ribbon shop. She will greet the PCs by name. If the PCs were contacted by the Rogues to help out, read the box text below. If the PCs are here for more information, Leloc will escort the PCs into the back to see Tessa. In this case, skip ahead to What Tessa Knows.

"I'm glad you could make it. I'm sorry for the subterfuge but these are dangerous times for someone of my occupation. My name is Tessa and I have been instructed to ask a favour of all of you.

Very recently, an attempt was made on the life of a noble boy by the name of Tovas Coriner. Young Coriner managed to escape with his life, however his friend Bromar Reede did not. What is worse is that young Coriner dropped a very valuable item, an

ornate dagger that we would very much like to see returned to its rightful owner. In the wrong hands, the item could cause considerable damage to certain parties.

Furthermore, the death of a noble's son in Lower Seltaren has made life uncomfortable here thanks to the increased presence of the Seltaren Watch.

My friends and I feel that it would be in everyone's best interest if this whole mess ended as soon as possible. The best way to do this would be to catch the killer and hand him over to Corwyn Reede.

Should you succeed in finding the killer and help alleviate the increased watch presence from Lower Seltaren, you will be rewarded for your troubles. And if along your travels you should find our friend's missing dagger, we would greatly appreciate its return. Do we have a deal?"

An exact figure will not be discussed. The PCs must simply take Tessa's word on good faith.

What Tessa Knows:

- It is believed they are looking for a man, approximately 5'10", and has a slight build. The culprit has been seen clad head to toe dressed in black, with a large black hat and red scarf concealing his face. He wields two magical rapiers and is incredibly skilled with them.
- Both times the mysterious swordsman has been seen in Lower Seltaren. The first time was at the Bridled Brambles Tavern at the Lower Market Square. The second time was during an attempted ambush near the Warehouse Docks.
- The Seltaren Watch is being overseen by Captain Fridden Moirek who can usually be found in the Upper Seltaren Watch Tower. He is being directed by Corwyn Reede, who has successfully lobbied and partially funded the recent increase in Seltaren Watch. The watch is currently hiring adventurers to help fill out its ranks. You might be able to get more information if you join the Watch.
- If the PCs ask about the dagger, Tessa will ask that the dagger be brought to her lest it fall into the wrong hands. She will advise against taking the dagger to the authorities. She will not reveal who the dagger belongs to though the PCs will likely be able to guess.

Tessa will inform the PCs that should they need to reach her, they should leave word with Leloc and Amora at this shop. If she receives any new information, Tessa will contact the PCs. She'll know where to find them.

Tessa is actually the cover identity of Ora Venn. She is wearing a *ring of mind shielding* and has cast *Nystul's magic aura* to conceal all of her magic items. Ora has

received orders from higher up and is carrying them out to maintain her cover.

Encounter Two: It's A Trap!

GMs Note

Encounter Three must be run directly after Encounter Two. The two encounters are separated to make it easier for the GM to follow the flow chart provided with the adventure but the two encounters are actually two parts of one big encounter.

The PCs may arrive at this encounter in one of two ways: **The Letter** or **The Crowd**.

The Letter lead-in occurs when the PCs are visiting the Coriner Estate a second time but BEFORE they have rescued Tovas from the sewers. Tovas Coriner after having spoken to the PCs will then slip out to confront the swordsman and get back his father's dagger. Lord Coriner will have discovered that his son is being blackmailed and will ask the PCs to fetch him.

The Crowd lead-in occurs when the PCs are moving about Lower Seltaren during the course of their investigation and can occur at any time.

The Letter

Tovas Coriner will eventually leave the Coriner Estate to track down his attacker. The PCs may wish to return to the Coriner Estate during their investigation. If the PCs arrive at the Coriner Estate a second time (and before rescuing Tovas Coriner in Lower Seltaren) then the GM should insert this hook to help direct the PCs. Read the following box text:

One of Coriner's servants interrupts, "Excuse me sir but I have some rather important news."

Elgin Coriner excuses himself for a moment to speak with the servant in private. He is gone for only a moment before he returns to address you.

"It seems you may be of some use after all. My servant found a note in my son's room. The note is from an anonymous party claiming to have found a valued possession of mine. There are instructions for my son to head to the fountain in Lower Seltaren and bring 100 gold with him.

Since you are so concerned with my private affairs, you could involve yourself further by going down to Lower Seltaren and retrieving my son before he does something else foolish."

If asked about the missing valuable item, he will tell PCs (if he hasn't already) that his son took a valuable ornate dagger from him without his permission. He will

not reveal any more info about the dagger but will ask the PCs to return the item should they find it.

Elgin Coriner will have nothing more to say and will head to his study with instructions not to be disturbed until Tovas has returned. He will not have the note and will not produce it. If the PCs appear to be delaying, he will suggest that they get moving.

Lower Seltaren – The Crowd

The PCs will either arrive in Lower Seltaren as part of their travels around the city or from the lead provided by Elgin Coriner. Those PCs working for the Watch will likely be out on patrol. PCs meeting with the Rogues may be down in Lower Seltaren leaving the Heart Scroll shop after meeting with Tessa.

When the PCs near the Lower Market Square, they will see a large crowd gathered. The crowd is starting to disperse and is all a buzz with the recent goings on. The PCs will overhear various members of the crowd talking about seeing mysterious swordsman having just been there.

Ideally this will prompt the PCs to ask the locals about what happened. If the PCs are working for the Watch, one of the locals will actually approach the PCs and tell them what happened. If the PCs are still not biting, one of the locals could approach the PCs and start up a conversation. In either case, read the following box text:

“Can you believe that? That mysterious swordsman that everyone has been talking about was just right here! He and a bunch of noble kids were fighting. That swordsman was holding all six of them off at once. It was amazing! But as soon as it started, the swordsman took off running. Those noble kids were chasing right behind him. I saw them head that way.”

If the PCs don't head after the kids and swordsman, a local will run up to the adventurers claiming to have seen the boys run into the sewers after the swordsman. He then heard a terrible roar and fighting. If the PCs still don't go in, the monster will kill the boys, eat them, then move along. The Nimblewright disguised as Tovas Coriner will come staggering out of the sewers and will head back home. The PCs will gain no experience for this encounter.

The Sewers

Heading in the direction the local points out leads the PCs to an open sewer grating. It is obvious that the boys headed down here. There are sounds of battle coming from the sewers punctuated by a loud inhuman cry. If the PCs enter the sewer and go down the tunnel they will come across the end of a battle. A sewer creature has finished off the last of the boys and now turns its attention to the PCs.

There are metal rungs fastened to the wall to climb down on, which is a DC 5 Climb check. The drop into the sewers is 15 feet. The PCs will start 30 feet from the tunnels end. The sewer then becomes a circular room 20 feet in radius. The monster(s) is in this room surrounded by the bodies of Tovas' dead noble friends (see name list in Encounter One: Part B – Tovas Coriner). There are four tunnels out of the room in north, south, east and west positions. It doesn't matter which tunnel the PCs start in. Along the walls are 2 foot wide walkways for PCs to use if they don't wish to step in raw sewage. Due to the slipperiness of the walkways, PCs cannot charge or tumble unless they make a DC 10 Balance check. The depth of the sewage is about a foot deep. It will halve movement and prevent charging for anyone standing in it. See map for details.

Two continual flame torches light the area where the sewer creature is. The noble boys dropped them on the walkways so they could fight the creature and still see. There is no other light source in the sewer save light from the occasional opening to the surface.

In addition, the entryway that the players arrive through has been damaged during the fighting. Part of the wall will fall in when jostled by the arrival of the first character, possibly hitting that character. The trap will not activate on anyone simply jumping into the sewers. It will only activate on anyone using the wall or wall rungs as part of an attempt to climb down. This is treated like a trap, but due to its nature, Knowledge (Architecture and Engineering) and Profession (Miner) can be used in addition to trapfinding or dwarven stonemasonry to locate the danger and disarm it.

APL 2 (EL 4)

➤ **Collapsing Wall Trap:** CR 2; mechanical device; touch trigger; no reset; rockfall, +6 melee attack, 3d6 damage; Search DC 16; Disable Device DC 16.

➤ **Monstrous Spider, Large:** hp 22; see Monster Manual v3.5 page 289.

APL 4 (EL 6)

➤ **Collapsing Wall Trap:** CR 3; mechanical device; touch trigger; no reset; rockfall, +9 melee attack, 5d6 damage; Search DC 18; Disable Device DC 18.

➤ **Otyugh:** hp 36; see Monster Manual v3.5 page 204.

APL 6 (EL 8)

➤ **Collapsing Wall Trap:** CR 5; mechanical device; touch trigger; no reset; rockfall, +15 melee attack, 7d6 damage; Search DC 20; Disable Device DC 20.

➤ **Shambling Mound:** hp 60; see Monster Manual v3.5 page 222.

APL 8 (EL 10)

➤ **Collapsing Wall Trap:** CR 7; mechanical device; touch trigger; no reset; rockfall, +21 melee attack, 10d6

damage; Search DC 22; Disable Device DC 22.

➤ **Shambling Mound (2):** hp 60; see *Monster Manual* v3.5 page 222.

Developments: See the next encounter for developments after the PCs have defeated the monsters and overcome the trap.

Encounter Three: Will The Real Coriner Please Stand Up?

Tovas Coriner the Second

Disguised as the mysterious swordsman, Ora ran into the sewers with the boys hot on her heels. There, she lured them into the lair of a creature that had made the sewers its home. While the creature took care of Tovas' friends, she took care of Tovas Coriner. She has made the Nimblewright look like Tovas Coriner using her Disguise skill and her *Hat of Disguise*. She has masked all magical auras of the Nimblewright's gear using her *Nystul's magic aura* to help avoid detection. Of course, any PC using any means to detect a construct will be able to do so. Once the monster has killed the remaining boys, Ora will send the Nimblewright back out of the sewers to assume the role of Tovas Coriner. She will then dispose of Tovas' body, careful to not leave any tracks by wading through the water.

Once the PCs defeat the sewer creature, the new Tovas will appear out of the shadows. He will thank the PCs for saving him. He will admit he was hiding, afraid for his life. If the PCs were forced to flee from the monster, the new Tovas will have managed to escape, emerging shaken and in shock from the sewers. He will simply wish to return home to his room and will ask that he be allowed to return home. He will not allow himself to be taken into the Watch. He will use his nobility to threaten the watch and insist he be taken home. The guards will comply. The new Tovas still has a *Ring of Mind Shielding* so reading his thoughts is impossible while the ring is on. In addition, if the PCs cast a spell on him that is foiled by the nimblewright's SR, he will point to another nice looking ring (with *Nystul's Magic Aura*) and say that it protects him (from whatever was just used – for example, *mind blank* for spells and abilities that are mind-affecting).

If the PCs ask for it, they may make a DC 20 Sense Motive check to tell that something is not quite right with the new Tovas Coriner. Since Ora disguised the Nimblewright and it is wearing a *Hat of Disguise*, PCs must make a DC 33 Spot check to notice that the Nimblewright is indeed wearing a disguise. The Nimblewright won't say much, pretending to be in shock, but if the PCs are convincing and manage to get the Nimblewright to speak, they may make DC 20 Listen check to notice that something is off with Tovas' voice. If the PCs have not spoken with Tovas yet, they will not get

a Listen check since they have not spoken with the real Tovas and have nothing to compare the Nimblewright's impression to.

If the PCs escort Tovas home, they will be told about the letter upon arrival at the Coriner Estate and will be thanked for recovering him safely. (See The Letter section of Encounter Two – It's a Trap). Tovas will be led to his room. The PCs will not be allowed to speak with him without a very good reason (expending a favour of a noble house would certainly count). The PCs will be shown out. They will not be let back in tonight.

If the PCs have questions for Tovas Coriner, he will tell the PCs the following:

- If the PCs ask Tovas what he is doing down in the sewers, he will say that he received a note from an anonymous party stating that they had a valuable item: a dagger. Tovas took his dad's dagger to show off but lost it two weeks ago. He came here to get back his dad's dagger. His dad was very upset with him for taking his dagger and Tovas wanted to make his dad happy by getting it back again.
- If the PCs bring up the death of Bromar Reede, he tells the PCs that he started the fight at the Bridled Bramble Tavern by insulting the swordsman and his lady. He was disarmed and Bromar jumped into protect him. While Bromar was being killed, he ran away.
- Tovas will want to be allowed to go home and will refuse to answer any more questions claiming he doesn't feel very well. He will get some of the Watch to escort him home.

If the PCs pierce the Nimblewright's disguise, the Nimblewright will attempt to flee. It will head to the closest source of water and jump in or *shadow jump* to a nearby sewer or area if there is not a less obvious way. **AT NO POINT SHOULD THE NIMBLEWRIGHT BE CAPTURED.** The Lower Lukala River is right near the Lower Market Square so this action should take no more than two rounds. Since it doesn't need to breathe, it will walk underwater until it reaches a sewer pipe and meet up with Ora/Tessa. She will use a *scroll of Teleport* to get her and the Nimblewright up to the estate. She will then head off to arrange a delay for the PCs. If the water is not an option, the Nimblewright will use its Shadow Jump ability to escape into the shadowy sewers to meet up with Ora/Tessa. If the PCs don't proceed relatively quickly to the Coriner Estate, Elgin Coriner will be killed. **If the PCs do head to the Coriner Estate, jump to Encounter Six– Delaying Tactics.**

Troubleshooting

At higher APLs, the PCs may have magics that allow them to travel quickly. This may cause some problems.

First, the PCs may have Teleport. If they choose to teleport to the estate, remind them that they have only seen the place once, if at all, and could go off course. Considering the estate is on the edge of a cliff, this could go badly. The judge shouldn't mention this unless he feels he must, but teleporting will bypass one of the encounters, which means less experience points and gold.

Second, there may be a problem with logic. PCs may get to the estate first. The Nimblewright has magics to get to the estate quickly but some times the reality of the situation makes it hard to believe that the Nimblewright would have beaten the PCs. If the PCs apparently beat the Nimblewright to the estate, adjust the box text and facts of the adventure accordingly.

Try and have Canric Moore arrive just before the PCs are going to teleport and have him ask questions and even provide some hints about where the PCs should go next if they are stuck. If the PCs ignore Canric and go straight to the estate, apparently beating the bad guys there, then the judge has two options: he can pretend the Nimblewright beat the PCs to the estate and run Encounter Eight as normal OR the judge can have the Nimblewright show up much later in the evening. Elgin Coriner will be very unhappy with the PCs just showing up unannounced and will order them off his estate. If the PCs refuse to leave, he'll have them arrested. Once the PCs are off the estate, the GM may run them through some of the other encounters, like Encounter Nine, and eventually steer the PCs back to the Coriner Estate for the final battle. That way the PCs can get full rewards for the adventure.

Sewer Clues

There aren't many clues for the PCs to find in the sewer but there are some items of note:

- Cutting open the monster will allow the PCs to piece together the bodies of the noble kids that were killed. The PCs will also find a strange iron key with the word 'Kruknik' engraved upon it.
- The PCs will find no tracks for the swordsman. It is likely the swordsman moved through the water to hide his trail.

After the Battle - Canric Moore

After the PCs have saved Tovas Coriner from the sewer and had a chance to question him, the Seltaren Watch accompanied by Canric Moore will arrive on encounter.

Canric Moore is a sturdy Half-Orc, Half-Suel male. He is an employee of House Grek. His home is in Leukish, but was brought to Seltaren on behest of Lord Reede. Canric is a wily hunter and skilled tracker. Though well spoken, Canric is a man of few words. Despite the rumours, Canric Moore did not help drive

the criminals out of Leukish though he has certain been hired to track a few down since that time.

Canric is interested in liaising with the PCs. He will ask the PCs what they have discovered so far, having a member of the watch make notes for him. If the PCs inform Canric of the Rogues of Seltaren, he will be very interested in what the PCs have to say as he has been attempting to track a criminal known to frequent Seltaren. He won't say who.

Of course mentioning the Rogues to Canric Moore means that Canric is now on the trail of the Rogues, which does not make the Rogues very happy. If this happens and the PCs are working for the Rogues, they may reverse the damage by burning a favour with a noble to have Canric called off. If they do not, the PCs earn the enmity of the Rogues and are not asked to perform a job for them in Encounter Four – Murder Is My Business.

What Canric currently knows:

- Canric went to the Coriner Estate to speak with Tovas. It was there that a note was uncovered revealing Tovas was being blackmailed. Elgin Coriner asked Canric to find his son.
- Lord Reede's son was named Bromar Reede. He was killed by a mysterious swordsman in Lower Seltaren outside the Bridled Brambles Tavern two weeks ago. Bromar was at the Tavern with his friend Tovas Coriner and some other boys.
- He normally works for House Grek but was brought in at the behest of Lord Reede.
- They believe they are looking for a man, approximately 5'10", with a slight build. The culprit has been seen clad head to toe dressed in black, with a large black hat and red scarf concealing his face. He is apparently very skilled with a sword. Rumour has it that he is adept at wielding two swords at the same time.
- Apparently the swordsman has struck again since the killing. A group of local vigilantes attempted to capture the swordsman in the hopes to collect the reward being offered by Lord Reede. The swordsman eluded capture and several of the vigilantes were injured.
- He would be very appreciative if the PCs would cooperate with the investigation. They could sign on to help the Watch. He's sure their help will be greatly rewarded.

Encounter Four: Murder Is My Business

The PCs may or may not have had time to investigate their leads before being subjected to Encounter Two –

It's A Trap. If they haven't and there is still time, allow the PCs to move through out Seltaren and continue interviewing NPCs for more information before inserting Encounter Four.

Keep in mind that some of the NPCs may have new information for the PCs. Most notably, Tovas Coriner will have found the blackmail note in his son's room. Also, the new Tovas Coriner will now try his best to avoid questioning by the PCs.

Investigation Overview

Part A – House Reede (pages 8-9): Corwyn Reede & What If PCs Want To See Bromar Reede's Body

Part B – House Coriner (pages 10-12): Elgin Coriner & Tovas Coriner (**NOTE:** Elgin has found blackmail note by now. Tovas Coriner will not speak to PCs without good reason)

Part C – Bridled Bramble Inn (pages 13-14): Rosario & Gwendelyn

Part D – Money Changes Everything (pages 15-16): Bera the Beggar (**NOTE:** Up to GM to insert this encounter into play)

Part E – The Upper Seltaren Watch (pages 17-18): Captain Moirek, Constable Rudd

Part F – The Lower Seltaren Watch (pages 19): Constable Hallal Temor

Part G – The Rogues of Seltaren (pages 20-21): Tessa the Blade, Leloc, Amora

When the GM sees fit to move on, the PCs may find themselves heading down one of two paths: Investigation OR Infiltration.

Investigation is included for those PCs who are very lawful or who may have incurred enmity with the Rogues of Seltaren. This path involves the PCs helping the Watch capture some Rogues trying to make off with important evidence. If the GM chooses to take the PCs down this path, go to Encounter Four A: To Catch A Thief

Infiltration is included to give stealthy PCs a chance to let their skills shine. It involves breaking into the scene of the crime and removing incriminating evidence on behalf of the Rogues of Seltaren. If the GM chooses to take the PCs down this path, go to Encounter Four B: This Is A Robbery.

Encounter Four A: To Catch A Thief

The PCs are contacted by either a representative of Corwyn Reede or a member of the town guard. The man informs the PCs that there has been a murder discovered in Upper Seltaren and that the PCs have been asked to

help in the investigation. Read the following box text to the PCs:

A young man urgently scans the area. A look of relief crosses his face as he runs towards you.

"I have been sent to find you. There has been a murder. A noble has been killed."

The messenger will lead the PCs directly to the crime encounter or will give them directions if the PCs wish to take their time getting there. Of course if the PCs take their time getting to the estate then the GM may rule that the PCs will have missed out on capturing the Rogues and possibly retrieving some clues.

Arriving at the Gaernot Residence

Note: Please see Appendix Three for more information on the layout and description of the Gaernot Residence.

The PCs will have a few options once they reach the Gaernot Residence depending on who they work for and their motivations.

The PCs will not be allowed into the crime scene. The guards are under strict command not to let anyone in the house except Watch Captain Moirek and Canric Moore. The PCs will have to wait until Watch Captain Moirek arrives and attempt to persuade him through DC 25 Diplomacy check to allow them to assist. If the PCs were friendly with Canric Moore earlier in the adventure, they will gain a +5 on their check. As mentioned earlier, Watch Captain Moirek does not like Reede's meddling and will now know that the PCs are working for Lord Reede. Watch Captain Moirek will not be pleased that the PCs are now involved.

There are other options for the PCs to get into the house before the Watch Captain arrives and takes a look around. They may break in (see Encounter Four B - Breaking In) or they may try to bluff their way past the guards. If they attempt to bluff their way in through the front door, it will require a DC 30 Bluff or Diplomacy check or a 100 x APL bribe. The guards are under strict order not to let anyone in before Watch Captain Moirek arrives, but a particularly smooth talking individual should be allowed the chance to try. One of the PCs could also attempt to disguise themselves as Watch Captain Moirek and hope the guards don't spot the deception. The Watch will have a +6 to their checks to penetrate a Watch Captain Moirek disguise because Watch Captain Moirek is considered an associate.

Millie

Ora Venn (aka Tessa the Blade) is here to make sure the Watch find the dagger in the house and it was her that tipped off the guard to the crime. She is disguised as an old woman who goes by the name Millie. She will be watching the house.

Any PC that arrives before Watch Captain Moirek will see her standing outside the house. If the PCs question her, she will say her name is Millie and she lives in Lower Seltaren. She was on her way to the Draw, but saw the commotion and decided to see what was happening.

If the PCs do not question her, she will ask the PCs what is happening and try and draw out as much information as she can. At a certain point, she will point out to the PCs that she just saw someone climbing into the side window of the house. If the PCs were watching the house they can make a DC 20 Spot check to notice something invisible entering the house or DC 40 to notice invisible men going through the side window. This spot check does not include a penalty for distance.

Ora (as Millie) will try her best to convince the PCs to go check it out. The PCs will have to enter through the front door by getting past the guards (who won't resist if the PCs dash past them) OR attempt to go in through the side window.

During the commotion, Ora will slip away. If followed, she will wander down into Lower Seltaren and enter a rickety old shack. Once inside, she will *dimension door* away using a *Scroll of Dimension Door* to take her to a secret location.

If for some reason the PCs try to arrest Ora, she tries to talk her way out things and if that doesn't seem to be working, she'll allow herself to be arrested so she can slip away once the PCs have left the picture.

Tessa's Disguise check as Millie is +29. Assuming she takes 10 on her check, PCs must make a Spot of +39 to notice Tessa underneath all that makeup. If there is a very real possibility that Ora's disguise will be uncovered, she attempts to escape. She will take to a nearby sewer entrance that she has left open in case of the need for a quick escape. Once inside the sewer, she will *dimension door* away using a *Scroll of Dimension Door* to take her to a secret location.

See Map One: Gaernot Residence for placement of guards and layout of the surrounding area. Use the statistics of the Seltaren Watch for any guards on duty.

Fighting the Rogues

If the PCs spot the rogues in the house and head up to stop them, a few of the Rogues will hang back to cover the escape of one of the other rogues. Unless the PCs move silently into the house, the rogues will hear the PCs coming up the stairs. They will have one round to act before the PCs arrive. One of the rogues will have the dagger and forged letter. He will hop out the side study window (if possible) and make for the sewers. If the side study window is covered, the rogue will try and escape out another window on the same floor or out the back door. The escaping rogue will have three rounds of *invisibility* before it runs out (since he drank it upon

entering) and will want to put as much distance between himself and the PCs before it does. PCs making a DC 15 Spot check upon entering the room will notice an empty potion bottle lying on the floor. The invisible rogue will not be moving silently so a DC 5 Listen check will tip the PCs off that there is a **fourth rogue** attempting to flee. PCs making a DC 20 Spot check will notice something invisible moving in the room. A DC 40 Spot check will locate the rogue.

The remaining rogues will wait on either side of the study door and try and sap the PCs or anyone else who walks through that door. Make sure the PCs are in initiative before entering the room so there will be no complaints when the rogue's readied actions go off. If the fight lasts longer than five rounds, the rogues will attempt to flee as well, convinced they have bought their companion enough time to escape. The rogues will faint each round. They will work together to take out one PC at a time. They will go for the less armored PCs first if possible. They will also try and obstruct the side study window if their companion escaped via that route.

If it looks like the PCs are on to the rogue escaping with the evidence, the other rogues will try and run interference and slow up the PCs to buy the escaping rogue more time. This may even mean chasing PCs down and attacking them from behind.

APL 2 (EL 5)

☛ **Rogues (3):** hp 7; see Combat Appendix – APL 2.

APL 4 (EL 7)

☛ **Rogues (3):** hp 14; see Combat Appendix – APL 4.

APL 6 (EL 9)

☛ **Rogues (3):** hp 21; see Combat Appendix – APL 6.

APL 8 (EL 11)

☛ **Rogues (3):** hp 28; see Combat Appendix – APL 8.

The Great Escape – Chasing The Rogues

The PCs will probably have to face down some of the rogues in combat as they attempt to cover the escape of one of their number (the rogue with the dagger and forged note). If one or more of the PCs manage to keep after the single rogue getting away, likely with some daring and a few lucky rolls, the PCs can recover the dagger and forged letter, but they will have to follow the rogue into the sewers. If the escaping rogue gets to the sewers, the PCs will have to make three DC 15 Listen checks to follow the rogue down the correct passages. After the third successful check, the PCs will corner the rogue in a dead end.

If the rogue is heavily outnumbered, he will try and bargain his way out of the situation. He will offer the PCs 50 gp each to let him go. He will tell the PCs that he will leave a package for them at the Bridled Brambles

Tavern with the serving girl. He isn't lying. Gwendolyn won't know anything about the package except she's to give it to some people matching the PCs description.

If the bribe fails, the rogue will surrender rather than be killed. If there is only one PC and he can't bargain his way out, the rogue will fight. If one of the PCs is a Rogue of Seltaren, he will flash him recognition signals and expect that PC to help him.

If the PCs look for tracks, a DC 20 Search check will find a set of tracks outside. A PC with the Track feat can make a DC 7 Survival check to follow the tracks to the nearby sewer opening. Following the tracks in the sewer will lead to another opening about 500 feet away where the rogue resurfaced. From there the tracks lead to a busy thoroughfare and can no longer be followed.

Encounter Four B: This is a Robbery

The PCs will be contacted by a representative of the Rogues of Seltaren. An informant in the Watch has passed along that there has been a murder and that person murdered was someone connected to the Rogues.

The Rogues want to make sure incriminating evidence is removed from the crime scene and will ask the PCs to help recover it. At the GMs option, any PC with enmity with the Rogues of Seltaren could be told in so many words that if the PCs do this job, the Rogues will let bygones be bygones. This option should not be given to any party featuring very Lawful characters (like Paladins) because it involves breaking the law unless the GM feels the players are able to properly roleplay such a delicate situation.

Read the following box text to the PCs:

An older man approaches you with his arms open wide to give you a friendly hug. "Ah! My old friend! It is so good to see you again!"

Before you can react, the man stretches his meaty arms around you and speaks in a low tone. "Go directly to the Draw on the Upper Seltaren side. All will become clear."

The man releases you from his hug and raises his voice. "You must come by for a drink! It will be good to catch up again! I must run but please do drop by!"

And with that the man moves into the crowd.

The PCs should head directly to the Draw. If they take their time, the window of opportunity will be lost for the PCs and the Rogues will send in someone else to do the job. The PCs will still have the option of investigating the crime scene.

The Draw is the walkway leading between Upper and Lower Seltaren. At the top of the Draw on the Upper

Seltaren side the PCs will be met by a cloaked man. Read the PCs the follow box text:

Arriving at the Upper Seltaren entrance to the Draw, you are approached by a cloaked figure.

"I have been given instruction to pass along a message. Reliable and discrete people are needed for a job immediately."

If the GM chooses to involve PCs with enmity of the Rogues of Seltaren, add the following line:

"For some of you, it is advised that you take this mission" the cloaked figure says with a serious tone.

The cloaked figure is all business. All he wants is a yes or no answer. He has no time for questions. If the PCs start messing around and taking their time, the cloaked figure will insist that they must act quickly or they will lose their window of opportunity. If the PCs still refuse then the cloaked figure will leave and find some others to perform the task of recovering the evidence. The PCs may still find their way to the crime encounter to continue the investigation, but they will miss out on the opportunity to score big points with the Rogues of Seltaren.

If for some odd reason the PCs try to attack or capture the man, use the stats for a rogue appropriate for the APL as found in Appendix One – NPC stats. The cloaked figure will try and flee the area. The PCs will have gained more enmity.

Assuming the PCs accept the offer, read the following:

"I have received information that there has been another attack made by the mysterious swordsman. This time he has struck in Upper Seltaren at the home of Yollin Gaernot. The watch has been called for, but has not yet arrived to begin an investigation."

The cloak figure leads the group down an alley at a quickened pace and continues "We need you to go in and examine the house for any possible clues. As well, we would ask you to 'relocate' anything that might prove potentially embarrassing items."

Approaching the corner of a walled manor, The man comes to an abrupt stop stretching out his arm to prevent you from stumbling out into the street ahead of him.

"Around the corner is the Gaernot residence. Here is a map of the place."

Give the PCs Map One: Gaernot Residence

"Currently there are guards posted at the front doors as well as inside the house. They have instructions to wait for the lead investigators to arrive at the scene. They are currently on route. We

have about five to ten minutes to get in, get the stuff and get out.

The body is located here in the study. How you choose to get into the house is up to you, but you can access the study via a window on the east side of the house. However, you will need to be careful as there are guards posted nearby.

If needed, there is a nearby sewer opening you can use to make your escape. Proceed to the Hippodrome when you are done. You will be contacted and given further instructions once you arrive there safely. Good luck."

The cloaked man turns and disappears into the shadows.

Allow the PCs some time to come up with a plan, but do not let them dwell on it too long. The PCs are under a time limit and should get the feeling they need to act quickly and decisively. At the GM's discretion, give the PCs 10 minutes to come up with a plan and actively time them. At the end of 10 minutes, inform the PCs that they need to act now or the Watch will arrive to investigate and the PCs will have failed in their mission. Openly timing the PCs will help keep things moving quickly.

If the PCs are working for the Rogues, it is likely they are planning to sneak in (see Breaking In). However, the PCs may attempt to Bluff their way past the guards. If they attempt to bluff their way in through the front door, it will require a DC 30 Bluff or Diplomacy check or a 100 x APL bribe. The guards are under strict order not to let anyone in before Watch Captain Moirek arrives but a particularly smooth talking individual should be allowed the chance to try. One of the PCs could also attempt to disguise themselves as Watch Captain Moirek and hope the guards don't spot the deception. Use the stats for Upper Seltaren Watch for making opposed checks on the PCs. The Watch will have a +6 to their checks to penetrate a Watch Captain Moirek disguise because Watch Captain Moirek is considered an associate.

Breaking In

GM Note

The PCs will have very little time to move about the room before the Watch arrives. The GM should keep track of PC actions. They have 20 rounds so taking 20 on skill checks is not a good option. Also, to speed up play, the GM may wish to pre-roll some Listen checks for the guards if the GM does not wish to have PCs make a DC 9 Move Silent check. (DC 9 represents the guards taking ten but having to listen through walls).

The PCs will not have long to break into the home and recover the vital clues from the study. They will have two minutes (20 rounds) to Search the room before Watch Captain Moirek and Special Investigator Moore arrive. If the PCs make a DC 10 Listen check they will

hear the guards address Watch Captain Moirek at the front of the house when he arrives. Any 'Lookout' PC gains a +2 bonus on this check.

The PCs will then have until the beginning of the third round to flee before the Watch enters the room. If the PCs do not hear the men at the front of the house, give them one round to act as they hear someone about to open the door. If they do not Move Silently, the PCs will likely have a chase and possibly a fight on their hands.

While in the Study, the PCs will need to be quiet as there are guards outside the door who will sound the alarm if they detect intruders. Remember to give a -5 penalty to the Listen check of the guard stationed outside the door to account for the door blocking sound into the hall. See appropriate APL Combat Appendix for Listen stats.

If the PCs get away with no problems, they may drop off the goods and return to the scene of the crime to gather more information. However, if the PCs were careless while breaking into the study, they may be set upon by the Watch. The Watch will be attempting to capture one or more of the PCs. They will try and grapple and subdue the weakest looking PC.

At APL 2 and 4 there are two guards outside the door that will attack the PCs first. Three rounds after combat starts, more guards will arrive. At APL 2, after ten rounds, Watch Captain Moirek and Canric Moore arrive. At APLs 6 and 8, Canric Moore happens to be outside the door waiting for Watch Captain Moirek.

NOTE: If Canric Moore gets near or below 15 hit points, he will attempt to retreat as safely as possible.

APL 2 (EL 5):

First round:

♣ **Upper Seltaren Watchmen (2):** hp 19; see Combat Appendix APL 2.

Fourth round:

♣ **Upper Seltaren Watchmen (2):** hp 19; see Combat Appendix APL 2.

On tenth round:

♣ **Watch Captain Moirek:** hp 102; see Appendix One.

♣ **Canric Moore:** hp 72; see Combat Appendix APL 2.

APL 4 (EL 7):

First round:

♣ **Upper Seltaren Watch Constables (2):** hp 26; see Combat Appendix APL 4.

Fourth round:

♣ **Upper Seltaren Watch Constables (2):** hp 26; see Combat Appendix APL 4.

On tenth round:

☛ **Watch Captain Moirek:** hp 102; see Appendix One.

☛ **Canric Moore:** hp 72; see Combat Appendix APL 4.

APL 6 (EL 9):

First round:

☛ **Investigator Canric Moore, Bloodhound:** hp 72; see Combat Appendix APL 6.

Fourth round:

☛ **Upper Seltaren Watchmen (2):** hp 19; see Combat Appendix APL 6.

On tenth round:

☛ **Watch Captain Moirek:** hp 102; see Appendix One.

APL 8 (EL 11):

First round:

☛ **Investigator Canric Moore, Bloodhound:** hp 72; see Combat Appendix APL 8.

☛ **Upper Seltaren Watch Constables (2):** hp 26; see Combat Appendix APL 8.

Fourth round:

☛ **Upper Seltaren Watch Constables (4):** hp 26; see Combat Appendix APL 8.

On tenth round:

☛ **Watch Captain Moirek:** hp 102; see Appendix One.

The Great Escape - Helping the Rogues

Any PC captured will be dragged to the Upper Seltaren Watch Tower and thrown into the dungeon until appropriate arrangements can be made. If the PCs have a favour with the Rogues of Seltaren, they may expend it to have the Rogues waylay the Watch while on route to the Watch Tower and helping the PCs escape. The PCs will now have the Watch after them. They must now move around the city in disguise (make a Disguise check) or stay in the shadows (make Hide and Move Silently checks) or a bit of both. There is a chance that the PCs may not get out of jail before the adventure is over. Sometimes life is like that. However, if the GM isn't feeling too cruel, Appendix Five – Jail In Seltaren has more details about how the PCs may avoid jail time and continue the adventure.

The PCs can try to use the escape route that leads through the sewers. Once in the sewers, the PCs can attempt to lose the Watch in the splitting passageways. The GM can act out the chase, or can simply have the guard lose the trail. If the GM acts out the chase, the PCs

must make Move Silently checks to avoid being heard. The PCs will also need a light source unless they can see in the dark. If the PCs are simply trying to outrun the Watch, then they must lose the Watch since the Watch can't fail the DC 0 Listen check. The Listen check doesn't take into account PC armor check penalties so it could be even easier to track the PCs. PCs using the water to cover their trail will be moving at half speed and unless they are attempting to move silently, will be making enough noise that the Watch may follow.

The PCs may lose the watch by setting a false trail, moving a lot faster than the Watch or by covering their trail. If the PCs are covering their trail, the Watch must make Search checks to follow the trail. The best way to cover your trail is by not leaving one. Moving through the water is the easiest way of doing this but it is also noisy and hinders movement. The PCs may also attempt to hide in the water and wait for the watch to pass. The water is thick with effluents and will provide complete concealment should the PCs completely submerge themselves in it (this disgusting act, of course, will require a Fortitude save against Filth Fever every 5 minutes (see DMG).

If the PCs can't seem to shake the Watch, the PCs may follow the sewers to an opening that comes out of the cliffs above Lower Seltaren next to a waterfall. The Upper Seltaren sewers pour into Lake Seltaren. The drop from the opening to the lake is 50 feet. Any PC may attempt to dive into Lake Seltaren to escape by making a DC 20 Jump, Swim, or Tumble check. A successful roll means the PC takes no damage. A PC that fails the check takes 2d3 nonlethal + 1d6 lethal damage. At lower APLs, this damage could leave a PC unconscious underwater, which would mean the PC would immediately start drowning (see DMG pg.304). This could kill lower level PCs. If the GM wishes to avoid killing PCs and allow them to be more heroic, the GM may simply drop the PCs hit points to one and have all damage inflicted as non-lethal or make the Swim or Tumble check easier. After all, the PCs may have a hard enough time with the rough water (DC 15 Swim check) where the waterfall enters the lake. The initial Swim check will be through rough water (DC 15) until the PC can swim away into calm water (DC 10). Let's not mention the fact that they might be wearing heavy armor or carrying a lot of gear (see Swim skill - Player's Handbook pg.84). Give the PCs a chance to shed any heavy equipment before they dive in. However, once the PCs dive in, they will have successfully escaped the Watch.

Returning The Goods To The Rogues

If the PCs are working for the rogues and successfully make their way back to the Hippodrome without being caught, the PCs will wait at the Hippodrome for nearly twenty minutes before they are contacted by the same cloaked man that hired the PCs. The cloaked man has

been watching the PCs to make sure they weren't followed. Read the following to the PCs:

A familiar cloaked figure moves past you without stopping.

“Leave the package in the stands of the Hippodrome and return to the Market Square”

If the PCs stick around to watch what happens to the package and aren't spotted, a young woman enters the stadium and recovers the package. She moves through the crowds of Lower Seltaren passing off the package to other rogues using misdirection to throw potential observers off their trail. If PCs make three DC 20 Spot checks then they can follow the package to its final destination at Heart Scrolls. Of course, the rogues are on the watch for those that might be following them. If the rogues make a Spot check (+5 to checks) to notice they are being followed, then the rogues head into an old warehouse building by the docks and use a sewer opening in the building to flee into the sewers. If a rogue gets into the sewers, the trail will be lost.

If the PCs return to the Lower Market Square, they will be contacted by Leloc who will mention that the items they ordered have arrived at Heart Scrolls and that the PCs should stop by to pick them up. When the PCs head to Heart Scrolls, Amora will lead the PCs into the back room where Tessa will be waiting for them.

Tessa will thank the PCs for a job well done. If the PCs were spotted by the Watch but escaped, she suggests the PCs lay low for a while. Arrangements have been made for a safe house for the PCs. The PCs are to lay low until a way can be found to safely get the PCs out of the city. Tessa will provide the PCs with an address in Lower Seltaren and provide cloaks to help disguise the PCs as the move through Lower Seltaren to the safe house.

Tessa will ask the PCs what they discovered at the crime encounter. Once she has heard the PCs story, she will thank the PCs for their assistance and will then leave. The PCs may have some questions for Tessa as well. Tessa won't answer any of the PCs questions. The Rogues aren't going to reveal all their plans to the PCs just because they asked. There is also the fact that Tessa would like to keep the PCs from nosing around and finding out enough to ruin her plans. Tessa will simply tell the PCs, ***“It is best that you do not ask questions. You know enough for now.”***

Tessa is paranoid about being followed and observed. She takes extreme precautions to make sure she not being watched. If the PCs attempt to follow Tessa, she will head to the warehouse district and slip into the sewers through an opening. If she has reason to believe she is being followed and can't seem to lose the tail, she will attempt to hide and circle back to confront the tail. She will threaten the person/people tailing her to cease now or find themselves on the wrong side of the rogues. If she absolutely must, Tessa will *dimension door* away using a *Scroll of Dimension Door* to take her to a secret

location that she has set up in Seltaren. She will then teleport away from the city and well out of range of most detect or locate spells.

Encounter Five: Crime Scene Aftermath

Speaking with the Watch

If the PCs are working on the side of law (or at least weren't seen breaking the law) and are still around the crime encounter after Watch Captain Moirek and Special Investigator Moore complete their investigation, the PCs may attempt to obtain more information. If Watch Captain Moirek and Special Investigator Moore haven't begun their investigation, the PCs may possibly be allowed to assist. The PCs may attempt to persuade Watch Captain Moirek with a DC 25 Diplomacy check to allow them to assist in the investigation immediately. If the PCs were friendly and helpful with Canric Moore earlier in the adventure, they will receive a +5 to their check. As mentioned earlier, Watch Captain Moirek does not like Reede's meddling and will not be pleased that the PCs are now involved – this imposes a -2 penalty.

Watch Captain Moirek

Once Captain Moirek has begun his investigation, he will prevent the PCs from entering the crime encounter until the initial investigation is complete. The PCs may seek out Corwyn Reede for authority to enter the crime encounter but by the time they return, Watch Captain Moirek will have finished his investigation and will allow the PCs in to look around. Watch Captain Moirek will share information with the PCs after the initial investigation. He will also direct the PCs to speak with Special Investigator Moore for more details.

Watch Captain Moirek knows:

- The watch received an anonymous tip that there had been a murder at the Gaernot Residence.
- Patrols were sent to secure the crime encounter while I waited to accompany special investigator Moore to the crime encounter.
- The murder victim was Yollin Gaernot, a reclusive man who made his money through silver.
- The cause of death appears to be multiple stab wounds. (*Captain Moirek will assume the dagger is the murder weapon. Depending on PC/NPC action, Captain Moirek may have recovered the dagger. He will not give the PCs the dagger to the PCs under any circumstance short of magical domination.*)
- If Canric Moore was killed fighting thieves, Captain Moirek will comment on how he is determined to

find those responsible. If the PCs who killed Canric Moore are there and can be recognised, Captain Moore will immediately attempt to arrest them.

Special Investigator Canric Moore

The PCs will have likely met Special Investigator Canric Moore already. If not, refer to 'Encounter Three – After The Battle: Canric Moore' for more details on Canric. There is the possibility that Canric Moore was killed in Encounter Four B. If this is the case, none of this information will be available for the PCs.

The information Canric Moore supplies the PCs will depend on how badly the crime encounter was contaminated. If the carpet was trampled on, he won't have any information about tracks in the study. If the rogues took the ornate dagger and letter, he won't know about the note but will know that the man had a dagger wounds in his back. Unless the PCs made off with the secret diary without being discovered and are now returning to the encounter of the crime, Canric Moore will have found the diary and can point out the passages that interest him (see Player Handout Three: The Diary).

Special Investigator Canric Moore knows:

- The victim was murdered by two precise simultaneous rapier strikes to the heart.
- The victim was stabbed in the back with a dagger after he was already dead.

If the journal is still at the crime scene:

- The victim kept a private journal. It indicates a possible connection to Elgin Coriner. (see Player Handout Three: The Diary)

If the Watch recovered the letter or PCs recovered the letter and turned it into the Watch:

- A letter was recovered. It indicates that the victim was attempting to blackmail Elgin Coriner. Apparently it was over something belonging to Elgin Coriner. Elgin was very threatening in his reply.

If the Watch recovered the dagger or PCs recovered the dagger and turned it into the Watch:

- The dagger found in the back of the victim was not magical but was of fine quality. The dagger is being taken to a powerful Diviner for examination.

If the PCs did tamper with the crime encounter, Canric will mention to the PCs that others entered the crime encounter and made off with evidence. He found several sets of tracks that he found very interesting. He will ask the PCs a few questions about their whereabouts this afternoon. He will make Sense Motive checks on whomever answers. Canric will then insinuate that he knows more than he's letting on. Canric won't arrest anyone, at least not yet. The idea is to make PCs nervous

about their crime and let them know that Canric will be investigating further.

If the PCs come clean and give the information over, they will be brought in for questioning. The PCs will gain a +2 towards the Bluff check to avoid extra TU penalties for cooperating with the Watch. (see Appendix Five: Jail in Seltaren)

Encounter Six: Delaying Tactics

If the PCs were clever enough to pierce the disguise of the Nimblewright and the Nimblewright escaped in Encounter Three, it will be headed straight for the estate of Elgin Coriner to kill Elgin Coriner. Tessa the Blade will send out some thugs to tie up the PCs to prevent them from possibly interfering with her plans.

Three thugs will jump the PCs. Their instructions were to stop a group of individuals matching the PCs description from heading to Upper Seltaren. The thugs are not Rogues of Seltaren. They are simply men who happened to be in Seltaren looking for work.

APL 2 (EL 5)

🔪 **Rogues (3):** hp 7; see Combat Appendix APL 2.

APL 4 (EL 7)

🔪 **Rogues (3):** hp 14; see Combat Appendix APL 4.

APL 6 (EL 9)

🔪 **Rogues (3):** hp 21; see Combat Appendix APL 6.

APL 8 (EL 11)

🔪 **Rogues (3):** hp 28; see Combat Appendix APL 8.

If the PCs capture one or more of the thugs, they will be able to tell the PCs that they were hired by a cloaked man. They didn't see a face. The voice they heard was male. The man gave a description of the PCs, paid some gold then left. He told them to prevent the PCs from heading to Upper Seltaren.

Hopefully the PCs will be able to ascertain that they should be heading to the Coriner Estate at this point if they haven't figured it out already. If the PCs are clueless, the GM could let slip that the PCs were to be stopped from heading to the Coriner Estate.

Encounter Seven: Just One Moore Thing

The PCs will likely have an idea that Elgin Coriner is somehow involved in all of this. The PCs will likely want to head to the Coriner Estate to confront Elgin Coriner. However, the PCs may have to deal with some other problems before heading out.

Gathering Information

The PCs may wish to ask around about Yollin Gaernot and an incident that happened ten years ago. A Gather Information check (see below) will turn up a relation of Gaernot's who recalls some information.

DC 10 – Yollin became reclusive about ten years ago. Apparently he had some trouble involving a merchant from Nellix.

DC 15 – A guest was killed at that party but Yollin wasn't involved.

DC 20 – The man was killed by Elgin Coriner over some remarks Elgin made regarding the man's daughter.

DC 25 – The murdered man was Pol Venn, a merchant from Nellix. His family ruined Yollin Gaernot for his death.

It is unlikely at this point but PCs may also wish to go back and ask some of the NPCs some more questions. Here is an updated overview of the NPCs.

Investigation Overview

Part A – House Reede (pages 8-9): Corwyn Reede & What If PCs Want To See Bromar Reede's Body

Part B – House Coriner (pages 10-12): Elgin Coriner & Tovas Coriner (**NOTE:** PCs will be distracted away from the Coriner Estate)

Part C – Bridled Bramble Inn (pages 13-14): Rosario & Gwendelyn

Part D – Money Changes Everything (pages 15-16): Beri the Beggar (**NOTE:** Up to GM to insert this encounter into play)

Part E – The Upper Seltaren Watch (pages 17-18): Captain Moirek, Constable Rudd (**NOTE:** Captain Moirek will be unavailable)

Part F – The Lower Seltaren Watch (pages 19): Constable Hallal Temor

Part G – The Rogues of Seltaren (pages 20-21): Tessa the Blade, Leloc, Amora (**NOTE:** Tessa the Blade will not be present)

Distraction

By now the PCs may be suspicious of Elgin Coriner or suspect that Elgin might be the killer's next target. They would be right. However, Ora Venn is fully aware of the PCs involvement on the case and will set up a distraction to lure the PCs away from the Coriner Estate so that her Nimblewright may duel Elgin Coriner unhindered.

If the PCs are still in good standing with the Watch or Corwyn Reede (ie. weren't caught breaking in to the Gaernot Estate), they will receive an urgent message to report to the Lower Seltaren Docks. The messenger is

Bill, a small boy that runs errands for the Watch for a copper piece. He was given instructions by the Watch to find the PCs and tell them to report in immediately.

When the PCs arrive, Canric Moore will be surprised to see them. He may even comment how he only just got the news of the body himself. If the PCs ask, neither Watch Captain Moirek, Investigator Moore called for the PCs to check in and don't know who did.

If the PCs are on good terms with Canric Moore, read the following to the PCs:

"I have been interviewing several nobles in regards to Elgin Coriner's whereabouts over the past few weeks. His alibi seems pretty solid. However, I did uncover a piece of information you might be interested in hearing. It seems there was an incident about ten years ago involving a death at a party Yollin Gaernot was holding and which Elgin Coriner was a guest. I have managed to track down a relative of Gaernot's who was said to be at the party. I hope to get a clearer idea of what exactly happened that night."

As the PCs talk to Canric Moore and Watch Captain Moirek, the men of the watch struggle to haul a body from the lake. When the body is pulled up on to the dock, the PCs will recognise it as Tovas Coriner (who they should have met by now). He was found about twenty minutes ago floating in Lake Seltaren. Apparently a Rhennee bargeman reported a body floating in the lake but no one has seen the Rhennee to speak with him. A DC 20 Heal check will reveal that Tovas was killed by two very precise rapier strikes to the heart, just like Yollin Gaernot. The time of death will coincide with the attack in the sewers. The actual time of attack will vary depending on how the adventure was handled but PCs should now have the idea that Tovas Coriner was not the person who walked out of the sewers.

If the PCs aren't immediately heading up to the Coriner Estate, Investigator Moore will comment that the Coriner boy was seen well after the time of death and that the Watch Captain should round up a patrol and head to the Coriner Estate. If the PCs have been helpful in the past or are working as Watch members, Watch Captain Moirek will ask the PCs to proceed ahead while he gathers some more men. Otherwise, he will tell the PCs to return to where ever they are staying and let the Watch handle it.

Laying Low

If the PCs are/were working for the rogues and the job at the Gaernot Estate didn't go so well, they may be laying low at the safe house waiting to get out of town or they may be skulking about town attempting to uncover more clues. Wherever the PCs are, a rogue will contact them with instructions for the PCs to head down to Heart Scroll for important information.

Leloc will tell the PCs to wait in the back room. Eventually Leloc will return with the news that Tovas Coriner's body was dragged out of Lake Seltaren by the Watch a few minutes ago. If the PCs aren't already rushing up to the Coriner Estate, Leloc will make a comment to the PCs somewhere along the lines of *"I saw that boy at his estate a not too long ago. If he's dead, then who's up at the Coriner Estate?"*

If the PCs still do not rush to the Coriner Estate then this adventure will end without them witnessing the final battle. However, if the GM wishes to give them a final encounter, the GM may have the PCs be set upon by the Watch (see Band On The Run).

PCs wishing to be head up to the Coriner Estate but who are worried about Watch patrols possibly arresting them because they were seen stealing evidence should be given a chance to slip by unnoticed. If the PCs use a favour with the Rogues (they should have at least one if they successfully recovered the dagger and the letter) then Leloc will arrange for the PCs to be smuggled to Upper Seltaren to the Coriner Estate. Appendix Five – Jail Time will provide more information on how to avoid jail time as may be applicable here.

Band On The Run

If the PCs were spotted breaking into the Gaernot Residence and were not caught or managed to escape custody, then the Watch will be looking for them. The PCs must avoid contact with any Watch patrols or risk being arrested and thrown into jail. For every ten minutes the PCs are out on the streets of Seltaren, they have a one in ten chance that a Watch patrol will show up in the same area as the PCs. If the Watch members make a Spot check against any PC skill checks made to avoid notice (Hide, Disguise, etc), the Watch will notice the PCs and will attempt to arrest the PCs (see Appendix Five: Jail in Seltaren). This could drag out and/or distract from the actual adventure, so GMs should use this option carefully.

This encounter should be used to give PCs a third combat. This encounter could be used in place of Encounter Eight: The Final Duel if the PCs don't appear to be heading in that direction. The PCs may be trying to get out of the city if they were seen breaking in to the Gaernot Estate and the guards are on the look out for them. Allow sneaky or resourceful PCs to use their skills to bypass this combat. If they succeed, they can be rewarded as though they defeated the combat. No gold is awarded for this encounter at the end of the scenario.

APL 2 (EL 6):

🔪 **Upper Seltaren Watchmen (4):** hp 19; see Combat Appendix – APL 2.

APL 4 (EL 7):

🔪 **Upper Seltaren Watch Constables (1):** hp 26; see Combat Appendix – APL 4.

🔪 **Upper Seltaren Watchmen (4):** hp 19; see Combat Appendix – APL 4.

APL 6 (EL 9):

🔪 **Adventurer Watch Leader:** hp 68; see Combat Appendix – APL 6.

🔪 **Upper Seltaren Watchmen (4):** hp 19; see Combat Appendix – APL 6.

APL 8 (EL 11):

🔪 **Adventurer Watch Leader:** hp 80; see Combat Appendix – APL 8.

🔪 **Upper Seltaren Watch Constables (4):** hp 26; see Combat Appendix – APL 8.

Encounter Eight: The Final Duel

The PCs should now be heading up to the Coriner Estate. There will be no answer at the door if the PCs knock. The PCs will need to break down the door to the mansion or run around the side of the building. When the PCs enter the grounds at the back of the house, read them the following box text:

Two men circle one another with swords raised, tense and quick. One man is Elgin Coriner, practiced and deadly. The other is a man clad head to toe in black. A long crimson scarf wrapping his face flows gently behind him.

The two men take turns blocking each other's strikes, testing for weakness when suddenly Elgin Coriner shows his savage cunning. With a deft twist of the wrist, Elgin sends his opponent's sword tumbling over the side of the cliff.

Elgin Coriner levels his razor sharp blade at his opponent's neck and begins to speak, "So you thought you could best me in a duel. I'm not sure where you got that idea from but you were sadly misinformed."

As Elgin Coriner's muscles tense for the killing blow, the features of the man standing before him begin to shift and morph. Suddenly, an older Oeridian male in fine dress appears where the man in black once stood. Elgin Coriner is momentarily taken aback.

"What's a matter Elgin? Surprised to see me?" The Oeridian man turns to you and speaks. "I see you brought some of your friends to help you, Elgin. You were always known for stabbing people in the back when they least expected it."

"I don't need the help of those pathetic adventurer fools. I killed you once and I can do it again. They won't be interfering in our fight if they know what is good for them. Stay back all of you." Coriner replies.

"Oh I most certainly agree with you there. I was expecting some of your dirty tricks so I brought some insurance with me." the Oeridian man replies.

Something large moves between you and the duelists.

"Your journey back from the land of the dead must have been a long one. Too bad you didn't bring a second sword with you." Elgin spits back at the Oeridian.

Two rapiers shoot down from the Oeridian's sleeves. "Don't worry about me Elgin, I brought two." the Oeridian man fires back. "This time Elgin, there will be no distractions. I will have my revenge."

Metal on metal rings out as the pair continue to clash. Meanwhile, the ground pulses with the tread of heavy footsteps.

The two men will battle for five rounds at the cliff's edge. Ora Venn is watching the Nimblewright battle Elgin Coriner from afar. She has sent some backup to prevent anyone from interfering with the battle. The PCs will face one or more dread guards. The dread guards start 40 feet from the duel and 40 feet from the PCs. In other words, the PCs are 80 feet from the duel.

While the PCs fight the Dread Guards, it would be appropriate to provide some flavour text to describe the duel. The text may also provide a hint that Elgin's opponent is more than he seems.

Some sample boxed text for the duel:

Expecting an arterial spray of blood after Elgin slashes the merchant's neck, you are surprised to see the man in black seemingly impervious to his wound.

The merchant manages to slip under Elgin's guard for a savage thrust into Elgin's torso. Elgin staggers but manages to keep his feet.

The Dread Guard's/Clay Golem's orders are to attack anyone attempting to get close to the duel. As soon as the PCs entered the backyard, the Dread Guards/Clay Golem considered them too close. The Dread Guards/Clay Golem This can be used by the PCs to lure the Dread Guards/Clay Golem to the edge of the cliff and bull rush them over as well as to force the Dread Guards/Clay Golem to take attacks of opportunity as they move away from combat to stop anyone close to the duel.

APL 2 (EL 3)

☛ Dread Guard: hp 47; see Combat Appendix APL 2.

APL 4 (EL 5)

☛ Dread Guard (2): hp 47; see Combat Appendix APL 4.

APL 6 (EL 7)

☛ Dread Guard (4): hp 47; see Combat Appendix APL 6.

APL 8 (EL 10)

☛ Clay Golem: hp 90; see Monster Manual 3.5 page 134.

Conclusion

There are a few outcomes to the adventure depending on the actions of the PCs.

PCs do not go to the final battle at the Coriner Estate

It is possible that the PCs might not go to the Coriner Estate for the final battle. The most likely reason is that the PCs were caught breaking an entering into the Gaernot Estate and are now fleeing the city and arrest by the Watch. Read them the following:

Word reaches you a few days later. Lord Elgin Coriner was assassinated. The mysterious swordsman has not been seen since. If only someone had been there to stop it!

PCs make it to final battle in time

The PCs & the Nimblewright:

The problem the GM may have with this encounter is that the PCs will feel the need to attack the Nimblewright. The Nimblewright is a very powerful enemy and could easily kill the entire party at lower levels. This is not the intention of using the Nimblewright. The idea is to provide a powerful enemy to engage Elgin Coriner while the PCs fight the lesser minions. As such, the adventure has been written to prevent the Nimblewright from engaging in combat with the PCs.

GM Note:

At no time should the Nimblewright attack the PCs. The PCs should have plenty of warning to stay out of the duel. Elgin Coriner and the Nimblewright will warn the PCs to stay back if it looks like they might interfere. The GM might also provide hints for the PCs via a Wisdom check or even for free if the PCs appear as though they need it. If the PCs insist on interfering then move to PCs Interfere.

PCs interfere

If the PCs interfere despite multiple warnings from the GM, then the Nimblewright will grab Elgin and jump over the cliff on its next available turn.

If the PCs stop the battle before they will have earned Elgin Coriner's disfavor, which translates into the disfavor of duelists everywhere. The PCs gain the Interfere entry on the AR. They will have also earned the ire of Ora Venn though the PCs won't know it.

If the PCs interfere, but can't stop the Nimblewright before it has a chance to act, read the following box text:

"I told you to stay out of this fight! Nothing will deny my revenge!"

Grabbing a fist full of Elgin Coriner's shirt, the Oeridian man hurls himself over the cliff dragging Elgin Coriner with him. The last thing you see is a look of shocked horror as Elgin Coriner plunges to his death against the cliffs of Seltaren and into the waters below.

With Elgin dead, the PCs interference in the duel will circulate throughout Seltaren and the Duchy thanks to Ora Venn. The PCs will still gain the disfavour for interfering in the duel.

PCs don't interfere:

Before Five Rounds

If the PCs defeat the Dread Guards/Clay Golem before the end of five rounds then the PCs will provide the distraction Elgin Coriner needs to defeat the Nimblewright. Read the following box text to the players:

The two men continue to clash steel against steel; the Oeridian's unrelenting two-weapon attack skillfully deflected by Elgin Coriner. Both men are dancing perilously close to the cliff's edge. The Oeridian, sensing an opening, knocks Coriner's blade aside and lunges forward with deadly intent. Cleverly, Coriner had feigned weakness and twists out of the way of the second slashing blade.

The Oeridian lurches past, momentarily distracted by the sound of his warriors clatterings to the ground. Taking advantage of the distraction, Coriner suddenly produces a small dagger and buries it deep within the Oeridian man's neck.

The Oeridian man's eyes open wide with shock and stare hatefully at you.

Clutching at the hilt sticking from his neck, the Oeridian man turns to face Elgin Coriner.

"I want you to know I waited for you to turn around. I wanted you to see this coming." Coriner's words slither from his lips.

With a final thrust, Elgin Coriner drives his blade deep into the Oeridian man's belly. The Oeridian teetering on the cliff's edge and grasps feebly at Elgin before tumbling lifelessly into the waters of the lake below.

After Five Rounds

If the PCs are still fighting Dread Guards/Clay Golem at the end of five rounds then the Nimblewright will succeed in killing Elgin Coriner. Read the following box text to the players:

The two men continue to clash steel against steel; the Oeridian's unrelenting two-weapon attack skillfully deflected by Elgin Coriner. Both men are dancing perilously close to the cliff's edge. The Oeridian, sensing an opening, knocks Coriner's blade aside and lunges forward with deadly intent.

The Oeridian runs his blade through Elgin's chest, its metal point appearing scarlet from Elgin's back.

With a primal bloodlust, Elgin Coriner refuses to fall and, producing a dagger plunges it into the Oeridian man's neck.

Locked in a final struggle, Elgin Coriner and the Oeridian man stagger to maintain their balance and fail. In a final act of defiance, both men hang tightly to one another as they topple over the cliff and into the water below.

After The Battle

The Watch will eventually arrive at the Coriner Estate. If the PCs remain at the estate, they will be questioned about the happenings of the past few moments by Watch Captain Moirek and Investigator Moore. Of course if the PCs are wanted men and women in Seltaren, remind the PCs of this fact and allow them the opportunity to leave the area as the Watch can be heard arriving.

Ora Venn, who was watching the entire fight from afar, will be pleased if Elgin Coriner was killed and very unhappy if Elgin Coriner still lives. She will begin conceiving of a new plan to get rid of Elgin Coriner if he's still alive. She will also make the PCs lives a little harder for the part they played in spoiling her revenge.

If the PCs were hired by Corwyn Reede, he will call the PCs to his place the following morning. He will ask the PCs for a full report. If the PCs provide Corwyn Reede with a truthful account of what happened to his son, he will be relieved and will thank the PCs. If the PCs make mention of possible Rogue involvement, a secret fencing school or other underworld activity, Corwyn Reede will be resolved to continue his campaign against the criminal element in Lower Seltaren. Eventually, things will return to normal but not before the PCs have raised the ire of the Rogues of Seltaren. The

PCs will gain the favour of Corwyn Reede and the disfavour of the Rogues of Seltaren. If the PCs do not mention any rogue activity, Corwyn Reede will soon call off the Watch and the PCs will not have earned the wrath of the Rogues of Seltaren.

If the PCs were hired by the Rogues of Seltaren, the rogues will arrange for a special reward to be sent to the PCs with a note thanking them. The PCs will receive Masseri's gift and will have the Major Favour of the Rogues of Seltaren.

If the PCs worked for the Watch or helped catch the rogues stealing evidence, they will receive special commendation from Watch Captain Moirek for their actions. Their services are no longer needed and the PCs are free to leave the Watch.

Over the course of the next few days, Watch activity in the city of Seltaren returns to normal. Rumour has it that the mysterious swordsman is no longer a threat. Further more, it seems an unusual metal body was fished from Lake Seltaren. A special investigator has been assigned to look further into this development. Apparently there was some kind of unusual markings on the metal man that caught his interest. But that is for another day.

The End

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.

Encounter Two

For defeating the monster in the sewers and avoiding or surviving the trap:

APL2	120 xp
APL4	180 xp
APL6	240 xp
APL8	300 xp

Encounter Four A

Fight rogues trying to break into Gaernot residence:

APL2	150 xp
APL4	210 xp
APL6	270 xp
APL8	330 xp

OR

Encounter Four B

Break into the manor without getting caught by the Seltaren Watch:

APL2	150 xp
APL4	210 xp
APL6	270 xp
APL8	330 xp

Encounter Six

For defeating the thugs:

APL2	150 xp
APL4	210 xp
APL6	270 xp
APL8	330 xp

Encounter Seven

For defeating town guards

APL2	150 xp
APL4	210 xp
APL6	270 xp
APL8	330 xp

Encounter Eight

For defeating the dread guards/golem:

APL2	90 xp
APL4	150 xp
APL6	210 xp
APL8	300 xp

Uncover Murderer of Bromar Reede

APL2	30 xp
APL4	60 xp
APL6	90 xp
APL8	120 xp

Discretionary roleplaying award

APL2	60 xp
APL4	90 xp
APL6	120 xp
APL6	150 xp

Total possible experience:

APL2	420 xp
APL4	640 xp
APL6	960 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. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter One

Receive reward from Corwyn Reede for identifying Bromar Reede’s murderer:

APL 2: L: 0 gp; C: 200 gp; M: 0 gp.

APL 4: L: 0 gp; C: 400 gp; M: 0 gp.

APL 6: L: 0 gp; C: 600 gp; M: 0 gp.

APL 6: L: 0 gp; C: 800 gp; M: 0 gp.

Receive reward from Tovas Coriner for recovering his father’s dagger:

All APLs: L: 0 gp; C: 50 gp; M: 0 gp.

Encounter Four A

Defeated Rogues Trying To Break Into Gaernot Residence

APL 2: L: 110 gp; C: 0 gp; M: 3 *Blend cream* (4 gp each), 3 *Softfoot* (4 gp each), 1 *Possum Pouch* (150 gp).

APL 4: L: 105 gp; C: 0 gp; M: 3 *Blend cream* (4 gp each), 3 *Softfoot* (4 gp each), 1 *Possum Pouch* (150 gp), 3 +1 *leather armor* (84 gp each).

APL 6: L: 105 gp; C: 0 gp; M: 3 *Blend cream* (4 gp each), 3 *Softfoot* (4 gp each), 1 *Possum Pouch* (150 gp), 3 *potions of cure serious wounds* (62 gp each), 3 +1 *leather armor* (84 gp each).

APL 8: L: 105 gp; C: 0 gp; M: 3 *Blend cream* (4 gp each), 3 *Softfoot* (4 gp each), 1 *Possum Pouch* (150 gp), 3 *potions of cure serious wounds* (62 gp each), 3 +1 *leather armor* (84 gp each), 3 +1 *keen rapiers* (717 gp each), 3 pairs of *Gauntlets of Ogre Strength* (333 gp each).

AND/OR

Encounter Four B

Take Rogue Bribe, Rogues Trying To Escape In Sewers

APL 2: L: 0 gp; C: 50 gp; M: 0 gp

APL 4: L: 0 gp; C: 50 gp; M: 0 gp

APL 6: L: 0 gp; C: 50 gp; M: 0 gp

AND/OR

Encounter Four A or Four B

Took valuables from Yollin Gaernot’s Study.

APL 2: L: 0 gp; C: 200 gp; M: 0 gp

APL 4: L: 0 gp; C: 400 gp; M: 0 gp

APL 6: L: 0 gp; C: 600 gp; M: 0 gp

APL 6: L: 0 gp; C: 800 gp; M: 0 gp

Encounter Six

Recovered gear from thugs

APL 2: L: 110 gp; C: 0 gp; M: 0 gp.

APL 4: L: 105 gp; C: 0 gp; M: 3 +1 *leather armor* (84 gp each).

APL 6: L: 105 gp; C: 0 gp; M: 3 *potions of cure serious wounds* (62 gp each), 3 +1 *leather armor* (84 gp each).

APL 8: L: 105 gp; C: 0 gp; M: 3 *potions of cure serious wounds* (62 gp each), 3 +1 *leather armor* (84 gp each), 3 +1

keen rapiers (717 gp each), 3 pairs of Gauntlets of Ogre Strength (333 gp each).

Total Possible Treasure

The most treasure a PC could earn:

APL 2: 400 gp

APL 4: 650 gp

APL 6: 900 gp

APL 6: 1,300 gp

GMs Note (not put on AR)

A list of events that produce enmities and favours during this adventure is provided below. Since PCs can be unpredictable, it is possible that the GM may be forced to hand out more enmity or favours than are listed here. The distribution of enmity and/or favours to PCs is ultimately up to the GM. At the end of the adventure, add up the favours/enmities and mark the net result on the player's adventure record. A favour cancels out an enmity and vice versa.

- Hired by rogues to track down killer and successfully do so – 1 favour
- Hired by rogues to break into crime scene and successfully recover evidence – 1 favour
- Attacking one of the “important” Rogue of Seltaren NPCs (Leloc, Amora, Tessa) – 1 enmity
- Informing on or betraying the Rogues – 1 enmity
- Leading the Watch (or other law abiding authority) to a Rogue operation (Heart Scrolls, the Hippodrome meet, the Fountain meets, etc) – 1 enmity
- Arresting or getting one of the “important” Rogue of Seltaren NPCs arrested (Leloc, Amora, or Tessa) – 2 enmities

Special

Favour/Enmity With The Rogues of Seltaren: The PC aided/hindered the Rogues of Seltaren. The PC has gained _ favours/enmites with the Rogues of Seltaren.

Heart Scroll Special Order: For successfully meeting with the Rogues of Seltaren and reducing pressure from the Watch, the PCs gain **Regional** access to all items marked with an asterix (*).

A Gift: If the PC successfully recovered the dagger and letter from the Gaerlot Residence, the Rogues arrange for a Golem Strike Dagger (see below) to be forged for the PC. To have a dagger made, the PC must pay the full cost of the item and cross off this favor.

Alternatively, this favour can be used to get rid of three minor enmities or one major enmity of the Rogues of Seltaren.

Golem Strike Dagger This +1 adamantine dagger has a granite handle and an iron pommel. Once per day as a swift action, the wielder may call upon the magic in the dagger and make attacks with this dagger as though he were the recipient of the *golem strike* spell (Complete Adventurer, page 149).

Faint divination; CL 5th; Craft Magic Arms and Armor, Golem Strike; Price 5,402 gp; Cost 2,851gp + 228xp.

Payback: The PC ended this adventure with one major enmity or at least 3 minor enmities with the Rogues of Seltaren, the Rogues show up in force to lay an unholy beating on the PC. Your character immediately spends 2 additional TUs recovering.

Favour of House Reede: Contacts in House Reede will arrange for the PC to acquire any weapon, armor or shield from the Player's Handbooks as a Dwarven Craft Item (RS). This favor can be used after any adventure set in the Duchy of Urnst. If the PC ever earns the enmity/disfavour of House Reede, this favor is voided.

Favour of Watch Captain Moirek

If the PCs successfully captured the rogues and recovered the stolen evidence, they have earned Watch Captain Moirek's respect.

The PC may arrange to have the magical defensive properties of a suit of armor, set of bracers, or shield increased by one. For example, a Bracers of Armor +1 could be increased to a Bracers of Armor +2. The PC may not use this favour to add an enhancement (such as Silent Moves) to a suit of armor or a shield.

Outside Interference: The PC shouldn't have interfered in that duel! Word has spread about your cowardly actions. On your next three adventures in the Duchy of Urnst, you are unable to use any favour you have received as reward for adventuring in the Duchy of Urnst. If this PC is a member of a fencing meta-org (Black Blade School, Leukish Fencing School), the PC is expelled from that organisation. The PC may not join or re-join any fencing meta-organisations. A PC may expend the favour of a noble house to rejoin a fencing meta-organisation.

Items for the Adventure Record

Note: At APL 8, the +1 Keen Rapier is found with the thugs that only attack the PCs if they uncover the Nimblewright in Encounter Three. If the PCs do not uncover the Nimblewright early, they will not gain access to this item.

APL 2

❖ Blend Cream (Adventure, CV, 50gp)

❖ Softfoot (Adventure, CV, 50 gp)

❖ * Barbed Dagger (Adventure, CV, 35gp)

- ❖ * Quickblade Rapier (Adventure, CV, 75gp)
- ❖ * Catstink (Adventure, CV, 50gp)
- ❖ * Flashpellet (Adventure, CV, 50gp)
- ❖ * Freeglide (Adventure, CV, 20gp)
- ❖ * Lockslip Grease (Adventure, CV, 50gp)
- ❖ * Suregrip (Adventure, CV, 20gp)
- ❖ * Potion of Iron Silence (Adventure, CV, 300gp)
- ❖ * Potion of Absorb Weapon (Adventure, CV, 750gp)

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

- ❖ Possum Pouch (Adventure, CV, 1,800 gp)
- ❖ Spool of Endless Rope (Adventure, CV, 2,000 gp)

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

- ❖ Stylus of the Masterful Hand (Adventure, CV, 3,000 gp)

APL 8 (all of APLs 2-6 plus the following):

- ❖ Ring of Lockpicking (Adventure, CV, 4,500 gp)
- ❖ +1 Keen Rapier (Adventure, DMG, 8,320 gp)

Combat Appendix – APL 2

Encounter Five

Rogue: male human Rog2; CR 2; medium humanoid (Suel human); HD 2d6; hp 7; Init +3; Spd 30 ft.; AC 15, touch 13, flat-footed 12; Base Atk +1; Grp +2; Atk +5 melee (1d6+1, 18-20/x2, rapier); Full Atk +5 melee (1d6+1, 18-20/x2, rapier); SA: 1d6 Sneak Attack; SQ: Evasion, Trap Finding; AL CN; SV Fort +0, Ref +5, Will +1; Str.12, Dex.16, Con.10, Int.12, Wis.12, Cha.12.

Evasion (Ex): The rogue takes no damage if he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save. He does not gain this benefit if helpless.

Skills and Feats: Bluff +6, Climb +6, Disable Device +8, Hide +8, Move Silently +8, Open Locks +8, Search +6, Spot +6, Tumble +8; Dodge, Weapon Finesse.

Possessions: Leather armor, masterwork rapier, dagger, sap, Blend cream, Softfoot, Possum Pouch.

Encounter Six

Upper Seltaren Watch: Warrior 3; CR 3; Medium humanoid (Human); HD 3d8+6; hp 19; Init +5; Spd ft 30; AC 15, touch 11, flat-footed 14; Atk +4 melee (1d8+1 /19-20x2, long sword) or +5 ranged (1d8/19-20x2, light crossbow); AL LN; SV Fort +5, Ref +2, Will+1; Str.12, Dex.14, Con.12, Int.8, Wis.10, Cha.8.

Skills and Feats: Knowledge (Local) +0, Listen +4, Spot +5, Knowledge (Nobility)+0; Improved Initiative, Alertness, Toughness.

Possessions: Chain shirt, light crossbow, 20 bolts, long sword, sap, signal whistle, water skin.

Encounter Nine

Rogue: male human Rog2; CR 2; medium humanoid (Suel human); HD 2d6; hp 7; Init +3; Spd 30 ft.; AC 15, touch 13, flat-footed 12; Base Atk +1; Grp +2; Atk +5 melee (1d6+1, 18-20/x2, rapier); Full Atk +5 melee (1d6+1, 18-20/x2, rapier); SA: 1d6 Sneak Attack; SQ: Evasion, Trap Finding; AL CN; SV Fort +0, Ref +5, Will +1; Str.12, Dex.16, Con.10, Int.12, Wis.12, Cha.12.

Evasion (Ex): The rogue takes no damage if he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save. He does not gain this benefit if helpless.

Skills and Feats: Bluff +6, Climb +6, Disable Device +8, Hide +8, Listen +6, Move Silently +8, Open Locks +8, Search +6, Spot +6; Dodge, Weapon Finesse.

Possessions: Leather armor, masterwork rapier, dagger, sap.

Encounter Ten

Upper Seltaren Watch: Warrior 3; CR 3; Medium humanoid (Human); HD 3d8+6; hp 19; Init +5; Spd ft 30; AC 15, touch 11, flat-footed 14; Atk +4 melee (1d8+1 /19-20x2, long sword) or +5 ranged (1d8/19-20x2, light crossbow); AL LN; SV Fort +5, Ref +2, Will+1; Str.12, Dex.14, Con.12, Int.8, Wis.10, Cha.8.

Skills and Feats: Knowledge (Local) +0, Listen +4, Spot +5, Knowledge (Nobility)+0; Improved Initiative, Alertness, Toughness.

Possessions: Chain shirt, light crossbow, 20 bolts, long sword, sap, signal whistle, water skin.

Encounter Eleven

Dread Guard: CR 3; medium construct; HD 5d10+20; hp 47; Init +0; Spd 20 ft (can't run); AC 17, touch 10, flat-footed 17; BAB/Grp: +3/+6; Atk +6 melee (1d8+3/19-20, longsword); SA: -; SQ cold resistance 10, construct traits, fire resistance 10; AL N; SV Fort +1; Ref +1; Will+2; Str.17, Dex.11, Con.-, Int.6, Wis.13, Cha.2.

Skills and Feats: Spot +9; Cleave, Power Attack.

Possessions: longsword.

Combat Appendix – APL 4

Encounter Four A

Rogue: male human Rog4; CR 4; medium humanoid (Suel human); HD 4d6; hp 14; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +3; Grp +4; Atk +7 melee (1d6+1, 18-20/x2, rapier); Full Atk +7 melee (1d6+1, 18-20/x2, rapier); SA: 2d6 Sneak Attack; SQ: Evasion, Trap Finding, Trap Sense, Uncanny Dodge; AL CN; SV Fort +1, Ref +7, Will +2; Str.12, Dex.17, Con.10, Int.12, Wis.12, Cha.12.

Evasion (Ex): The rogue takes no damage if he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save. He does not gain this benefit if helpless.

Trap Sense (Ex): The rogue gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): The rogue retains Dexterity bonus to AC (if any) even if she is caught flat footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Skills and Feats: Bluff +8, Climb +8, Disable Device +10, Hide +10, Move Silently +10, Open Locks +10, Search +8, Spot +8, Tumble +8; Dodge, Mobility, Weapon Finesse.

Possessions: +1 leather armor, masterwork rapier, dagger, sap, Blend cream, Softfoot, Possum Pouch, masterwork thieves' tools.

Encounter Four B

Upper Seltaren Watch Constable: Fighter 4; CR 4; Medium humanoid (Human); HD 4d10+4; hp 26; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Base Atk: +4; Grp: +5; Atk +7 melee (1d8+3 /19-20x2, masterwork long sword) or + 5 ranged (1d8/19-20x2, light crossbow); SA: -; SQ: -; AL LN; SV Fort +5, Ref +2, Will+1; Str13, Dex12, Con13, Int12, Wis10, Cha12.

Skills and Feats: Gather Information +3, Intimidate +7, Knowledge (Local) +2, Knowledge (Nobility) +2, Listen +2, Search +3, Sense Motive +2, Spot +2; Weapon focus (long sword), Weapon specialization (long sword), Power Attack, Investigator, Iron Will, Alertness

Possessions: chain shirt, masterwork long sword, dagger, light crossbow, 20 bolts, sap, signal whistle.

Encounter Six

Rogue: male human Rog4; CR 4; medium humanoid (Suel human); HD 4d6; hp 14; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +3; Grp +4; Atk +7 melee (1d6+1, 18-20/x2, rapier); Full Atk +7 melee (1d6+1, 18-20/x2, rapier); SA: 2d6 Sneak Attack; SQ: Evasion, Trap Finding, Trap Sense, Uncanny Dodge; AL CN; SV Fort +1, Ref +7, Will +2; Str.12, Dex.17, Con.10, Int.12, Wis.12, Cha.12.

Evasion (Ex): The rogue takes no damage if he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save. He does not gain this benefit if helpless.

Trap Sense (Ex): The rogue gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): The rogue retains Dexterity bonus to AC (if any) even if she is caught flat footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Skills and Feats: Bluff +8, Climb +8, Disable Device +10, Hide +10, Listen +8, Move Silently +10, Open Locks +10, Search +8, Spot +8; Dodge, Mobility, Weapon Finesse.

Possessions: +1 leather armor, masterwork rapier, dagger, sap, masterwork thieves' tools.

Encounter Seven

Upper Seltaren Watch Constable: Fighter 4; CR 4; Medium humanoid (Human); HD 4d10+4; hp 26; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Base Atk: +4; Grp: +5; Atk +7 melee (1d8+3 /19-20x2, masterwork long sword) or + 5 ranged (1d8/19-20x2, light crossbow); SA: -; SQ: -; AL LN; SV Fort +5, Ref +2, Will+1; Str13, Dex12, Con13, Int12, Wis10, Cha12.

Skills and Feats: Gather Information +3, Intimidate +7, Knowledge (Local) +2, Knowledge (Nobility) +2, Listen +2, Search +3, Sense Motive +2, Spot +2; Weapon focus (long sword), Weapon specialization (long sword), Power Attack, Investigator, Iron Will, Alertness

Possessions: chain shirt, masterwork long sword, dagger, light crossbow, 20 bolts, sap, signal whistle.

Upper Seltaren Watch: Warrior 3; CR 3; Medium humanoid (Human); HD 3d8+6; hp 19; Init +5; Spd ft 30; AC 15, touch 11, flat-footed 14; Base Atk +3; Grp +4; Atk +4 melee (1d8+1 /19-20x2, long sword) or +5

ranged (1d8/19-20x2, light crossbow); AL LN; SV Fort +5, Ref +2, Will+1; Str12, Dex14, Con12, Int8, Wis10, Cha8.

Skills and Feats: Knowledge (Local) +0, Listen +4, Spot +5, Knowledge (Nobility)+0; Improved Initiative, Alertness, Toughness.

Possessions: Chain shirt, light crossbow, 20 bolts, long sword, sap, signal whistle, water skin.

Encounter Eight

Dread Guard: CR 3; medium construct; HD 5d10+20; hp 47; Init +0; Spd 20 ft (can't run); AC 17, touch 10, flat-footed 17; BAB/Grp: +3/+6; Atk +6 melee (1d8+3/19-20, longsword); SA: -; SQ cold resistance 10, construct traits, fire resistance 10; AL N; SV Fort +1; Ref +1; Will+2; Str.17, Dex.11, Con.-, Int.6, Wis.13, Cha.2.

Skills and Feats: Spot +9; Cleave, Power Attack.

Possessions: longsword.

Combat Appendix – APL 6

Encounter Four A

Rogue: male human Rog6; CR 6; medium humanoid (Suel human); HD 6d6; hp 21; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +4; Grp +5; Atk +7 melee (1d6+1, 18-20/x2, rapier); Full Atk +7 melee (1d6+1, 18-20/x2, rapier); SA: 3d6 Sneak Attack; SQ: Evasion, Trap Finding, Trap Sense +2, Uncanny Dodge; AL CN; SV Fort +2, Ref +8, Will +3; Str.12, Dex.17, Con.10, Int.12, Wis.12, Cha.12.

Evasion (Ex): The rogue takes no damage if he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save. He does not gain this benefit if helpless.

Trap Sense (Ex): The rogue gains a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): The rogue retains Dexterity bonus to AC (if any) even if she is caught flat footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Skills and Feats: Bluff +10, Climb +10, Disable Device +12, Hide +12, Move Silently +12, Open Locks +12, Search +10, Spot +10, Tumble +12; Dodge, Improved Feint, Mobility, Weapon Finesse.

Possessions: +1 leather armor, masterwork rapier, dagger, sap, Blend cream, Softfoot, Possum Pouch, Spool of Endless Rope, masterwork thieves' tools, Potion of Cure Serious Wounds.

Encounter Four B

Investigator Canric Moore, Bloodhound: Ranger 4/Bloodhound 5; CR 9; Medium humanoid (Half-orc/Half-Suel); HD 4d8+5d10+27; hp 72; Init +1; Spd ft 30; AC 19(touch 13, flat-footed 16); Base Atk: +9; Grp: +12; Atk +13 melee (1d8+4/x3, +1 Orc Double Axe) or +11 ranged (1d8+3/x3, longbow); Full Atk +13/+8 (1d8+5/x3, +1 Orc Double Axe, two handed) or +11/+6 melee (1d8+4/x3, +1 Orc Double Axe) and +11/+6 ranged (1d8+2/x3, +1 Orc Double Axe offhand) or +11/+6 ranged (1d8+3/x3, longbow); SA: Favoured Enemy (Human); SQ: Half-Orc racial traits, Animal Companion, Combat Style (Two Weapon Fighting), Track, Wild Empathy, Bring 'em Back Alive, Crippling Strike, Hunter's Dedication, Mark (2), Move Like The Wind, Nonlethal Force, Ready and Waiting, Swift Tracker, Tenacious Pursuit (speed +10 ft.), Track the Trackless; AL CG; SV Fort +13, Ref +9, Will+3; Str16, Dex12, Con16, Int10, Wis12, Cha10.

Skills and Feats: Gather Information +10, Hide +10, Knowledge (Geography) +5, Knowledge (Nature) +5, Search +19, Sense Motive +10, Spot +12, Survival +17;

Endurance, Exotic Weapon Proficiency (Orc Double Axe), Great Fortitude, Investigator, Power Attack, Two Weapon Fighting.

Possessions: +1 chain shirt, Composite Strength Longbow (+3), 20 arrows, goggles of minute seeing, lens of detection, masterwork shortsword, masterwork dagger, +1/+1 Orc double axe, potion of cure moderate wounds, Sap.

Note: Canric does not have his animal companion with him during the course of this adventure.

Upper Seltaren Watch: Warrior 3; CR 3; Medium humanoid (Human); HD 3d8+6; hp 19; Init +5; Spd ft 30; AC 15, touch 11, flat-footed 14; Base Atk +3; Grp +4; Atk +4 melee (1d8+1 /19-20x2, long sword) or +5 ranged (1d8/19-20x2, light crossbow); AL LN; SV Fort +5, Ref +2, Will+1; Str12, Dex14, Con12, Int8, Wis10, Cha8.

Skills and Feats: Knowledge (Local) +0, Listen +4, Spot +5, Knowledge (Nobility)+0; Improved Initiative, Alertness, Toughness.

Possessions: Chain shirt, light crossbow, 20 bolts, long sword, sap, signal whistle, water skin.

Encounter Six

Rogue: male human Rog6; CR 6; medium humanoid (Suel human); HD 6d6; hp 21; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +4; Grp +5; Atk +7 melee (1d6+1, 18-20/x2, rapier); Full Atk +7 melee (1d6+1, 18-20/x2, rapier); SA: 3d6 Sneak Attack; SQ: Evasion, Trap Finding, Trap Sense +2, Uncanny Dodge; AL CN; SV Fort +2, Ref +8, Will +3; Str.12, Dex.17, Con.10, Int.12, Wis.12, Cha.12.

Evasion (Ex): The rogue takes no damage if he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save. He does not gain this benefit if helpless.

Trap Sense (Ex): The rogue gains a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): The rogue retains Dexterity bonus to AC (if any) even if she is caught flat footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Skills and Feats: Bluff +10, Climb +10, Disable Device +12, Hide +12, Listen +10, Move Silently +12, Open Locks +12, Search +10, Spot +10; Dodge, Improved Feint, Mobility, Weapon Finesse.

Possessions: +1 leather armor, masterwork rapier, dagger, sap, masterwork thieves' tools, Potion of Cure Serious Wounds.

Encounter Seven

Adventurer Watch Leader: Fighter 8: CR 8; Medium humanoid (Human); HD 8d10+16; hp 68; Init +6; Spd ft 30; AC 18, touch 12, flat-footed 16; Base Atk +8; Grp +11; Atk +15 melee (1d8+5/19-20x2, long sword) or +10 ranged (1d8/x3, long bow); Full Atk +15/+10 melee (1d8+5/19-20x2, long sword) or +10/+5 ranged (1d8/x3, long bow); AL CG; SV Fort +8, Ref +4, Will+2; Str16, Dex14, Con15, Int10, Wis10, Cha10.

Skills and Feats: Climb +10, Handle Animal +8, Intimidate +10, Ride +14; Cleave, Combat Reflexes, Improved Initiative, Point Blank Shot, Power Attack, Precise Shot, Weapon Focus (longsword), Weapon Specialisation (longsword).

Possessions: Chain shirt, heavy steel shield, longbow, 20 arrows, long sword, club, sap, signal whistle, water skin.

Upper Seltaren Watch: Warrior 3: CR 3; Medium humanoid (Human); HD 3d8+6; hp 19; Init +5; Spd ft 30; AC 15, touch 11, flat-footed 14; Base Atk +3; Grp +4; Atk +4 melee (1d8+1 /19-20x2, long sword) or +5 ranged (1d8/19-20x2, light crossbow); AL LN; SV Fort +5, Ref +2, Will+1; Str12, Dex14, Con12, Int8, Wis10, Cha8.

Skills and Feats: Knowledge (Local) +0, Listen +4, Spot +5, Knowledge (Nobility)+0; Improved Initiative, Alertness, Toughness.

Possessions: Chain shirt, light crossbow, 20 bolts, long sword, sap, signal whistle, water skin.

Encounter Eight

Dread Guard: CR 3; medium construct; HD 5d10+20; hp 47; Init +0; Spd 20 ft (can't run); AC 17, touch 10, flat-footed 17; BAB/Grp: +3/+6; Atk +6 melee (1d8+3/19-20, longsword); SA: -; SQ cold resistance 10, construct traits, fire resistance 10; AL N; SV Fort +1; Ref +1; Will+2; Str.17, Dex.11, Con.-, Int.6, Wis.13, Cha.2.

Skills and Feats: Spot +9; Cleave, Power Attack.

Possessions: longsword.

Combat Appendix - APL 8

Encounter Four A

Rogue: male human Rog8; CR 8; medium humanoid (Suel human); HD 8d6+8; hp 36; Init +3; Spd 30 ft.; AC 17, touch 14, flat-footed 13; Base Atk +6; Grp +8; Atk +11 melee (1d6+4, 15-20/x2, rapier); Full Atk +11/+6 melee (1d6+4, 15-20/x2, rapier); SA: 4d6 Sneak Attack; SQ: Evasion, Trap Finding, Improved Uncanny Dodge, Trap Sense +2, Uncanny Dodge; AL CN; SV Fort +2, Ref +9, Will +3; Str.14, Dex.18, Con.10, Int.12, Wis.12, Cha.12.

Evasion (Ex): The rogue takes no damage if he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save. He does not gain this benefit if helpless.

Trap Sense (Ex): The rogue gains a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): The rogue retains Dexterity bonus to AC (if any) even if she is caught flat footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Improved Uncanny Dodge (Ex): The rogue can no longer be flanked. The defence denies another rogue the ability to sneak attack the character by flanking her unless the attacker has at least 4 more rogue levels than the defender.

Skills and Feats: Bluff +12, Climb +12, Disable Device +14, Hide +14, Move Silently +14, Open Locks +14, Search +12, Spot +12, Tumble +14; Dodge, Improved Feint, Mobility, Weapon Finesse.

Possessions: +1 leather armor, +1 keen rapier, dagger, sap, Blend cream, Softfoot, Possum Pouch, Spool of Endless Rope, masterwork thieves' tools, Potion of Cure Serious Wounds, Gauntlets of Ogre Strength.

Encounter Four B

Investigator Canric Moore, Bloodhound: Ranger 4/Bloodhound 5; CR 9; Medium humanoid (Half-orc/Half-Suel); HD 4d8+5d10+27; hp 72; Init +1; Spd ft 30; AC 19(touch 13, flat-footed 16); Base Atk: +9; Grp: +12; Atk +13 melee (1d8+4/x3, +1 Orc Double Axe) or +11 ranged (1d8+3/x3, longbow); Full Atk +13/+8 (1d8+5/x3, +1 Orc Double Axe, two handed) or +11/+6 melee (1d8+4/x3, +1 Orc Double Axe) and +11 melee (1d8+2/x3, +1 Orc Double Axe offhand) or +11/+6 ranged (1d8+3/x3, longbow); SA: Favoured Enemy (Human); SQ: Half-Orc racial traits, Animal Companion, Combat Style (Two Weapon Fighting),

Track, Wild Empathy, Bring 'em Back Alive, Crippling Strike, Hunter's Dedication, Mark (2), Move Like The Wind, Nonlethal Force, Ready and Waiting, Swift Tracker, Tenacious Pursuit (speed +10 ft.), Track the Trackless; AL CG; SV Fort +13, Ref +9, Will+3; Str16, Dex12, Con16, Int10, Wis12, Cha10.

Skills and Feats: Gather Information +10, Hide +10, Knowledge (Geography) +5, Knowledge (Nature) +5, Search +19, Sense Motive +10, Spot +12, Survival +17; Endurance, Exotic Weapon Proficiency (Orc Double Axe), Great Fortitude, Investigator, Power Attack, Two Weapon Fighting.

Possessions: +1 chain shirt, Composite Strength Longbow (+3), 20 arrows, goggles of minute seeing, lens of detection, masterwork shortsword, masterwork dagger, +1/+1 Orc double axe, potion of cure moderate wounds, Sap.

Note: Canric does not have his animal companion with him during the course of this adventure.

Upper Seltaren Watch Constable: Fighter 4; CR 4; Medium humanoid (Human); HD 4d10+4; hp 26; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Base Atk: +4; Grp: +5; Atk +7 melee (1d8+3 /19-20x2, masterwork long sword) or + 5 ranged (1d8/19-20x2, light crossbow); SA: -; SQ: -; AL LN; SV Fort +5, Ref +2, Will+1; Str13, Dex12, Con13, Int12, Wis10, Cha12.

Skills and Feats: Gather Information +3, Intimidate +7, Knowledge (Local) +2, Knowledge (Nobility) +2, Listen +2, Search +3, Sense Motive +2, Spot +2; Weapon focus (long sword), Weapon specialization (long sword), Power Attack, Investigator, Iron Will, Alertness

Possessions: chain shirt, masterwork long sword, dagger, light crossbow, 20 bolts, sap, signal whistle.

Encounter Six

Rogue: male human Rog8; CR 8; medium humanoid (Suel human); HD 8d6+8; hp 36; Init +3; Spd 30 ft.; AC 17, touch 14, flat-footed 13; Base Atk +6; Grp +8; Atk +11 melee (1d6+4, 15-20/x2, rapier); Full Atk +11/+6 melee (1d6+4, 15-20/x2, rapier); SA: 4d6 Sneak Attack; SQ: Evasion, Trap Finding, Improved Uncanny Dodge, Trap Sense +2, Uncanny Dodge; AL CN; SV Fort +2, Ref +9, Will +3; Str.14, Dex.18, Con.10, Int.12, Wis.12, Cha.12.

Evasion (Ex): The rogue takes no damage if he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save. He does not gain this benefit if helpless.

Trap Sense (Ex): The rogue gains a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): The rogue retains Dexterity bonus to AC (if any) even if she is caught flat footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Improved Uncanny Dodge (Ex): The rogue can no longer be flanked. The defence denies another rogue the ability to sneak attack the character by flanking her unless the attacker has at least 4 more rogue levels than the defender.

Skills and Feats: Bluff +12, Climb +12, Disable Device +14, Hide +14, Move Silently +14, Open Locks +14, Search +12, Spot +12, Tumble +14; Dodge, Improved Feint, Mobility, Weapon Finesse.

Possessions: +1 leather armor, +1 keen rapier, dagger, sap, *Potion of Cure Serious Wounds*, Gauntlets of Ogre Strength.

Encounter Seven

Adventurer Watch Leader: Fighter 10; CR 10; Medium humanoid (Human); HD 10d10+20; hp 80; Init +6; Spd ft 30; AC 18, touch 12, flat-footed 16; Base Atk +10; Grp +13; Atk +18 melee (1d8+5/19-20x2, long sword) or +12 ranged (1d8/x3, long bow); Full Atk +18/+13 melee (1d8+5/19-20x2, long sword) or +12/+7 ranged (1d8/x3, long bow); AL CG; SV Fort +9, Ref +4, Will+2; Str16, Dex14, Con15, Int10, Wis10, Cha10.

Skills and Feats: Climb +12, Handle Animal +10, Intimidate +12, Ride +14; Cleave, Combat Reflexes, Greater Weapon Focus (longsword), Improved Initiative, Point Blank Shot, Power Attack, Precise Shot, Weapon Focus (longsword), Weapon Specialisation (longsword).

Possessions: Chain shirt, heavy steel shield, longbow, 20 arrows, long sword, club, sap, signal whistle, water skin.

Upper Seltaren Watch Constable: Fighter 4; CR 4; Medium humanoid (Human); HD 4d10+4; hp 26; Init +1; Spd 30 ft; AC 15 (touch 11, flat-footed 14); Base Atk: +4; Grp: +5; Atk +7 melee (1d8+3 /19-20x2, masterwork long sword) or + 5 ranged (1d8/19-20x2, light crossbow); SA: -; SQ: -; AL LN; SV Fort +5, Ref +2, Will+1; Str13, Dex12, Con13, Int12, Wis10, Cha12.

Skills and Feats: Gather Information +3, Intimidate +7, Knowledge (Local) +2, Knowledge (Nobility) +2, Listen +2, Search +3, Sense Motive +2, Spot +2; Weapon focus (long sword), Weapon specialization (long sword), Power Attack, Investigator, Iron Will, Alertness

Possessions: chain shirt, masterwork long sword, dagger, light crossbow, 20 bolts, sap, signal whistle.

Appendix One – Untiered NPCs

Ora Venn (aka Tessa the Blade): Fighter 4/Rogue 5/Spymaster 3; CR 12; Medium Humanoid (Human); HD 4d10+8d6+12; hp 62; Init +7; Spd 30 ft; AC 17; touch 14, flat-footed 14; Base Atk +9; Grp +11; Atk +15 melee (1d6+5/15-20/x2, Rapier); Full Atk +15/+10 melee (1d6+5/15-20/x2, Rapier); SA: 4d6 Sneak Attack; SQ: Evasion, Trapfinding, Trap Sense, Uncanny Dodge, Cover Identity, Magic Aura, Quick Change, Scrying Defence, Undetectable Alignment; AL N; SV Fort +7, Ref +11, Will +3; Str 14, Dex 16, Con 12, Int 14, Wis 10, Cha 12.

Skills and Feats: (*see end of stat block for more details) *Bluff +16, Diplomacy +15, *Disguise +13, Forgery +12, *Gather Information +13, Hide +16, Intimidate +10, Jump +11, Knowledge (Local) +7, Move Silently +16, Open Lock +15, Profession(thug) +6, Search +10, Sense Motive +10, Sleight of Hand +13, Tumble +15, Use Magic Device +19; Combat Reflexes, Dodge, Improved Feint, Improved Initiative, Mobility, Skill Focus (Use Magic Device), Spring Attack, Stealthy, Weapon Focus (Rapier), Weapon Specialisation (Rapier)

Possessions: gloves of dexterity +2, hat of disguise, +1 shadow silent moves leather armor, +1 keen rapier, +1 ring of protection, ring of mind shielding, scroll of dimension door (x2), 2 daggers, sap.

*Note: Ora has two cover identities: Tessa the Blade and Millie. She gains an additional +4 to Disguise checks and +2 to Bluff and Gather Information checks when using her identities. These bonuses are not factored into Ora's stat block.

Ora also possesses a Hat of Disguise. It provides a +10 bonus to Disguise checks. She also receives a +2 synergy bonus from Bluff for acting in character. Neither of these bonuses are factored into the stat block.

When in character and wearing the Hat of Disguise, Ora's stats are as follows: Disguise +29, Bluff +18, Gather Information +15.

Nimblewright: Shadowdancer 4; CR 11; medium construct; HD 10d10+20 + 4d8; hp 93; Init +7; Spd 40 ft; AC 24, touch 17, flat-footed 17; BAB/Grp: +11/+15; Atk +15 melee (2d6+5/15-20, rapier); Full Atk (x2) +14 melee (2d6+5/15-20, rapier); SA: Spell like abilities, tripping thrust; SQ: Augmented critical, construct traits, darkvision 60ft., evasion, hide in plain sight, shadow illusion, shadow jump 20ft., SR 27, summon shadow, uncanny dodge, vulnerabilities; AL CN; SV Fort +4; Ref +14; Will+7; Str.20, Dex.24, Con., Int.10, Wis.17, Cha.19.

Skills and Feats: Balance +9, Hide +17, Jump +20, Move Silently +15, Perform (Act) +5, Perform (Dance) +14, Tumble +22; Combat Expertise (B), Combat

Reflexes (B), Dodge, Improved Disarm, Mobility, Spring Attack, Whirlwind Attack.

Hide In Plain Sight (Su): A shadowdancer can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, a shadowdancer can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

Evasion (Ex): At 2nd level, a shadowdancer gains evasion. If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage (such as a fireball), she takes no damage with a successful saving throw. The evasion ability can only be used if the shadowdancer is wearing light armor or no armor., Darkvision (Su): At 2nd level, a shadowdancer can see in the dark as though she were permanently under the effect of a darkvision spell.

Uncanny Dodge (Ex): Starting at 2nd level, a shadowdancer has the ability to react to danger before her senses would normally allow her to even be aware of it. She retains her Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (She still loses any Dexterity bonus to AC if immobilized.) If a character gains uncanny dodge from a second class (such as barbarian or rogue), the character automatically gains improved uncanny dodge.

Shadow Illusion (Sp): When a shadowdancer reaches 3rd level, she can create visual illusions from surrounding shadows. This ability's effect is identical to that of the arcane spell silent image and may be employed once per day.

Summon Shadow (Su): At 3rd level, a shadowdancer can summon a shadow, an undead shade (see the Monster Manual for the shadow's statistics). Unlike a normal shadow, this shadow's alignment matches that of the shadowdancer, and the creature cannot create spawn. The summoned shadow cannot be turned, rebuked or commanded by any third party. This shadow serves as a companion to the shadowdancer and can communicate intelligibly with the shadowdancer. Every third level gained by the shadowdancer adds +2 HD (and the requisite base attack and base save bonus increases) to her shadow companion. For example, a 9th level shadowdancer can have a shadow companion with 6 HD. If a shadow companion is destroyed, or the shadowdancer chooses to dismiss it, the shadowdancer must attempt a DC 15 Fortitude save. If the saving throw fails, the shadowdancer loses 200 experience points per shadowdancer level. A successful saving throw reduces the loss by half, to 100 XP per prestige class level. The shadowdancer's XP total can never go below 0 as the result of a shadow's dismissal or destruction. A

destroyed or dismissed shadow companion cannot be replaced for 30 days.

Shadow Jump (Su): At 4th level, a shadowdancer gains the ability to travel between shadows as if by means of a dimension door spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. A shadowdancer can jump up to a total of 20 feet each day in this way; this may be a single jump of 20 feet or two jumps of 10 feet each. Every two levels higher than 4th, the distance a shadowdancer can jump each day doubles (40 feet at 6th, 80 feet at 8th, and 160 feet at 10th). This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment. (A 6th-level shadowdancer who jumps 32 feet cannot jump again until the next day.)

Possessions: Hat of Disguise, Ring of Mind Shielding.

The Shadowdancer Prestige Class is located in the DMG on page 195

Corwyn Reede: Aristocrat 5/Expert 2; CR 6; Medium Humanoid (Human); HD 5d8+2d6+7; hp 36; Init +0; Spd 30 ft; AC 10, touch 10, flat-footed 10; Base Atk +4; Grp +5; Atk +5 melee (1d8+2/19-20/x2, Longsword); Full Atk +5 melee (1d8+2/19-20/x2, Longsword); SA: -; SQ: -; AL LN; SV Fort +2, Ref +1, Will +11; Str 12, Dex 10, Con 12, Int 14, Wis 14, Cha 14.

Skills and Feats: Craft (Armorsmithing) +5; Craft (Weaponsmithing) +9; Diplomacy +14, Knowledge (Architecture and Engineering) +9, Knowledge (Local) +12, Knowledge (Nobility) +12, Ride +10, Sense Motive +14, Spot +12; Exotic Weapon Proficiency (Dwarven War Axe), Iron Will, Negotiator, Skill Focus (Weaponsmithing)

Languages: Common, Dwarven, Terran

Possessions: +1 longsword, masterwork dagger, noble's outfit.

Elgin Coriner: Aristocrat 4/Rogue 4/Duelist 4; CR 11; Medium Humanoid (Human); HD 4d10+4d8+4d6+12; hp 66; Init +9; Spd 30 ft; AC 22 (+6 dex, +4 armor, +2 deflection), touch 18, flat-footed 16; Base Atk +10; Grp +10; Atk +14 melee (1d6+1/15-20/x2, Rapier); Full Atk +14/+9 melee (1d6+1/15-20/x2, Rapier); SA: 2d6 Sneak Attack; SQ: Evasion, Trapfinding, Trap Sense +1, Uncanny Dodge, Canny Defense, Improved Reaction +2, Enhanced Mobility, Grace; AL LE; SV Fort +4, Ref +14, Will +6; Str 10, Dex 16, Con 12, Int 16, Wis 10, Cha 13.

Languages: Ancient Sueloise, Common, Elven

Skills and Feats: Balance +15, Bluff +16, Diplomacy +15, Gather Information +11, Intimidate +13, Knowledge (Local) +10, Knowledge (Nobility) +10, Listen +10, Perform (Harpichord) +10, Ride +11, Sense Motive +10, Spot +10, Tumble +15; Dodge,

Improved Feint, Improved Initiative, Mobility, Spring Attack, Weapon Finesse

Possessions: bracers of armor +4, ring of protection +2, ring of mind shielding, +1 keen rapier, masterwork dagger, noble's outfit.

The Duelist Prestige Class can be found in the DMG on page 185

Tovas Coriner: Aristocrat 3; CR 2; Medium Humanoid (Human); HD 3d8+3; hp 15; Init +2; Spd 30 ft; AC 12 (+2 dex), touch 12, flat-footed 10; Base Atk +2; Grp +2; Atk +5 melee (1d6/18-20/x2, Rapier); Full Atk +5 melee (1d6/18-20/x2, Rapier); SA: -; SQ: -; AL LE; SV Fort +2, Ref +3, Will +4; Str 10, Dex 14, Con 12, Int 14, Wis 10, Cha 13.

Skills and Feats: Bluff +6, Diplomacy +6, Intimidate +6, Knowledge (Local) +8, Knowledge (Nobility) +9, Perform (Harpichord) +7, Ride +9, Sense Motive +4, Spot +5, Tumble +5; Dodge, Mobility, Weapon Finesse

Possessions: ring of mind shielding, masterwork rapier, masterwork dagger, noble's outfit.

Roserio, the Tavern Owner – Expert 4; CR 3; Medium Humanoid (Human); HD 4d6+4; hp 18; Init +0; Spd 30 ft; AC 10 (touch 10, flat-footed 10); Base Atk +3; Grp +6; Atk +6 melee (1d8+3, heavy mace) or Atk +3 ranged (1d10, heavy crossbow); Full Atk +6 melee (1d8+3, heavy mace) or Atk +3 ranged (1d10, heavy crossbow); SA: -; SQ: -; AL N; SV Fort +2, Ref +1, Will +3; Str.16, Dex.10, Con.12, Int.11, Wis.8, Cha.12.

Skills and Feats: Gather Information +8, Intimidate +11, Knowledge (Local) +7, Listen +6, Profession (Bartender) +9, Sense Motive +6, Spot +6; Skill Focus (Bartender), Combat Reflexes, Skill Focus (Intimidate).

Possessions: artisan's outfit.

Background: Roserio is the owner and bartender at the Bridled Brambles tavern in the Lower Seltaren Market. He is in his 40's, 5'8", brown hair, brown eyes, dark complexion. Roserio left his wife a few years ago after having an affair with one of his old serving girls Renth. Renth wanted to move to a new town to escape the influence of Roserio's ex-wife Geori. Roserio grew up in Seltaren and in the end couldn't bring himself to leave his home and bar. Renth moved on without him. Lonely, Roserio returned to his wife Geori and his two children (age 11 and 13). Boisterous and friendly but has little patience for trouble in his bar. Roserio has no connections to the Rogues of Seltaren but sometimes overhears things.

Gwendolyn, the Barmaid - Commoner 1; CR 1/2; HD 1d4; hp 2; Init +0; Spd 30 ft; AC 10 (touch 10, flat-footed 10); Base Atk +0; Grp +0; Atk +0 melee (1d3, fist); Full Atk +0 melee (1d3, fist); SA: -; SQ: -; SV Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 14.

Skills and Feats: Knowledge(local) +2, Perform (Sing) +4, Profession: Barmaid +4, Profession: Cook +4; Improved Unarmed Strike, Skill Focus (Perform).

Possessions: barmaid outfit, pouch with 6 coppers.

Appearance: 5' 8", 130 lbs, long blonde hair, blue eyes, 22 years old.

Background: To console him at the thought of returning to his wife, Roserio went out and hired the prettiest barmaid he could find. He found Gwendolyn. The two hit it off immediately. Gwendolyn is a rough and tumble girl from the mean streets of Lower Seltaren. She is a street savvy, outgoing, charming and humorous woman who isn't afraid to scrape a knuckle across some mug's chin if they step out of line. Gwendolyn enjoys working at the Bridled Brambles Tavern and has recently arranged with Roserio to perform one night a week. Gwendolyn's only problem is Roserio's wife Geori. Geori does not like the way Gwendolyn and her husband get along and goes out of her way to make things hard for Gwendolyn.

Berai, the Beggar - Commoner 1; CR 1/2; HD 1d4; hp 3; Init +0; Spd 30 ft; AC 10 (touch 10, flat-footed 10); Base Atk +1; Grp +1; Atk +1 melee (1d3, fist); Full Atk +1 melee (1d3, fist); SA: -; SQ: -; SV Fort +1, Ref +0, Will -1; Str 12, Dex 10, Con 12, Int 8, Wis 8, Cha 10.

Skills and Feats: Listen +3, Spot +3, Survival +5; Alertness, Skill Focus (Survival).

Possessions: long coat, dirty clothes.

Appearance: 5' 9", 150 lbs, long thick grey beard, dirty long coat, garbled speech.

Lower Seltaren Watchmen Warrior 1; CR 1/2; HD 1d8+4; hp 9; Init +0; Spd 30 ft; AC 14 (touch 10, flat-footed 14); Base Atk +1; Grp +1; Atk +2 melee two-handed (1d8,20/x3, Longspear), +1 melee two-handed (1d6/20/x2, Sap), +1 melee two-handed (1d8/20/x2, Heavy Mace); Full Atk +2 melee two-handed (1d8,20/x3, Longspear), +1 melee two-handed (1d6/20/x2, Sap), +1 melee two-handed (1d8/20/x2, Heavy Mace); SA: -; SQ: -; SV Fort +3, Ref +0, Will -1; AL N; Str.10, Dex.10, Con.12, Int.9, Wis.8, Cha.8.

Skills and Feats: Gather Information +1, Intimidate +3; Toughness, Weapon Focus(Longspear).

Possessions: longspear, heavy mace, studded leather armor, guard uniform.

Upper Seltaren Watchmen: Warrior 3; CR 3; Medium humanoid (Human); HD 3d8+6; hp 19; Init +5; Spd ft 30; AC 16 (touch 12, flat-footed 14); Atk +4 melee two-handed (1d8+1 /19-20x2, long sword), +4 melee two-handed (1d8,20/x3, Longspear), or +5 ranged (1d8/19-20x2, light crossbow); AL LN; SV Fort +5, Ref +2, Will+1; Str12, Dex14, Con12, Int8, Wis10, Cha8.

Skills and Feats: Knowledge (Local) +0, Listen +4, Spot +5, Knowledge (Nobility)+0; Improved Initiative, Alertness, Toughness.

Possessions: chain shirt, light crossbow, 20 bolts, long sword, sap, signal whistle, water skin, (longspear while on patrol).

Lower Seltaren Watch Constables – Fighter 2; CR 2; Medium humanoid (Human); HD 2d10+2; hp 13; Init +0; Spd 30 ft; AC 14 (touch 10, flat-footed 14); Atk +5 melee two handed (1d8+3,19-20/x2, Long sword), +4 melee two-handed (1d6+3/20/x2, Sap), +2 ranged (1d6/20/x3, Short bow); SA: -; SQ: -; AL N; SV Fort +4, Ref +0, Will -1; Str.14, Dex.10, Con.12, Int.10, Wis.8, Cha.12.

Skills and Feats: Gather Information +4, Intimidate +6, Knowledge (local) +1, Listen +1, Search +4, Spot +1; Alertness, Investigator, Power Attack, Weapon Focus(longsword).

Possessions: long sword, sap, chain shirt, shortbow, 20 arrows, uniform, a whistle, and a key ring to the Lower Seltaren Guard House.

Upper Seltaren Watch Constables – Fighter 4; CR 4; Medium humanoid (Human); HD 4d10+4; hp 26; Init +1; Spd 30 ft; AC 15 (touch 11, flat-footed 14); Base Atk: +4; Grp: +5; Atk +7 melee (1d8+3 /19-20x2, masterwork long sword) or + 5 ranged (1d8/19-20x2, light crossbow); SA: -; SQ: -; AL LN; SV Fort +5, Ref +2, Will+1; Str13, Dex12, Con13, Int12, Wis10, Cha12.

Skills and Feats: Gather Information +3, Intimidate +7, Knowledge (Local) +2, Knowledge (Nobility) +2, Listen +2, Search +3, Sense Motive +2, Spot +2; Weapon focus (long sword), Weapon specialization (long sword), Power Attack, Investigator, Iron Will, Alertness

Possessions: chain shirt, masterwork long sword, dagger, light crossbow, 20 bolts, sap, signal whistle, master key ring to the Upper Seltaren Guard House.

Fridden Moirek, Watch Captain - Fighter 12; CR 12; Medium humanoid (Human); HD 12d10+36; hp 102; Init +3; Spd ft 30; AC 19(touch 13, flat-footed 16); Base Atk: +12; Grp: +14; Atk +17 melee (1d8+7 /x2, +1 flail) or +14 ranged (1d8/19-20x2, light crossbow); Full Atk +17/+12/+7 melee (1d8+7 /x2, +1 flail) or +14/+9/+4 ranged (1d8/19-20x2, light crossbow); SA: -; SQ: -; AL LN; SV Fort +11, Ref +8, Will+5; Str14, Dex16, Con14, Int13, Wis10, Cha12.

Skills and Feats: Diplomacy +6, Gather Information +7, Intimidate +11, Knowledge (Local) +5, Knowledge (Nobility) +4, Search +4, Sense Motive +11; Combat expertise, Improved disarm, Weapon focus (flail), Weapon specialization (Flail), Greater weapon focus (flail), Greater Weapon Specialization (flail), Dodge, Mobility, Spring Attack, Improved Toughness, Negotiator, Skill Focus (Sense motive).

Possessions: +1 chainmail, +1 flail, +1 cloak of resistance, gauntlets of ogre power, light crossbow, 20 bolts, potion of cure moderate wounds, potion of bear's endurance, master key ring.

Investigator Canric Moore, Bloodhound: Ranger 4/Bloodhound 5; CR 9; Medium humanoid (Half-orc/Half-Suel); HD 4d8+5d10+27; hp 72; Init +1; Spd ft 30; AC 19(touch 13, flat-footed 16); Base Atk: +9; Grp: +12; Atk +13 melee (1d8+4/x3, +1 Orc Double Axe) or +11 ranged (1d8+3/x3, longbow); Full Atk +13/+8 (1d8+5/x3, +1 Orc Double Axe, two handed) or +11/+6 melee (1d8+4/x3, +1 Orc Double Axe) and +11/+6 (1d8+2/x3, +1 Orc Double Axe offhand) or +11/+6 ranged (1d8+3/x3, longbow); SA: Favoured Enemy (Human); SQ: Half-Orc racial traits, Animal Companion, Combat Style (Two Weapon Fighting), Track, Wild Empathy, Bring 'em Back Alive, Crippling Strike, Hunter's Dedication, Mark (2), Move Like The Wind, Nonlethal Force, Ready and Waiting, Swift Tracker, Tenacious Pursuit (speed +10 ft.), Track the Trackless; AL CG; SV Fort +13, Ref +9, Will+3; Str16, Dex12, Con16, Int10, Wis12, Cha10.

Skills and Feats: Gather Information +10, Hide +10, Knowledge (Geography) +5, Knowledge (Nature) +5, Search +19, Sense Motive +10, Spot +12, Survival +17; Endurance, Exotic Weapon Proficiency (Orc Double Axe), Great Fortitude, Investigator, Power Attack, Two Weapon Fighting.

Possessions: +1 chain shirt, Composite Strength Longbow (+3), 20 arrows, goggles of minute seeing, lens of detection, masterwork shortsword, masterwork dagger, +1/+1 Orc double axe, potion of cure moderate wounds, Sap.

Note: Canric does not have his animal companion with him during the course of this adventure.

Leloc: Bard 8/Rogue 1; CR 9; Medium Humanoid (Human); HD 9d6+9; hp 40; Init +5; Spd 30 ft/x4; AC 16 (+1 dex, +1 chain shirt), touch 11, flat-footed 15; Base Atk +6; Grp +6; Atk +7 melee (1d6;18-20/x2, Rapier); Full Atk +7/+2 melee (1d6;18-20/x2, Rapier); SA: 1d6 sneak attack; SQ trap finding, Bardic Knowledge(Ex): 1d20+10, Bardic Music 8/day, Contersong, Fascinate, Inspire Courage +2, Inspire Competence, Suggestion; AL N; SV Fort +3, Ref +9, Will +5; Str.10, Dex.12, Con.12, Int.10, Wis.8, Cha.20.

Skills and Feats: Bluff +15, Concentration +10, Decipher Script +4, Intimidate +18, Knowledge (geography) +3, Knowledge (local-nyrond meta) +12, Knowledge (nature) +2, Knowledge (religion) +2, Listen +11, Perform (Poetry) +17, Perform (Singing) +13, Perform (Strings) +13, Spellcraft +1, Spot +5; Improved Initiative, Persuasive, Spell Focus (Enchantment), Scribe Scroll, Extend Spell

Spells Known: (3/5/4/2; DC 15+lvl; DC 16+lvl for Enchantments*): 0 – Dancing Lights, Daze, Detect Magic, Light, Lullaby*, Summon Instrument; 1st - Alarm, Charm Person*, Disguise Self, Inspirational

Boost (from CA), Tasha's Hideous Laughter*, Undetectable Alignment; 2nd - Cure Moderate Wounds, Detect Thoughts, Eagle's Splendor, Enthrall*, Silence; 3rd - Clairvoyance, Invisibility Sphere, Sculpt Sound, See Invisibility

Possessions: +1 glamered chain shirt, masterwork rapier, spell component pouch, scroll of disguise self, scroll of cure moderate wounds, scroll of protection from law, scroll of invisibility sphere, scroll of detect thoughts, double sided clothes (Entertainer or Commoner), masterwork lute (can cast spells that have no somatic, material, or focus components while continuing bardic music).

Amora: Rogue 9; CR 9; Medium Humanoid (Human); HD 9d6; hp 31; Init +6; Spd 30 ft; AC 14 (+2 dex, +2 deflection), touch 14, flat-footed 14; Base Atk +6; Grp +5; Atk +8 ranged (1d6-1/20/x3, Shortbow) or +8 melee (1d6-1/20/x2, Sap) or +8 melee (1d6-1/18-20/x2, Rapier); Full Atk +8/+3 ranged (1d6-1/20/x3, Shortbow) or +8/+3 melee (1d6-1/20/x2, Sap) or +8/+3 melee (1d6-1/18-20/x2, Rapier); SA: 5d6 Sneak Attack; SQ: Uncanny Dodge, Improved Uncanny Dodge, Trap Sense, Evasion, Trapfinding; AL N; SV Fort +2, Ref +8, Will +5; Str 8, Dex 14, Con 11, Int 16, Wis 10, Cha 16.

Skills and Feats: Appraise +10, Bluff +17, Diplomacy +17, Disable Device +11, Disguise +25 (With Hat of Disguise), Forgery +9, Gather Information +12, Hide +11, Listen +11, Move Silently +9, Open Lock +10, Perform (Wind Instruments) +7, Profession (Shopkeeper) +10, Search +12, Spot +12, Use Magic Device +11; Improved Initiative, Iron Will, Persuasive, Toughness, Weapon Finesse

Possessions: amulet of health +2, ring of protection +2, hat of disguise, masterwork rapier, masterwork sap.

Appendix Two: New Rules Items

Nimblewright

(from Monster Manual 2, page 162-163 updated for 3.5)

Medium Size Construct

Hit Dice: 10d10+20 (75 hp)

Initiative: +7

Speed: 40 ft.

AC: 24 (+7 Dex, +7 Natural), touch 17, flat-footed 17

Base Attack/Grapple: +7/+11

Attack: Rapier hands +11 melee (2d6+4/15-20)

Full Attack: 2 Rapier hands +11 melee (2d6+4/15-20)

Face/Reach: 5 ft./5 ft.

Special Attacks: Spell like abilities, tripping thrust

Special Qualities: Augmented critical, construct traits, SR 27, vulnerabilities

Saves: Fort +3, Ref +10, Will +6

Abilities: Str.19, Dex.24, Con.-, Int.10, Wis.17, Cha.19

Skills: Balance +9, Jump +19, Tumble +22

Feats: Combat Expertise (B), Combat Reflexes (B), Dodge, Improved Disarm, Mobility, Spring Attack

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 7

Treasure: Standard

Alignment: Always Chaotic

Advancement: 11-15 HD (Medium); 16-30 HD (Large)

Level Adjustment: +6

Nimblewrights are rapier-wielding constructs that disguise themselves as living humanoids. They often serve as hired bodyguards, but many are employed to infiltrate organisations and secret societies or spy on individuals. Unlike most constructs, a nimblewright is created with intelligence and a distinct personality that allows for intuitive thinking and responsiveness. Like a golem, a nimblewright is a powerful creation that combines awesome magic with elemental forces. Its animating force is a spirit from the Elemental Plane of Water. The process of creating a nimblewright binds the unwilling spirit to the artificial body and subjects it to the will of the creator.

An undisguised nimblewright appears as a nondescript, steel-colored, mechanical human. When disguised, it wears clothes and uses spells to hide its

true nature. In this way, it can appear as almost any Medium-size humanoid it wishes to become.

Nimblewrights speak Common, Elven and Dwarven.

Combat

A nimblewright is an extremely dexterous combatant. In battle, it brings to bear all of its special fighting skills to deprive opponents of their weapons before running them through. If a nimblewright has ample warning of a fight, it enhances its combat skills with *cat's grace* and *haste* before joining melee.

The monster fights with two rapiers that are actually parts of its body. These rapiers are treated as natural weapons. When not in use, the weapons fold into its forearms. A nimblewright can fully deeply both rapiers as a free action.

Spell-Like Abilities: At will – *alter self*, *cat's grace*, *entropic shield*, *feather fall*, *haste*. Caster level 10th; save DC 14 + spell level.

Tripping Thrust (Ex): A nimblewright's rapier-hand attacks are powerful enough to push over creatures its own size or smaller. An opponent who is the target of a successful critical hit from a nimblewright must make a Reflex save (DC 19) or be knocked prone as if tripped.

Augmented Critical (Ex): A nimblewright threatens a critical hit on a natural attack roll of 15-20. On a successful critical hit, its foe is subject to a tripping thrust attack (see above).

Construct Traits:

-Low light vision

-Darkvision 60 ft

-Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects)

-Immunity to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects.

-cannot heal damage on their own but often can be repaired by exposing them to a certain kind of effect or through the use of the Craft Construct feat (a construct with the fast healing quality still benefits from that quality)

-not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion or energy drain

-Immune to any effect that requires a Fortitude save (unless that effect also works on objects or is harmless)

-not at risk of death from massive damage

-immediately destroyed when reduced to 0 hit points, cannot be raised or resurrected

-does not eat, breathe or sleep

Vulnerabilities: A cold effect slows a nimblewright for 3 rounds, and a fire effect stuns it for 1 round.

Construction

A nimblewright's body is a hollow humanoid shell made of flexible precious metal alloys weighing 500 lbs. It costs 18,500 gp to create, which includes 7,500 gp for the body. Assembling the body requires a successful Craft (sculpting) or Profession (mason) check (DC 16).

Caster Level: 18th; Prerequisites: Craft Construct, geas/quest, haste, limited wish and polymorph any object; Market Price: 22,000 gp; Cost to Create: 18,500 gp (including 7,500 gp for the body) + 580 XP.

Dread Guard

(from Monster Manual 2, page 87 updated for 3.5)

Medium Size Construct

Hit Dice: 5d10+20 (47 hp)

Initiative: +0

Speed: 20 ft. (can't run)

AC: 17 (+6 masterwork banded mail, +1 masterwork small steel shield), touch 10, flat-footed 17

Base Attack/Grapple: +3/+6

Attack: Longsword +6 melee

Full Attack: Longsword +6 melee

Damage: Longsword 1d8+3/19-20

Face/Reach: 5 ft./5 ft.

Special Attacks: -

Special Qualities: Cold resistance 10, construct traits, fire resistance 10

Saves: Fort +1, Ref +1, Will +2

Abilities: Str.17, Dex.11, Con.-, Int.6, Wis.13, Cha.2

Skills: Spot +9

Feats: Cleave, Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary, pair, or company (3-5)

Challenge Rating: 3

Treasure: None

Alignment: Always Neutral

Advancement: 6-10 HD (Medium); 11-15 HD (Large)

Level Adjustment: -

A dread guard appears to be an armored undead, still bearing the weapons and shield it carried in life. In fact, it is an animated suit of armour, little different from a golem. Those who create dread guards usually do so to obtain guardians for their strongholds – guardians that can never be bribed and rarely fooled.

A dread guard obeys simple commands from its creator, but these are limited to one or two rudimentary concepts. Typical orders include “Stay in this room and attack anyone but me who enters,” and “Kill each person who opens this chest until I tell you otherwise.”

A dread guard never speaks, but it understands commands in its creator's language.

Combat

Dread guards attack mindlessly with their weapons. They are unobtrusive and straightforward in combat.

Resistances: dread guards have resistance 10 to cold and fire energy

Construct Traits:

-Low light vision

-Darkvision 60 ft

-Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects)

-Immunity to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects.

-cannot heal damage on their own but often can be repaired by exposing them to a certain kind of effect or through the use of the Craft Construct feat (a construct with the fast healing quality still benefits from that quality)

-not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion or energy drain

-Immune to any effect that requires a Fortitude save (unless that effect also works on objects or is harmless)

-not at risk of death from massive damage

-immediately destroyed when reduced to 0 hit points, cannot be raised or resurrected

-does not eat, breathe or sleep

Construction

A dread guard may be constructed from any suit of master work heavy armor, and a Medium size one may wield any Medium-size or Large martial weapon. A Large dread guard may wield any Large or Huge martial weapon.

The cost of creating a dread guard is 3,059 gp. This amount includes the cost of a masterwork suit of heavy armor and, if desired, a masterwork shield.

Construction requires a martial weapon, but it need not be a masterwork weapon. Assembling the body requires a successful Craft (armorsmithing) check (DC 25).

Caster Level: 5th; Prerequisites: Craft Construct, fabricate, geas/quest, and polymorph any object; Market Price: 5,000 gp; Cost to Create: 3,059 gp (includes masterwork banded mail and masterwork light steel shield) + 178 XP.

Prestige Classes

Spymaster

Hit Dice: d6

Requirements

Skills: Bluff 8 ranks, Diplomacy 4 ranks, Disguise 8 ranks, Forgery 4 ranks, Gather Information 4 ranks, Sense Motive 4 ranks.

Feat: Skill Focus (Bluff)

Class Skills

The Spymaster's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (n/a), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha) and Use Rope (Dex).

Skill Points at Each Level: 8 + Int modifier.

Class Features

Weapon and Armor Proficiency: Spymasters are proficient with all simple and martial weapons and with light and medium armor.

Cover Identity (Ex): A spymaster has one specific cover identity (in this case "Tessa the Blade"). While operating in that identity, she gains a +4 circumstance bonus on Disguise checks and a +2 circumstance bonus on Bluff and Gather Information checks.

A spymaster can add an additional cover identity to her repertoire at 4th level and another at 7th level.

Should a spymaster wish to "retire" a cover identity and develop a new one, she must spend one week rigorously practicing subtle vocal intonations and body language before she earns the bonuses. Cover identities do not in themselves provide the spymaster with additional skills, proficiencies, or class features that others might expect of the professions pretended. Thus, a spymaster must be careful to choose identities that can withstand ordinary scrutiny.

Undetectable Alignment (Ex): The web of different identities and agendas inside a spymaster's mind makes it impossible for others to detect her alignment by means of any form of divination. This ability functions like an *undetectable alignment* spell, except that it is always active.

Quick Change (Ex): By 2nd level, a spymaster has become adept at quickly switching from one identity to another. She now can don a disguise in one-tenth the normal time (1d3 minutes) and don or remove armor in one-half the normal time.

Scrying Defense (Ex): Starting at 2nd level, a spymaster adds her class level to Will saves against divination (scrying) spells, as well as to Spot checks made to notice the sensors created by such spells.

Magic Aura (Sp): At 3rd level, a spymaster gains the ability to use Nystul's magic aura at will with a caster level equal to her class level. Most spymasters use this ability to shield their own magic items from detection.

Sneak Attack (Ex): Beginning at 3rd level, a spymaster deals an extra 1d6 points of damage when flanking an opponent or any time the target would be denied its Dexterity bonus. This extra damage applies to ranged attacks only if the target is within 30 feet. It increases to 2d6 points at 6th level. See the rogue class feature, page 50 of the Player's Handbook. If a spymaster gets a sneak attack bonus from another source (such as levels of rogue), the bonuses on damage stack.

Slippery Mind (Ex): Starting at 4th level, a spymaster has a second chance to wriggle free from any enchantment spells and effects. See the rogue class feature, page 50 of the Player's Handbook.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+2	+0	Cover Identity, undetectable alignment
2 nd	+1	+0	+3	+0	Quick change, scrying defense
3 rd	+2	+1	+3	+1	Magic aura, sneak attack +1d6
4 th	+3	+1	+4	+1	Cover Identity, slippery mind
5 th	+3	+1	+4	+1	Dispel scrying
6 th	+4	+2	+5	+2	Sneak attack +2d6
7 th	+5	+2	+5	+2	Cover identity, deep cover

Dispel Scrying (Su): At 5th level and higher, a spymaster can dispel a scrying sensor as if casting a targeted *greater dispel magic*. Her caster level is equal to her class level + 10. she can use this ability a number of times per day equal to 3 + her Intelligence modifier.

Deep Cover (Ex): At 7th level, a spymaster becomes able to quiet her mind and completely immerse herself in her cover identity. While she operates under deep cover, divination spells detect only information appropriate to her cover identity; they reveal nothing relating to her spymaster persona.

Bloodhound

Hit Dice: d10

Requirements

Base Attack Bonus: +4

Skills: Gather Information 4 ranks, Move Silently 4 ranks, Survival 4 ranks.

Feats: Endurance, Track

Class Skills

The Bloodhound's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

Class Features

Weapon and Armor Proficiency: Bloodhounds are proficient with all simple and martial weapons and with light armor.

Mark (Ex): A bloodhound can target, or mark, an individual humanoid or monstrous humanoid foe to better hunt that enemy. To do so, the bloodhound must focus on a foe that is present and visible, or on the depiction of description of one who is not, for 10

minutes. Any interference ruins the attempt and forces the bloodhound to start the process again. Once this study is complete, that target is called a mark.

A bloodhound adds his bloodhound level as an insight bonus on all Gather Information, Listen, Search, Spot and Survival checks made to determine the whereabouts of a mark. As a bloodhound gains levels, he gains additional abilities that can be used against the mark.

If a bloodhound chooses a new mark before apprehending an existing one, the latter becomes unmarked, and the bloodhound loses experience points equal to the amount he would have earned for defeating that creature. A bloodhound can choose a mark only once a week.

Initially, a bloodhound can have only one mark at a time. For every three bloodhound levels gained beyond 1st, a bloodhound can have one additional mark, but only if all the marks are chosen during the same process (see above). For example, a 4th-level bloodhound could mark two bugbears in the same group of prisoners, or the depictions of a bugbear and a hobgoblin if both were studied at the same time. If a bloodhound gives up on apprehending any of his marks, all remaining marked creatures become unmarked as described above.

Swift Tracker (Ex): A bloodhound can move at his normal speed while following tracks. See the ranger class feature, page 48 of the *Player's Handbook*.

Nonlethal Force (Ex): Starting at 2nd level, a bloodhound can use a melee weapon that deals lethal damage to deal nonlethal damage instead without taking the usual -4 penalty on his attack roll.

Ready and Waiting (Ex): Beginning at 2nd level, a bloodhound is ready for trickery at all times. He can ready an action against his mark, even outside of the

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+2	+0	Mark(1), swift tracker
2 nd	+2	+3	+3	+0	Nonlethal force, ready and waiting
3 rd	+3	+3	+3	+1	Bring 'em back alive, tenacious pursuit (speed +10 ft.)
4 th	+4	+4	+4	+1	Hunter's dedication, mark (2), move like the wind
5 th	+5	+4	+4	+1	Crippling strike, track the trackless
6 th	+6	+5	+5	+2	See invisibility, shielded mind, tenacious pursuit (speed +20 ft.)
7 th	+7	+5	+5	+2	Locate creature, mark (3)
8 th	+8	+6	+6	+2	Freedom of Movement
9 th	+9	+6	+6	+3	Scent, tenacious pursuit (speed +30 ft.)
10 th	+10	+7	+7	+3	Find the path, mark (4)

initiative sequence. If the mark triggers the bloodhound's readied action at any point within the next 10 minutes, the bloodhound can carry out his readied action as if the two were engaged in combat (as long as the bloodhound is capable of carrying out that action). If the bloodhound is incapable of carrying out the action – for instance, if he is too far away to strike the mark with a readied melee attack – the readied action is lost.

Bring 'em Back Alive (Ex): At 3rd level and higher, a bloodhound can turn a potentially killing blow into an incapacitation one – all the better to bring a mark back for punishment. At the bloodhound's option, any melee attack that would reduce a foe to -2 or fewer hit points reduces the foe to -1 hit points instead. A bloodhound must choose to use this ability immediately upon reducing his foe to -2 or fewer hit points, and before making any other action (or even continuing a full attack). A raging bloodhound can't use this ability.

Tenacious Pursuit (Ex): At 3rd level and above, a bloodhound tracking a mark gains a +4 bonus on Constitution checks made to resist nonlethal damage from a forced march (see page 164 of the *Player's Handbook*). In addition, a bloodhound tracking a mark can increase his own speed by 10 feet, up to a maximum value equal to the mark's speed. This bonus stacks with all other speed increases. At 6th level, the speed increases to 20 feet, and it goes up to 30 feet at 9th level.

Hunter's Dedication (Ex): Beginning at 4th level, a bloodhound adds his Constitution bonus (if any) to Will saves made to resist the special attacks or spells of his mark.

Move Like The Wind (Ex): Starting at 4th level, a bloodhound can move stealthily even at a quick pace. He no longer takes a -5 penalty on Hide and Move Silently checks when moving at any speed up to his normal speed, and he takes only a -10 penalty (instead of a -20 penalty) on Hide and Move Silently checks when running. (He takes the normal -20 penalty when attacking or charging.)

Crippling Strike (Ex): Starting at 5th level, a bloodhound can deliver strikes against his mark with such precision that each successful attack also deals 2 points of Strength damage to the mark. A bloodhound can deliver a crippling strike with a melee attack, or with a ranged attack from a distance of up to 30 feet. See the rogue class feature, page 51 of the *Player's Handbook*.

Track the Trackless (Su): Starting at 5th level, a bloodhound can track a creature moving under the influence of *pass without a trace* or a similar effect, though he takes a -20 penalty on his Survival checks when doing so.

See Invisibility (Su): This ability, gained at 6th level, functions like a *see invisibility* spell, except that it is constantly in effect and it reveals only invisible marks.

Shielded Mind (Su): At 6th level, a bloodhound gains spell resistance against divination spells equal to 15 + his bloodhound level. This benefit does not stack with other forms of spell resistance.

Locate Creature (Sp): Once per day, a bloodhound of 7th level or higher can produce an effect identical to that of a *locate creature* spell with a caster level equal to the bloodhound's character level.

Freedom of Movement (Su): Starting at 8th level, a bloodhound can act normally regardless of magical effects that impede movement, as if he were affected by a *freedom of movement* spell. The effect lasts for a total time per day of 1 round per point of Wisdom bonus he possesses (minimum 1 round). The effect occurs automatically as soon as it is applied, lasts until it runs out or is no longer needed, and can be used multiple times per day (up to the total daily limit of rounds). The character's caster level is equal to his bloodhound level.

Scent (Ex): At 9th level, a bloodhound gains the scent ability (see page 314 of the *Monster Manual*)

Find the Path (Sp): A 10th level bloodhound can use *find the path* twice per day as the spell. His caster level is equal to his bloodhound level.

Appendix Three – The Gaernot Estate

GMs Note

This section contains any information about Yollin Gaernot and his Estate. The GM may wish to keep this section separate and handy, especially should the PCs try to break in.

Yollin Gaernot

Yollin Gaernot was a Suel man in his late 40's. Gaernot was 5'5" and 190 lbs. He was balding and had a ruddy complexion. He had taken to the drink after his trading contracts began to evaporate in the city of Nellix and it shows.

Any PC making a DC 15 Knowledge: Nobility check will know that House Gaernot is a small noble merchant house that has made their money from trading Silver. A DC 20 Knowledge: Nobility or DC 25 Bardic Knowledge check will let the PC know that Yollin Gaernot became somewhat of a recluse after some kind of incident ten years ago. He lost several of his Nellix based trade contracts to House Geir and Ruen. He has managed to maintain enough business to survive but that is about it.

The Nimblewright murdered Yollin Gaernot two nights ago while Ora Venn looked on in cold satisfaction. Ever the professional, Ora was careful to remove any objects that could be traced back to her, however there are still some clues that the PCs could uncover.

The Estate

The estate is surrounded by a smooth 10 foot high, 6 inch wide wall. The Climb check to scale the wall unaided is DC 25. The Balance check to walk along the top of the wall is DC 15.

There is 10 foot wide gate at the front of the estate. The gate is made up of iron bars. The gate is not locked when the PCs arrive but the gate does have an average lock built into it (DC 25 Open Locks check). The rear of the estate has a solid iron door built into it. It has a good lock on it (DC 30 Open Lock check) and is locked when the PCs arrive.

The PCs will arrive during the day and will have light provided by the sun. There are no active light sources in the house when the PCs arrive. The manor is dark but PCs should be fine without a light source.

The doors in the house have average locks (DC 25 Open Lock) and are considered simple doors for breaking (DC 11). The doors have hardness 5 and 10 hit points.

The windows around the house are closed. They are not locked, but a DC 10 Open Lock check is

necessary to open any of them due to the placement of the latch. Players crashing through windows will take 1d3 damage from cuts caused by broken glass. The glass has a hardness of 1 and 1 hit point.

The Study

When the PCs enter the study read the following:

The study is a large 15 by 25 foot room. The floor is lined with plush carpet while the walls are lined with portraits of various Suel men and women depicted throughout time. There is a large oak desk near the south window. In the middle of the carpet lies the body of an aging Suel man.

Lying in the middle of the study is the body of Yollin Gaernot. If the PCs don't know whose house they are entering, a DC 20 Knowledge: Nobility or DC 25 Bardic Knowledge check will allow the PCs to recognise the body as Yollin Gaernot (see Yollin Gaernot section above for more information).

He has been stabbed to death and is lying face down in a pool of his own blood. A DC 15 Heal check will reveal that Gaernot has been dead for 2 days and the cause of death appears to be from the ornate dagger sticking out of his back. A DC 20 Heal check will reveal that the majority of the blood on the floor will not have come from the wound in his back and that the dagger was stabbed into the body AFTER it was dead. If the PCs flip over the body and make another DC 15 Heal check, they will notice two small holes near the victim's heart. A DC 20 Heal check will reveal that they are two precise rapier strikes. Any PC that is a member of the Black Blade Fencing School will recognize the dagger as the one given to graduates.

The dagger in the back is the ornate dagger that Tovas Coriner lost two weeks ago. Ora plunged it into Yollin Gaernot's body after he was killed to frame Elgin Coriner for the murder. The PCs should have a pretty good idea that the dagger is something they want to take with them. If they leave it behind, the PCs will not get the favour of Masseri.

A PC making a DC 12 Search check will notice a set of footprints in the carpet. This set enters the room, stops near the body, and then leaves the room. Anyone with the Track feat can tell that this set of footprints appears to be made by a very heavy bipedal humanoid wearing boots. A PC making a DC 17 Search check will notice a second set of foot prints that someone has attempted to cover up leading to the side window. Any one with the Track feat can tell that this set of footprints appears to be made by a light bipedal humanoid wearing boots. If the PCs got into the room and tramped around (fighting rogues for example), then add 5 to the DC of all Search checks for tracks.

Another clue is that the room still contains all its valuables. Whoever murdered Yollin Gaernot appeared to have not been after wealth. Yollin Gaernot had valuable items lying about his study. The exact nature and value of the goods varies. The resale value of the goods is 100gp x APL of the adventure. For example, at APL 2, the PCs can fetch 200 gp. The goods are comprised of finely crafted items and works of art. A PC making a DC 15 Appraise check will recognise that there are valuables in the room and the resale value of those items. PCs failing the check by more than 5 will fail to recognise the value of some of the items and the PCs will only receive half the amount of gold if they choose to loot them.

The actual description of the items remains in the hands of the GM but it is recommended that the items be something small that can fit in a sack. If the GM wants to make the treasure be a 5 foot by 5 foot painting to make things more interesting for the PCs, that is the GMs prerogative.

A list of possible items:

- silver letter opener
- ivory statue of Lendor
- gold candelabra
- crystal vase
- pen and ink set
- jewel encrusted snuff box

Inside the desk is a letter to Yollin Gaernot from Elgin Coriner stating that he doesn't appreciate Yollin's blackmail attempt and should Yollin not hand over Elgin's belonging, he will come over there and take it back using force. The letter is a forgery. It is there to act as evidence framing Elgin Coriner for the murder of Yollin Gaernot. The PCs must make a DC 22 Forgery check to discover it is a fake. Give the PCs Player Handout Two – The Letter. This would also be a good item to remove from the encounter.

Hidden in a secret compartment inside the desk is a small strongbox. Searching the desk and making a DC 20 Search check will locate the false bottom to a desk drawer. The box is locked. A DC 25 Open Lock check will open it. It made of hardwood and is finely polished. It has a hardness 5 and 5 hit points. A DC 15 Appraisal check will reveal the box to be worth 100gp and of elven make. The box has a red oak leaf embossed on the top. A DC 15 Knowledge (Nobility) check will reveal this to be the symbol of House Verle. Any PC with a favour of House Verle will recognise it instantly. The box was a gift given to Yollin Gaernot many years ago. Inside the box is a journal.

Taking 20 minutes to read through the diary will reveal the important passages in Player Handout Three: The Diary.

NOTE: the adventure was written to run in CY 596. PCs may be playing this in later game years. Please adjust the year on the handout to the appropriate game year.

If the NPC Rogues of Seltaren are the ones that break into the study, then the Rogues will only take the ornate dagger and forged letter from the desk. They will not find the secret diary.

Legend for Map

Room one: Lower Hall

This is a large hall that is open all the way to the ceiling 20 feet above. A nice but worn carpet covers the hardwood floor. A rack to the west is used for hanging cloaks and jackets. Two sets of stairs leading to the Upper Hall are found here.

Room two: Sitting Room

This room has two chairs and a love seat facing semi-circle around the large fireplace. There is little else in this room for decoration.

Room three: Back Entryway/Pantry

These small rooms is where servants enter the home as well as hang their cloaks and remove any muddy footwear. The room also has a set of shelves along the south wall which hold canisters containing foods such as potatoes, apples, etc.

Room four: Kitchen

This is where the meals are prepared. There is a large black cauldron hanging in the fireplace for cooking soups and stews. A large table sits in the center of the room. A door on the south wall leads to a scullery.

Room five: Dining Room

This is a well furnished, well kept room featuring a long oak table surrounded by velvet apolstered chairs.

Room six: Upper Hall

Stairs leading up from the Lower Hall end here. A spacious landing forks to the right and left in identical fashion. The area is lit from the outside from a window to the north.

Room seven: Servant's Quarters

Yollin Gaernot's manservant lived in this room before Gaernot was killed. There is a bed and a dresser in this room. The manservant's belongings are still in the room. They aren't much, just clothing.

Room eight: Storage

This room houses crates and chests of old junk. There is nothing of value in this room, mostly old clothing.

Room nine: Conservatory

This room is where Yollin Gaernot used to play his lute. An empty music stand and a lute are all that currently remains in this room.

Room ten: Gaernot's Room

This was Yollin Gaernot's room. It contains a dresser with clothing, a bed, a night table with a lamp, and chair for sitting by the window. There is nothing of value in this room except for some of Gaernot's finer outfits.

Room eleven: Empty Room

This room is completely empty. There is no sign of what it might of held in the past.

Room twelve: Study

This is the study. A full description is found earlier in this appendix.

Appendix Four: Rumours

Upper Seltaren Rumors

- The temple of Lydia has been plagued by streaking Halflings. Some say that their god has a crush on Lydia herself!
- Cassandra finally caught the culprits who killed her friends; they were demon worshipping bandits in Leukish!
- Many still wonder just exactly WHAT Lord Baercol was so upset about having stolen from him last year. He made such a big deal out of it that night but was acting like nothing had happened in the morning.
- I had always thought that Ekyarh Vadul's art was little better than finger painting. But I reconsidered after it sold for so much at the auction last year. Now I have several pieces in my sitting room.
- Since Lord Reede began funding the guard, the quality of man they've hired on has dropped considerably. Why I hear they've even taken to hiring Bakluni!
- The Watch have called in a special investigator from Leukish. Rumour has it this person was directly involved in ridding Leukish of all of its criminals!
- I think there are people living in the sewers. Last year I saw a group of people climbing in and out of the sewers near the auction house. I had forgotten about it until last night when I nearly fell in an uncovered sewer opening.
- I saw a battle ready priest of St.Cuthbert in the old temple district recently. I heard he might be here to set up a new church. Frankly, he should think about setting up in Lower Seltaren. They could use some real law down there.

Lower Seltaren Rumors

- Celeste opened up her own ribbon shop after her ribbons were in such demand last year. Unfortunately, the poor lass hasn't had much luck since.
- They say the mysterious swordsman what's been killing everyone is Silk back from the dead to get revenge on that gnome what killed him!
- Nikkol Finback found his lost box. I saw it. It was a large crate that looked like some kind of coffin. I think he's shipped a vampire into Seltaren!
- I heard Berai the Beggar finally struck it rich! He went into the Bridled Brambles Tavern and didn't get kicked out so he must have money!
- Last night I saw a young man poking around the back allies in Lower Seltaren with some friends. It looked like he was searching for something.
- The mysterious swordsman can't be harmed by normal means. Only a cudgel of solid oak cut at midnight will do him harm.
- Despite the destruction of their secret base, agents of Syrul are apparently still lurking in Seltaren. I heard the swordsman is working for them, here to assassinate some important noble.
- Crossing Massie is never a good idea; it's not like Blackshadow disappeared last year by choice.

Appendix Five: Jail in Seltaren

Seltaren is a city divided. On one side you have Upper Seltaren, home of noble families and wealthy merchants. The residents of Upper Seltaren possess the funds and power to make sure Upper Seltaren is well looked after. On the other side, you have Lower Seltaren, a place of run down hovels and darkened alleyways. When the criminal elements were driven from Leukish by Duke Karll, it was Lower Seltaren where most of them relocated.

The two different parts of Seltaren will provide two different experiences for PCs that break the law. The Upper Seltaren Watch is harder to bribe and more likely to follow the letter of the law than those guards in Lower Seltaren. Unlike the Lower Seltaren Watch, the Upper Seltaren Watch are not afraid to patrol the streets at night.

UPPER SELTAREN JUSTICE

Upper Seltaren Watch

The Upper Seltaren Watch is lead by Watch Captain Fridden Moirek. Fridden Moirek is a no-nonsense, by the book individual. He cannot be bribed and will see that anyone attempting to bribe him will receive the fullest amount of jail time.

Bribing the Upper Seltaren Watch

Any Watchmen who is not being observed by other members of the watch, has a 50% chance of being bribable. Constable's have only a 5% chance of being bribable. Any bribe must be at least 20 gp x APL. Watchmen that are bribable will hint at it (Sense Motive DC 10).

Crime & Punishment in Upper Seltaren

In Upper Seltaren, the Upper Seltaren Watch does not have much call for a large jail. Nobles or other wealthy offenders, if convicted of a crime, are typically only held in the Upper Seltaren jail until other arrangements can be made such as house arrest or transfer to a nicer jail. Commoners are sent to the Lower Seltaren jail for incarceration.

Waiting for a Trial

Criminals must typically wait 1 TU for a judge. An influence with a noble house may be spent to receive immediate trial.

The Trial

See Typical Crimes and Punishments (below) for the consequences of each kind of crime. Each crime also has a Bluff DC to be set free. Members of the Rogues of Seltaren gain bonuses on their bluff check depending on their rank (see the metaorg document). One can also hire expensive lawyers to assist one's bluff check. 200 gp for a +2 or 400 gp for a +4.

A Little Help From Some Friends

Those arrested and convicted of a crime in Upper Seltaren may expend the favour of a Noble House to cut the punishment for the crime in half (rounded up). Expending a second favour of a Noble House will cut the punishment for the same crime in half once more (rounded up). Expending a third favour of a Noble House will remove any penalty associated with the crime. If only one TU remains, do not divide in half and round up. In this case, expending a favour will always reduce the sentence to zero.

Those arrested and convicted of a crime in Upper Seltaren may expend a favour of The Rogues of Seltaren to reduce the punishment for the crime in half. A player may not expend more than one favour of The Rogues of Seltaren per crime in Upper Seltaren.

LOWER SELTAREN "JUSTICE"

Lower Seltaren Watch

The Lower Seltaren Watch is led by Watch Captain Ferai Ressel who received the command after getting drummed out of the Ducal Guard over an indiscretion with a noble's daughter. He has little interest in the daily affairs of his position and is served by a corrupt and lazy bunch. Many of the Lower Seltaren Watch are informants for the Rogues of Seltaren and are more than willing to look the other way for the right price. The Lower Seltaren Watch regularly patrols Lower Seltaren during the day but is very reluctant to send out patrols at night. Anyone wishing to summon a Lower Seltaren Watch during evening hours must make a Diplomacy or Bluff check (DC 15) to get the Watch to comply.

Bribing the Lower Seltaren Watch

Any Watchmen observed or not has a 70% chance of being bribable. Watchmen would rather not have to deal with trouble, knowing that criminals in Seltaren tend to remember faces. Any Watchman not being observed by others has a 95% chance of being bribed. Not because the Watchman is worried the others will see but because that individual would rather get most of the gold. Constables have only a 50% chance of being bribable if being observed or 75% chance if not being observed. Any bribe must be at least 5 gp x APL. Watchmen that are bribable will hint at it (Sense Motive DC 10).

Crime & Punishment in Lower Seltaren

In Lower Seltaren, the Lower Seltaren Guard House is where most criminals are sent. The Lower Seltaren Guard House has an extensive dungeon for holding prisoners. PCs caught breaking the law in Lower Seltaren will likely be sent here for punishment.

Changing Jurisdiction

Registered Nobles (with the Legitimate Child or Adopted Child backgrounds) who are arrested in Lower Seltaren will typically be transferred to Upper Seltaren immediately. Non-nobles arrested in Lower Seltaren may expend a favor or influence from a Noble House to get their case transferred to Upper Seltaren. If someone is transferred use the rules for Upper Seltaren Justice.

Waiting for a Trial

Justice can be slow in Lower Seltaren. Criminals typically wait 2d4 TUs waiting for a judge. Bribes and influence can speed this up: 1 influence (of any sort) or 100 gp will shorten the wait by 1 TU. An influence with the Rogues of Seltaren or Lower Seltaren Watch may be spent to receive immediate trial.

The Trial

See Typical Crimes and Punishments (below) for the consequences of each kind of crime. Each crime also has a Bluff DC to be set free. Members of the Rogues of Seltaren gain bonuses on their bluff check depending on their rank (see the metaorg document). Bribery also works wonders; pay 100 gp per +1 desired BEFORE the bluff roll is made.

A Little Help From Some Friends

Those convicted of a crime in Lower Seltaren may expend the favour of the Lower Seltaren Watch or of The Rogues of Seltaren to cut the punishment for the crime in half (rounded up). Expending a second favour of the Lower Seltaren Watch or of The Rogues of Seltaren will cut the punishment for the same crime in half once more (rounded up). Expending a third favor of the Lower Seltaren Watch or of The Rogues of Seltaren will remove any penalty associated with the crime. If only one TU remains, do not divide in half and round up. In this case, expending a favour will always reduce the sentence to zero.

TYPICAL CRIMES AND PUNISHMENTS

The punishment for a crime can vary depending on the circumstances. The GM is free to alter the punishments imposed upon the PCs within the limits of reason. A crime of stealing an apple should not garner a 6 TU punishment unless that apple was made of solid gold and the PC broke into a noble's house to get it.

Below is a list of example crimes and the typical punishment handed out for that crime.

Petty Crimes

Examples of petty crimes include theft (under 10 gp), gambling, public drunkenness or trespassing. Succeed at a Bluff check (DC 12) or you are convicted and lose 2 more TU from imprisonment.

Common Crimes

Examples of common crimes include theft from a noble, stealing (11gp to 50gp) from a non-noble, fighting, or bribing an official. Succeed at a Bluff check (DC 15) or you are convicted and lose 4 more TU from imprisonment.

Major Crimes

Examples of major crimes include theft (over 50 gp), striking an official or breaking and entering. Succeed at a Bluff check (DC 25) or you are convicted and lose 6 more TU from imprisonment.

Extreme Crimes

Include crimes such as murder or attempted murder and will be investigated with detect lies, divinations, and other powerful magic. Self defense and formalized duels are valid defenses against a charge of Murder. They carry a sentence of 52 TUs if versus a non-noble and life imprisonment if versus a noble.

Player Handout One - Contact Note

The donations you made toward the preservation of the historic Lower Seltaren market square fountain has allowed us to return the fountain to working condition.

Restoration work continues on the fountain but we invite you to come see the work we've done so far.

And while you are visiting, make sure you toss three coins in the fountain pool for good luck!

-M

Player Handout Two - Coriner's Note to Yollin Gaernot

Yollin

The 500 gold you are asking of me is completely inappropriate. Since we are old acquaintances, I will forgive your behaviour. I will stop by later to collect my belonging. You WILL hand it over. If you try and blackmail me again, I will not be so forgiving.

Elgin

Player Handout Three – Yollin Gaernot's Journal

"CY 585 - Reaping - 14th

Have a lead on a buyer for a large silver shipment I acquired recently. A Nellix merchant who is coming to visit tomorrow with his daughter."

"CY 585 - Reaping - 15th

Disaster has stricken. Negotiations were fine at first, but merchant was more shrewd than I thought. To increase friendly relations, I invited him to a dinner soiree. Some sort of disturbance occurred about the daughter. Somehow the merchant ended up pulling his dagger on Elgin - quite a mistake. I'll have to find another contact. As usual, Elgin will work his way out of this mess, but I worry about the future."

"CY 585 - Goodmonth - 2nd

I've lost two trade contracts for silver shipments to Nellix in the last month. House Ruen has snatched them up."

"CY 585 - Goodmonth - 19th

I have lost another trade contract in Nellix. That witch is trying to ruin me. If Elgin was any kind of friend, he would go to Nellix and kill the wife to spare me the trouble he's caused."

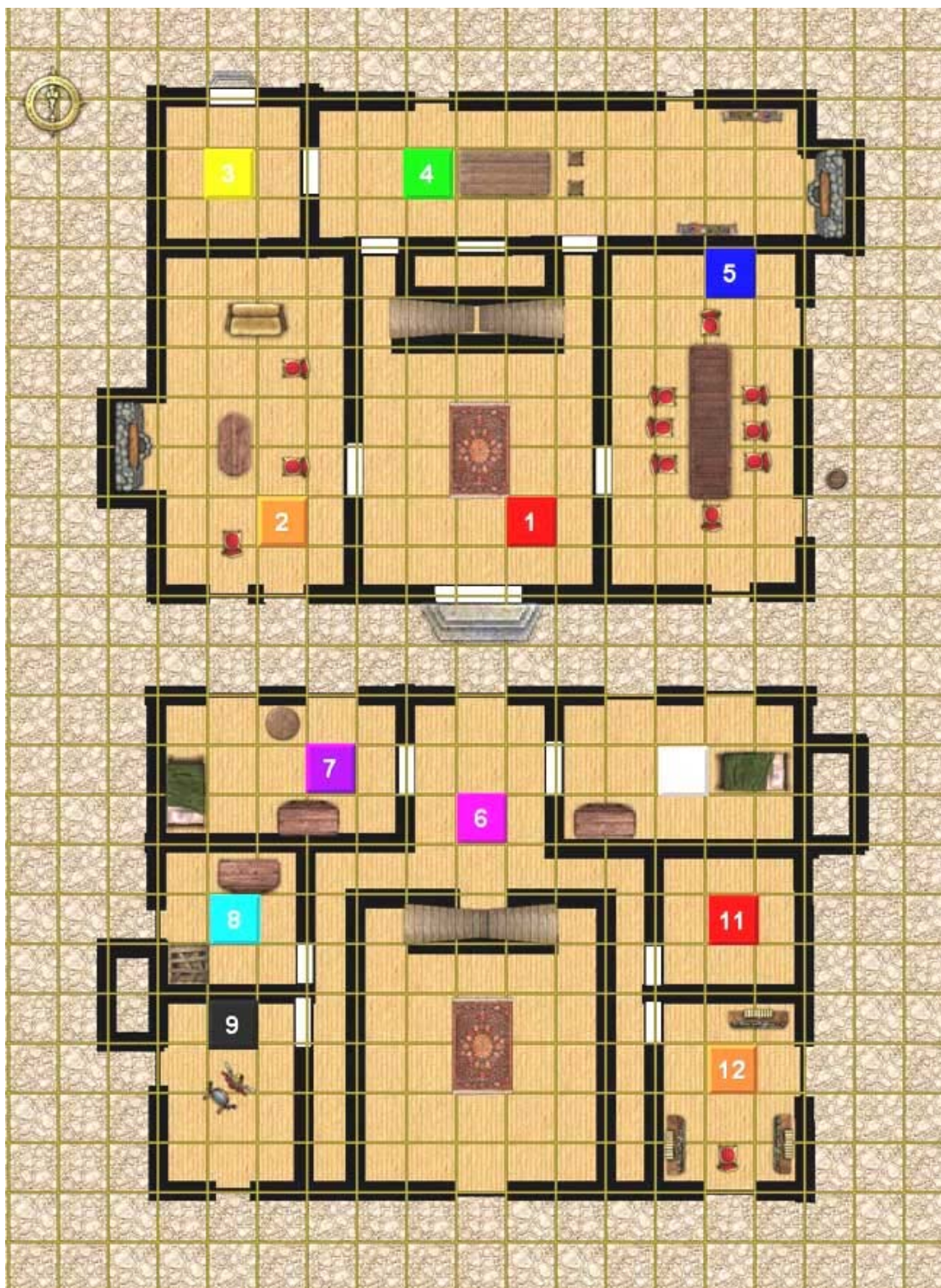
"CY 596 - Reaping - 7th

I have not been sleeping well. My waking hours are tense. I feel as though I am being watched"

"CY 596 - Reaping - 15th

I saw his ghost today from my study window. He was standing outside my house. That merchant has come back for revenge. It has been 10 years to the day. He is coming for me. I must warn Elgin."

Map One – The Gaernot Residence



Legend for Map (See Appendix Three for more information)

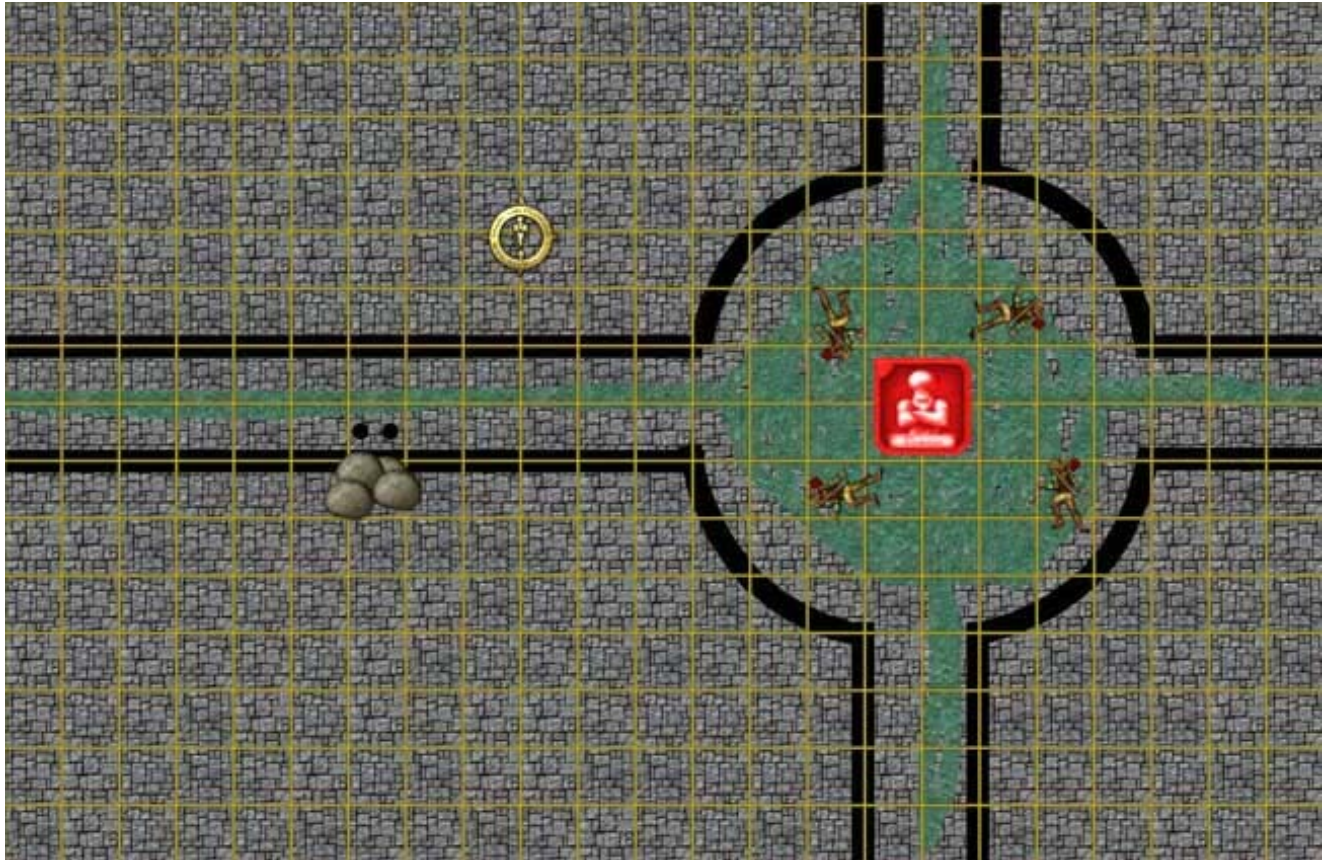
Room one: Lower Hal l
 Room five: Dining Room
 Room nine: Conservatory

Room two: Sitting Room
 Room six: Upper Hall
 Room ten: Gaernot's Room

Room three: Back Entryway/Pantry
 Room seven: Servant's Quarters
 Room eleven: Empty Room

Room four: Kitchen
 Room eight: Storage
 Room twelve: Study

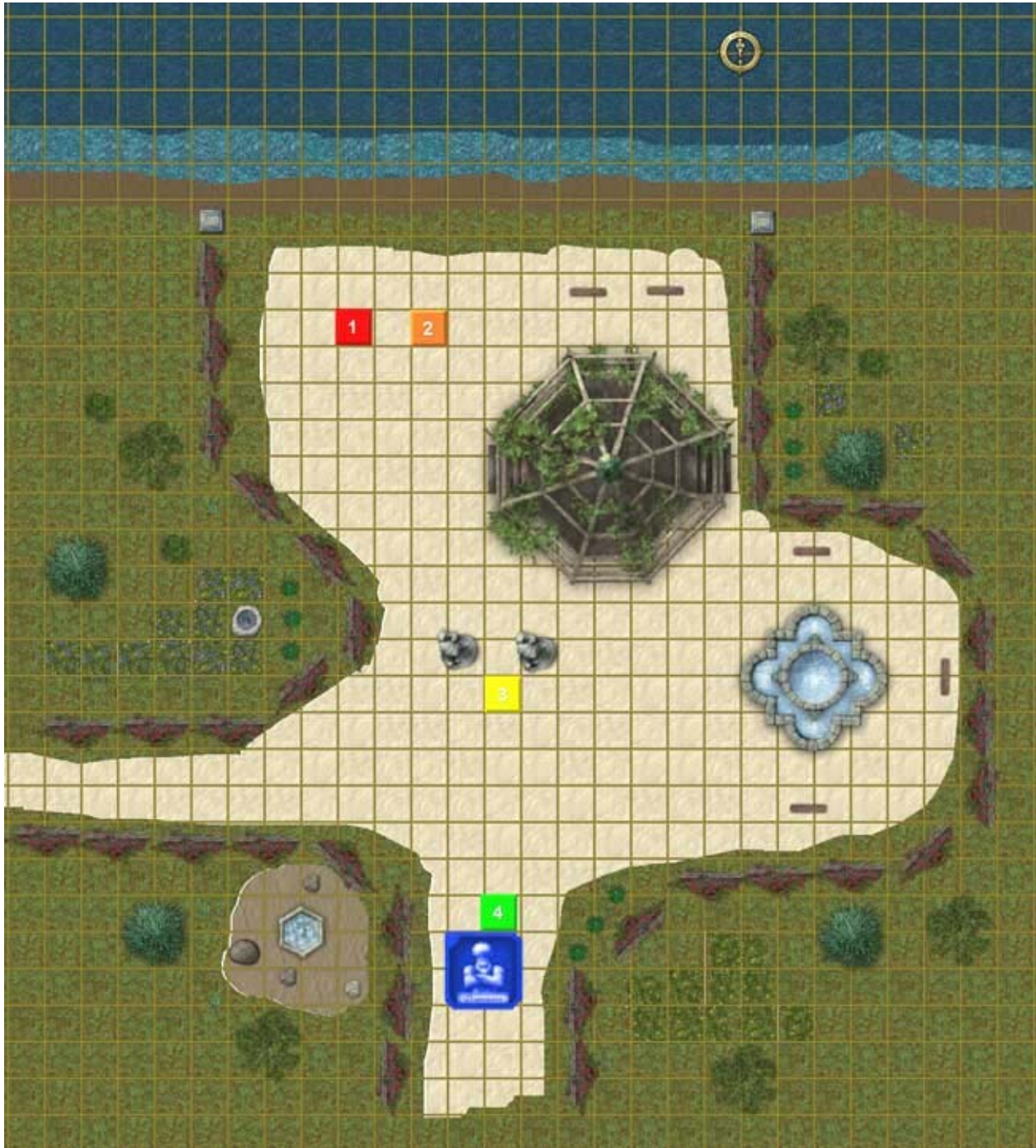
Map Two – The Sewers



Scale: 1 square = 5 feet

Note: The entrance to the sewer is trapped. Also, the 'red/monster' square is where the monster(s) start.

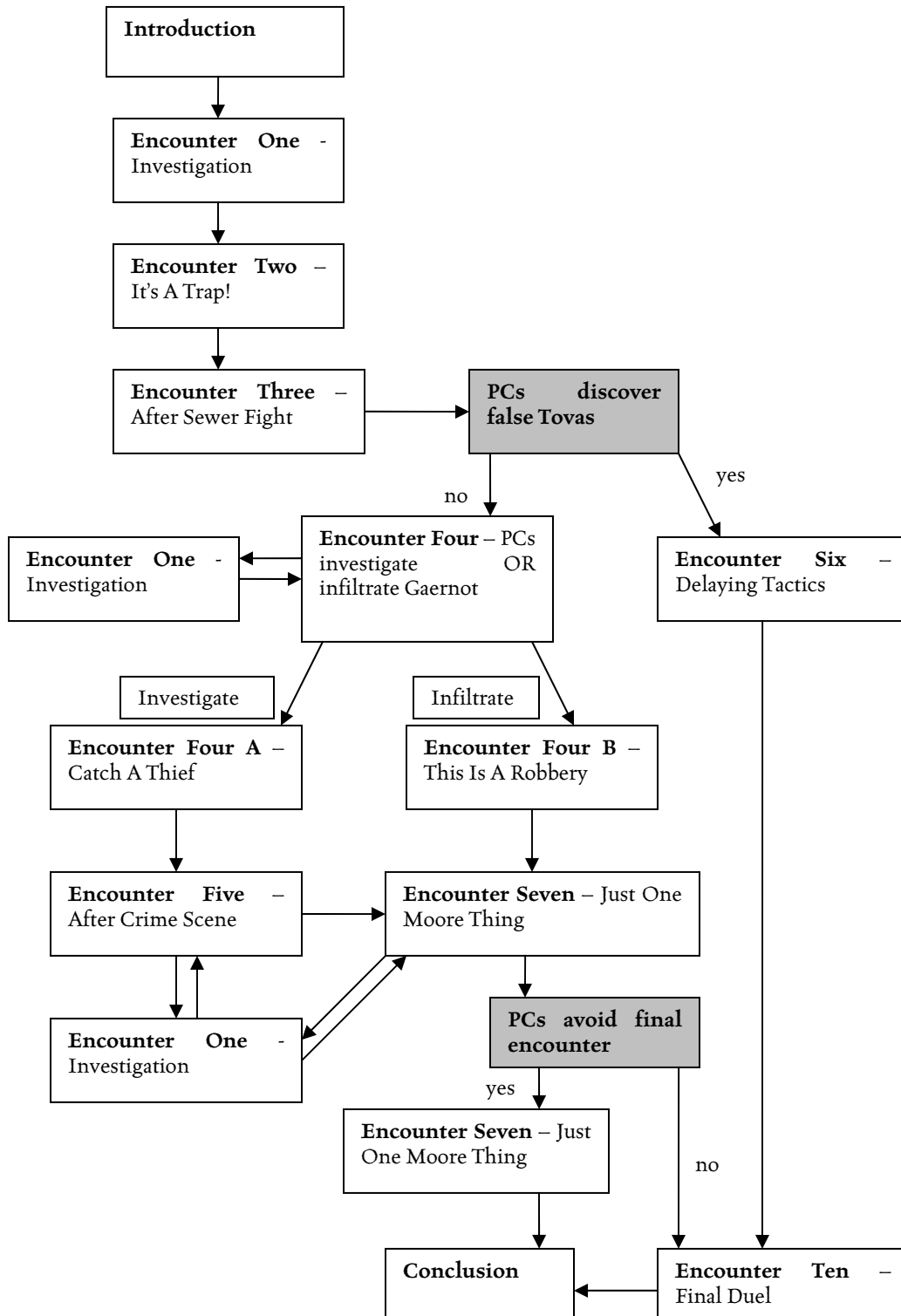
Map 3 – The Final Confrontation



Elgin Coriner begins at #1. The Swordsman begins at #2.

The constructs begin at #3 (middle). The characters begin at #4.

Judge's Aid One – Adventure Flowchart



Judge's Aid Two – Encounter Overview

Introduction – players are hired by Corwyn Reede to find his son's killer. They may also be contacted by the Rogues of Seltaren to perform the same job but for different reasons.

Encounter One - Investigation Overview

Part 1A – House Reede (pages 8-9): Corwyn Reede & What If PCs Want To See Bromar Reede's Body

Part 1B – House Coriner (pages 10-12): Elgin Coriner & Tovas Coriner (**NOTE:** PCs will be distracted away from the Coriner Estate)

Part 1C – Bridled Bramble Inn (pages 13-14): Rosario & Gwendelyn

Part 1D – Money Changes Everything (pages 15-16): Berai the Beggar (**NOTE:** Up to GM to insert this encounter into play)

Part 1E – The Upper Seltaren Watch (pages 17-18): Captain Moirek, Constable Rudd (**NOTE:** Captain Moirek will be unavailable)

Part 1F – The Lower Seltaren Watch (pages 19): Constable Hallal Temor

Part 1G – The Rogues of Seltaren (pages 20-21): Tessa the Blade, Leloc, Amora (**NOTE:** Tessa the Blade will not be present)

Encounter Two – It's A Trap

The PCs either stumble across OR are asked to find Tovas Coriner. When they do find him, they discover that he and his friends are being attacked by a monster in the sewers. Combat likely ensues.

Encounter Three – Will The Real Tovas Coriner Please Stand Up?

The PCs will have fought the sewer monster and rescued Tovas Coriner OR they will witness Tovas Coriner come stumbling out of the sewers below. The PCs may interact with the new Tovas Coriner. He will try to go home as quickly as possible. They may also investigate the sewers for clues. The PCs will also meet Special Investigator Carric Moore.

Encounter Four – Murder Is My Business

The PCs may wish to return to investigating leads. An updated NPC list is provided. The GM is also made aware of the two different paths the adventure may take at this point. Lawful types will likely be run through Encounter Four A. Those willing to work for the rogues will likely be run through Encounter Four B.

Encounter Four A – To Catch A Thief

The PCs are asked to proceed to the scene of a new crime, a murder at a noble's estate. There the PCs discover thieves breaking into the crime scene trying to escape with evidence. Combat likely ensues.

Encounter Four B – This Is A Robbery

The PCs are asked to proceed to the scene of a crime, a murder at a noble's estate. There the PCs are asked to remove evidence that might prove incriminating toward the Rogues of Seltaren. The PCs then try to break into house and make off with the evidence. If the PCs are sloppy, combat likely ensues.

Encounter Five – Crime Scene Aftermath

The PCs may wish to investigate the scene of the crime OR may wish to learn what investigators of the crime found. This section provides information about the crime scene for the GM to possibly hand out to PCs.

Encounter Six – Delay Tactics

If the PCs were clever (or lucky) enough to penetrate the disguise of the new Tovas Coriner (see Encounter Three - Will The Real Tovas Coriner Please Stand Up?), then the expected adventure path will have been disrupted. The Nimblewright will head straight to the Coriner Estate to assassinate Elgin Coriner. The PCs will be waylaid by thugs to prevent them from getting to the estate whether they are headed there or not. Hopefully by the end of this encounter, the PCs will now be headed to the estate.

Encounter Seven – Just One Moore Thing

The PCs are drawn away from the Coriner Estate OR they are drawn to the Coriner Estate. The option run is depends on how well the PCs are doing. If they are getting to the Coriner Estate too soon, they will be sent to help the Watch at the docks in Lower Seltaren. If the PCs are forced into hiding due to some bad thieving in Encounter Four B, they may be contacted by Rogues with some important info. ALSO, PCs trying to get out of town and not go to Encounter Eight will fight Watch in this encounter.

Encounter Eight – The Final Duel

The PCs should NOW be headed to the Coriner Estate. There they will learn the face of the mysterious swordsman AND will be forced to defend themselves from the swordsman's minions. PC actions will determine the final outcome.

Conclusion – One of four outcomes can occur:

- 1) Players interfere in duel and don't stop Nimblewright – Nimblewright kills Coriner. PCs get disfavour.
- 2) Players interfere in duel and stop Nimblewright – Coriner lives but PCs get disfavour.
- 3) Players do NOT interfere AND defeat foes before five rounds are finished – Coriner lives. PCs get pat on back.
- 4) Players do NOT interfere AND do NOT defeat foes before five rounds are finished – Coriner is killed. PCs don't get a pat on the back.