

GRM7-IS1

Inauspicious

A One-Round D&D[®] LIVING GREYHAWK[™] Gran March Introductory Adventure

Version 1.0.0

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"Meet me at the Distant Star in Ghostgate" the Ridefinder's message said, "your assistance is needed in a matter of importance." A room in this high class inn and an initial retainer were excellent starts to any adventure. A Gran March Introductory adventure for military and non-military characters alike.

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at scon40@aol.com. For LIVING GREYHAWK campaign questions email rpqahq@wizards.com.

RPGA® SANCTIONED PLAY

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

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 can 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 receives only one-half of the experience points and gold for the adventure. 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.

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in the Gran March. Characters native to the

Gran March pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp 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 adventure.

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

Ali Taloan traveled all across the lands of Greyhawk, but he has decided to settle down in the land of his birth. Even though he is not adventuring and traveling he is still interested in the tales and activities of those who do. He had often dreamed of own his inn. While visiting relatives, he learned that an inn was up for sale. With his money he bought it outright, renamed it The Distant Star.

What Ali didn't know is that in the time that the inn was vacant, robbers hid part of their loot in the floor one of the upper rooms. Those robbers were caught by Gran March and executed, as they committed treason killing a courier on a delivery mission. They did not disclose where they hid the stolen documents, and speak with dead with their corpses only found that they had hidden them in an abandoned building in Ghostgate (of which there were many).

Recently the Gran March military learned approximately where the robbers met and killed the courier. It was logical that the abandoned

building was nearby that point so without much fanfare the Couriers were going to begin having people search buildings. Unfortunately the Brotherhood, who have excellent sources of information in the military also learned of this new information. The Brotherhood is an organization seeking to bring more balance to Gran March injecting more chaos and evil [many are followers of Kelanan] (they also have issues with demi-humans and humans living in the same society; others are followers of Wastri who believe in apartheid not genocide when it comes to demi-humans). Part of this conflict is a belief that the Corporation is far too lawful, and indeed may be a pawn of the government. They have dedicated themselves to eliminate this organization and release crime to be the chaos it should be. They see the courier information as an opportunity to learn more about organized crime so they can target individuals with death.

The Brotherhood sent a significant group of individuals to search the Inn, but found it occupied. The more experienced members set traps and critters to take care of the occupiers and then left the manual labor to lesser Brotherhood members.

ADVENTURE SUMMARY

Introduction

The characters learn of their mission. The military and veteran characters have little choice to go. Others get a little enticement to come (there is more loot and treasure than the 450gp maximum for an Intro mod so this gold is unlikely to be significant)

Encounter One

The characters journey to the Distant Star, and meet both partners in the enterprise. From Sebastian Kor the characters can learn a little about Ali. Here they learn that the Ridefinder will be delayed and he offers a fee for them to wait longer and lets them know that a week's lodging and inn expenses have been paid for them (and characters get benefit of Rich lifestyle). Ali shows the characters to the suites that are ready for occupancy, and bids them good night.

Encounter Two

Some or all of the characters are awakened by the pounding and ripping of floorboards in the rooms above. When they exit they find their doors have been trapped from the outside. It is likely that some will be able to disarm the traps. Checking in

the common room they'll note the doors are open. From here they can go to Ali's room in Encounter Six or check out the noises.

Encounter Three

As the player characters go upstairs to investigate a spider swarm comes down the staircase and attacks. Once this is dealt with they can move to the location where the damage was being done. The invaders have moved on, but a rat swarm has been left behind to finish off interlopers. Looking at the hole in the floor clearly they are looking for something.

Encounter Four

On the fourth floor the characters will run into a guard dog left behind to warn the invaders in case anyone comes up. Very quick action on the part of the characters can prevent the dog from barking, which it will do as a part of its action. The dog will likely then attack. Without a druid in the party with the right spell memorized it will take fast initiatives to silence the dog. Should the dog survive he will choose ONE of the characters as its master (on AR).

Encounter Five

Here the characters find the invaders. They have found the papers they seek. They will fight the player characters but they seek to escape with the papers not to kill people (they will do lethal damage but those unconscious will be left alone). They will use Tanglefoot bags to make it difficult for the characters to fight, but they know the way out up to the roof would take too long to open so they will make sure there can be no pursuit. When the player characters stop the invaders they get a bundle of coded documents with a cover page. If the player characters delay a long time before going upstairs, then the invaders will have taken the papers and left via the roof, accidentally leaving the cover page behind.

Encounter Six

Ali's door is also trapped, a more serious trap. If the characters come early in the adventure he will ask them to investigate the noises upstairs while he gets help. If at the end, he will thank them for taking care of the invaders.

Encounter Seven

Dawn comes, and with it, the Ridemaster. His task is to search the nearby buildings for a courier packet of information regarding a person named Wosel. If all went well the player characters

already have the documents and he pays them well for them and leaves.

Conclusion

While they may have already deduced this when they went to rescue Ali (depending on how much they explored), Ali will tell them that the Distant Star was going to also be an established temple of Fharlanghn. The other temples are also inns. He will offer to sponsor them as members of the Fellowship of Fharlanghn and to call upon Fharlanghn for a special blessing for their service. He will offer each person an atonement (of which he pays all expenses) if they wish to change to the worship of Fharlanghn.

He also offers to tell them of his travels if they would stick around a while and protect his inn while the construction is finished.

PREPARATION FOR PLAY

Determine which characters are military, which are veterans and which are neither. This game does not require military or veteran status, and any 1st level character can participate.

INTRODUCTION

Below are three standard ways the characters can come into the game. These should cover the typical characters that will play this game

PART A - MILITARY CHARACTERS:

Use this option for active duty Gran March military characters.

You had just completed a temporary duty assignment in Shiboeth, when you received additional orders. A Staff Sergeant of the 2nd Battle instructed you to meet Ridefinder Telloni at the Distant Star Inn in Ghostgate. The Ridefinder has a task for you to do.

(DM Note: If the player does not know what rank a Ridefinder is, you may tell him it is an officer from one of the elite units. **Profession (Soldier) check DC 8** (or WIS check) or **Knowledge (local – Sheldomar Valley MR) DC 14** or **Profession (Soldier) DC 12** or **Knowledge (History) DC 14** to know it is a Courier Officer. . A **Knowledge (nobility & royalty) check DC 19** would note that Telloni is a minor noble house in Gran March.

PART B – VETERAN CHARACTERS

You had just completed being reactivated in Shiboeth, when you received additional orders delaying your return to civilian life. A Staff Sergeant of the 2nd Battle instructed you to meet Ridefinder Telloni at the Distant Star Inn in Ghostgate. The Ridefinder has a task for you to do.

DM Note: If the player does not know what rank a Ridefinder is, you may tell him it is an officer from one of the elite units. **Profession (Soldier) check DC 10** (or WIS check) or **Knowledge (local – Sheldomar Valley MR) DC 14** or **Profession (Soldier) DC 12** or **Knowledge (History) DC 14** to know it is a Courier Officer. . A **Knowledge (nobility & royalty) check DC 19** would note that Telloni is a minor noble house in Gran March.

PART-C – NON-MILITARY OR NON-VETERAN CHARACTERS

You found yourself in the settlement of Ghostgate, Gran March. This small town is just south of Shiboeth on the Sheldomar River and seems to have more docks and warehouses than places where people gather. Still, the Shining Song Inn is a pleasant place. It seems that barge masters and workers come here to drink, dine and live between routes. A centaur soldier places a small pouch on your table. “Excuse me,” she begins, “I’ve been asked to deliver a verbal message to you regarding an employment opportunity. Please meet Ridefinder Telloni at the Distant Star after sunset. The Distant Star is located here in Ghost Gate along the river upstream.” She continues. “Ridefinder Telloni gives you this (indicating the pouch) if you would come and speak with him – there is a matter he would like you to investigate.” Without waiting for a reply, the centaur turns and exits the establishment. Investigating the pouch reveals a sum of 5 gp for each PC.

DM Note: A **Knowledge (local – Sheldomar Valley MR) DC 14** or **Profession (Soldier) DC 12** or **Knowledge (History) DC 14** check would determine that Ridefinder is an officer rank of the Couriers, an elite Gran March military unit. A **Knowledge (nobility & royalty) check DC 19** would note that Telloni is a minor noble house in Gran March.

ENCOUNTER 1: INTRODUCTIONS ALL AROUND

The neighborhood is certainly not a good sign. The street lamps of central Ghostgate have long since disappeared, leaving the streets lit by moonlight and perhaps the light of travelers. An area of light is visible ahead, and turning a corner reveals the Distant Star.

There are several people also apparently looking for the Distant Star:

This is the point for character introductions.

Three warehouses confront the Inn across the street. The Inn itself is nestled between two warehouses set back a little from the street. At the upper floors have balconies, but otherwise the building does not appear to have windows.

Characters with Darkvision or Low Light vision with a **Spot check DC 5** (others with a **Spot check DC 15**) can tell the openings to the balconies have been bricked up.

One of the side warehouses has its door open and straw clearly loose on the floor. A centaur steps into the open door. His large bulk is accentuated by mithral chain barding, a very big falchion and a large bow across his back. He seems to have a sprinkling of gold scales across his neck, forearms and hands.

“Good evening, gentlepersons, are you staying at the Distant Star? If so, I have the concession for the stabling of animals. I am Sebastian Kor.

If there a centaurs in the party he will add:

Eventually we will also have proper suites for us full-sized folk, but those things are not quite ready.

He will take any horses the player characters have into the stables. If people try and leave animal companions, he will accept them, but he will tell the characters that generally the proprietor expects people to bring such animals into their rooms.

Sebastian Kor [Centaur6 Hex4 DragD2]; AL LN; hp 107; 3 hexblade spells (1st) a day (one presently in force: Unseen Servant doing work inside the stable/warehouse). He will use the others to flee if attacked (Expeditious Retreat)..

ST 30, CN 20, DX 20; IN 12, WS 10, CH 14; Fort +11, Reflex +11, Will +17 ; AC 27 (touch 15) ; Darkvision 60 Feet, Move 50; Mettle; worships Fharlanghn

Knowledge (Arcana) +9, Spot +11 (+14 at night), Listen +7, Survival +1, Diplomacy +9, Profession (stable keeper) +1, Concentration +5, Knowledge (local MR – Sheldomar Valley) +4, Languages: Elven, Sylvan, Common, Draconic (for purposes of Detect Magic: Belt of Giant Strength +4, Amulet of Health +2. Gloves of Dexterity +2, Cloak of Charisma +2, Vest of Resistance +4; Mithral Barding +3, Falchion +1 Bane (Human), Long Comp Bow +1 (Str +8)); Owl Familiar in warehouse/stable.

Sebastian is a citizen of Gran March by Commandant Fiat (a story for a different time)

Sebastian knows the following information, should the player characters choose to talk to him:

- The proprietor of The Distant Star is Ali Taloan. Ali is a Baklunish man starting his 50th year. Ali is tired of traveling all the time, and has decided to settle down and do some good. He is a cleric of Fharlanghn.
- The Distant Star relates to the beliefs of Fharlanghn.
- He does not know Ridefinder Telloni personally, but Ridefinder is an officer in the Couriers and there are not many of those near Ghostgate. There is a noble house of Telloni who are minor nobility under Elector Promani (who holds lands east of Ghostgate). Such a man is not one to keep waiting.

DM Note: It is possible people will come to Sebastian for aid against the things in the Inn. He will provide protection, and suggest they go to the watch, or that they can be brave, accept the challenge Fharlanghn has put before them and take charge. Sense Motive is not needed to tell which he thinks they should do. A female centaur could get the use of one of his 1st level spells if they are going back inside to handle things. This does not count as aid for experience purposes.

Entering the Distant Star gives the impression that the inn is a work in progress. The smell of fresh cut wood, a sprinkling of sawdust missed by a broom, a bucket of torches, and a selection of tools on a table all help to solidify the impression. All this is

visible because of the significant light in the open common room. Patches of flame appear to burn on the ceiling and walls, doing no damage to the wood but providing light. There are several tables in the common room, a bar, and an impressive staircase; clearly lengthened to make the staircase less steep).

A baklunish man with jet black hair, golden skin, and about 5 and a half feet tall, bows as you enter. "Good Evening," he begins, "I am Ali Taloan, the proprietor of The Distant Star. I apologize for some of the mess. We are not quite open yet, but Ridefinder Telloni asked me for a favor to use my inn as a place to meet, and how could I say no. Still, most of the amenities are in place in the first two floors and half the third floor.

"Could I offer you some food or drink? Ridefinder Telloni is picking up the tab."

Ali doesn't have a lot of the very expensive wines and ales, but generally anything the player characters ask for, he has at least a couple bottles of. He says there is venison stew and cranberry bread for dinner, or gator roast with yams. If asked about the gator, he will remark that his business partner Sebastian goes into the Rushmoors from time to time to hunt things.

Ali will explain that the Distant Star is still under construction. Really only the 2nd floor rooms are ready for guests, the rest is being cleared out of old furniture and renovated. He has put continual flame spells on the ceilings of the hallways to provide light, but only the 2nd floor has glow devices in the rooms. The construction people use torches to give light while they work.

Ali will leave the player characters by themselves to get drink and food orders. This is a further opportunity for characters to talk to each other, but don't let it go too long.

The door outside opens, a young Flan man walks into the common room. He wears a Gran March tabard of the military, though his has a horse on it where usually there are no markings. "I have messages for: "

(And put in the names of the player characters present)

As each person acknowledges that they are they, he will hand them a sealed message with their name upon it. He will also give them a coin purse, also sealed (even to the military and activated veterans).

Provide Player Handout #1

Any active duty or veteran character would recognize a Gran March courier. **Knowledge (local – MR Sheldomar Valley) DC 10** (or Int check) could get the same information.

DM Note: This means that the characters will benefit from **free Rich lifestyle** for this adventure. You should inform the player characters of this fact so they might apply appropriate modifiers.

Ali Taloan [Clr6 DiOr3]; AL NG; hp 107

STR 8, CN 13, DX 14; IN 12, WS 19, CH 10; Fort +8, Reflex +7, Will +14 ; AC 15 (touch 15); when he gets armor on AC 24 (Touch 14); worships Fharlanghn

Knowledge (Religion) +13, Diplomacy +10, Profession (innkeeper) +12, Concentration +13, Languages: Common, Draconic, Flan, Ancient Baklunish (for purposes of Detect Magic: Periapt of Wisdom +4, Vest of Resistance +2; Ring of Protection +3; he has back in his room Platemail +2, and a masterwork darkwood quarterstaff.)

Ali spent the day making money casting spells. He has very few spells left. He has a Sending, a Greater Magic Weapon, two Make Whole spells, and his domain spells: Dimension Door and Longstrider. Back in his room he has three Delay Poison scrolls, five Create Food and Water scrolls, and two Cure Serious Scrolls. He can convert his non-domain spells to cures.

Ali is a citizen of Gran. He rose to Staff Sergeant Rank before mustering out; he last served in the 9th Battle.

ENCOUNTER 2: NOISY NEIGHBORS

Sleep is interrupted for the characters in the center suite. The characters in the other suites get a **DC 5 Listen check** to hear the clamor (-10 penalty for being asleep). The center suite rooms require no such check. It sounds like people are breaking things upstairs. A non-sleeping **Listen check DC 10** or **Craft (Carpentry) DC 10** can figure its prying up/apart boards in furniture or walls.

The racket only lasts one round after someone wakes up.

While the characters slept, one of the invaders set traps outside their doors, one for each suite entrance. It is most likely that the first group out

the door will not detect the trap and may take damage from the Alchemical Fire. This gives warning that the other doors might be trapped. The traps require a **DC 16 Search check** to find. The traps require a **DC 16 Disable Device check** to disable; if a **DC 22 Disable Device check** is made the PC gets the alchemical fire vial intact (if the PCs try and take the vial without such a roll, alchemical fire hits them and breaks).

These traps target the square inside door while the door is open.

If the party does not have a rogue or other person to disable device, there are other ways to mitigate the damage. A person with a tower shield could take total cover and move through the square. Similarly, characters using furniture in a similar way might get cover bonuses or total cover.

Experience in this encounter is gained by not leaving the traps behind for others to set off. So if the characters bypass the traps, without setting them off or disabling them they get half-experience for each trap (subtract 15 experience per trap done this way)

APL 2 (EL 3)

Alchemical Fire Trap (3): Search DC 16; mechanical location trigger; see *Appendix 1*.

Note: If no one from the other rooms awakens and the middle room chooses not to investigate, then one of the other suites will hear the racket just above them that automatically wakes them. Essentially this gives each suite a chance to act. Once at least one suite of PCs begins to act, the NPCs will not go to another room. This is only a means to prevent one set of PCs from causing all PCs to miss out in the game. If no PCs go to investigate, then the next morning they will deal with the traps on the door, and go to Conclusion B.

If the characters go to investigate the sounds themselves, go to Encounter 3.

If the characters go to get Ali, then go to encounter 6.

ENCOUNTER 3: INFESTATIONS

As you begin to climb the steps an odd noise comes from above. Crawling into view are far more spiders than have any right to be in one place, and they are coming right for you!

As the PCs go up the stairs to the next floor, a swarm of spiders are coming down the stairs. The Inn construction has been having all sorts of problems with the spider swarms, which is why originally the container of torches were left downstairs in the common room (a lit torch is an improvised weapon doing 1d6 fire damage which is effective against the swarms). Characters can run down to get torches if they don't have means to deal with the spiders. If they managed to save the alchemical fire from the traps, this could also be useful.

APL 2 (EL 1)

Spider Swarm (1): hp 9; see *Monster Manual*, page 239-240.

Once they deal with the spiders they can move on up the stairs. Once up the stairs:

You see down a hallway with doors to both sides that is dimly lit by a pair of ever burning spots on the ceiling. Most of the way down the room there are two doors that are open.

A **DC 10 Spot check** (+1 for every 10 feet the characters are away from the door) will note a wedge under the door propping it open.

A **DC 12 Listen check** (+1 for every 10 feet the characters are away from the door) will note a chittering sound coming from the room.

If the all characters do not make a Move Silently check DC 10 (reduce the DC one for every 10 feet the characters end their turn away from the door) then the rat swarm comes out to meet them. If all characters make the roll, then when they get to the open door they get a surprise round on the rat swarm. Note: Using a Marshal's command ability is giving orders and the like, that is not quiet, nor is casting a non-silent spell, nor is a bard's inspire courage oration. All of these, if not ceased when the judge reminds the players of the noise, will trigger the rat swarm to move up and attack.

APL 2 (EL 2)

Rat Swarm (1): hp 18; see *Monster Manual*, page 239.

Inside the room there is no furniture, but boards have been pried off the wall and floor. There are tool marks on the boards like a pry bar was used. While there are no tracks visible in the room (the rat swarm pretty much messed them up).

A Spot check DC 10 (+1 for every 10 feet the characters are away from the footprint) will note a

place where someone has scraped rat guano from their foot on the edge of the stair. From that point another Spot or Search check DC 8 will note a footprint higher up the stairs also made with the remains of rat guano.

ENCOUNTER 4: DEFENSIVE POSITION

After climbing the stairs you come to another gloomy hallway. Again there are continual flaming patches of ceiling that provide some light along most of the hallway. At the end of the hallway it turns out of sight.

The dog is a medium creature. It has been told to guard/warn in the area. Anyone coming within 30 feet of the dog will cause it to start barking (roll initiative when it is about to bark, as this is the time when it might be silenced; on its turn it will ready to attack anyone who attacks it (or attack anyone who has attacked it) and bark loudly. The dog will attack (loudly) anyone who threatens (comes within range with a weapon that threatens it) or attacks it.

APL 2 (EL 1)

Crimson Fire; a Riding Dog (1): hp 16; see *Monster Manual*, page 272.

The dog is not a wild animal, so wild empathy will not work. The characters have no idea what the commands are to handle it so a Push, Handle Animal check DC 25 is needed to force it to stand down. Even then it will bark to acknowledge the command.

Charm Animal will make it friendly with the druid and it will not bark.

If the PCs use Speak with Animal they can learn that its master told him to guard here and he is proud that he is guarding. Its name is Crimson Fire. He is well fed. It will be difficult to convince him not to do his duty but the PCs can learn that there are three people in the room, and that the man who can turn into a big bear has already left. If the PCs promise Crimson Fire a female dog in heat downstairs, then he will most certainly leave his post just to check it out. This will require the person Speaking with Animals to win a Bluff opposed by an untrained Sense Motive by the dog (Sense Motive +1). If he survives the game, then one character could gain him as an animal (animal

must be stabilized by PCs or have taken non-lethal damage).

A Hide from Animal spell will hide (at this level) one character from sight, sound and scent of the dog. A character could sneak up and look inside the room past him.

If a fight breaks out between the dog and the PCs, then roll initiative for Andran, Marcus and Tellan. Once the fight with the dog is over, continue initiative unless the characters leave.

If Crimson Fire survives (roll for stabilization at each round, and let the player characters know if it survives being knocked unconscious) it will view as its new master either a) someone who spoke to it with Speak with Animals b) who ever did it the most damage. ONLY one character gets Crimson Fire on the AR.

ENCOUNTER 5: CAUGHT IN THE ACT

What happens in this encounter depends on how the characters handle Crimson Fire in the previous encounter. If the dog begins to bark they will be warned. Additionally a fight will warn them. Continue the initiative order from Encounter 4.

Likewise, if all the characters do not manage a **Move Silently check DC 8**, one of the thugs in the room will hear their approach. Start the characters at position (P) on the map should someone fail their check. It is possible that some people will remain behind as others sneak up.

Crimson Fire

Crimson fire likes Andran and Tellan (his master), but doesn't like Marcus one way or another. A Charmed Crimson Fire could be convinced (with Speak with Animals) to attack Marcus. Or if Crimson Fire is charmed and Marcus attacks the druid who charmed him, Crimson Fire will attack for non-lethal damage (and to trip).

APL 2 (EL 4)

Andran, Male Human (Suel) Hexblade1 Rogue1: hp 14; see *Appendix 1*.

Marcus, Male Human (Suel) Expert1 Warrior1: hp 10; see *Appendix 1*.

Tellan, Male Human (Suel) Expert1 Warrior1: hp 10; see *Appendix 1*.

Include the following section for tactics by combatants:

Tactics: Once they know someone is coming (either dog is fighting or barking), these are the actions these NPCs will take

Round One

Andran will pull out and drink his Bear's Endurance Potion (giving him +4 hit points and +2 Fort Save).

Marcus will draw his scimitar and tanglefoot bag.

Tellan will move to a table and tip it on its side (**Listen check DC 5 for PCs**, +1 per 10 feet away to hear something heavy hit the floor)

Round Two

Andran will pull out his rapier and his tanglefoot bag.

Marcus will ready an action to throw the tanglefoot bag at the first enemy through the doorway.

Tellan will take out his light crossbow and load it.

Round Three

Andran will ready an action to throw the tanglefoot bag at the second person through the doorway.

Marcus will continue to ready.

Tellan will hide behind the table (**DC 15 to Spot**, +1 per 10 feet away)

Round Four

Andran will continue to ready

Marcus will continue to ready

Tellan will ready an action to shoot the first person through the door not stuck by either tanglefoot bags.

Rounds Five through Nine

They will wait at this for these rounds.

Rounds Ten Plus

After which they will listen for activity and if hearing none, Marcus will make his way to the door and look out. If they do not see anyone, the three of them will go up the stairs at the far end of the hall; remove the three bars from the door (three rounds) and escape to the roof.

Andran has the documents packet on his person by the time the PCs get to Encounter 4. They were discussing who should carry them, when the situation started.

Should Andran and his crew escape the PCs, he will have left the cover-page behind by accident (Player Handout #4). GMs should provide Player Handout #4 if the characters get either just the cover page or the whole document packet.

If surprised:

If the PCs make it past Crimson Fire without allowing him to bark or fighting him, and they make their Move Silently rolls, they can get to the door where Andran, Marcus and Tellan are talking very softly. The PCs would get a surprise round. Ignore the rounds above, but Andran and Marcus will draw tanglefoot bags and try to use them to even the odds.

Each tanglefoot bag used by the NPCs reduces the Loot by 5 gp. Each Cure Light Wounds Potion used by the NPCs reduces the magic by 2 gp. If Andran drinks the bear's endurance potion, this reduces the magic by 25 gp). However, there is more than 300 gp over maximum gold earned in this game, so these numbers probably will not matter.

ENCOUNTER 6: RESCUING THE HOST

The Common room is much like you left it earlier that night, except the front door is open.

The door to Ali's quarters is also trapped. The PCs have a clue to this from their own trapped doors. In Ali's case the trap was made in such a way that it would be hard to see it from the doorway, but people outside the doorway can see it and disarm it much more easily.

Once Ali opens the door the dart will shoot at him. He will be flat footed and sleepy (additional -1 AC), so the dart is likely to hit.

If the PCs came here from Encounter Two through Four

If the PCs heard the noises and came down to ask Ali about it, he will say that no one should be up there. He will ask the PCs to investigate and he will make sure there is nothing missing on the first floor. If the PCs will not go upstairs to investigate without him, he will not go up until he can put on his armor and get totally ready. By that time, the thieves will have gotten what they came for and escaped out the roof. The PCs will still meet the spiders and rats, but the dog and thugs will be gone.

If the PCs were unable to disable the trap, the Ali will tell them to go investigate and he will see if he has anything that might help him. If they mention it is poisoned then he will exclaim that he has something for that; tell them to investigate and he will be there as soon as he can.

If the player characters ask him for helpful spells he will tell them that he has been raising money for his inn by selling his spell-casting. He has very few spells left and would like to keep them for emergencies. If the player characters insist, then he will relate what spells he can cast and he will mention the Delay Poison and Cure Serious scroll (but not how many) (he will not mention the Dimension Door). If the player characters insist on spell assistance they lose that portion of the experience (note, if there are characters that do not insist and think they should not get help, then they can be given full experience for non-assistance).

If the PCs came here from Encounter Five

The PCs will have either taken care of the thugs or the thugs will have gotten away. In either case, if the characters are unable to disable the trap, then Ali will read his Delay Poison scroll (just in case) and take the trap.

He will be interested in what the characters did and found. He will not know what they were looking for, but he will remind them that this inn remained abandoned for a few years, so there is no telling what they were looking for.

He will suggest a general search of the rooms from bottom to top with him and them, or they could get the local constables and have them do it. Either way no other rooms will be entered.

After securing the door and piling some furniture in front of it, Ali will suggest everyone get to bed; they can bed down in the common room if they would like, because they have the mission for the Ridefinder in a few hours; the Ridefinder was coming at dawn.

APL 2 (EL 1)

Venom Dart Trap (1): Search DC 12; mechanical location trigger; see *Appendix 1*.

ENCOUNTER 7: A JOB TO DO

Dawn comes far too early considering the events during the night, but come it does. With it comes the Ridefinder.

“Good Morning, I am Dispatcher Ridefinder Errol Telloni, Pious Vigil. I was unavoidably detained last night, I am glad you are here to listen to the mission I propose.

“A year ago, a courier was delivering a set of documents to the Magistrate of Ghostgate. Inside was a letter from an informant within an organized crime family with dealings in Shibolet and Ghostgate. The informant, known by a nickname Wosel, had passed along his notes and captured booklets elsewhere, and this information was sent here. Unfortunately, the courier was waylaid on his journey through Ghostgate and the documents were lost. The attackers were caught, and executed for treason. Speaking with the dead after execution found that the document packet had been hidden somewhere until a later time. Recently we gained more information about where in Ghostgate the thieves attacked the courier. This inn is on the edge of that territory. What I would like you to do is search the abandoned buildings in the area, along with the buildings that Ali owns, with his consent, to find where these documents are hidden. They may be a year old, but they still hold potential useful information.

“There is reward of 100 gold pieces each, with a possible bonus of up to 150 gold pieces each for finding the documents quickly. They may be in a courier bag, or they might be in a bundle with a cover note with Wosel’s name and some words about the contents.”

DM Note: It will be a party with great self control to wait until the Ridefinder finishes his read aloud text. You may need to improvise, but do allow an interruption if it is to ask about the documents they found.

Once shown the cover page or the document, the Ridefinder will be amazed and very pleased. He will pay each character the 250gp each, even the military and veteran characters, in return for the documents and leave.

If the PCs tell him that the thieves got away with the packet of documents and all they have is the cover-page he will not be so pleased, but not so unhappy either. He will remark that only a few people knew about their new information about the potential location of the documents so that it should help catch a spy in the military. He will give 100 GP each for the cover-page and all the information they can give about the thieves and tactics.

CONCLUSION: WRAPPING UP

Once the Ridefinder leaves, if the player characters have not already discovered the temple to Fharlanghn, Ali will take them back there. He will explain that the Distant Star once completed with be one of three formal Temples of Fharlanghn in Gran March. All three are inns. He will note that Fharlanghn has placed a special boon upon the altar for those he brings to the Faithful. He will invite each character to join the Faithful of Fharlanghn and accept the special blessing. For those not of Fharlanghn, he will speak to them about the ways of Fharlanghn and offer each character an atonement if they wish to change faiths (with Ali picking up all costs), join the Faithful and accept the Blessing.

The players do NOT have to decide in character to decide to do this; they may look at the AR before they decide whether to accept. The level requirement is completely waived, and the Gran March residency is waived until the next calendar year.

The characters may stay at the Distant Star for the remainder of the week.

Any characters that are willing to join the Church of Fharlanghn may get Chance of a Lifetime. On this AR only some of the requirements to join the meta-org are waived. Provide them with Player Handout #5 that covers the Church of Fharlanghn Faithful at this time.

Characters that convert to Fharlanghn should cross off not-convert; characters that did not convert should cross off convert.

Divine casters who convert require an atonement, which Ali will provide and absorb all costs. These characters get the atonement item.

Characters who take Chance of a Lifetime get the Special Blessing of Fharlanghn.

If any characters are interested in converting to Fharlanghn and/or joining the Church of Fharlanghn, he will cast an *atonement* spell for divine casters so they might change. He will also invoke a Blessing of Fharlanghn for any who join the Church (join the meta-org with the special conditions) on this AR.

If any character chooses to spend 1 TU helping Ali Taloan with his inn and listening to his stories, they get the Tall Tales favor on the AR. Players decide

If the characters retrieved the documents and gave them to Ridefinder Telloni, then military and veteran characters receive the commendation, and all human, half-elf and dwarf character receive the Recommendation.

If the party met Crimson Fire, and he survived and either was stabilized by the party (or healed to positive) or done non-lethal damage so he would not die, then he will attach himself to ONE character. Only ONE character can gain the Crimson Fire item on the AR. Crimson Fire will use the following criteria in determining who to follow:

- 1) The person who cast Charm Animal
- 2) The person who used Speak with Animal on him
- 3) The person that did the most damage to him (lethal or non-lethal)

Ties go to the tallest character.

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 2

Make sure the traps cannot harm innocents (either by disarming or tripping)

APL 2: 90 xp

Encounter 3

Defeat Spider Swarm

APL 2: 30 xp

Defeat Rat Swarm

APL 2: 60 xp

Encounter 4

Defeat Crimson Fire

APL 2: 30 xp

Encounter 5

Defeat Brotherhood Members

APL 2: 120 xp

Encounter 6

Make sure the trap cannot harm innocents (either by disarming or tripping)

APL 2: 30 xp

Story Award

Accept no direct help from Ali or Sebastian until after Encounter 5

APL 2: 30 xp

Recover Documents or Cover Page

APL 2: 30 xp

Discretionary Roleplaying Award

APL 2: 30 xp.

Total possible experience

APL 2: 450 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 adventure, 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.

Introduction and Encounter 1

APL 2: L: 0 gp, C: 30 gp

Encounter 5

APL 2: L: 322 gp, C: 150 gp, M: *four cure light wounds potions* (16 gp), *bear's endurance potion* (25 gp)

Encounter 7

APL 2: L: 0 gp, C: 250 gp

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 322 gp, C: 430 gp, M: 43 gp – Total: 793 gp (450 gp).

as opposed checks to avoid being tripped. The bonus is +1 for the Faithful, +2 for the Guides, and +3 for the Wards (the ranks in the metaorganization).

ITEMS FOR THE ADVENTURE RECORD

Special

Tall Tales: The character spent 1 additional TU with Ali Taloan after the adventure. All of Ali Taloan's tales were based in fact. You have a +1 circumstance bonus to Knowledge (Dungeoneering) and Knowledge (the Planes) checks to determine information about creatures.

Commendation: Military and Veteran characters receive a commendation from the Gran March military.

Recommendation: Dispatcher Ridefinder Erroll Telloni, Pious Vigil will, once the character meets the requirements of the meta-org, recommend you to join the Knights of the Watch and Dispatch as a squire.

Crimson Fire: The riding dog, Crimson Fire has decided you are his master. He is a riding dog trained for war, (as per the MM). He is trained already with the purpose Defensive Guarding (CV); the command words are in Ancient Suloise. He will not allow himself to actually be ridden. He cannot be sold, though you could find him a new home (NPC only)

Atonement: You got an atonement to change worship to Fharlanghn. Your alignment is now Neutral or Neutral Good and if your class can turn/rebuke undead, you turn undead rather than rebuke.

Chance of a Lifetime: For 3 additional TUs on this AR, you may join as a member of the Faithful of Fharlanghn meta-organization. The region requirement is waived until the start of the next calendar year. The level requirement is waived completely. Check the Gran March metaorganization document for further details.

Special Blessing of Fharlanghn: If you took advantage of Chance of a Lifetime above, you receive this blessing. You must spend 1 additional TU each calendar year beyond this one to renew this blessing.

This blessing grants a sacred bonus to Climb, Swim, Escape Artist, and Survival checks, as well

APPENDIX 1 – APL 2

ENCOUNTER 2

ALCHEMICAL FIRE TRAP CR 1

Description A clever trap that targets the square inside the suite when the door is open. Those who move in those squares are struck with a vial of alchemical fire

Search DC 16 **Type** mechanical

Trigger location,

Effect +8 range touch attack with Alchemical Fire (1d6 first round, 1d6 second round)

Duration Instantaneous

Disarm 16 (11 or less sets it off on disabler)

ENCOUNTER 3

Spider Swarm (1): hp 9; see *Monster Manual*, page 239.

Rat Swarm (1): hp 18; see *Monster Manual*, page 239.

ENCOUNTER 4

Riding Dog (1): hp 16; see *Monster Manual*, page 272.

ENCOUNTER 5

ANDRAN CR 2

Male Human Hexblade 1 Rogue 1

N Medium Human (Suel)

Init +2; **Senses** Listen +4, Spot +4

Languages Common, Suloise

AC 17, touch 12, flat-footed 15

(+0 size, +2 Dex, +0 class, +4 armor, +1 shield, +0 deflection, +0 insight, +0 natural)

hp 14 (1D10+1D6+2);

Fort +1, **Ref** +6, **Will** +2

Speed 30 ft. in masterwork chain shirt (6 squares), base movement 30 ft.; swim 15 ft.

Melee rapier +4 (1d6+2/18-20x2); or dagger +3 (1d4+2, 19-20/x2);

Ranged Light Crossbow +4 (1d8 19-20/x2); Tanglefoot bag +4

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

Base Atk +2; **Grp** +1

Atk Options Will use Tanglefoot Bag if possible at first and then move in to get flank with comrades. Will use Hexblade Curse on toughest looking/most armored PC that is not wearing a holy symbol. Will use his Dodge feat against anyone throwing ranged touch spells or against person he is fighting.

Combat Gear masterwork buckler, two masterwork rapiers, dagger, masterwork light crossbow, masterwork chain shirt, two adamantine bolts, 80 cold iron bolts, Potion Cure Light Wounds x2, two tanglefoot bags.

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

SQ Sneak Attack +1D6, Trapfinding, Hexblade Curse

Feats Lightning Reflexes, Quick Draw,

Skills Tumble +5, Intimidate +5, Swim +4, Listen +4, Spellcraft +1, Spot +4, Escape Artist +5, Balance +5, Climb+5.

Possessions combat gear plus two sunrods and wooden holy symbol of Heironeous, 50 gp.

Hexblade Curse (Su): Once per day the Hexblade may, as a free action (range 60 feet) curse a visible target. The recipient of the curse receives -2 penalty to attack rolls, weapon damage rolls, saves, skill checks, ability checks, for one hour. A Will save, DC 11, negates this effect.

Description Has a tattoo on right shoulder of a scimitar, rapier and dagger in parallel, hilts even. Six foot, pale skin, blond hair, Suel male human. Also has holy symbol of Kelanen tattooed (nine swords in star, hilts touching) on bottom of each foot.

MARCUS CR 1

Male Human Expert 1 Warrior 1

CN Medium Human (Suel)

Init +1; **Senses** Listen +0, Spot +4

Languages Common

AC 17, touch 11, flat-footed 16

(+1 Dex, +6 armor)

hp 10 (1d6+1d8+2);

Fort +3, **Ref** +1, **Will** +2

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

Melee Scimitar +2 (1D6+0/18-20 x2) or dagger +1 (1d4/19-20 x2)

Ranged light crossbow +2 (1d8/19-20 x2) or +2 tanglefoot bag.

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

Base Atk +1 **Grp** +0

Atk Options: Will fight with scimitar in one hand and tanglefoot bag in the other hand. Does not have two weapon fighting so will not use them both in same hand. Once both tanglefoot bags are used, he will grasp his scimitar in two hands for better control.

Combat Gear masterwork banded armor, two masterwork scimitars, dagger, light crossbow, 30 bolts, 2 tanglefoot bags, cure light wounds potion.

Abilities Str 10, Dex 13, Con 12, Int 9, Wis 11, Cha 8

Feats Skill Focus: Profession (Sailor), Skill Focus: Handle Animal

Skills Profession (Sailor) +8, Handle Animal +8, Survival +5, Swim +6 (-2), Spot +5, Sense Motive +5, Ride+6

Possessions combat gear plus ever burning torch, 2 sunrods, 50 gold pieces and wooden holy symbol of Heironeous.

Description Has a tattoo on right shoulder of a scimitar, rapier and dagger in parallel, hilts even. Six foot, pale skin, blond hair, Suel male human. Also has holy symbol of Kelanen tattooed (nine swords in star, hilts touching) on bottom of each foot.

TELLAN

CR 1

Male Human Expert 1 Warrior 1

CN Medium Human (Suel)

Init +1; **Senses** Listen +0, Spot +4

Languages Common

AC 17, touch 11, flat-footed 16

(+1 Dex, +6 armor)

hp 10 (1d6+1d8+2);

Fort +3, **Ref** +1, **Will** +2

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

Melee Scimitar +2 (1D6+0/18-20 x2) or dagger +1 (1d4/19-20 x2)

Ranged light crossbow +3 (1d8/19-20 x2) or +2 tanglefoot bag.

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

Base Atk +1 **Grp** +0

Atk Options: Will fight with scimitar in one hand and tanglefoot bag in the other hand. Does not have two weapon fighting so will not use them both in same hand. Once both tanglefoot bags are used, he will grasp his scimitar in two hands for better control.

Special Actions: If he has warning (dog barking) then he will overturn table and hide behind it with his crossbow at the ready (take 10; DC 15 to Spot). He will ready an action (if initiative is called) to shoot the enemy through the door.

Combat Gear masterwork banded armor, one masterwork scimitar, dagger, one masterwork light crossbow, 30 bolts, 2 tanglefoot bags, cure light wounds potion

Abilities Str 10, Dex 13, Con 12, Int 9, Wis 11, Cha 8

Feats Skill Focus: Profession (Sailor), Skill Focus: Hide

Skills Profession (Sailor) +8, Handle Animal +8, Survival +5, Swim +6, Spot +5, Sense Motive +5, Hide+5

Possessions combat gear plus ever burning torch, 2 sunrods, 50 gold pieces and wooden holy symbol of Heironeous.

Description Has a tattoo on right shoulder of a scimitar, rapier and dagger in parallel, hilts even. Six foot, pale skin, blond hair, Suel male human. Also has

holy symbol of Kelanen tattooed (nine swords in star, hilts touching) on bottom of each foot.

ENCOUNTER 6

VENOM TRAP

CR 1

Description A clever trap quickly constructed to incapacitate the cleric. When the door opens a dart shoots out and strikes the person injecting poison. The trap is cleverly disguised from those inside the room, but outside the room it is quite obvious and easy to disarm.

Search DC 11 **Type** mechanical poison

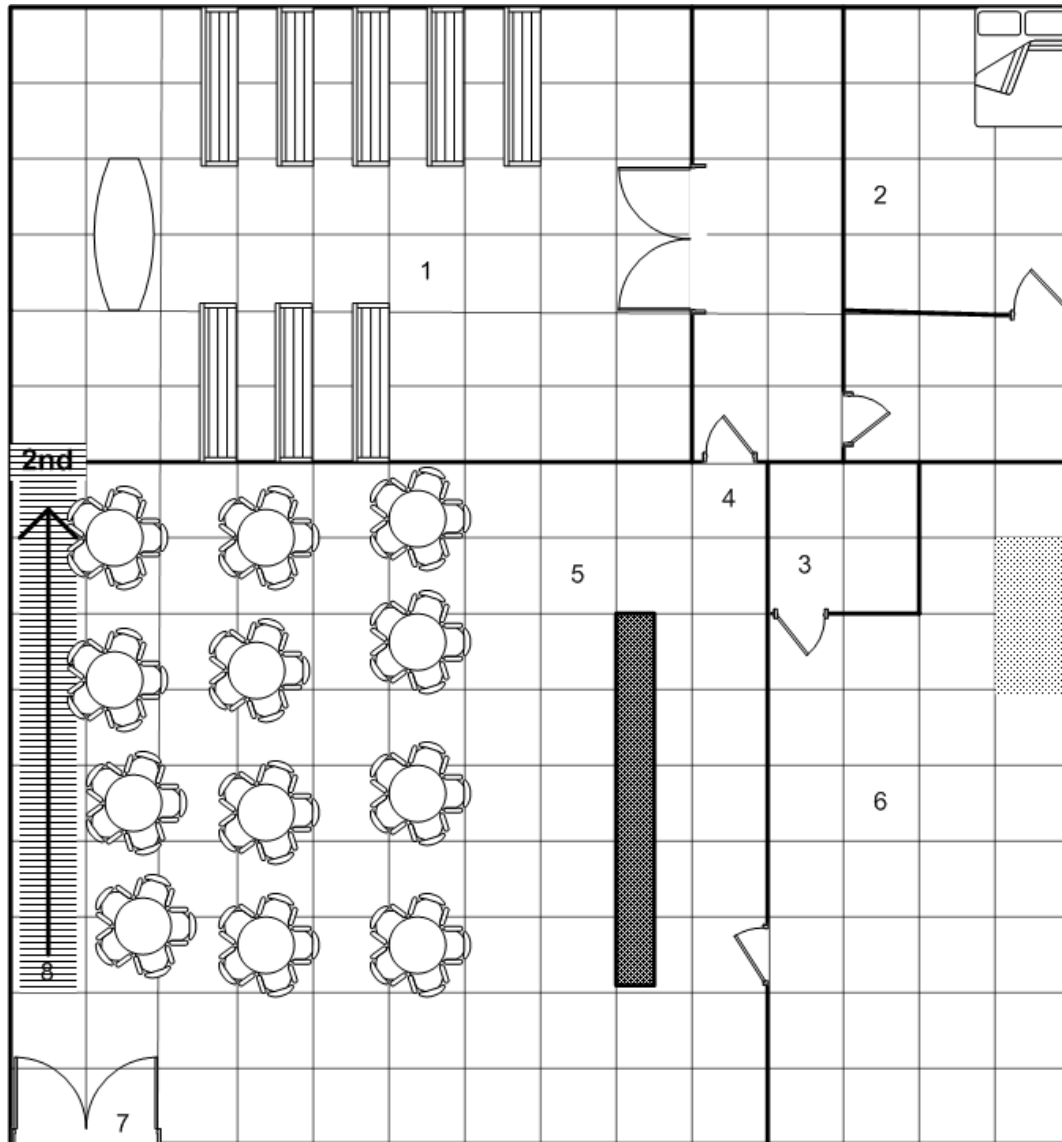
Trigger location

Effect +5 range attack dart (1d4+1) with Giant Wasp Venom (DC 18 Fort; 1d6 Dex/1D6 Dex)

Duration Instantaneous

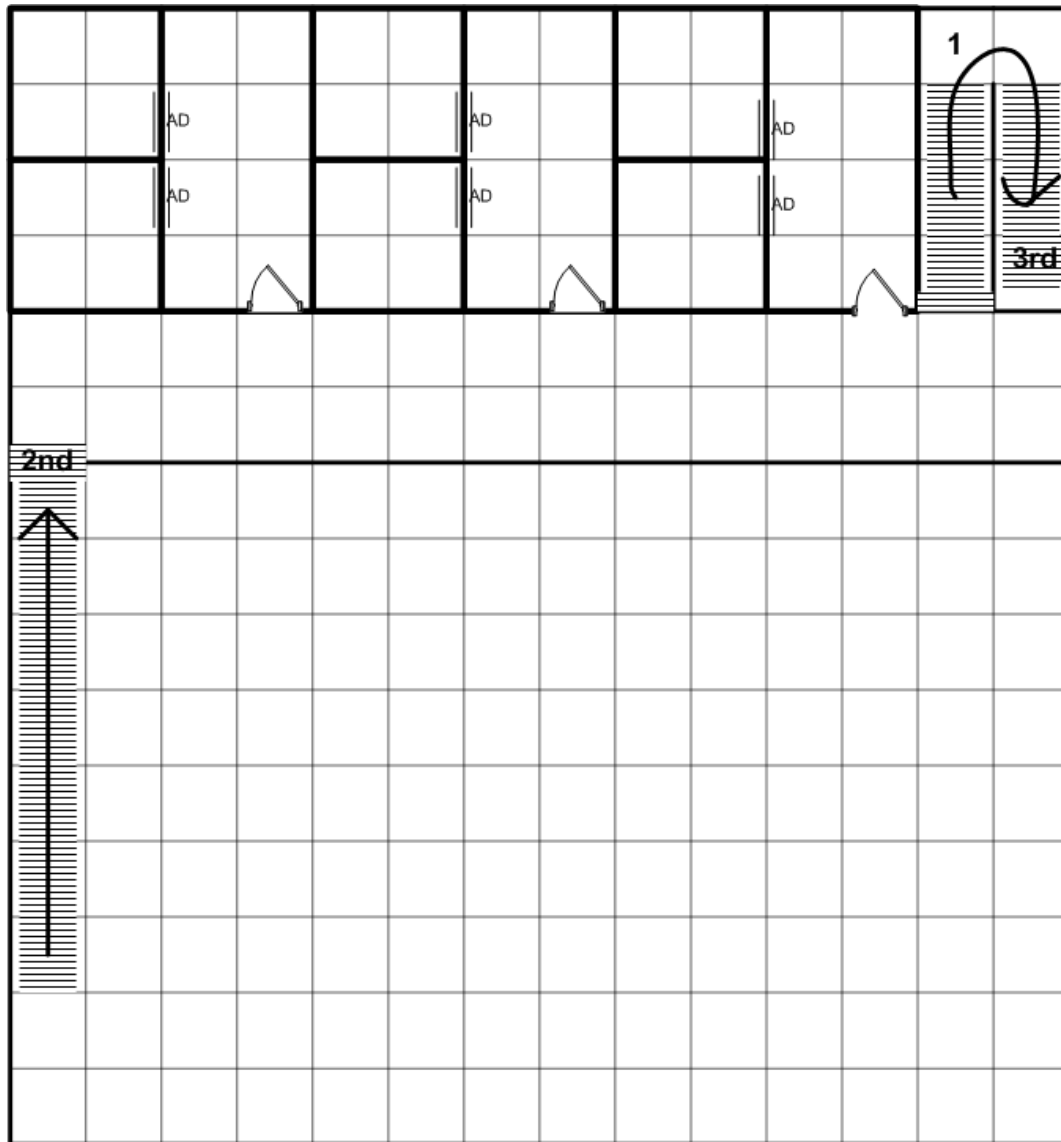
Disarm 11 (6 or less sets it off on disabler)

DM AID: MAP #1 – DISTANT STAR 1ST FLOOR



- 1 Temple to Fharlanghn, with formal blessed alter
- 2 Ali Taloan's personal quarters, the connecting room is a sitting room for entertaining
- 3 Pantry. There is actually a hidden door in Top left corner, DC 20 search to find
- 4 this is the door to Ali's personal quarters that is trapped later
- 5 Common Room with tables and bar. No actually sleeping is done here.
- 6 Extensive kitchen, shaded is chimney and ovens. Unseen servant enchantments wave fans to push smoke from cooking to chimneys.
- 7 Doors to the outside
- 8 Long stair case, as it nears the 2nd floor there is room underneath for part of tables

DM AID: MAP #2 – DISTANT STAR 2ND FLOOR

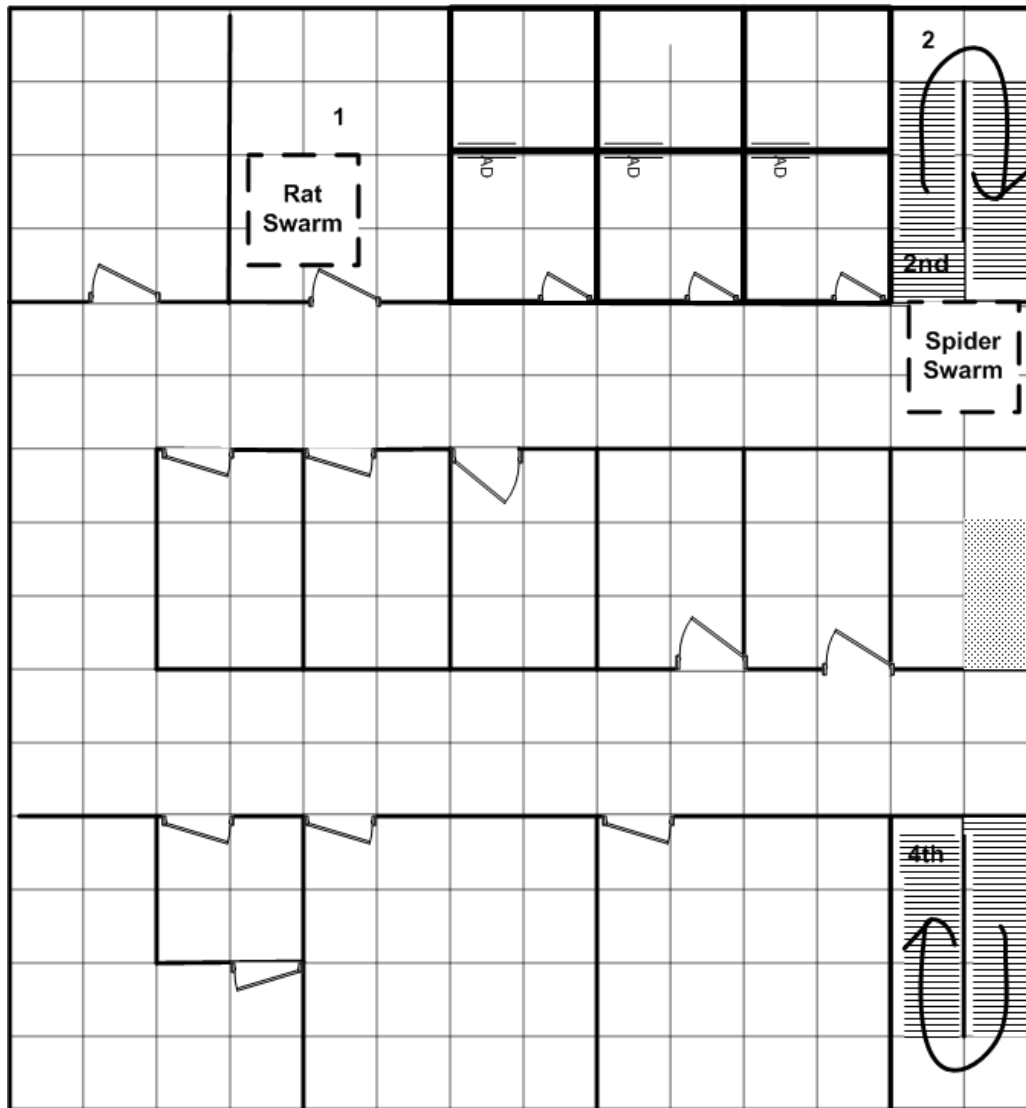


There is a physical wall along the south portion of the 2nd floor. This is to keep noise down in these areas. The rooms on this level are three room suites. Each has a “pocket” door (sliding door type) to the sleeping quarters, and a large sitting type room. The left most suite has a padded area covering the top 10 x 10 area (for large animal companions) and anyone with dog/companion will be put in this suite. The middle set of rooms must be occupied as they will definitely wake up from the noise.

It is the exit doors to these rooms that are trapped.

- 1 This is the staircase where the player characters meet the spider swarm.

DM AID: MAP #3 – DISTANT STAR 3RD FLOOR

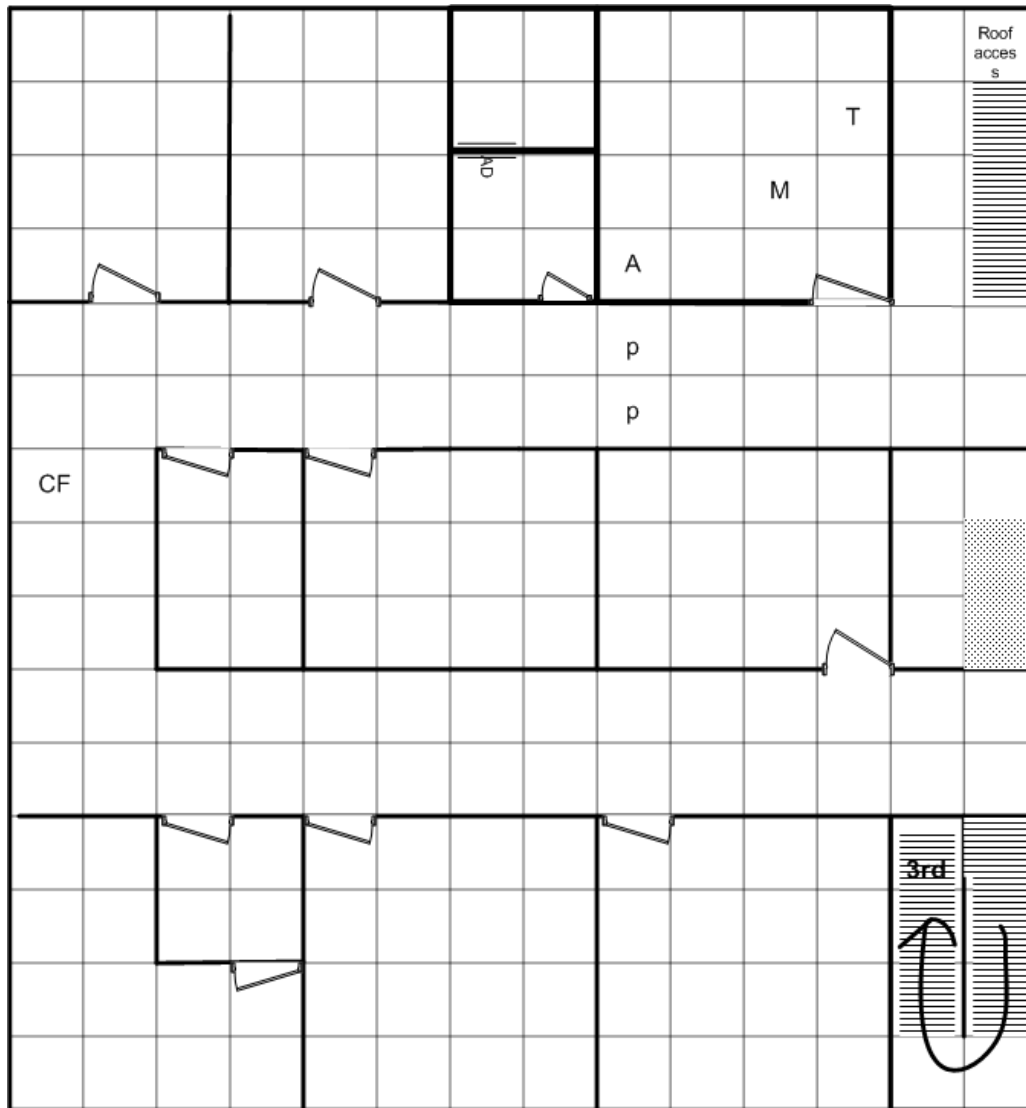


This is the floor where the player characters heard pounding and breaking. By the time they get here the intruders have gone further on, and the leaders have left. Shaded area is taken up by chimneys. There is a secret door to this room, DC 16 to find so the chimney can be repaired. Also laundry is hung to dry along the walls. This room is quite warm.. The rooms on the bottom of this map would normally have balconies, but these have been bricked up with double thick brick walls.

1 In this room the floor has been ripped up. The rat swarm waits to attack until they can see someone outside the door.

2 When the player characters get to this place on the staircase, the spider swarm will begin to come down stairs. It will form a five foot wide twenty foot long area on the stairs and reform to a 10 x 10 square at either the 2nd or 3rd floor depending on which direction they go.

DM AID: MAP #4 – DISTANT STAR 4TH FLOOR



CF Location of Crimson Fire

p Where player characters start if someone failed their move silently check if they managed to get past Crimson Fire without noise

A Andran's location

M Marcus's location

T Tellan's location

Roof Roof access is barred three times and locked on this side. If the player characters wait too long it is possible that Andran, Marcus and Tellan escaped this way.

DM AID: NEW RULES

NEW TRICKS FROM COMPLETE ADVENTURER

Subdue: The animal attacks a designated target creature to deal nonlethal damage, taking a -4 penalty on its attack roll. The animal stops its attack when the target creature lapses into unconsciousness.

Warn: The animal reacts to new creatures coming near, even without any command being given, regardless of whether the animal sees the newcomer, or hears it, or detects the creature with scent. The exact warning sound given (hiss, growl, squawk, bark) varies depending on animal type and the training; this sound IS chosen at the time of training and cannot be changed. If the newcomer does not stop after this warning, the animal attacks.

Hold: The animal initiates a grapple attack and attempts to hold a designated enemy in its arms, claws, or teeth. An animal with the improved grab ability uses that ability in the attempt; otherwise, the attack provokes attacks of opportunity.

Defensive Guarding : An animal trained for defensive guarding knows the tricks defend, down, guard, hold, subdue, and warn.

PLAYER HANDOUT #1 – THE MESSAGE

Greetings,

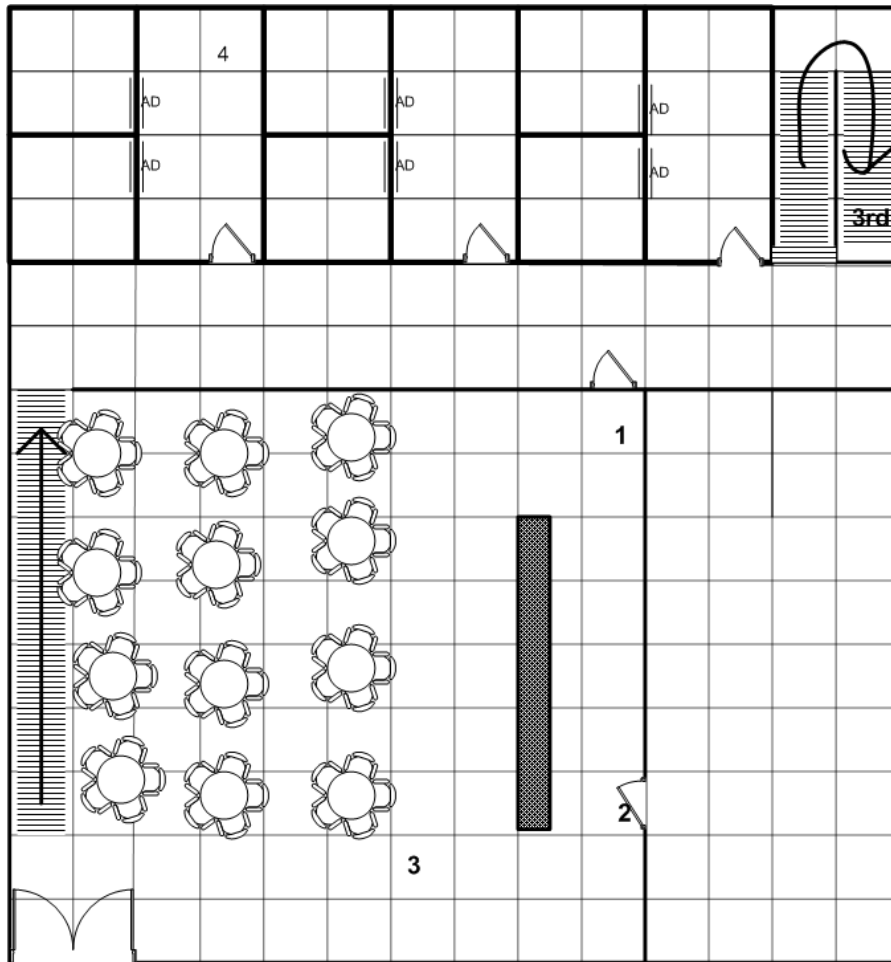
I have been unavoidably detained on a matter of significance. As part of your mission I have paid for your room and inn expenses for the next week to provide you a base of operation for the task at hand. The proprietor knows nothing of your mission, save his inn is convenient to this task.

I will meet you in the morning, shortly past dawn, to discuss the mission at hand. As additional compensation for my delay, please accept this token advanced payment of 25 gp for make up for my lateness on this day.

For Commandant and Country,

Dispatcher Ridefinder Erroll Telloni, Pious Vigil

PLAYER HANDOUT #2 – MAIN LAYOUT



5 feet per square

- 1 The door to Ali's Quarters. His quarters are underneath the 2nd floor area. There is a solid wall separating the high common room from the second floor to cut down on noise.
- 2 The door to the kitchen area
- 3 Common room and bar. The stair case on the left side has been lengthen to not be as steep
- 4 These rooms are three room suites, with sliding "pocket door" type doors to the sleeping quarters. Outside in most of the quarters is a sitting room or working room with desks and tables. There are continual light sconces for light. In the left most suite the top half of the sitting area is covered in thick padded carpeting – most likely a place for a very large dog to sleep.

PLAYER HANDOUT #3 – DOCUMENT COVER PAGE

These are not originals of my notes and books, but they are an accurate coded and ciphered summary and reorganization of the information I provided to Captain Teliz of the 1st Battle. I will return to my post as I believe I am still trusted by this organized crime family.

Be wary, I have heard talk that the family has members that are also Special Constables so members should not get their hands on this information or else my secretive identity is most certainly blown.

Wosel

PLAYER HANDOUT #4 – FAITHFUL OF FHARLANGHN

SUMMARY

Heraldry/ Symbol

The Holy Symbol of Fharlanghn is a wooden disk with a curved line of the horizon carved upon it. Metallic reproductions of the wooden disk do exist for those who wish to be flashy, but the wooden disk is the most accurate. **Fharlanghn N (NG) Favored Weapon:** quarterstaff

Domains: Celerity (CD), Luck, Protection, Travel, Weather (CD)

The Faithful

The Faithful are a small subset of Fharlanghn worshipers. They are more dedicated to the goals and aims of the faith, and spend time maintaining the shrines and chapels scattered around Gran March. These people are also atypical Fharlanghn members. Often they do not travel much except when on Church business, or they do not travel far. Members of the Faithful use the honorific “Brother” or “Sisters,” as in, “Good Morning Sister Ann.” The uniform of the faithful is a brown robe if they are mostly stationary folk, and green if they do not have a permanent home.

Requirements for joining on this AR

To be a member of the Faithful a person must:

- Have a non-evil alignment.
- Swear to adhere to the teachings of the faith in Gran March.
- Spend 3 TUs each year.

Benefits at the time of this game’s introduction in 2007

Those who are members of in good standing have the following benefits: The Faithful may purchase any of the following mundane items: sprayer (A&EG), holy texts (A&EG), triple weapon capsule retainer (CV), quicksilver capsule (CV), ghostblight capsule (CV), masterwork leather scale armor (A&EG), masterwork darkwood tower shield (DMG), masterwork tumbler’s breastplate (RS), masterwork darkwood composite (+3) greatbow (CW), and fog-cutter lantern (A&EG),

The Faithful have access to the Limited Feats: Heroic Destiny (RD), Protected Destiny (RD) and Natural Bond (CV).

+2 circumstance bonus to Diplomacy and Sense Motive when speaking with other members of the Church of Fharlanghn, with merchants, or caravan participants.

+2 circumstance bonus to Ride, Profession (teamster), Profession (sailor), Climb and Swim.

+2 circumstance bonus to Knowledge (local - Sheldomar Valley Metaregion) and Knowledge (local - Core) when the topic involves churches, church leadership, or religion.

+2 circumstance bonus to Knowledge (geography) to know best ways to travel to temples, shrines and chapels in Gran March or to know the location of those facilities.

Those that benefit from travel amenities and the less dedicated members of the faith contribute moneys towards the living expenses of the Faithful. This effectively means that the Faithful members have Standard lifestyle paid for while they are in Gran March.