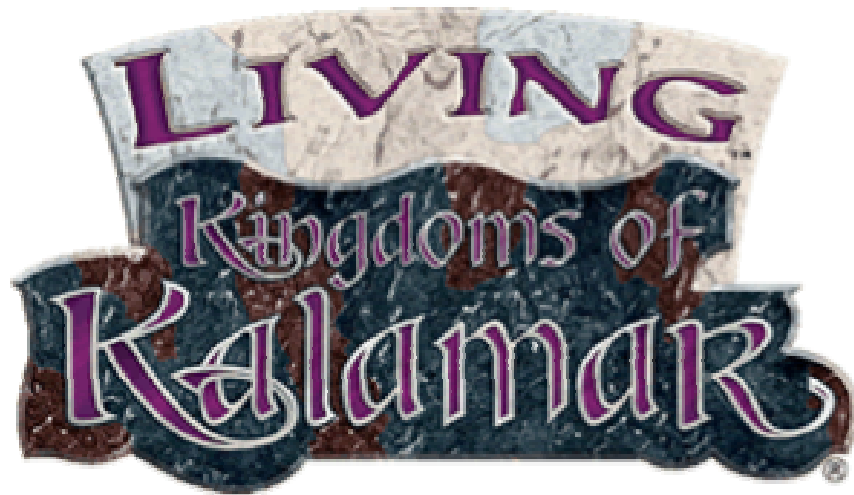


LKOKXX



"Guilty" until Proven Innocent

A One-Round D&D Living Kingdoms of Kalamar[®]
Adventure

By Alana and Tom Abbott

An innocent man has been arrested on charges of gilding lead to create counterfeit Pekalese currency. Can the adventurers prove his innocence? A Living Kingdoms of Kalamar adventure for ATLS 1, 3, 5, 7, and 9.

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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. 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.

Calculating Average Table Level (ATL)

Living Kingdoms of Kalamar uses ATL rather than Average Party Level (APL) in an effort to offer challenging adventures without massacring smaller or imbalanced tables. What this means is that, to calculate the ATL for a table, the levels of all the player-characters are added together. That number is divided by six regardless of how many player-characters there actually are. This number constitutes the party's ATL (rounded to the closest integer). If that number is not offered in the adventure, the players may choose if they play up (a higher ATL) or down (a lower ATL). It is against the spirit of the campaign to deny a player an open spot at a table in an effort to maximize the treasure for the other players at the table. Twelve players should play in 2 tables of 6 not 3 tables of 4.

Once you calculate the ATL write it down here as you will need it later for setting the DC of certain skill checks.

ATL _____

BACKGROUND

During times of war, it has long been the practice of spies to infiltrate their way into enemy territory and counterfeit the local currency in an effort to devalue the coinage. The potential for economic ruin gives a distinct advantage to the homeland of the spy, and his efforts will no doubt be well rewarded.

In order to advance the interests of Tokis, a Tokite spy has infiltrated the Metalsmiths Guild. When the counterfeiting was discovered by the local Moneylenders Guild, N'Ryan Erain, a metalsmith of Kalamaran descent (previously in good standing), was arrested. On top of this, Erain's daughter, a low-ranking member of the City Guard, has gone missing, and Erain has been implicated in foul-play involving his own daughter. Suspected of being a Tokite spy, Erain now faces charges of forgery, murder, and treason against the crown.

While Erain is guilty of gilding lead coins, he is not guilty of killing his daughter, nor is he a Tokite spy. The spy is actually a wizard by the name of Masor P'Deir; upon his arrival in Bet Rogala, he entered into a deal with Olan Trun, a member of the Thieves Guild. Trun agreed to aid the wizard, unaware of P'Deir's Tokite allegiance, thinking only that a counterfeiting caper would raise his own status in the Thieves Guild. Through Trun, P'Deir was able to capture Guard Lissa Erain, and use her captivity as blackmail against Erain. Erain, fearing what the Thieves Guild would do to his daughter, felt he had no choice but to do as he was instructed.

Though his counterfeiting was done masterfully, the Moneylenders were tipped off by an anonymous source (who happens to be a member of the Street Sweepers Guild). When Erain's workshop was searched by members of the Constabulary and the City Guard, gilded lead coins were discovered. Erain was immediately arrested and has been in custody for two days.

Teramon Dseti, one of the higher ranking members of the Metalsmiths Guild, as well as an old friend of Erain's, does not believe his friend to be guilty. Feeling that the local authorities are prejudiced against Erain due to his daughter's suspicious disappearance, Dseti seeks to hire private investigators to discover the truth of Erain's guilt or innocence.

ADVENTURE SYNOPSIS

This module is not a particularly linear adventure. Encounters have been written for each place the adventurers are likely to investigate. *However*, some events will take place regardless of where the adventurers happen to be. To differentiate between the timed events and the investigative encounters, the timed events have been lettered, and the investigative encounters follow the usual numerical progression.

Introduction:

Half-elf Teramon Dseti, either through a post on the board at Independence Square, or by virtue of knowing the reputation of the adventurers, contacts the adventurers and begs for their help. When the adventurers meet with him in his workshop, Dseti explains that his friend, N'Ryan Erain, has been arrested on charges of forgery, murder, and treason against the crown. He feels

Erain *must* be innocent; the Erain he has known over the years could never have done these things! If the adventurers can find the truth behind the matter--even if it means Dseti must acknowledge that his friend is not the man he thought he was--Dseti will pay the adventurers each 100 Victories. Dseti suggests that the adventurers speak with the Moneylenders Guild, as they brought the initial charges against Erain.

Encounter 1:

At the Guildhouse of the Moneylenders, the adventurers meet Venture Capitalist Sil Mezit, a meticulous gnomish accountant currently charged with handling any inquiries into the awful case of Erain the Counterfeiter. Mezit, not particularly fond of dealing with people, repeats the same story as though he has learned it by rote. Adventurers who develop prodding and insightful questions may be able to gain more information than Mezit means to provide.

Encounter 2:

The adventurers will likely want to examine Erain's workshop themselves. The Constabulary have been over the workshop thoroughly, but if the adventurers are careful in their searching, they discover a false-bottomed chest containing several hundred gilded Nobles and a riddle, the answer to which gives them the key to open his safe. Inside the safe is an encrypted journal, which reveals that Erain was being black-mailed.

Event A:

After the second investigative stop, Tall Asha approaches the PCs. She was the Street Sweeper who investigated Erain's dealings with the Thieves Guild, as well as the anonymous provider of the tip to the Moneylenders. What she chooses to reveal to the PCs depends on what they reveal to her; she is a friend of Lissa Erain, and is concerned enough about her friend to tell the PCs about her actual work in the Street Sweepers guild if they seem as though they will be able to solve the case. If the PCs have already found Erain's journal, Asha offers to help them decrypt it.

Encounter 3:

The City Guard, due to the feeling that Erain murdered one of their own, are not particularly willing to engage in questioning Erain's arrest. Gathering official information from the City Guard will require passing challenging diplomacy checks. If the adventurers are completely successful, they will be allowed to

question Erain himself. Erain gives them clues regarding his journal.

Event B:

After the third investigative stop, the adventurers are threatened by the Thieves Guild. A message is delivered to them via crossbow bolt. The member of the guild delivering the message should NOT be allowed to be caught, though PCs should be allowed to make the attempt to track him.

Encounter 4:

At the Constabulary, Constable Galis Belis and dwarven Inspector Wattik Konin are reviewing the case. If the adventurers have already gained more information regarding Erain's arrest and the adventurers are in good standing in Bet Rogala, Belis and Konin compare notes with the PCs, not releasing any classified information. If the PCs present the right clues, Belis and Konin are forthright about their suspicions regarding the Thieves Guild. Belis and Konin also talk about the strange circumstances of Lissa Erain, noting that her body has not been found, and that when her disappearance was reported, the City Guard and Constabulary did record signs of struggle along her beat.

Event C:

Only after the four other places are investigated can the adventurers proceed to the Street Sweepers Guild. The Street Sweepers are very protective of their secret purpose in the city, and it is only with great persuasion that the Street Sweepers acknowledge their true nature. Nefir Garnan, a halfling Victory Way Irregular, makes every effort to counter their questions, unless the adventurers can prove that their intention is truly to solve the crime at hand. As Garnan is about to dismiss them, a Head Sweeper reports that because Tall Asha did not report for duty--an extremely unusual occurrence--another sweeper went to her home to check on her, he found signs of struggle and a note with a location on it, obviously meant to be discovered.

Event D:

Should the PCs decide to walk into this fairly obvious trap, they have the possibility of sneaking in or facing the battle head on. Upon discovering where Tall Asha and Lissa Erain have been held and tortured, they encounter Masor P'Deir, Olan Trun, and three other members of the Thieves Guild who are awaiting their arrival.

Conclusion:

When the PCs report back to Dseti and/or the Constabulary, their testimony is recorded. The presence of Lissa Erain, alive, clears her father of the murder charge, and if the PCs were able to break the encryption on the messages from Erain's workshop, they are able to clear him of the charge of Treason against the Crown as well. However, he will inevitably be found guilty of gilding the coins, and his punishment is a public flogging. In context, the PCs may plead his case to Dseti, and Dseti will be able to help Erain keep his position in the Metalsmiths Guild.

PCs may want to investigate other locations, such as the Mint of the Principality, the Royal Mint, the Goldsmiths Guildhouse, or the Courts of Justice. Players should be encouraged to use their creativity--if there's time, improvise some role-playing--but only gain useful information from the written encounters. They might choose to purchase information in Old Town, the Artisan's District, or the Crying Angel. Purchased information should only echo information they can gain from the written encounters.

INTRODUCTION

Summary: Half-elf Teramon Dseti, either through a post on the board at Independence Square, or by virtue of knowing the reputation of the adventurers, contacts the adventurers and begs for their help. When the adventurers meet with him in his workshop, Dseti explains that his friend, N'Ryan Erain, has been arrested on charges of forgery, murder, and treason against the crown. He feels Erain *must* be innocent; the Erain he has known over the years could never have done these things! If the adventurers can find the truth behind the matter--even if it means Dseti must acknowledge that his friend is not the man he thought he was--Dseti will pay the adventurers each 100 Victories. Dseti suggests that the adventurers speak with the Moneylenders Guild, as they brought the initial charges against Erain.

After the first two paragraphs, two introduction variants are listed below. If PCs have not played "Making a Name," "Domino Effect," or "A Simple Detail," use introduction A. If any of the PCs have played any of these modules, they have gained a reputation for being mystery solvers,

and Teramon Dseti seeks them out personally; in this case, use **Introduction B**.

The sun shines down on Bet Rogala, and the cheerfulness of the sky is a huge contrast to the dourness of the citizens. On warm days like this, without the threat of war, citizens would have been lining the streets, enjoying the weather. Today, however, the streets are quiet, and relatively few street merchants are selling their wares. Even Independence Square seems devoid of activity.

There are very few job opportunities posted at Independence Square. One advertises a position open for a money-changer at the bank Glod, Glod, and Morgan in the Coin District. A second posting advertises: "The Few, The Proud, The Army Scouts," and gives details for enlisting in the Pekalese military. A third posting is signed by David Hammersmith, seeking skilled strong-arms to serve in the Armorers Guild.

INTRODUCTION A

The final posting is in a delicate script. It reads, "Seeking skilled adventurers to investigate a crime. Will be compensated generously. Contact Teramon Dseti." The address listed is for a workshop not far off of Victory Way.

The PCs should be free to choose which of these postings they wish to follow up on. The money-changer position at the bank has already been filled by the time they arrive. (However, any member of the Moneylenders guild not yet affiliated with a bank will be requested to come back for an interview; the meta-org for the Moneylenders is attached at the end of the module.) Applicants to the Pekalese military are instructed to go to the Army Encampment to the south of the city; they should be handed the meta-org requirements from the appendices. David Hammersmith is interested in potential armorers with a strength of 12 or higher who also have 4 or more ranks in Craft: Armor. The Armorers Guild is also included in the appendices.

The adventure will start once the PCs decide to seek out Teramon Dseti.

INTRODUCTION B

Due to the almost eerie feeling of quiet surrounding Independence Square, it is surprising when a well-dressed, half-elven young man approaches your group. If he is nervous to be out when others are hiding at home, he gives no sign of it. He walks up to you directly. "I beg your pardon," he says politely in Merchant's Tongue, "but are you by any chance [insert PCs name/s or name of Adventuring Party here]? My father, Teramon Dseti, asked me to seek you out. He has a problem of rather delicate nature, and had heard by your reputation you might be able to address it."

What is the problem?

"I'm afraid my father didn't give me any details; he only instructed me to seek you out. If you are willing to speak with him, he will explain the matter directly."

Payment?

"He allowed me to say you would be rewarded generously, but didn't mention any specific sums."

PCs agree? The half-elf either leads them to his father's workshop or gives them the address.

PCs refuse? The half-elf apologizes for troubling them, and the module is over.

The PCs should have time here to purchase supplies or follow up on the other job postings. When they are ready, they arrive at Dseti's workshop without trouble. If Dseti's son has brought them, he tells them to go inside but does not immediately follow after.

The sign hanging above the small door of the workshop shows that you are indeed at the correct location. The name "Dseti" is written in elvish script at the top and Merchant's Tongue at the bottom, with the image of a small brass lantern suspended between the two scripts. Inside, the small, front room of the workshop contains displays of various novelties and tools made of brass. A desk off to the right sits in front of an open doorway revealing a set of stairs. To the left, the open wall shows a second, larger room containing a forge and a middle-aged half-elf, pumping the bellows. He looks up from his work,

noticing your arrival, takes off his spectacles, and wipes sweat from his brow.

"Well then, what can I do to help you?"

Allow the PCs to introduce themselves. Dseti immediately steps away from his work to greet them, bringing them back into the front room and pulling some chairs near his desk to make them feel more comfortable. He apologizes for not having enough room for everyone to sit, and leans next to the upstairs doorway so that they can be more comfortable.

"I cannot tell you how grateful I am that you've come," says Dseti. "People like me don't often post on the job boards; my son was my apprentice, my daughter does my paperwork, and I've no need for extra hands in the workshop. But this is the type of thing beyond my means to handle, and I assumed people of your profession would be better suited to private investigation than any of the merchant guilds. . . . But I'm getting ahead of myself. You'll want to hear about the case."

Dseti takes his spectacles and rubs them with a handkerchief from his desk. "I don't know how much you know about the guilds inside the Smiths Guild, so I'll give you a little background. All the smiths--gold, silver, black, armor--are represented as a single guild inside the House of Scale. But we divide into our smaller branches, and each group has a separate building. Outside of my workshop here, I am a member of the Metalsmiths Guild, and a leader of the even smaller subsection of the Goldsmiths Guild. Working with brass is something of a profitable hobby." He gestures around the room at the useful items on his walls. "My real work is at the Mint of the Principality. Up until a month ago, I worked with N'Ryan Erain, who became a good friend of mine."

Dseti puts his spectacles back on and withdraws two Victories from a desk drawer. "Erain left work at the mint to continue his own projects, he said. He seemed nervous about leaving, possibly to the point of being distressed, and though I was concerned, he did not want to speak of it. I heard after he left that his daughter had gone missing, and supposed that was the reason for his change. I hoped that leaving the mint would be a good thing for him, that he would be able to help find his daughter. Unfortunately,

the Constabulary thinks he was up to something else." The half-elf gestures to the coins. "They look like Victories, don't they? If you please, one of you take a dagger and scratch the surface."

When the PCs oblige, they find that the gold is quite easy to chip off the coin. Underneath, the coin is made of lead.

Dseti nods seriously, looking at the false coin. "I've worked with Erain for years. He and I shared many ideas, among them the feeling that our work was something sacred. I feel sure that he would not have done this, and I believe that he was framed. But it gets worse. They've accused him of being a spy for Tokis, and that his gilding was an attempt to devalue the coinage. And he has been implicated in the murder of his daughter, although they've found no evidence that she was killed. The law feels he is thrice guilty, and I cannot imagine his being anything other than innocent. This is why I've called you here." Dseti puts his hands on the desk and looks at each of you in turn. "I want you to discover the truth behind these crimes. Even if it means I must acknowledge that my friend is not the man I thought I knew, I want more than anything for Erain to be given a fair trial. If you can discover the truth, I will pay you each 100 Victories. Will you help me?"

PCs agree? Dseti thanks them wholeheartedly and answers any questions they may have.

PCs say no? Dseti expresses his regret that they will be unable to save his friend's life. The module is over.

When was he arrested? Erain has been in custody for two days.

Why does the Constabulary think he is guilty? Several gilded coins were found at his workshop. The Constabulary allowed Dseti to keep two, due to his position inside the Goldsmiths Guild.

About Erain's daughter? Lissa Erain is in her early twenties and is a member of the City Guard. This is possibly the reason why the City Guard refuses to consider that Erain might be innocent--one of their own has disappeared.

About Erain's workshop? Erain had no apprentice, because until a month ago, he worked only at the Mint of the Principality. His workshop was investigated by the Constabulary, but it is not under guard as far as Dseti knows. He gives the PCs the address.

Who brought charges against Erain? The Moneylenders brought the initial charges against Erain. They were tipped off by an anonymous source. Dseti believes that the someone might have framed Erain.

Where is Erain being held? The City Guard locked him in the Five Towers. Dseti isn't sure that the Guard will let the PCs interview Erain, but it is possible.

When the PCs have finished asking questions, allow them to decide where they wish to go to investigate.

ENCOUNTER 1

Summary: At the Guildhouse of the Moneylenders, the adventurers meet Venture Capitalist Sil Mezit, a meticulous gnomish accountant currently charged with handling any inquiries into the awful case of Erain the Counterfeiter. Mezit, not particularly fond of dealing with people, repeats the same story as though he has learned it by rote. Adventurers who develop prodding and insightful questions may be able to gain more information than Mezit means to provide.

The Moneylenders Guild is a two-story wooden building on Army Way. A map of the civilized world is posted on a sign standing outside the guildhouse, as though proclaiming that all the currencies in all the world can be changed over here--for a small and perfectly reasonable fee. Although the door is open, the elaborate locking mechanism used overnight is clearly evident. There are several desks around the room, each with a moneylender seated behind it. A row of elaborately designed chairs line the walls next to the door for people waiting to see a moneylender. Behind the desks are huge maps of selected areas of Tellene.

Allow characters to wait momentarily. They will be instantly aware that though the chairs are obviously expensive, they were certainly not designed for comfort.

The first moneylender to become available is seated under a map of Pecal. The gnome is meticulously dressed in fine clothing, and the plaque on his desk introduces him as Venture Capitalist Sil Mezit. He smiles broadly as you approach, in the way someone smiles when they expect to see a profit by your presence. "Welcome, welcome," he says. "A whole adventuring party, I see? Well, then, how may I aid you in managing your wealth today?"

As soon as the adventurers mention they are investigating the N'Ryan Erain case, Mezit's entire demeanor changes. Now he looks at them as though they are insects--annoying, with no possible profit involved for him.

"Ah, the case of Erain the Counterfeiter," Mezit begins. "Here is all the information I have. The Guild received an anonymous tip that Erain had been creating counterfeit currency. This tip explained that we could find the proper molds, previously stolen from the Mint of the Principality, in his home workshop. We reported this to the City Guard, and the Guard, with the proper representative of the Constabulary, investigated Erain's workshop and discovered the molds, along with a representative sample of the false coinage." Mezit laces his long fingers together and smiles an emotionless smile. "We assure you that all proper evidence was discovered, and that the Moneylenders Guild is taking extreme care examining all Victories that pass through these doors. All of the various banks and lending agencies in town have been alerted to this dreadful occurrence, as have both mints, which, I understand, have heightened their security measures. Please rest assured that the Moneylenders Guild will prevent the devaluation of the Victory and that your money is safe with us. Is there anything else I can help you with?"

In order to get Mezit to respond to any further questions, PCs must be polite in their inquiry (and, of course, opening an account with Mezit couldn't hurt). If they succeed in a **Diplomacy roll DC 11+ATL**, Mezit will grudgingly answer more questions.

Who received the tip? The tip was delivered as a sealed message, addressed to the Gold Thumb,

Fargashad Gramdal himself. Whether or not he was the first to read it, Mezit is unsure.

Who is handling all inquiries regarding Erain? That, to his dismay, is Mezit.

Who alerted the Guard? Mezit is unsure as to the identity of this person; perhaps the Guard would know?

What did they discover at Erain's workshop? Just the molds and a small amount of false coinage.

Is it possible that Erain could have been framed? Mezit laughs at this idea, expressing his opinion that certainly Erain is guilty, and only someone very naive would hope for the man's innocence. Mezit understands that Erain has also been charged with treason against the crown and murder. Why would anyone think a man charged with those crimes could be innocent?

Were the only false coins Victories? Yes. Mezit seems disturbed that the idea of counterfeit coinages outside of what he's already said might occur to someone.

Who investigated the case? Mezit is certain that the Guard or the Constabulary would better be able to answer that sort of question.

Mezit honestly has no further information to give the adventurers. As far as he and the Moneylenders Guild are concerned, the case is closed.

ENCOUNTER 2

Summary: The adventurers will likely want to examine Erain's workshop themselves. The Constabulary have been over the workshop thoroughly, but if the adventurers are careful in their searching, they discover a false-bottomed chest containing several hundred gilded Nobles and a riddle, the answer to which gives them the key to open his safe. Inside the safe is an encrypted journal, which reveals that Erain was being black-mailed.

The address for Erain's workshop leads you into the Coin District, far from the other smithies of Bet Rogala. The building is small--much smaller than Dseti's--and locked.

The wooden building is one story and does not have a sign proclaiming it to be Erain's workshop. The only evidence they have that this is the right building is the address they were given by Dseti. The front door is the only entrance to the building, and it is locked with a standard lock (**Open Locks DC 20**). There are several windows: one at the front of the building, one on each side, and one in the back, each raised about three feet off the ground. The window in the back is open a crack; a small-sized PC or a smaller medium-sized PC could probably fit through the window. There is also a wide chimney (attached to the forge inside) which PCs could enter through with appropriately difficult skill checks (**Climb DC 25** to get onto the roof and **Climb DC 15** to make it down the chimney without falling). As the forge has not been lit since Erain was taken into custody, there is no danger of the PCs being injured by heat; however, if the PCs go to Erain's workshop in the afternoon, the sun has warmed the brick on the outside of the chimney, so they may believe the forge to be active. Encourage this misconception.

As a note, according to the laws of Pekal, breaking and entering is technically *not* illegal (unless the trespassing occurs on the lands of one of the Honorable), though it is possibly immoral. Removing anything from a place which you've broken and entered into *is* technically illegal without permission from the City Guard or the Constabulary. PCs who are members of the City Guard would legally be allowed to retrieve evidence from Erain's workshop. Any other PCs would need to receive a search warrant from the Constabulary or the City Guard to legally remove evidence--if PCs are worried about legality.

Once inside, PCs see that the entire building is a single room, although part of it is sectioned off by partitions. PCs with **Profession (carpenter) or Profession (armorsmith, blacksmith, or weaponsmith) on a skill check DC 15** notice that the forge is new, possibly only two months old, and that where it is located likely replaced a previous kitchen. Forges are always allotted a separate building, or at least a separate section of a building (as in the case of Dseti's workshop). To have a forge in a living area is very strange.

On the other side of the main room is a large bed. Between the bed and the door is a very old,

well used desk. Behind the bed is an unlocked chest. The only thing adorning the wall is a cabinet, which is locked (**Open Locks DC 24+ATL**).

PCs who perform a **Search DC 20** on the chest realize it has a false bottom. By removing the contents (an extra set of clothing, some inconsequential paperwork, and three small sacks of 10 gilded Victories each) they can retrieve what is contained in the secret compartment: a piece of paper with names of monetary denominations and a key (which opens the cabinet). Give the players **Player Handout #1**.

Inside the cabinet is a poorly made journal, bound by twine. Written in it seems to be a log of monetary exchanges, notes on the exchange rates between currencies, and sections written in code. Give the players **Player Handout #2**.

Behind the partitions is a single bed with a straw mattress, a small dresser with a hairbrush and a helmet on it, and a small bed-side table with a well-loved book, a purple drinking glass, and a candle. Next to the bed is a can of metal-polish.

There is nothing else of interest for them to discover in Erain's workshop. The molds he is accused of having stolen from the mint are already in custody of the Constabulary.

EVENT A

Summary: After the second investigative stop, Tall Asha approaches the PCs. She was the Street Sweeper who investigated Erain's dealings with the Thieves Guild, as well as the anonymous provider of the tip to the Moneylenders. What she chooses to reveal to the PCs depends on what they reveal to her; she is a friend of Lissa Erain, and is concerned enough about her friend to tell the PCs about her actual work in the Street Sweepers guild if they seem as though they will be able to solve the case. If the PCs have already found Erain's journal, Asha offers to help them decrypt it.

Wherever the adventurers have just been, Tall Asha will be waiting across the street, leaning against one of the buildings. Allow the PCs to make spot checks vs. Tall Asha's hide check (see Tall Asha's stats in the appendix).

As you begin to leave the building, a tall woman seems to materialize across the street. She saunters over toward your group, casually, stooping slightly at the shoulders as though intentionally looking unassuming, pulling a broom along beside her. Other travelers walking down the street seem not to notice her at all--strange for a woman nearly as tall as an average Fhokki man.

She touches the brim of her cap, tilting it slightly in greeting. "G'day, travelers. Name's Tall Asha. Heard tell you're lookin' into the small matter of some money as wasn't rightly made. Do they tell it true?"

If a member of the Street Sweeper's Guild or someone familiar with the Guild (in character--they should have a good reason why they know) is in the party, they may call Tall Asha out on her identity within the Guild. Tall Asha keeps her humble demeanor, but is more forthright with information if she knows the adventurers already know the guild's secret.

*PCs treat Tall Asha rudely--*Tall Asha continues to react in her humble fashion, apologizing for inconveniencing her "betters." She tips her cap again and politely requests that if the adventurers gain any information about the kidnapping of Lissa Erain, they leave a message for her at the Street Sweeper's Guild. She then attempts to leave, unless stopped by questions.

PCs introduce themselves/ask why she's interested:

Tall Asha shrugs, saying, **"Guard Erain, she's a friend of mine. Was just thinkin' that her father's business might have had something to do with her havin' gone missing. Not as I'd know, humble sweep that I am. But such folks as you? Don't mind my sayin', but surely folk of your stature and wisdom'd have some information for a girl's troubled mind?"**

Tall Asha is not telling the whole truth here. If PCs wish, they can make a Sense Motive check vs. Tall Asha's Bluff check at any of her answers.

*PCs ask what she knows about Lissa Erain's disappearance--*Tall Asha honestly doesn't know much, only that Lissa Erain was kidnapped while she was on duty about two months ago. That no body was discovered means to her that Lissa is

still alive somewhere. As far as Tall Asha knows, Lissa didn't have any real enemies, aside from those she earned just from being a member of the City Guard.

*PCs ask what she knows about N'Ryan Erain's counterfeiting--*Tall Asha confesses that she has spent some time around Erain's workshop since Lissa disappeared and purposely got herself assigned to sweep in this area. She admits to having seen some unsavory types come to Erain's workshop after dark, but claims not to know any more. If pressed (**Diplomacy DC 15+ATL** or if any of the adventurers are Street Sweepers), Tall Asha will acknowledge that she actually did poke around Erain's workshop and discovered what Erain was involved in. After consulting people whose wisdom was greater than her own (i.e. higher-ups in the Street Sweepers Guild), she left the anonymous tip with the Moneylenders.

*PCs accuse Tall Asha of being a member of the thieves guild--*Tall Asha will have absolutely nothing more to do with the PCs, barring a sincere apology.

*PCs mention the strange cipher in the journal--*Tall Asha says she's good at this kind of thing. She has other things to do now, but if they meet her at the Street Sweeper's Guild house at dusk, she'll help them sort it out.

However the conversation ends, Tall Asha encourages the PCs to seek her out at the Street Sweepers Guild house at dusk. She may stress this in an effort to make the PCs realize it is a clue. However, she will not reveal the nature of the guild unless the PCs are already aware of it.

ENCOUNTER 3

<p>Summary: The City Guard, due to the feeling that Erain murdered one of their own, are not particularly willing to engage in questioning Erain's arrest. Gathering official information from the City Guard will require passing challenging diplomacy checks. If the adventurers are completely successful, they will be allowed to question Erain himself. Erain gives them clues regarding his journal.</p>

The City Guardhouse stands three stories high, but even at its tallest, it falls under the shadow of the Five Towers of Gallows Circle.

The first floor has no windows, and a simple wooden door serves as the main entrance.

Within are three somber-looking guards. One, a Brandobian woman, is going over paperwork; the second, a dwarf, is polishing his helmet; and the third, a tall man of mixed-human descent, is pacing the floor. They look up in unison as you enter.

The three guards, Avil Blesna (the Brandobian), Torfel Gorkiln (the dwarf), and Barik (the mixed human) were all part of the group who arrested Erain. Torfel and Lissa Erain often had the same beat, and all three were friends of Lissa's. Because of this, they are touchy on the subject of Erain's possible innocence--as far as Torfel and Avil are concerned, Erain deserves to die.

Barik, however, sees the flaw in this logic. What if Lissa isn't dead? While he, too, believes the worst, he hopes that he is wrong. As PCs interact with the three guards, a **Sense Motive DC 15** should make it clear that Barik is the most sympathetic to their plight.

The Guards have the following information:

- Erain was arrested on charges of forgery, murder, and treason against the Crown
- He is being held in the Five Towers and is not allowed visitors
- He has been in custody for two days
- The constables discovered counterfeit Victories--gilded lead--in his workshop, as well as molds that appeared to be from the Mint of the Principality
- Lissa Erain has been missing for two months. She is presumed dead.
- The constables suspect Erain of murdering his daughter because she discovered his plans to devalue the currency, most likely on behalf of Tokis
- Erain has a reputation as a sympathizer to the Vast

This information should be gained through role-play; the Guards, though still mourning their friend, have no motive for keeping this information hidden.

If PCs realize that Barik might be of help to them, they are able to convince him to take them to see Erain with a roll of **Diplomacy DC**

12+ATL. If the request is directed to either of the other Guards, the difficulty increases to **DC 18+ATL.**

Continue on in this Encounter only if the PCs succeed. If not, move on to their next location.

The only entrance into the dungeons of the Five Towers is through the Guardhouse. The two guards who stand on either side of the door give Barik a nod as he leads you past. From the door, five individual hallways lead to their respective towers; without hesitation, Barik leads you down the center corridor. The Towers strike you as impregnable, but more so, they are intimidating. Even Barik, who must have walked these corridors many times, seems ill at ease inside the prison.

Note: PCs who have played "The Domino Effect" may have been in the Five Towers before. Regardless, the towers give off the same feeling of claustrophobia and intensity; this is a place where people are sent to die, or worse, to be entirely forgotten.

From the light of Barik's torch, you see that most of the cells in this area are empty, and the prisoners are spread out with several empty cells between them. Though you can be confident that the prisoners are guilty, it is hard to look at them without pity; they are lifeless and lethargic; they are obviously without hope. The most hopeless of them is a Kalamaran man, who stares blankly out of his cell and appears not to notice your approach. Barik stops in front of him.

"N'Ryan Erain," Barik says, staying about a foot back from the cell bars. Erain blinks absently, and it takes a moment for his eyes to focus. "Erain," Barik says again. "There are some people here who'd like to ask you some questions."

Erain is certain that since he's been captured, his daughter must have been killed by the Thieves Guild, and the PCs will have to get through his haze of mourning to get any information out of him. If they say they are trying to find the whereabouts of his daughter, he immediately responds, answering their questions quickly and to the best of his ability. Otherwise, he will hesitantly give answers if the PCs succeed at a **Diplomacy DC 15+ATL.**

Erain has the following information.

- He did not murder his daughter. He would never have done that--she meant the world to him. But he believes he may be responsible for her death, in which case he feels he deserves to be hung!
- He is not sympathetic to the Vast. His family fled the Vast and came to Pekal to seek refuge from Emperor Kabori's oppressive laws and policies. He doesn't know the details of his family's immigration, but he considers himself to be a true Citizen of Pekal and a supporter of the Crown.
- He did counterfeit coins. He didn't want to.
- He cannot say why he counterfeited the coins. They might somehow get word that he spoke of it.
- He kept records of all of his activity in a journal. He used letters to keep track of things. (He is purposely vague on this, but he does try to give the PCs a clue to look at the first letters on his list, which will correspond with the alphabet in Merchant's Tongue.)

Erain wants the PCs to solve the mystery, but is hesitant to give them much information, in case his daughter might still be saved--he doesn't want to take the chance that one of the PCs is actually from the Thieves Guild and will kill her because he has revealed too much to them.

When the PCs are finished with their questioning, Barik leads them back to the City Guardhouse.

EVENT B

Summary: After the third investigative stop, the adventurers are threatened by the Thieves Guild. A message is delivered to them via crossbow bolt. The member of the guild delivering the message should NOT be allowed to be caught, though PCs should be allowed to make the attempt to track him.

The Thieves Guild is onto the PCs. After they leave their third investigative stop, the Thieves Guild becomes directly involved.

Choose the PC who is mostly likely to survive being hit by a crossbow bolt. A member of the

Thieves Guild aims at this PC from a distant building. Make an attack roll with an attack bonus of the module's **ATL+4**. At **ATL 5** and higher, the bolt is poisoned with Kobold Squeeze (**Fortitude save DC 13** – this is a modified poison, and has been made with a stronger DC than normal Kobold Squeeze). If the attack succeeds, read description **A**; if not, use description **B**.

It seems the more you investigate, the more you learn--though it seems as though not all the clues are leading you in the same direction. There may be more at work here than what lies below the surface. What you need some direct evidence...

Result A

As though in answer to your needs, a crossbow bolt flies down from the heavens, burying itself in [PC's name]'s back.

Result B

As though in answer to your needs, a crossbow bolt flies down from the heavens, right past [PC's name]'s nose, and with a thud, buries itself in the wall in front of you.

If the attack succeeds at ATL 5 and higher, have that PC roll a fortitude save. All other PCs may make two **Spot checks**; on a **DC 10**, the PCs notice the note attached to the crossbow bolt. It is impossible, however, to discover the location of their assailant regardless of how high their Spot check is. This is just to make the players roll and feel a bit jittery.

Give PCs player handout #3, which contains the threat from the Thieves Guild.

ENCOUNTER 4

Summary: At the Constabulary, Constable Galis Belis and dwarven Inspector Wattik Konin are reviewing the case. If the adventurers have already gained more information regarding Erain's arrest and the adventurers are in good standing in Bet Rogala, Belis and Konin compare notes with the PCs, not releasing any classified information. If the PCs present the right clues, Belis and Konin are forthright about their suspicions regarding the Thieves Guild. Belis and Konin also talk about the strange circumstances of Lissa Erain, noting that her body has not been found, and that when her

disappearance was reported, the City Guard and Constabulary did record signs of struggle along her beat.

Just beside the City Guardhouse is a slightly smaller building bearing a sign that proclaims it as the offices of the constabulary. A smaller sign hangs from the door, and reads in rather delicate script: "Offices closed. All inquiries handled by City Guard." This is first printed in Low Kalamaran, and followed by various languages until all the languages spoken in Bet Rogala are represented.

If the PCs wait or poke around the building for a moment before moving on, they are rewarded as Constable Galis Belis (whom PCs may have met in "The Domino Effect" and "On the House") and Inspector Wattik Konin approach the building. Konin, a dwarf with a neatly trimmed brown beard, is smoking heavily on an ornate pipe. Before the PCs can approach, Konin greets them.

"Well, well, if it isn't our amateur investigators." Trails of smoke swarm up either side of the dwarf's nose, but it is possible that he is smiling. "Had a feeling you'd turn up. Didn't I say we should be coming back to the office, Belis?"

If there is time for some interplay, allow Konin to react to the PCs as though he knows all about them. He may have heard things from contacts around the city--Konin actually knows about the Street Sweepers Guild, and they know about everything--or he may surmise their class/skills by various articles of clothing they wear, smells on their person, or objects they carry.

Eventually, after making the attempt to dazzle PCs with his display of deduction, the constables invite the PCs into the Constabulary; Belis unlocks the door and Konin lights a lamp as they enter. There are several desks in the main room, all of them littered with paperwork. Konin crosses the room to a large wooden cabinet and pulls out a box containing all the evidence gathered for the Erain case.

Before opening the box, however, the constables ask what the PCs have already learned. In part this is not to repeat any information, but in part it is also to find out if the

PCs have genuine intent to solve the crime, whether it prove Erain innocent or guilty.

After presenting their information, PCs should make a **Gather Information check DC 18+ATL** to see what the constables will reveal. They receive bonuses as follows:

- "Thanks of Galis Belis" cert: +4
- Having decoded Erain's journal and presented that as evidence: +4
- Having spoken with Erain: +2
- Mentioning the lack of evidence supporting Lissa Erain's murder: +2

The constables have the following information:

- Erain was a member of the metalsmiths guild in good standing for years, diligently paid his taxes, and was thought to be a loyal citizen of Pekal. He had, previous to this, never had any trouble with the law.
- The forge was built in his home less than a week after Lissa Erain's disappearance. Konin believes that this hints at an outside force having kidnapped Lissa Erain, possibly as a threat to convince Erain to cooperate with the plot.
- There were signs of struggle along Lissa Erain's beat when the investigation of her disappearance took place. No body was found. Lissa Erain was a guard in good standing who was looking forward to continuing to advance in the ranks.
- Erain has not made a plea of innocence or guilt.
- The molds discovered at Erain's workshop were not stolen from the mint (as such a theft would certainly have been reported earlier), but were very clever replicas.
- Konin suspects Tokite involvement in this plot, but as yet has found no link to Erain and Tokis.
- Belis suspects that the Thieves Guild is somehow involved--because without their support, he doubts that the counterfeiting could have succeeded. This is just a hunch.
- Konin notes that several sources saw Erain meet with people after dark. He suggests that the Street Sweepers might have more information on this score (as they witness much business that occurs on the streets after dark),

although he notes that they have thus far been able to provide other suspects.

Regardless of whether or not the constables share their information, they encourage the PCs to return to report whatever they discover.

EVENT C

Summary: Only after the four other places are investigated can the adventurers proceed to the Street Sweepers Guild. The Street Sweepers are very protective of their secret purpose in the city, and it is only with great persuasion that the Street Sweepers acknowledge their true nature. Nefir Garnan, a halfling Victory Way Irregular, makes every effort to counter their questions, unless the adventurers can prove that their intention is truly to solve the crime at hand. As Garnan is about to dismiss them, a Head Sweeper reports that because Tall Asha did not report for duty--an extremely unusual occurrence--another sweeper went to her home to check on her, he found signs of struggle and a note with a location on it, obviously meant to be discovered.

After all four "encounters" have taken place, guide the PCs to the Street Sweeper's guild house.

Among the other buildings in the municipal district, the guild house of the Street Sweepers stands out, not because it has a particularly distinguished look, but because it is immaculately clean. The walls are obviously scrubbed with a regularity not received by the other buildings in the district. The door knocker and handle are so polished that they seem to glow of their own accord.

The inside of the building is no less pristine. In the small front room, there are a few simple wooden chairs, varnished and dusted with care, for those few visitors who might wait to meet with the guild's leaders. A burned wooden sign, reading, "No smoking" in several different languages (accented by a dwarven-style icon indicating the inappropriateness of pipes on the premises) hangs on a shining chain above a perfectly organized desk. Sitting behind the desk is a halfling woman wearing well-pressed, serviceable clothing, whose dark hair is tied back into a braid from which no hair strays.

She is bent over a scroll, alternating between scrawling notes onto it and crinkling her otherwise perfect forehead in concentration.

Nefir Garnan is an undeniably attractive halfling, as well as an accomplished spy. The evening the PCs arrive, she is dealing with the typical front-room administrative duties of the Street Sweepers Guild--mainly, making absolutely certain that no one in their right mind would expect that there is more to the sweeps than meets the eye. She plays the perfect secretary, assuring them they can set up an appointment with one of the guild leaders, or offering them the services of the Sweepers, who are expanding their operations to include washing windows and other in-home duties. Garnan will only provide real information to the PCs if they can pass two subsequent **Diplomacy checks DC 14+ATL** while explaining their intentions of solving the crimes for which Erain has possibly been framed. (Mentioning the desire to save Lissa Erain's life also qualifies as showing their true intent.) Garnan will provide information separately to any member of the Street Sweepers Guild.

Nefir Garnan may reveal the following (as the Judge deems appropriate):

- Tall Asha was promoted to Head Sweeper this past month.
- Garnan herself is a Victory Way Irregular--one of those who maintains the highest rank given to the sweepers.
- The Street Sweepers wage an ongoing, secret war against the Thieves Guild of Bet Rogala.
- Tall Asha was on assignment to determine if the Thieves Guild had recruited N'Ryan Erain.
- Due to the evidence Asha gathered, it seemed undeniable that Erain had fallen in with the Thieves Guild, and therefore Asha turned him in to the Moneylenders in hopes of foiling the efforts of the thieves.
- Tall Asha has also reported suspicions that the Thieves Guild was involved in the kidnapping and probable murder of Lissa Erain.
- The Street Sweepers have sent a message to a contact at the constabulary stating that they do not believe Erain acted alone, nor do they believe he is guilty of murder. Because

the Street Sweepers cannot provide witness (as they are often not taken seriously by juries due to their low-born occupation, and, as giving witness might mean revealing their true nature), they are unsure how the constabulary will use the information they have provided.

- Tall Asha was due to report an hour ago to pick up both her assignment and the assignment of the sweeps under her. She has not yet checked in, which is unlike her.

Having given them all the information Garnan deems pertinent, she bids them good evening, wishing them the best of luck in their investigation.

As you turn to leave, a filth-covered sweep rushes in from the back of the building, trailing in footprints of soot that mar the clean floor. Garnan does her best to look annoyed at this, but this seems intended to cover another reaction. "Pardon," the sweep says with a nod to you, then turns to Garnan and speaks to her in halfling.

"Head Chef Asha seems to have gone out after some flour. Left the bread in the oven. Might burn." He hands Garnan a small piece of paper.

Garnan reads the note, then hands it to [insert PCs name], her lips tight. "It seems someone noticed your association with Tall Asha," she says. "It also seems you've put one of my sweeps in danger. What do you intend to do about it?"

Give PCs player handout #4, addressed to one of the PCs (the Judge should write in the PC's name before handing them the note), which says the Thieves Guild have made good on their threat by kidnapping an associate of the PCs... namely Tall Asha. It states that the writer of the note would just like to meet with the PCs so they can discuss how best to work out their differences. The note gives no indication that the Thieves Guild knows anything about the involvement of the Street Sweepers in the investigation of Erain.

If the PCs agree to go and either know the true nature of the Street Sweepers or received information from Garnan, Garnan informs them that the Thieves Guild is suspected of being

organized in cells--even though this is obviously a trap, the PCs should encounter only a small group of Thieves Guild members. She wishes them the blessings of Risk as they go forth.

EVENT D

Summary: Should the PCs decide to walk into this fairly obvious trap, they have the possibility of sneaking in or facing the battle head on. Upon discovering where Tall Asha and Lissa Erain have been held and tortured, they encounter Masor P'Deir, Olan Trun, and three other members of the Thieves Guild who are awaiting their arrival.

The location given on the note is an abandoned three story building, which had likely once been an inn, in Old Town. There are two doors giving entrance into the building, as well as a cellar, which might give access to the main building. The back door is locked. The cellar and the front door are both unlocked. Encourage any rogue-types in the party to check for traps, nodding thoughtfully when they make their rolls to search the doors. (Wincing on occasion is recommended, but not a requirement.)

The first floor of the building is obviously abandoned. Broken furniture has been strewn about, and the remnants of various squatters' tattered bedding are evident. There is a single set of stairs leading up to the second floor. The stairs are not trapped, though rogue-types may again be encouraged to search them thoroughly.

The second floor of the building is in better condition. The rooms have been recently used; unfortunately, it looks as though they have been used to evil purpose. Of the six rooms, in the third room on the left, the remains of what had once been a bed were recently converted to some sort of torture rack. Fresh blood has left a sticky film on the ground. A short sword, bearing the mark of the City Guard of Bet Rogala, leans up against the corner of the room, and is also sticky with blood. The third door on the right, immediately across from the torture room, contains a desk with blank scrolls and an ink well. A singular scroll is written on, in the same handwriting of the previous notes the adventurers have received, reading: *I am upstairs. Please proceed with caution as the building is old, and accidents happen.* The four other rooms contain beds that have been used for sleeping, but nothing else of interest.

The stairs leading to the third floor are, in fact, dangerous. Any PC weighing and carrying more than 250 lbs. will cause the staircase to collapse under them unless they skip the third and fourth step. (A rogue-type succeeding at a **Search check DC 20** will notice the danger and be able to warn the other party members to avoid it. A **Survival check DC 25** will provide the same information.)

The third floor might once have been an attic; it is 25 feet wide by 30 feet long. The stairs come up in the south-east corner of the room. On the far wall (the north wall) is a singular window, sized large enough for a medium-sized creature to fit through without trouble. Lissa Erain is chained to the left wall (west) with sturdy chains. She appears to be unconscious. Between the stairs and the window lies Tall Asha, hog-tied, gagged, and unconscious. Masor P'Deir stands over her; he is a rail-thin Kalamaran man with a long red beard and a beak-like nose. He wears dark blue robes (and has already cast mage armor on himself and magic circle against good around his area).

After the PCs state what they are going to do, have them roll initiative. If the PCs pass a **Spot check DC 20**, there is no surprise round for those PCs.

Tactics:

Because the stairs are noisy, P'Deir and the others are alerted four rounds before they arrive upstairs. P'Deir uses those four rounds to cast defensive spells on himself. Olan Trun and two members of the thieves guild each take potions of invisibility and prepare to attack. Their intention is to kill all the PCs and eliminate any witnesses to their involvement.

Surprise round: Olan Trun makes a sneak attack on whichever PC appears to be the strongest. The two rogues pick a different party member to sneak attack, in such a way that they will be flanking in subsequent rounds. (Their invisibility is now lost.)

After the surprise round, P'Deir casts his offensive spells, starting with highest level spells and working his way down. He focuses particularly on any casters among the PCs, particularly clerics. Under no circumstances does he enter hand-to-hand combat; he will continue to cast until he is out of spells.

If either of the two rogues drop below half their hit points, they will make an effort to run away, climbing out the window and onto the roof of the adjacent building. PCs pursuing these rogues must make **Balance checks DC 10** to travel across the roof-tops. After running across the adjacent 30 foot roof, there is a ten foot gap and ten foot drop between this roof and the next roof. The rogues and PCs must each make a **Jump check DC 10** (if they have a 20 foot running start) to clear the second roof. At the end of that roof, if they are still alive, the rogues jump down 20 feet to the street; they and any PCs following must make a **Jump or Tumble check DC 15**; see DMG page 303 for the consequences of success and failure for all of these jumps.

Olan Trun will fight to the death. No quarter given, none taken.

If the situation begins to look truly dire, P'Deir will either aim a spell at or make a coup de gras on Tall Asha. This is simply to prevent the PCs from feeling as though they have had a true success.

If Tall Asha and Lissa Erain both survive, they are unconscious at 1 hp (or, in Tall Asha's case, however many hit points remain after P'Deir's attack). Both Lissa and Asha are extremely grateful for being saved, and Lissa will insist that they all go to the Constabulary to prevent her father's execution. (P'Deir has been taunting her all along with her father's dire predicament. At the judge's discretion, if P'Deir is still alive, PCs may have to hold her back from killing him.)

On a **Search DC 20**, PCs will find on P'Deir's person instructions for the devaluation of the currency of Peka. Though not signed, the paperwork does reveal that P'Deir is a Tokite and was working to further the goals of Tokis in their efforts against Peka.

CONCLUSION

This conclusion assumes that the PCs have succeeded in either killing or capturing the villains, and that they have successfully rescued Lissa Erain and Tall Asha. If Tall Asha is irreparably killed during the encounter (drops below -10), the PCs do not receive the favor of the Street Sweepers Guild.

The lamps are lit across Bet Rogala, and the night is nearly as warm as the day that came before it. Inside the Constabulary, Constable Belis and Inspector Konin listen to your tale, and to Lissa Erain's testimony to the true circumstances of her disappearance. Thus, her father is cleared of the charge of murder. If PCs were able to break Erain's encrypted message and discover P'Deir's affiliation with Tokis, read the following:

Due to your efforts in decrypting Erain's journal and the discovery of the Tokite wizard who was responsible for the plot, Erain is also cleared of the charge of Treason against the Crown. However, that he was involved in forgery is undeniable, and will result in a public flogging within the week.

If they were not able to clear him of Treason, read the following:

However, the evidence against Erain's possible Treason against the Crown is still problematic, and that he was involved in forgery is undeniable. There will be a trial within the week, and Erain will, one way or the other, be brought to justice.

Either way, continue on:

Inspector Konin congratulates you on your good work, then encourages you to go home for the evening, assuring you any more you wish to do may be done in the morning. The next morning, Dseti is at his workshop; he ushers you in eagerly, waiting to hear what you've discovered.

"Is it true?" he asks. "Did you find Lissa Erain alive?"

Allow PCs to tell their story. If Erain has been cleared of Treason, Dseti is further delighted. However, he reacts with disappointment to hear that his friend has been found guilty of the forgery, and expresses sadness to the PCs that Erain will surely lose his position in the guild. If PCs plead on Erain's behalf, Dseti agrees to do his best to help Erain keep his position.

Dseti pays the PCs the agreed upon amount and expresses his thanks once again.

If the PCs rescued Tall Asha, they find her waiting for them outside Dseti's work shop.

"Thought I might find you here," says the Sweep, looking cheerful despite the bruises still coloring her face. She approaches with a small pouch, which jangles as she walks. "Wanted to show my appreciation, and the bosses said I could pass these along."

Within the bag are small badges, marked with the shape of a broom. "It's not much," says Tall Asha, "but I thought it might come in handy. Makes you honorary Sweeps, it does. Which keeps you from having to pay tolls in Bet Rogala, I might add. We walk freely, we Sweeps."

To any current members of the Street Sweepers Guild, she continues:

"Oh, and the Irregulars are interested in having a chat with you." She shrugs. "Whenever you have time in your schedule, that is."

Members of the Street Sweepers Guild who play this module and save Tall Asha receive the invitation to become a Victory Way Irregular – the highest rank attainable in the Street Sweepers Guild. She gives her thanks again, assuring the PCs she'll see them around the city, then wanders off.

If the PCs wish to visit with Lissa Erain or again visit her father, both of them express their gratitude, N'Ryan Erain even more than his daughter, as the PCs did something he could not do. Lissa Erain invites them to the celebration the City Guard is having for her safe return.

Unless the PCs have other business they wish to carry out in Bet Rogala, the module is over.

The End

Awards

Event D: 100 Victories
2 light maces (2.5 gp each)
7 daggers (1 gp)
2 flasks of alchemist's fire (10 gp each)
1 tanglefoot bag (25 gp)
1 masterwork heavy crossbow (175 gp)
2 leather armor (5 gp each)
2 studded leather armor (12.5 gp)
2 sets of thieves tools (15 gp each)
2 shortswords (5 gp each); ATL 5 and higher, these are masterwork (155 gp each)

Sub-Total: 307 gp (ATL 5+: 607 gp)

Conclusion: 100 Victories each from Dseti.

Total possible gold: 907 gp (ATL 5+: 1,207 gp)

Masor P'Deir does wear an Amulet of Proof Against Detection and Location. This item, unfortunately, is illegal to possess within the borders of Pekal. As such, it's very presence within the city of Bet Rogala has set off various alarms, though (for obvious reasons) the College of Magic has not yet located the item. Characters would know it is the law to turn in such items (with no expectation of reward) rather than keep them. The choice, however, is up to them.

Other Awards

Appreciation of Lissa Erain

You saved Lissa Erain's life, and in her gratefulness, she has spread word about your heroics through the City Guard. Although a low-ranking member of the City Guard, Lissa is well liked, and her praise of you may aid you in dealings with the City Guard. This cert gives you a +2 Influence bonus to all Gather Information rolls regarding the City Guard.

Invitation to be promoted to Captain of the City Guard

(For members of the City Guard meta-org only.) Due to your diligence in the investigation of the Erain case and the subsequent rescue of Guard Lissa Erain, you have been invited to accept a promotion to Captain of the City Guard.

Honorary Member Badge of the Street Sweepers Guild

(For non-members of the Street Sweepers Guild meta-org only.) You saved Tall Asha's life, and in her gratefulness, she has spoken to her higher-ups and has made you honorary members of the Street Sweepers Guild. Wearing this badge allows you to bypass city tolls in Bet Rogala as though you were a Street Sweeper.

Invitation to join the Victory Way Irregulars

(For members of the Street Sweepers Guild meta-org only.) Due to your diligence in the investigation of the Erain case and the subsequent rescue of Tall Asha, you have been invited to accept a promotion to the Victory Way Irregulars, the elite guiding force behind the Street Sweepers Guild.

Gilded Victories

These false Victories were crafted by N'Ryan Erain under the influence of Tokite spy Masor P'Deir. Being caught using these coins is sufficient grounds for being convicted of forgery, the punishment for which is flogging and possibly a fine. There are 100 gp worth of Victories, with a real value of 65 gp.

Awards (continued)

“Faded Image”

This dark cloak is made of a thin silk that swirls easily in the lightest breeze. This makes it difficult for others to precisely determine where you are at a given time. This movement grants the wearer an additional +1 dodge bonus to Armor Class. Unfortunately, the swirling cloak also causes the wearer to make all Hide checks with a -5 penalty.

Amulet of Proof against Detection and Location

It is illegal to possess this item inside the borders of Pekal. No merchants will purchase it, and no law-abiding citizen will barter for it. Keeping this item means the College of Magic is constantly searching for you. If you keep this item, you must roll a d20 before every adventure in front of your judge. A roll of “1” means you have been caught. You must either pay a 1,000 gp fine, or spend the next three Non-Adventuring Activities in prison. All this action takes place at the end of the adventure, and should not prevent a person from playing the event. A roll of “2-20” means that you have escaped the notice of the College of Magic, for now!

Masor P’Deir’s Spellbook

0th level: *acid splash, detect magic, ray of frost, read magic*; 1st level: *burning hands, color spray, mage armor, protection from good, shield, ray of enfeeblement, magic missile, true strike, grease*; 2nd level: *cat's grace, icy hands, melf's acid arrow, scorching ray, bull's strength*; 3rd level: *chromatic crown, displacement, force sphere, hold person, vampiric touch, haste*; 4th level: *bestow curse, greater invisibility, stoneskin, enervation*; 5th level: *dominate person, feblemind, shock wave*

“Eating” this adventure:

A judge who runs this event for Living Kingdoms of Kalamar before he/she plays it receives 200 gp for a character of their choice. This must be the same character that receives the xp award from eating this event.

Experience Points

EXPERIENCE	CHARACTER LEVEL	
	1-4	5-9
Investigating the Moneylenders	25 xp	50 xp
Investigating Erain's workshop	25 xp	50 xp
Discovering the journal	25 xp	50 xp
Cracking the journal encryption	25 xp	50 xp
Investigating the City Guard	50 xp	100 xp
Investigating the Constabulary	50 xp	100 xp
Investigating the Street Sweepers	50 xp	100 xp
Defeating Masor P'Deir and company	100 xp	200 xp
Saving Tall Asha's life	50 xp	100 xp
Discretionary Role Playing Exp	100 xp	200 xp
Total	500 xp	1000 xp

“Eating” this adventure:

A judge who runs this event for Living Kingdoms of Kalamar before he/she plays it receives full experience for a character of his/her choice. For example, if the judge wishes to give the experience to a 3rd-level character, he/she receives 500 xp. If the character is 8th-level, then the judge receives 1000 xp. This must be the same character that receives the gp award for this event.

Appendix I: NPCs and Monsters

ATL 1

Since the adventurers will be coming up the stairs in a creaky wooden building, make a Listen check at +6 for Masor P'Deir and Olan Trun to hear the PC's. This will almost certainly give Masor P'Deir at least 4 rounds notice before the PC's make it to the top level. Because of this, Masor P'Deir has used his scroll of *mage armor*, his scroll of *protection from good*, and his scroll of *shield* to give himself an AC of 22 BEFORE the PC's make it to the top of the stairs. The *mage armor* will hold for several hours, and the *protection from good* will last for 17 rounds and the *shield* for 18 rounds. If you as the DM decide that these spells have NOT been cast before the PC's arrive, under NO circumstances give these scrolls as treasure to the PC's. Let them just drift away on the DM ether. Any other items are fair game. P'Deir's familiar is a little chicken of a toad and will hide in a corner during the entire combat.

Masor P'Deir, Male Kalamaran Wiz2: CR 2; Size M (5 ft., 10 in. tall); HD 2d4+4+3; hp 14; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+2 Dex, +1 cloak); Base Attack/Grapple +1/+0 melee(1d6-1/x2 club), or +4 ranged(1d10 19-20/x2, heavy crossbow); SV Fort +2, Ref +2, Will +3; SQ:+3 hit points, toad familiar; AL LE; Str 8, Dex 14, Con 14, Int 18, Wis 10, Cha 10.

Languages spoken: High Kalamaran, Low Kalamaran, Merchant's Tongue, Brandobian, Fhokki, Elven, Draconic

Skills and Feats: Bluff +2.5, Concentration +7, Craft (alchemy) +9, Diplomacy +2.5, Gather Information +2.5, Knowledge (arcana) +9, Spellcraft +11; Scribe Scroll, Improved Initiative, Combat Casting

Possessions: Club, masterwork heavy crossbow, 2 flasks of alchemists fire, 1 tanglefoot bag, scroll of *mage armor*, scroll of *protection from good*, scroll of *shield*, amulet of proof against detection and location, 2 potions of cure light wounds, 50 real Victories, 50 gilded Victories, spellbook, *Faded Image*

Spells (4/3) 0-*acid splash*, *detect magic*, 2 *ray of frost* 1-*burning hands*, *color spray*, *ray of enfeeblement*

Olan Trun, Male Kalamaran Bri2: CR 2; Size M (5 ft., 8 in. tall); HD 2d8+2; hp 15; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (+2 Dex, +3 armor); Base Attack/Grapple +1/+3, +3 melee(1d6+2 /19-20x2 shortsword), Full Attack +1 (shortsword)/ +1 shortsword, or +2 ranged(1d10 19-20/x2, heavy crossbow); SV Fort +3, Ref +2, Will +1; SQ: Improved Bluff, sneak attack +1d6; AL LE; Str 14, Dex 15, Con 12, Int 12, Wis 12, Cha 14.

Languages spoken: High Kalamaran, Low Kalamaran, Merchant's Tongue,

Skills and Feats: Bluff +11, Hide +7, Intimidate +9, Move Silently +7, Search +6, Survival +6; Improved Initiative, Two Weapon Fighting

Possessions: 2 shortswords, heavy crossbow, studded leather armor, dagger, 50 real Victories, 50 gilded Victories,

2xThieves, Male Kalamaran Rog1: CR 1; Size M (5 ft., 6 in. tall); HD 1d6+2; hp 8; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (+2 Dex, +4 armor); Base Attack/Grapple +1/+2 melee(1d6+1/x2 light mace), or +2 ranged(1d4+1/19-20x2, dagger); SV Fort +2, Ref +4, Will +1; SQ: sneak attack +1d6, trapfinding; AL LE; Str 12, Dex 15, Con 14, Int 14, Wis 12, Cha 12.

Languages spoken: High Kalamaran, Low Kalamaran, Merchant's Tongue, Brandobian,

Skills and Feats: Balance +6, Climb +5, Disable Device +6, Hide +6, Jump +5, Listen +5, Move Silently+6, Open Lock +6, Search +5, Sleight of Hand +6, Tumble+6; Dodge, Improved Initiative,

Possessions: light mace, 3 daggers, leather armor, 50 gilded Victories, thieves tools

Appendix I: NPCs and Monsters

ATL 3

Since the adventurers will be coming up the stairs in a creaky wooden building, make a Listen check at +6 for Masor P'Deir and Olan Trun to hear the PC's. This will almost certainly give Masor P'Deir at least 4 rounds notice before the PC's make it to the top level. Because of this, Masor P'Deir has used his scroll of *mage armor*, his scroll of *protection from good*, and his scroll of *shield* to give himself an AC of 22 BEFORE the PC's make it to the top of the stairs. The *mage armor* will hold for several hours, and the *protection from good* will last for 17 rounds and the *shield* for 18 rounds. If you as the DM decide that these spells have NOT been cast before the PC's arrive, under NO circumstances give these scrolls as treasure to the PC's. Let them just drift away on the DM ether. Any other items are fair game. P'Deir's familiar is a little chicken of a toad and will hide in a corner during the entire combat.

Masor P'Deir, Male Kalamaran Wiz4: CR 4; Size M (5 ft., 10 in. tall); HD 4d4+8+3; hp 24; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+2 Dex, +1 cloak); Base Attack/Grapple +2/+1 melee(1d6-1/x2 club), or +5 ranged(1d10 19-20/x2, heavy crossbow); SV Fort +3, Ref +3, Will +4; SQ:+3 hit points, toad familiar; AL LE; Str 8, Dex 14, Con 14, Int 19, Wis 10, Cha 10.

Languages spoken: High Kalamaran, Low Kalamaran, Merchant's Tongue, Brandobian, Fhokki, Elven, Draconic

Skills and Feats: Bluff +3.5, Concentration +12, Craft (alchemy) +11, Diplomacy +3.5, Gather Information +3.5, Knowledge (arcana) +11, Spellcraft +13; Scribe Scroll, Improved Initiative, Combat Casting, Skill Focus (Concentration)

Possessions: Club, masterwork heavy crossbow, 2 flasks of alchemists fire, 1 tanglefoot bag, scroll of *mage armor*, scroll of *protection from good*, scroll of *shield*, amulet of proof against detection and location, 2 potions of cure light wounds, spellbook, *Faded Image*

Spells (4/4/3) 0-*acid splash*, *detect magic*, 2 *ray of frost* 1-*burning hands*, *color spray*, *magic missile*, *ray of enfeeblement* 2-*cat's grace*, *melf's acid arrow*, *scorching ray*,

Olan Trun, Male Kalamaran Bri4: CR 4; Size M (5 ft., 8 in. tall); HD 4d8+4; hp 27; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+3 Dex, +3 armor); Base Attack/Grapple +3/+5, +6 melee(1d6+2 /19-20x2 shortsword), Full Attack +4 (shortsword)/ +4 (shortsword), or +6 ranged(1d10 19-20/x2, heavy crossbow); SV Fort +5, Ref +4, Will +2; SQ: Evasion, Improved Bluff, trap sense +1, sneak attack +1d6; AL LE; Str 14, Dex 16, Con 12, Int 12, Wis 12, Cha 14.

Languages spoken: High Kalamaran, Low Kalamaran, Merchant's Tongue,

Skills and Feats: Bluff +13, Hide +10, Intimidate +11, Move Silently +10, Search +8, Survival +8; Eyes of Fury, Improved Initiative, Two Weapon Fighting, Weapon Finesse (shortsword)

Possessions: 2 shortswords, heavy crossbow, studded leather armor, dagger, 50 real Victories, 50 gilded Victories,

2xThieves, Male Kalamaran Rog3: CR 3; Size M (5 ft., 6 in. tall); HD 3d6+6; hp 20; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (+2 Dex, +4 armor); Base Attack/Grapple +2/+3 melee(1d6+1/x2 light mace), or +4 ranged(1d4+1/19-20x2, dagger); SV Fort +3, Ref +5, Will +2; SQ: evasion, sneak attack +2d6, trapfinding, trapsense +1 ; AL LE; Str 12, Dex 15, Con 14, Int 14, Wis 12, Cha 12.

Languages spoken: High Kalamaran, Low Kalamaran, Merchant's Tongue, Brandobian,

Skills and Feats: Balance +8, Climb +7, Disable Device +8, Hide +8, Jump +7, Listen +7, Move Silently +8, Open Lock +8, Search +7, Sleight of Hand +8, Tumble +8; Dodge, Improved Initiative, Mobility

Possessions: light mace, 3 daggers, leather armor, 50 gilded Victories, thieves tools

Appendix I: NPCs and Monsters

ATL 5

Since the adventurers will be coming up the stairs in a creaky wooden building, make a Listen check at +6 for Masor P'Deir and Olan Trun to hear the PC's. This will almost certainly give Masor P'Deir at least 4 rounds notice before the PC's make it to the top level. Because of this, Masor P'Deir has used his scroll of *mage armor*, his scroll of *protection from good*, and his scroll of *shield* to give himself an AC of 22 BEFORE the PC's make it to the top of the stairs. The *mage armor* will hold for several hours, and the *protection from good* will last for 17 rounds and the *shield* for 18 rounds. If you as the DM decide that these spells have NOT been cast before the PC's arrive, under NO circumstances give these scrolls as treasure to the PC's. Let them just drift away on the DM ether. Any other items are fair game. P'Deir's familiar is a little chicken of a toad and will hide in a corner during the entire combat.

Masor P'Deir, Male Kalamaran Wiz6: CR 6; Size M (5 ft., 10 in. tall); HD 6d4+12+3; hp 34; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+2 Dex, +1 cloak); Base Attack/Grapple +3/+2 melee(1d6-1/x2 club), or +6 ranged (ray) or +5 ranged(1d10 19-20/x2, heavy crossbow); SV Fort +4, Ref +4, Will +5; SQ:+3 hit points, toad familiar; AL LE; Str 8, Dex 14, Con 14, Int 19, Wis 10, Cha 10.

Languages spoken: High Kalamaran, Low Kalamaran, Merchant's Tongue, Brandobian, Fhokki, Elven, Draconic

Skills and Feats: Bluff +4.5, Concentration +14, Craft (alchemy) +13, Diplomacy +4.5, Gather Information +4.5, Knowledge (arcana) +13, Spellcraft +15; Scribe Scroll, Improved Initiative, Combat Casting, Skill Focus (Concentration), Weapon Focus (ray), Craft Wondrous Item

Possessions: Club, masterwork heavy crossbow, 2 flasks of alchemists fire, 1 tanglefoot bag, scroll of *mage armor*, scroll of *protection from good*, scroll of *shield*, amulet of proof against detection and location, 2 potions of cure moderate wounds, *Faded Image*

Spells (4/4/4/3) 0-*acid splash*, *detect magic*, 2 *ray of frost* 1-*burning hands*, *color spray*, *grease*, *magic missile* 2-*bull's strength*, *cat's grace*, *melf's acid arrow*, *scorching ray*, 3-*displacement*, *hold person*, *vampiric touch*

Olan Trun, Male Kalamaran Bri6: CR 6; Size M (5 ft., 8 in. tall); HD 6d8+6; hp 39; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+3 Dex, +3 armor); Base Attack/Grapple +4/+6, +8 melee(1d6+2/19-20x2 shortsword), Full Attack +6 (shortsword)/ +6 (shortsword), or +7 ranged(1d10 19-20/x2, heavy crossbow); SV Fort +6, Ref +5, Will +3; SQ: Evasion, Improved Bluff, trap sense +1, sneak attack +2d6, Uncanny Dodge; AL LE; Str 14, Dex 16, Con 12, Int 12, Wis 12, Cha 14.

Languages spoken: High Kalamaran, Low Kalamaran, Merchant's Tongue,

Skills and Feats: Bluff +15, Hide +12, Intimidate +13, Move Silently +12, Search +10, Survival +10; Eyes of Fury, Fearsome Appearance, Improved Initiative, Quick Draw, Two Weapon Fighting, Weapon Finesse (shortsword)

Possessions: 2 masterwork shortswords, heavy crossbow, studded leather armor, dagger, 50 real Victories, 50 gilded Victories,

2xThieves, Male Kalamaran Rog5: CR 5; Size M (5 ft., 6 in. tall); HD 5d6+10; hp 36; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (+3 Dex, +4 armor); Base Attack/Grapple +3/+4 melee(1d6+1/x2 light mace), or +6 ranged (1d4+1/19-20x2, dagger); SV Fort +2, Ref +7, Will +2; SQ: evasion, sneak attack +3d6, uncanny dodge, trapfinding, trapsense +1 ; AL LE; Str 12, Dex 16, Con 14, Int 14, Wis 12, Cha 12.

Languages spoken: High Kalamaran, Low Kalamaran, Merchant's Tongue, Brandobian,

Skills and Feats: Balance +11, Climb +9, Disable Device +11, Hide +11, Jump +9, Listen +9, Move Silently +11, Open Lock +11, Search +9, Sleight of Hand +11, Tumble +11; Dodge, Improved Initiative, Mobility

Possessions: light mace, 3 daggers leather armor, 50 gilded Victories, thieves tools

Appendix I: NPCs and Monsters

ATL 7

Since the adventurers will be coming up the stairs in a creaky wooden building, make a Listen check at +6 for Masor P'Deir and Olan Trun to hear the PC's. This will almost certainly give Masor P'Deir at least 4 rounds notice before the PC's make it to the top level. Because of this, Masor P'Deir has used his scroll of *mage armor*, his scroll of *protection from good*, and his scroll of *shield* to give himself an AC of 22 BEFORE the PC's make it to the top of the stairs. The *mage armor* will hold for several hours, and the *protection from good* will last for 17 rounds and the *shield* for 18 rounds. If you as the DM decide that these spells have NOT been cast before the PC's arrive, under NO circumstances give these scrolls as treasure to the PC's. Let them just drift away on the DM ether. Any other items are fair game. P'Deir's familiar is a little chicken of a toad and will hide in a corner during the entire combat.

Masor P'Deir, Male Kalamaran Wiz8: CR 8; Size M (5 ft., 10 in. tall); HD 8d4+16+3; hp 44; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+2 Dex, +1 cloak); Base Attack/Grapple +4/+3 melee(1d6-1/x2 club), or +7 ranged (ray) or +6 ranged(1d10 19-20/x2, heavy crossbow); SV Fort +4, Ref +4, Will +6; SQ:+3 hit points, toad familiar; AL LE; Str 8, Dex 14, Con 14, Int 20, Wis 10, Cha 10.

Languages spoken: High Kalamaran, Low Kalamaran, Merchant's Tongue, Brandobian, Fhokki, Elven, Draconic

Skills and Feats: Bluff +5.5, Concentration +16, Craft (alchemy) +16, Decipher Script +6 Diplomacy +7.5, Gather Information +5.5, Knowledge (arcana) +16, Spellcraft +18; Scribe Scroll, Improved Initiative, Combat Casting, Skill Focus (Concentration), Weapon Focus (ray), Craft Wondrous Item

Possessions: Club, masterwork heavy crossbow, 2 flasks of alchemists fire, 1 tanglefoot bag, scroll of *mage armor*, scroll of *protection from good*, scroll of *shield*, amulet of proof against detection and location, 2 potions of cure moderate wounds, *Faded Image*

Spells (4/6/4/4/3) 0-*acid splash*, *detect magic*, 2 *ray of frost* 1-*burning hands*, *color spray*, *grease*, 2 *magic missile*, *true strike* 2-*bull's strength*, *cat's grace*, *melf's acid arrow*, *scorching ray*, 3-*displacement*, *haste*, *hold person*, *vampiric touch*, 4-*bestow curse*, *greater invisibility*, *stoneskin*

Olan Trun, Male Kalamaran Bri8: CR 8; Size M (5 ft., 8 in. tall); HD 8d8+8; hp 51; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+3 Dex, +3 armor); Base Attack/Grapple +6/+8, +10 melee(1d6+2 /19-20x2 shortsword), Full Attack +8/+3 (shortsword)/ +8 (shortsword), or +9 ranged(1d10 19-20/x2, heavy crossbow); SV Fort +7, Ref +5, Will +3; SQ: Evasion, Improved Bluff, trap sense +2, sneak attack +3d6, Uncanny Dodge; AL LE; Str 14, Dex 17, Con 12, Int 12, Wis 12, Cha 14.

Languages spoken: High Kalamaran, Low Kalamaran, Merchant's Tongue,

Skills and Feats: Bluff +17, Hide +14, Intimidate +15, Move Silently +14, Search +12, Survival +12; Eyes of Fury, Fearsome Appearance, Improved Initiative, Quick Draw, Two Weapon Fighting, Weapon Finesse (shortsword)

Possessions: 2 masterwork shortswords, heavy crossbow, studded leather armor, dagger, 50 real Victories, 50 gilded Victories,

2xThieves, Male Kalamaran Rog7: CR 7; Size M (5 ft., 6 in. tall); HD 7d6+14; hp 48; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (+3 Dex, +4 armor); Base Attack/Grapple +5/+6 melee(1d6+1/x2 light mace), or +8 ranged (1d4+1/19-20x2, dagger); SV Fort +4, Ref +8, Will +3; SQ: evasion, sneak attack +4d6, uncanny dodge, trapfinding, trapsense +2 ; AL LE; Str 12, Dex 16, Con 14, Int 14, Wis 12, Cha 12.

Languages spoken: High Kalamaran, Low Kalamaran, Merchant's Tongue, Brandobian,

Skills and Feats: Balance +13, Climb +11, Disable Device +13, Hide +13, Jump +11, Listen +11, Move Silently +13, Open Lock +13, Search +11, Sleight of Hand +13, Tumble +13; Dodge, Improved Initiative, Mobility, Quick Draw

Possessions: light mace, 3 daggers, leather armor, 50 gilded Victories, thieves tools

Appendix I: NPCs and Monsters

ATL 9

Since the adventurers will be coming up the stairs in a creaky wooden building, make a Listen check at +6 for Masor P'Deir and Olan Trun to hear the PC's. This will almost certainly give Masor P'Deir at least 4 rounds notice before the PC's make it to the top level. Because of this, Masor P'Deir has used his scroll of *mage armor*, his scroll of *protection from good*, and his scroll of *shield* to give himself an AC of 22 BEFORE the PC's make it to the top of the stairs. The *mage armor* will hold for several hours, and the *protection from good* will last for 17 rounds and the *shield* for 18 rounds. If you as the DM decide that these spells have NOT been cast before the PC's arrive, under NO circumstances give these scrolls as treasure to the PC's. Let them just drift away on the DM ether. Any other items are fair game. P'Deir's familiar is a little chicken of a toad and will hide in a corner during the entire combat.

Masor P'Deir, Male Kalamaran Wiz10: CR 10; Size M (5 ft., 10 in. tall); HD 10d4+20+3; hp 54; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+2 Dex, +1 cloak); Base Attack/Grapple +5/+4 melee(1d6-1/x2 club), or +8 ranged (ray) or +7 ranged(1d10 19-20/x2, heavy crossbow); SV Fort +5, Ref +5, Will +7; SQ:+3 hit points, toad familiar; AL LE; Str 8, Dex 14, Con 14, Int 20, Wis 10, Cha 10.

Languages spoken: High Kalamaran, Low Kalamaran, Merchant's Tongue, Brandobian, Fhokki, Elven, Draconic

Skills and Feats: Bluff +6.5, Concentration +18, Craft (alchemy) +18, Decipher Script +8 Diplomacy +6.5, Gather Information +6.5, Knowledge (arcana) +18, Spellcraft +20; Scribe Scroll, Improved Initiative, Combat Casting, Skill Focus (Concentration), Weapon Focus (ray), Craft Wondrous Item, Quicken Spell, Spell Focus Evocation

Possessions: Club, masterwork heavy crossbow, 2 flasks of alchemists fire, 1 tanglefoot bag, scroll of *mage armor*, scroll of *protection from good*, scroll of *shield*, amulet of proof against detection and location, 2 potions of cure moderate wounds, *Faded Image*

Spells (4/6/5/4/4/3) 0-*acid splash, detect magic, 2 ray of frost 1-burning hands, color spray, grease, 2 magic missile, true strike 2-bull's strength, cat's grace, melf's acid arrow, 2 scorching ray, 3-displacement, haste, hold person, vampiric touch, 4-bestow curse, enervation greater invisibility, stonewall, 5-dominate person, feebleshield, quickened magic missile*

Olan Trun, Male Kalamaran Bri10: CR 10; Size M (5 ft., 8 in. tall); HD 10d8+10; hp 63; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+3 Dex, +3 armor); Base Attack/Grapple +7/+9, +11 melee(1d6+2 /19-20x2 shortsword), Full Attack +9/+4 (shortsword)/ +9/+4 (shortsword), or +10 ranged(1d10 19-20/x2, heavy crossbow); SV Fort +8, Ref +6, Will +4; SQ: Evasion, Improved Bluff, trap sense +2, sneak attack +3d6, Improved Uncanny Dodge; AL LE; Str 14, Dex 17, Con 12, Int 12, Wis 12, Cha 14.

Languages spoken: High Kalamaran, Low Kalamaran, Merchant's Tongue,

Skills and Feats: Bluff +19, Hide +16, Intimidate +17, Move Silently +16, Search +14, Survival +14; Commanding Presence, Eyes of Fury, Fearsome Appearance, Improved Initiative, Improved Two-Weapon Fighting Quick Draw, Two Weapon Fighting, Weapon Finesse (shortsword)

Possessions: 2 masterwork shortswords, heavy crossbow, studded leather armor, dagger, 50 real Victories, 50 gilded Victories,

2xThieves, Male Kalamaran Rog9: CR 9; Size M (5 ft., 6 in. tall); HD 9d6+18; hp 60; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (+3 Dex, +4 armor); Base Attack/Grapple +6/+7 melee(1d6+1/x2 light mace), Full attack +7/+2, or +9/+4 ranged (1d4+1/19-20x2, dagger); SV Fort +5, Ref +9, Will +4; SQ: evasion, sneak attack +5d6, improved uncanny dodge, trapfinding, trapsense +3; AL LE; Str 12, Dex 17, Con 14, Int 14, Wis 12, Cha 12.

Languages spoken: High Kalamaran, Low Kalamaran, Merchant's Tongue, Brandobian,

Skills and Feats: Balance +15, Climb +13, Disable Device +15, Hide +15, Jump +13, Listen +13, Move Silently +15, Open Lock +15, Search +13, Sleight of Hand +15, Tumble +15; Dodge, Improved Initiative, Mobility, Quick Draw, Weapon Focus (Dagger)

Possessions: light mace, 3 daggers, leather armor, 50 gilded Victories, thieves tools

Appendix II: Notes and Additional Rules

Solution to Coded Journal
(Note discovered in Erain's chest)

The letters in the journal correspond to the first letter of the coins that are NOT crossed out. Below is a version of the journal that has the important information **bolded**.

The first letter in the coin represents another letter in the alphabet. This key is located below. The letter "z" is not represented.

	Copper	Silver	Gold	Platinum	Other
<i>Pekal</i>	Copper	Seefarth	Victory	Kingspiece	
<i>Kalamar</i>	Sesater	Denarus	Arus	Solidus	Galokar (2sp)
<i>Karasta</i>	Rebel	Patriot	Barrowcoin	Durgrum	
<i>O'Par</i>	Sage	Kuwar	Royal	Ukadoran	
<i>Ek'Gakel</i>	Nomad	Merchant	Chancellor		
<i>Ek'Kasel</i>	Morita	Vanamar	Sakeran	Bolesa	
<i>Korak</i>	Raider	Soldier	Crusader	Trucecoin	Caval (5sp)
<i>Norga-Kranga</i>	Eye	Glory	Throne		Stirgga (5sp)
<i>P'Bapar</i>	Foriba	Guard	Tower	Lanam	
<i>Prompeldia</i>	Mark	Silver	Goodpiece	Score	
<i>Shyta-na-D.</i>	Cerk	Tannie	Vintner	Zyeth	
<i>Cosdol</i>	Minor	Flash	Rune	Biesen	
<i>Eldor</i>	Stone	Marine	Sovereign	Monarch	
<i>Mendarn</i>	Rube	Gent	Lord	Dremin	
<i>Pel Brolenon</i>	Slave	Challenger	Fist	Dominance	
<i>Ahznomahn</i>	Cheap	Hawker	Anvim	Zova	
<i>Zazahni</i>	Onzar	Azhvar	Leshvim	Svohr	
<i>Thygasha</i>	Jyjan	Sandpiece	Sun	Prince	
<i>Shyff</i>	Arkurr	Wright	Falkorr	Gulkarr	
<i>Skarrna</i>	Yolk	Axe	Falan	Norath	
<i>Tharggy</i>	Aylvar	Moon	Queen		

The letters "y" and "z" do not have companion code words, but the following key is more than enough to allow players/characters to decode the journal.

A - Copper	M - Merchant
B - Seefarth	N - Trucecoin
C - Victory	O - Eye
D - Kingspiece	P - Foriba
E - Denarus	Q - Lanam
F - Arus	R - Zyeth
G - Galokar	S - Hawker
H - Rebel	T - Onzar
I - Patriot	U - Jyjan
J - Barrowcoin	V - Wright
K - Ukadoran	W - Yolk
L - Nomad	X - Queen

Appendix II: Notes and Additional Rules

Solution to Coded Journal

Below is the translated journal.

OEUPOD HFI UPKTCFFDK NPHHC. SDPTG AEZVDK OE GPNK WPVOEZPDH. REF D GJCZK YPNN
APTK ORPH BEJZTCN; PA P HFDCU, ORDI YPNN UPNN RDZ.

Tokite spy kidnapped Lissa. Being forced to gild Victories. Hope guard will find this journal. If I speak, they will kill her.

HFI TCMDK F'KDPZ. YPXCZK. RCWD TEY FZEKJV D K OYE (2) SCOV RDH EA ACNHD WPVOEZPDH.
REF D ORD GJCZK YPNN APTK EJO, HCWD NPHHC!

Spy named P'Deir. Wizard. Have now produced two (2) batches of false Victories. Hope the guard find out, save Lissa!

RCWD PTVZDCHDK FZEKJVOPET, CH F'KDPZ YPNN UPNN NPHHC PA P KE TEO. HEMDET D
RDNF MD!

Have increased production, as P'Deir will kill her if I do not. Someone help me!

HJHFDVO HEMDET D PH ET OE MD. CM NDCWPTG DWPKDTVD EA GPNKDK VEPH PT ORD
EFDT. HCWD NPHHC. FNDCHD HCWD NPHHC.

Suspect someone is on to me. Am leaving evidence of coins in the open. Save Lissa. Please save Lissa.

Appendix III: Player Handout #1

(Note discovered in Erain's chest)

	Copper	Silver	Gold	Platinum	Other
<i>Pekal</i>	Copper	Seefarth	Victory	Kingspiece	
<i>Kalamar</i>	Sesater	Denarus	Arus	Solidus	Galokar (2sp)
<i>Karasta</i>	Rebel	Patriot	Barrowcoin	Durgrum	
<i>O'Par</i>	Sage	Kuwar	Royal	Ukadoran	
<i>Ek'Gakel</i>	Nomad	Merchant	Chancellor		
<i>Ek'Kasel</i>	Morita	Vanamar	Sakeran	Bolesa	
<i>Korak</i>	Raider	Soldier	Crusader	Trucecoin	Caval (5sp)
<i>Norga-Krang.</i>	Eye	Glory	Throne		Stirgga (5sp)
<i>P'Bapar</i>	Foriba	Guard	Tower	Lanam	
<i>Prompeldia</i>	Mark	Silver	Goodpiece	Score	
<i>Shyta-na-D.</i>	Cork	Tannic	Vintner	Zyeth	
<i>Cosdol</i>	Minor	Flash	Rune	Biesen	
<i>Eldor</i>	Stone	Marine	Sovereign	Monarch	
<i>Mendarn</i>	Rube	Gent	Lord	Dremin	
<i>Pel Brolenon</i>	Slave	Challenger	Fist	Dominance	
<i>Ahznomahn</i>	Gheap	Hawker	Anvim	Zova	
<i>Zazahni</i>	Onzar	Azhvar	Leshvim	Svohr	
<i>Thygasha</i>	Jyjan	Sandpiece	Sun	Prince	
<i>Shyff</i>	Arkurr	Wright	Falkerr	Gulkarr	
<i>Skarrna</i>	Yolk	Axe	Falan	Norath	
<i>Tharggy</i>	Aylvar	Moon	Queen		

Appendix III: Player Handout #2

(Journal)

[Entry dated two months ago:]

Strange fluctuations in exchange rate for Aruses.

OEUPOD HFI UPKTCFFDK NPHHC. SDPTG AEZVDK OE GPNK WPVOEZPDH. REFD GJCZK YPNN
APTK ORPH BEJZTCN; PA P HFDCU, ORDI YPNN UPNN RDZ.

[Entry dated five weeks ago:]

The Arus is increasing in value--worth 1.1 Victories now.

HFI TCMDK F'KDPZ. YPXCZK. RCWD TEY FZEKJVDK OYE (2) SCOVDRH EA ACNHD WPVOEZPDH.
REFD ORD GJCZK YPNN APTK EJO, HCWD NPHHC!

[Entry dated two weeks ago:]

The Arus continues to increase--1.2 Victories now. Could be the Victory is dropping?

RCWD PTVZDCHDK FZEKJVOPET, CH F'KDPZ YPNN UPNN NPHHC PA P KE TEO. HEMDETD
RDNF MD!

[Entry dated three days ago:]

Arus is now at 1.3. I fear for the value of the Victory...

HJHFDVO HEMDETD PH ET OE MD. CM NDCWPTG DWPKDTPD EA GPNKDK VEPH PT ORD
EFDT. HCWD NPHHC. FNDCHD HCWD NPHHC.

Appendix III: Player Handout #3

Dear associates,

I would be most grateful to you if you would cease and desist in your investigations into this matter. Erain is most certainly "guilty," as it were. Rest assured the right man is being punished.

If this information does not satisfy your curiosity, I am afraid my compatriots and I will be required to take matters into our own hands. Certainly there is someone in Bet Rogala about whom you care? You may be sure that if your efforts do not immediately decrease to nothing, one of your affiliates within the city walls will most unfortunately suffer the consequences.

Quite sincerely,

-MP

Appendix III: Player Handout #4

Dearest _____,

Alas, I see that your curiosity simply could not be satisfied! It is with great displeasure that I must inform you that a woman of your recent association, one "Tall Asha" as she is called, has been taken into my care. I rest assured that her visit to my domicile will be enough to quell your curiosity.

However, if my intervention here is again less than satisfactory to such a brave adventurer as yourself, you may come speak with me regarding these matters. I do look forward to discussing with you ways in which we may work out our differences. Do be careful, as my abode is in a less than friendly area of this fair city of Bet Rogala. I should hate to think that something happened to you on my account.

Regards,

-MP