

ADP1-06



A Snake in the Grass

A One-Round D&D 3rd Edition LIVING GREYHAWK™ Adventure

by Kim Winz

Bandit activity is on the rise, and a traitor may be hiding somewhere in the city. You are asked to find him discreetly before he can disappear again. An adaptable adventure for levels 1-6.



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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, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

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

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

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

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

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

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

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

- 1-*No-vote scoring*: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
- 2-*Partial scoring*: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
- 3-*Voting*: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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

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

LIVING GREYHAWK Tier Structure

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4th
T2:	13-22	14-24	15-26	16-28	6th
T3:	23-32	25-35	27-38	29-41	8th

The level cap indicated is the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Lifestyle

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

- Destitute** You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.
- Poor** You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.
- Common** You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.
- High** You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.
- Luxury** You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

Adventure Summary and Background

Note to Triad members: if you have any questions while adapting this scenario for play in your region, feel free to email the author at kwinz@nc.rr.com for further information.

This is an adaptable scenario for the Living Greyhawk campaign. As such, the Triad for each region in which the scenario is to play will have made certain decisions about how to customize the adventure before approving it for play in their region. Please contact your regional Triad for a copy of the regional primer, which will contain the relevant information for play of this scenario in your region. You, the DM, will find places in the scenario text where you are directed to the regional primer for specific information, and blanks are left for you to fill in. The adventure will run more smoothly if you take the time to write the relevant information in the blanks before running the scenario.

This version of the scenario has been adapted for play in the region: _____ . The villain in this scenario, Malendril, is a spy. Your Triad has selected his employer to be a notable enemy of the region. He reports directly to a superior named: _____ and the country, faction, or cult that he works on behalf of is: _____ . Malendril has spent several years infiltrating the power structure of a major city of the region (city name: _____), becoming some sort of important figure. Your triad has selected his position as one appropriate to the region's style of government. His title is: _____ and his job or position consists of: _____ .

Throughout the scenario he will frequently be referred to in the text as "Lord Malendril", but be aware that you might need to change that title when speaking to the players, if calling him "Lord" is not appropriate in your region. The appropriate honorific to attach to his name in your region is: _____ .

Malendril is using his position and contacts to obtain information about the city's defenses, and pass that information to his employer. He's also been passing information to bandits outside the city to assist them in avoiding guard patrols and to tell them when lucrative caravans are due to pass through the area. Of course he's a rather sneaky and unpleasant fellow who hides his evil nature under a very polished and charming veneer.

A minor government official named Relmar recently found out that he's a spy, and being of rather weak moral character, tried to blackmail him for enough money to pay off a number of gambling debts. Relmar's title and position in your region is: _____ .

When Relmar came to Malendril's estate to present his demands, the spy was amused by Relmar's amateurish audacity and confident in his own ability to cover up the sudden disappearance of a minor official. Instead of paying him off, Malendril just cap-

tured him and tortured him in order to find out the extent of Relmar's knowledge and to discover what clues he might have left behind, as well as for his own enjoyment. Relmar had the foresight to leave behind a note containing the information about Malendril's spying, where his housekeeper would find it if he didn't return safely home by morning. However, he quickly broke under torture and revealed its location, whereupon Malendril easily retrieved it and destroyed the evidence. In the meantime, he confined the unfortunate Relmar to a basement cell.

Relmar was more resourceful than he appeared, though, and managed to escape. Now terrified of this man who had so gleefully tortured him, Relmar went to ground in a hidey-hole in the poor quarter of the city rather than daring to publicly accuse Malendril—this all happened three days ago.

Our villain now needs to find and dispose of Relmar, before he tells anyone what he knows. Malendril has used his contacts to put out word that Relmar is a traitor and that he's the one responsible for leaking information to the bandits. His quarry is now a wanted man, but Malendril needs to be certain that those who find Relmar in order to "bring him to justice" will not find and disclose the truth about Malendril himself. In order to further destroy Relmar's reputation and poison minds against him, Malendril decided to frame him for a brutal murder. He kidnapped Relmar's secretary, took her to Relmar's house, and tortured her to death there. This bloody outrage has ensured that Relmar has no friends left, and nobody who will be willing to give him the benefit of the doubt if he claims to be innocent of treason.

To complicate matters, when Relmar reached the poor quarter he ran afoul of the men who hold his gambling debts. When they demanded their money and threatened his life, he spilled the information about Malendril and begged them to spare him. These rogues are now holding him prisoner while they attempt to blackmail Malendril with the information. Yesterday, Malendril was told to send some money to a certain man at a certain tavern in order to save his reputation. As the adventure opens, he has decided to dupe some adventurers into going there to do his dirty work for him, and has his eye out for an appropriate group of would-be heroes.

Adventure Synopsis

Player Introduction – The adventurers are each travelling separately, returning to the city from some sort of personal business. They meet by chance on the road, shortly before hearing the sounds of combat from up ahead.

Encounter 1 – Investigating the commotion, the PCs find a caravan being attacked by bandits. They can join the battle and help to defeat the bandits.

Encounter 2 – The local authorities arrive and instruct everyone present to accompany them into town to answer some questions about the bandits. Malendril is in charge of the bandit investiga-

tion—how convenient! While questioning the adventurers, he decides that they would be useful tools, and tries to interest them in locating Relmar “in order to help put a stop to the bandit problem”. He directs them to a tavern in the poor quarter to start their search.

Encounter 3 – This encounter is completely optional. If the adventurers decide to investigate Relmar’s past, they might go to his house or his office. They can view the scene of the murder, and possibly talk to some of his friends and associates and find out a little more about him.

Encounter 4 – The adventurers head to the given tavern in the poor quarter, investigate a bit, and can find the gambling den.

Encounter 5 – The party enters the gambling den, and can either fight or negotiate with the rogues who hold Relmar. They can then speak with Relmar and might learn his whole story if they question him appropriately.

Encounter 6 – If and when the adventurers emerge from the gambling den with Relmar, Malendril’s henchman Lirdan along with some hired muscle will ambush them. He will first attempt to kill Relmar, as his primary goal is to eliminate the man who holds the firsthand information. His secondary goal will be to kill the adventurers if possible, to eliminate all loose ends. The adventurers will need to try to keep Relmar alive, prevent him from running away, and defend themselves from the attack.

Encounter 7 – Optionally, the adventurers might decide to confront Malendril themselves. They can go to his home to speak with him, and possibly try to bring him to justice or even to kill him. This begins as a roleplaying encounter but will likely escalate into a combat. If the PCs do this, they will later need to convince the authorities of their justification to avoid facing penalties for attacking someone who is considered a pillar of the community.

Encounter 8 – Whether or not they decided to confront Malendril themselves, the adventurers can bring their story to the local authorities. If Relmar is alive and available for questioning, his story is easily shown to be true. If not, then the outcome may depend on how much information the party gathered, and how persuasive is their roleplaying.

Conclusion – If the adventurers succeed in removing this spy from the midst of the city’s power structure, they will be hailed as heroes and rewarded.

Player Introduction

The adventure begins with the adventurers all travelling separately on the main road (road name: _____) leading to the city (city name: _____).

Help each of the players to decide on some non-urgent personal business that would give them a reason to be travelling to the city. If they live in this city, then they should now be returning home after completing some business that took them out of town for a short time. Perhaps they are visiting a sick relative, making a pilgrimage to a major temple, going shopping in the big market, returning home from an adventure or a hunting trip, or the like. Any PCs who are active members of their region’s military service should be on their way to assigned duty in the city. As the scenario opens, it’s early in the morning and they’ve just started the last short leg of their journey to the city.

Any region-specific notes about the area or road:

When the players are ready, read the following:

It’s a wonderful morning to be on the road; it promises to be the most beautiful day yet this spring. A few fluffy white clouds set off a perfect blue sky, and the sun warms your back quite pleasantly as the night’s chill slowly dissipates. Within an hour’s travel of the city, traffic on the road picks up a bit, and a number of other travelers can be seen heading towards town.

Ask the players to describe their physical appearance to each other, and then give them the opportunity to roleplay together for a few short minutes if they decide to speak to their fellow travelers. Then proceed with the following:

As you start up a small hill, a distant shout splits the air, followed by a low-pitched scream and the neighing of frightened horses. The unmistakable clang of metal on metal rings out from beyond the crest of the hill up ahead.

Ask the PCs what they do in response to the sounds of combat. Assuming that they move towards the disturbance, proceed to Encounter One. If a particularly unheroic party decides not to intervene in the combat, then skip to the “Aftermath” portion of Encounter One. In this case the patrol should have arrived just in time to save the merchant’s life but none of his guards, and the sergeant will bring the PCs in as witnesses for questioning about what they may have seen and heard.

Encounter 1: Bandits

From the top of the small rise, the disturbance can clearly be seen up ahead. About 80 feet down the gently sloping road, some armed men have accosted a pair of wagons. The defenders appear hard-pressed by the raggedly dressed but well-armed attackers. A number of figures already lie still on the ground, their blood staining the earth red. A portly man in rich clothing stands on

the lead wagon, shouting encouragement to his guards. "Hold strong, men! The bandit swine have become overbold! Help can't be long in coming, this close to town!"

Bandits are attacking a small caravan consisting of two large wagons full of wine and spirits. Several guards who ride alongside the wagons have been attempting to hold them off, but they're outnumbered and outmatched and have already lost most of their fellows. If the adventurers do not help, they'll soon be overwhelmed and defeated.

The encounter opens with the PCs 80 feet from the combat. Unless specified otherwise for this region

(_____), the road is 20 feet wide, and the land is clear for another 10 feet to each side. The wagons, pulled by two horses each, have stopped in the center of the road, one about 10 feet in front of the other. Two guards and two bandits lie dead on the ground, and another two guards and one bandit are badly wounded and bleeding (starting at -2 hp, they'll die in eight rounds if not stabilized). Only two guards remain standing, facing the remaining bandits.

These highway robbers are part of a loose network of bandits who normally operate farther away from the city. They have only ventured this close because their leader obtained a detailed guard patrol schedule from a source within the city (he doesn't know it was really Malendril). They expect that no guards will patrol this section of road for at least a couple of hours. What they don't know is that Malendril blew the whistle on the information leak, attributing it to Relmar, in the hopes of shoring up his own reputation. Therefore, the guard patrol schedule has been stepped up, and a squad will appear just a few minutes after the melee ends. Of course, if the melee is going badly for the PCs and they seem in danger of losing to the bandits, you can have the guard patrol appear early to save them. It wouldn't be much fun for anyone to have the party be beaten in the first encounter before the adventure has really started, after all.

The bandits will break and flee after two rounds of combat with the PCs (or even after the first round if the PCs defeat at least a third of their number). They're not interested in a big fight with a fresh group of opponents. This is intended to be a very quick introductory combat, for the purposes of drawing the PCs into the plot. It shouldn't be difficult or lengthy—don't allow it to stretch out for too long and eat into the play time for the rest of the scenario.

Tier 1 (EL 3)

Draden, male human Ftr1: CR 1; Medium-size Humanoid (6 ft. 1 in. tall); HD 1d10+2; hp 12; Init +1 (Dex); Spd 30 ft.; AC 18 (+5 chainmail, +2 large steel shield, +1 Dex); Atks +5 melee (1d8+3 [crit 19-20], longsword), +2 ranged (1d8 [crit x3], longbow); AL NE; SV Fort +4, Ref +1, Will +0.

Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 14.

Skills: Listen +4, Ride +5, Spot +4; Feats: Alertness, Weapon

Focus (longsword), Power Attack,

Equipment: chainmail, large steel shield, longsword, dagger, longbow, quiver of 20 arrows, 2 gp, 12 sp

Bandits, male human Com1 (4): CR 1/2; Medium-size Humanoid (5 ft. 5 in. tall); HD 1d4; hp 4; Init +1 (Dex); Spd 30 ft.; AC 14 (+1 Dex, +3 studded leather); Atks +0 melee (1d6, light mace), +1 ranged (1d4, sling); SQ none; AL N; SV Fort +0, Ref +1, Will +1.

Str 10, Dex 12, Con 10, Int 12, Wis 12, Cha 12.

Skills: Ride +5. Feats: Armor Proficiency (light), Dodge.

Equipment: studded leather, light mace, sling, 4 sp

Tier 2 (EL 5)

Draden, male human Ftr1: CR 1; Medium Humanoid (6 ft. 1 in. tall); HD 1d10+2; hp 12; Init +1 (Dex); Spd 30 ft.; AC 18 (+5 chainmail, +2 large steel shield, +1 Dex); Atks +5 melee (1d8+3 [crit 19-20], longsword); AL NE; SV Fort +4, Ref +1, Will +0.

Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 14.

Skills: Listen +4, Ride +5, Spot +4. Feats: Alertness, Weapon Focus (longsword), Power Attack.

Equipment: chainmail, large steel shield, longsword, dagger, longbow, quiver of 20 arrows, 2 gp, 12 sp

Bandits, male human Com1 (7): CR 1/2; Medium Humanoid (5 ft. 5 in. tall); HD 1d4; hp 4; Init +1 (Dex); Spd 30 ft.; AC 14 (+1 Dex, +3 studded leather); Atks +0 melee (1d6, light mace), +1 ranged (1-4, sling); SQ none; AL N; SV Fort +0, Ref +1, Will +1.

Str 10, Dex 12, Con 10, Int 12, Wis 12, Cha 12.

Skills: Ride +5. Feats: Armor Proficiency (light), Dodge.

Equipment: studded leather, light mace, sling, 4 sp

Tier 3 (EL 7)

Draden, male human Ftr3: CR 3; Medium Humanoid (6 ft. 1 in. tall); HD 3d10+2; hp 25 (Toughness); Init +1 (Dex); Spd 30 ft.; AC 18 (+5 chainmail, +2 large steel shield, +1 Dex); Atks +7 melee (1d8+3 [crit 19-20], longsword); AL NE; SV Fort +5, Ref +2, Will +1.

Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 14.

Skills: Spot +5, Listen +5, Ride +8. Feats: Alertness, Cleave, Power Attack, Toughness, Weapon Focus (longsword).

Equipment: chainmail, large steel shield, longsword, dagger, longbow, quiver of 20 arrows, 2 gp, 12 sp

Bandits, male human Ftr1 (5): CR 1; Medium Humanoid (5 ft. 5 in. tall); HD 1d10; hp 10; Init +1 (Dex); Spd 30 ft.; AC 14 (+1 Dex, +3 studded leather); Atks +3 melee (1d8+1, longsword), +2 ranged (1-6 [crit x3], shortbow); SQ none; AL N; SV Fort +2, Ref +1, Will +1.

Str 12, Dex 12, Con 10, Int 12, Wis 12, Cha 12.

Skills: Ride +5. Feats: Dodge, Endurance, Weapon Focus

(longsword),

Equipment: studded leather, longsword, shortbow, quiver of 20 arrows, 4 sp

Development:

The Bandits: The bandits are mostly commoners. They're in this for the money, and have no great loyalty to their leader Draden, or each other. They're nervous about operating so close to the city. If captured, they don't want to talk, but will break if threatened or bribed. They know that Draden has some information about the guard patrols, but not where he got it. Draden knows that he obtained the patrol schedule from his boss, a bandit leader named Corsten. He doesn't know where Corsten is right now, but knows a particular clearing in the woods where he is supposed to go to meet him three nights from now. He doesn't have any other particularly useful information.

Any region-specific notes about the bandits:

The Caravan and its Guards: Merruk Hezbrun is a successful wine merchant, bringing his usual shipment of fine wines and spirits into town. He's a big, jovial man with a deep voice, and is prone to mopping his bald head with a handkerchief while he talks. He wasn't expecting any trouble this close to the city, so he let the guards have a sip of spirits at their last rest stop. They let their guard down and were unprepared to defend against the bandits.

Any region-specific notes about the caravan:

If the PCs defeat the bandits, Merruk is effusively grateful, calling them brave heroes and thanking them loudly. Because some of his guards were killed he soundly curses the bandits, and laments the loss of life. One of the casks of fine red wine was damaged during the melee and is leaking precipitously into the second wagon, so he quickly taps it and offers drinks all around to sate the thirst of his rescuers. He expounds at length on the qualities of his wine if anyone shows the least interest in it.

Merruk gives the heroes six bottles of fine wine worth 15 gp each as reward for saving his caravan.

If any bandits escaped during the combat, they will scatter and hide. If the players are insistent about wanting to track down the bandits and find their camp, don't take up too much play time over it – you don't want the group to spend so much time in this introductory encounter that you have to rush through more important encounters later on. You can simply narrate a quick description – tell them that they can track down and capture the bandits and find their camp nearby, but nothing valuable or

interesting is to be found in the camp.

The Patrol: A squad of city guards or army members (in this region they are members of the following law-enforcement or military group: _____) arrives soon after the melee ends (or sooner if necessary to rescue the PCs in case the battle turns badly against them). Allow the players just a very few minutes to roleplay the aftermath of the combat before the guards arrive.

Any region-specific notes about the patrol:

The squad leader, Sergeant Jerrina, quickly takes charge of the scene. She orders her troops to take custody of any prisoners and collect any bodies, while she briefly questions Merruk and the PCs about what happened. In the meantime the squad's medic, Wellerin, will tend to any wounded PCs or caravan guards. Bring all of the PCs up to full hit points.

Jerrina says that she's been ordered to bring in the witnesses to any bandit attacks for questioning to assist in an ongoing investigation. She politely but firmly insists that Merruk and the PCs accompany her back to the city, while half of her squad remains behind to investigate the scene of the attack.

Jerrina, female human Ftr4: CR 4; Medium Humanoid (5 ft. 7 in. tall); HD 4d10+4; hp 24; Init +1 (Dex); Spd 30 ft.; AC 18 (+5 chainmail, +2 large steel shield, +1 Dex); Atks +8 melee (1d8+5 [crit 19-20], longsword), +5 ranged (1d8 [crit 19-20], light crossbow); AL LG; SV Fort +6, Ref +2, Will +1.

Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 14.

Skills: Listen +3, Ride +9, Spot +4; **Feats:** Cleave, Iron Will, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword), Power Attack.

Description: She is a sturdy, brown-haired woman in her mid-thirties. She's gruff and serious, and will defer just about any questions the PCs might ask to Lord Malendril, who is in charge of the bandit investigation. She knows that various roving bands of bandits have been preying upon caravans lately. She's been told that Lord Malendril recently discovered that a traitor within the city has been feeding information about guard patrols and caravans to the bandits, and that he's leading the effort to put a stop to the banditry. She knows nothing of his real activities or his motivations. She is honestly loyal to her position.

Wellerin, male human Clr4 (Heironeous): CR 4; Medium Humanoid (5 ft. 10 in. tall); HD 4d8; hp 20; Init +0; Spd 30 ft.; AC 14 (+3 studded leather, +1 small steel shield); Atks +3 melee (1d8, heavy mace), +3 ranged (1d8 [crit 19-20], light crossbow); SA turn undead; SQ spontaneous casting of *cure* spells, cast Good and Law spells at +1 caster level; AL NG; SV Fort +4, Ref +1, Will +4.

Str 10, Dex 10, Con 12, Int 14, Wis 16, Cha 14.

Skills: Heal +13, Concentration +13, Diplomacy +6, Knowledge (Religion) +6. **Feats:** Combat Casting, Dodge, Greater Turning.

Spells (5, 4+1, 3+1): 0^{lv}—*create water, detect magic, detect poison, light, purify food and drink*; 1st lv—*bless, command, entropic shield, protection from evil**, *sanctuary*; 2nd lv—*augury, calm emotions**, *delay poison, hold person*.

*domain spells

Wellerin is a dark-haired, heavysset, soft-spoken man of 30 years. He worships Heironeous, with the chosen domains of Good and Law, unless your region has specified he worships some other god, in which case he worships _____, and his domains are: _____ and _____, with a 1st level domains spells:

1st-level: _____

2nd-level: _____

When the PCs go with Sergeant Jerrina to the city, proceed to Encounter 2.

Encounter 2: Debriefing

Tell the players that they have a swift and uneventful journey of about an hour to reach the city. Sergeant Jerrina ushers them quickly through the gates and into a guardhouse just inside the city. Any region-specific notes about entering the city:

Inside the sturdy stone guardhouse, Sergeant Jerrina guides the PCs into a large meeting room furnished with a long table and plenty of chairs. Merruk protests a bit at being delayed from his business, but the Sergeant will hear none of it. He sends his wagons ahead to the warehouse while he joins the PCs in the waiting room, along with any surviving caravan guards. Jerrina sends a runner to request the presence of Lord Malendril, and asks the adventurers to wait. A guard provides them with water or small beer to drink, and they are left to cool their heels for about an hour. Proceed with the following:

After a wait of about an hour, the door to the meeting room finally swings open. Two guards enter and step to either side to flank the doorway. Another guard holds the door open and bows as an elegantly dressed gentleman with piercing blue eyes sweeps into the room. He isn't a large man, but has an impressive presence. He moves lightly, and wears a bejeweled rapier at his hip. Sergeant Jerrina and a tall thin servant follow him in, two respectful steps behind. The Sergeant intones, "I present to you Lord Malendril, who will hear your tale in his capacity as director of the bandit investigation."

Please see Encounter 7 for Malendril's statistics. Malendril is a

very handsome man, a little on the tall side (5 feet, 7 inches), and slender (155 pounds). He is 32 years old, but looks younger. He is clean-shaven, and has curly black hair, intense blue eyes, a square chin and full lips. He wears expensively embroidered silk trousers, tunic, and vest in shades of blue and black. On his hands rest several flashy rings, and has a languid look to him. He is a man who enjoys the finer things in life. Malendril has an irrational prejudice against non-humans. He especially detests "half-breeds" such as half-elves and half-orcs, who he sees as polluting the purity of the human race. He is very careful to mask his contempt for any "half-breeds" or "filthy sub-humans" in the party during this meeting. He has carefully cultivated a pleasant public image and will do nothing to jeopardize it in front of the guards or in front of these potentially useful adventurers. He's not above using those he holds in contempt, after all. However, he is more attentive and much warmer to human PCs, especially to those with high charisma scores.

Note that Malendril has a *misdirection* spell up (precast from a scroll) before entering the room. The spell misdirects divination cast on him to a minor functionary who is pushing papers in a room down the hall. That functionary is not evil, not lying, and is of neutral good alignment. Even so, both he and Sergeant Jerrina will object if they see the PCs use any sort of magic in their presence.

The servant is actually Malendril's henchman Pike, who pulls out a quill and paper to serve as scribe for this meeting. See Encounter 7 for his stats and description (he's neutral in alignment, in case anybody is trying to detect evil here). He is very subservient to his employer and remains silent and attentive throughout this meeting. If spoken to by the PCs, he answers with as few words as possible, and always looking to Malendril for approval before speaking.

Merruk immediately leaps to his feet and bows respectfully to Malendril. If the PCs don't rise for the introduction, Jerrina tries to catch their eyes and motion meaningfully for them to stand up and make their respects as well (with a bow or a salute or whatever might be appropriate in this region). Jerrina introduces the PCs and Merruk to Malendril, who then seats himself at the head of the table. If a PC is already sitting at the head and doesn't immediately vacate the spot at his approach, Jerrina and a guard will politely but firmly escort that PC to another seat.

Lord Malendril's intense gaze rests on each of you in turn. "Sergeant Jerrina speaks well of you travelers. You are to be commended for coming to the aid of this good merchant," he continues with a small nod in Merruk's direction. The wineseller beams and interjects, "Ah, yes, these fine folk have rescued some of the finest wine this city has seen in many a month, as I would be honored to demonstrate for you, my lord, if you would do me the honor of accepting a sample..." He trails off as Lord Malendril lifts an amused eyebrow and continues, "I am not here to sample your wares. I need information about what happened out there today. Your answers may help us put a stop to the depredations of these bandits."

Any region-specific notes about this meeting:

Allow the players to tell the story of the battle in their own way. Merruk is more interested in talking about his wine than the bandits but will answer honestly any questions he's asked. The caravan guards remain quiet unless asked a direct question. Malendril asks for details when necessary, or prompts them to stay on track if they wander from the subject, so as not to let this drag on for too long. Of course he has no real interest in catching these bandits, who he's sold information to, but he needs to put up a good front to maintain his position as head of the bandit investigation. He pretends outrage at the depredations of these "brutal thugs". He will fairly quickly steer the conversation towards a discussion of the "traitor" Relmar—see below.

In order to make the investigation seem genuine, Malendril presses for details such as:

- How many bandits were there?
- Did any escape? How many?
- Which way did any escapees go?
- Were they disciplined in battle, or disorderly?
- Did they seem to be part of one coherent band, taking orders from one leader?
- Did you hear or learn anything that might help us to locate any additional bandits?

If any prisoners were taken, Malendril indicates that he'll have someone question them later. With a grim smile, he says that he expects to get some answers from them one way or another.

Malendril will give out the following information:

- A number of bands of bandits are operating in loose cooperation, which makes the task of rooting them all out rather complicated.
- They've never struck so close to the city before today.
- The bandits have become bolder in recent weeks. It was recently discovered that a traitor within the city has been selling information to the bandits about guard patrols and caravan schedules, which explains a lot about their increased activity.
- A reliable eyewitness has provided proof that a minor government official named Relmar is that traitor (not true, of course the traitor is really Malendril). (Relmar's title and position in this region: _____, or use the default of Tax Collector if none is specified).
- Relmar disappeared three days ago and has not yet been apprehended.
- Guard patrols have now changed their routes and schedules in response to the discovery of this information leak.
- It's not known whether or not Relmar is still leaking new information to the bandits. (Malendril really knows that he's not)
- There is a price on Relmar's head, dead or alive, of 300 gp.

Malendril steers the conversation towards the subject of the "traitor" Relmar. He suggests that if the traitor were captured and questioned, it would go a long way towards ending the bandit problem. If the PCs haven't already expressed an interest in going after the "traitor", he'll suggest that they showed the right kind of initiative while fighting off the bandits and would be ideal for the job of locating Relmar. He encourages patriotic or altruistic PCs to do it for the sake of their countrymen, and more pragmatic PCs to do it for the bounty.

Once the PCs show some interest in finding Relmar, proceed with the following (but allow the PCs to interrupt the read-aloud text if they desire):

Lord Malendril nods, looking pleased. With a wave of his hand towards Sergeant Jerrina he says, "Take your men and leave us. Escort the merchant back to his business. The remainder of this briefing is confidential." She rises, bows, and leaves the room with her men. Another imperious gesture from Lord Malendril sends Merruk and the caravan guards scurrying after them, to leave your group alone with him and his scribe. He then continues, "Now then. This is a very delicate matter. My sources have recently brought me some information that could lead to the capture of this snake in the grass, but if it falls upon the wrong ears, our advantage may well be lost. Before I reveal any more, you must give your word that you will tell no one what you hear in the remainder of this meeting.

Pause for the players' responses. If anyone is hesitant, Malendril will heartily assure them (falsely, of course) that the promise he asks for will in no way endanger the city or the region, result in any evil, or call the PC's honor into question (or anything else the adventurer might be worried about). He's quite willing to mouth any assurances he thinks will bring the PCs around to his way of thinking. He will not, however, allow any character to use any sort of magic to help in making this decision—he simply says that for security reasons he cannot allow the use of magic in his presence. If they object to the presence of the servant Pike, Malendril insists that he's satisfied beyond a doubt with his servant's loyalty, but may be talked into sending him away if that seems to be a crucial concession to get the PCs to cooperate. Any player who absolutely refuses to swear secrecy after his assurances may leave the table—the scenario is over for them as their character is ushered out of the meeting room.

In case anyone tries to use Sense Motive here, assume that Malendril rolls a 15 on his Bluff check, giving him a net 21. A Sense Motive check that beats this number will reveal that he's hiding something.

Once all are sworn to secrecy, Malendril will reveal the following information (which is mostly false, of course). Tailor his tone and exact words to fit the flavor and level of lawfulness of the region. The important point is that any government takes a dim view of traitors and spies, and sometimes it's up to heroes to take matters into their own hands when the officials cannot act.

He hints and insinuates that the PCs are free to act outside the law and to get rough with anyone who gets in their way. He acts outraged at the foul crimes that he lays at Relmar's feet.

Optional region-specific notes:

- Relmar is not only a traitor but he is also a murderer, a liar, and a cheat.
- Four days ago, Relmar's secretary Tamarna contacted Malendril's office to report that her employer was engaged in some suspicious activities. She knew that he'd been taking bribes and embezzling money for some time and had been afraid to speak up against him. But recently she'd overheard him talking about selling information to the bandits on several occasions, and decided that she just had to tell someone. She asked Malendril to meet her to discuss it. (completely false)
- When she never showed up for the meeting the next day, he sent guards out looking for her. They found her body in Relmar's house. It was not at all a pleasant sight—obviously she had not died quickly. (Malendril shakes his head, acting very disturbed at the memory of the scene of this death by torture)

Note to DM – if there are children at the table or any players seem uncomfortable with the subject material, then tone down this description by omitting the gruesome details below.

- All of her fingernails had been pulled out, and small, precise cuts and burns had been made over most of her body. (Malendril narrows his eyes and speaks very intensely and distastefully while relating this information—hiding the fact that the memory gives him a thrill) (partly true—actually Malendril kidnapped her and took her there to kill her himself, just to shed more suspicion on Relmar)
- When a cleric cast *Speak with Dead* to ask Tamarna's spirit how she had died, she said that Relmar had killed her for betraying him to the law. (false—Malendril made sure that no cleric ever cast the spell) Her body has since been buried. (true)
- Relmar disappeared from sight before he could be arrested. He obviously has good sources of information about the plans and workings of the city guard. (false)
- From all reports, Relmar is an accomplished liar and a cheat, so be wary of anything he might tell you.
- The men and women in the guard force are good, hardworking, and dependable public servants. Mostly. However, there may be a bad apple among them, passing information to Relmar. One can't be too careful. (almost true – the bad apples work for Malendril)
- A reliable source told Malendril yesterday that Relmar was hiding in the poor quarter of the city, harbored by a small gang of lowlife gamblers and petty thieves who call them

selves the Bobcats. (true)

- Regional note: is gambling at cards and dice against the law in this region? _____. Regardless, these Bobcats are also petty thieves and thugs who are said to get very rough with those who don't pay their gambling debts (true).
- If he were to send the guards there to find Relmar, the traitor would probably have advance warning and disappear again. (false) The PCs have the advantage of secrecy and surprise, and may be able to find him before he can run. (true)
- The Bobcats who are sheltering him are guilty of harboring a traitor. That makes them traitors as well. (false)
- Treason is punishable by death. The PCs are not to take the law into their own hands, of course. But if anything were to happen to these traitors, the city watch would certainly shed no tears. They deserve whatever they get. (false)
- If the adventurers do get into any trouble with the law, Malendril should be able to easily smooth things over for them, as long as they don't let things get too out of hand. (false)
- If any PCs are active members of the military for this region, Malendril will pull some strings to have them temporarily assigned to his command so that performing this mission will not conflict with their normal duties.
- The source said that a barfly named Burnaby knows where to find Relmar and the Bobcats. (partly true – he knows the Bobcats but not about Relmar) Burnaby can usually be found at a certain tavern—in this region, the tavern is _____ (or use the default of The Frothy Mug if no regional tavern is specified). The tavern is one that adventurers do not frequent, so it's unlikely that the PCs will be recognized there.
- Burnaby is a big, heavy older man with scraggly brown hair, a reddish complexion, and bad teeth.
- Burnaby is said to be a fringe member of the gamblers' gang. He's a known criminal and is aiding the traitors, but may not actually be a traitor himself. It would be best if he were not to be killed, but if he attempts to conceal the whereabouts of a traitor, then strong measures would be justifiable to persuade him to cooperate. (false—he just gambles with the Bobcats sometimes, but isn't a member)
- Malendril promises to do what he can to protect the PCs in case of trouble with the city watch, but will refuse to give them any sort of written authorization, as this mission must remain unofficial. If the adventurers want to bring down this spy, and to collect the reward, they'll need to be prepared to accept the risks on their own.
- The adventurers should report back to Malendril at his home when their mission is complete. He'll remind them that there may be spies among the city watch, so at all costs they should avoid bringing Relmar to the attention of the watch. He gives them directions to his estate in a nice part of town. In this region, the neighborhood he lives in is called: _____.

- If the heroes express an interest in talking to Relmar's associates or going to his house or office, Malendril will discourage them. His people have already investigated and found no clues there beyond what he's already discussed. The contact at the tavern is a hot clue that should be followed up quickly. If they insist, however, he can give them directions to Relmar's house and/or his office. He'll send Pike to fetch the key to the house from the guards, if the adventurers are planning to go there.
- If the adventurers ask for equipment or supplies, Malendril sends Pike to fetch it. He'll lend armor (any type up to and including chainmail), any non-exotic weapon, or common gear to the PCs with the understanding that it's city property and must be returned when this job is complete. If asked he'll even provide up to 20 gold pieces in petty cash, as an advance against the reward for a successful mission.

Malendril's motivation here is to use the adventurers, who he sees as expendable, to find Relmar for him. He knows that they're likely to learn some incriminating things about him once they find Relmar, however. So he has a plan to clean up everything afterwards. After the meeting concludes, he privately casts *whispering wind* from a scroll to contact his henchman Lirdan, who has been keeping watch on the tavern where Burnaby is known to hang out. He orders Lirdan to tail the heroes from that tavern, and prepare an ambush for when and if they find Relmar (see Encounter 6).

When the players are ready to go, he wishes them luck and sends them on their way. It should be late morning by this time, getting towards lunchtime, unless the PCs have introduced any unexpected delays. Proceed to Encounter 4 if they head straight for the tavern, or to Encounter 3 if they decide to investigate Relmar's past.

Encounter 3: Relmar's Past

This encounter is entirely optional. If the party is determined to investigate Relmar before going to the tavern, then you should try to move this encounter along fairly quickly so as to leave sufficient time for the later encounters.

Part A – Relmar's House

Relmar's house is fairly small and a bit shabbier than others in its neighborhood. In this region, the neighborhood is called:

_____ and a description of it is as follows:

The house has been closed up for several days, and a stench of death and decay lingers inside. The worst of the carnage was cleaned up days ago when the body was taken away, but obvious signs remain. A wooden chair stands in the middle of the sitting

room, with bloodstained coils of rope piled atop it. The floorboards beneath and around it are heavily stained with blood. It seems obvious that someone was tied to the chair and made to bleed a lot.

The rest of the house is unremarkable. A man's clothing and personal effects and minor household items are placed about the house as would be expected. A set of marked cards in a desk drawer is the most incriminating thing to be found.

Part B – Relmar's office

The location and atmosphere of Relmar's office are highly variable by region. A description for this region is:

Anyone they might speak to who knew Relmar should say that he seemed a decent enough fellow; not the sort you'd peg as a traitor or a murderer. He was known to go out drinking and gambling in the evenings, but never let it interfere with his work. He lived alone and had no family that anybody knew of. He did have access to confidential information about troop and guard movements and caravan schedules as part of his work.

Optional regional notes about Relmar's past:

If the PCs go to the tavern, go to Encounter 8. If they go to Malendril's house, go to Encounter 7.

Encounter 4: The Tavern

The adventurers will need to walk or ride to the poor quarter of the city. Briefly describe an uneventful journey to get there. The poor quarter in this regional city is called: _____ . Optional regional notes about getting to the poor quarter:

The PCs should have an easy time locating the tavern by following Malendril's directions. In this region, the tavern is called _____ (or use the default of The Frothy Mug if no regional tavern is specified), and the bartender's name is

_____ (or use the default of Jorig). An optional description of the tavern in this region:

Optional regional notes about the bartender – roleplaying notes and how much he knows:

If no regional tavern is specified, then use this description of The Frothy Mug. It's a small building in surprisingly good repair for the neighborhood. Inside, there are four small tables and a long bar lined with stools. The wooden floor is darkened from years of soaking up spilled beer and sausage grease, and a corresponding stale smell permeates the air. Fortunately a light breeze through the open windows brings some relief from the odor. There's a small kitchen that serves up simple fare such as bread, sausage, cheese, and wrinkled fruit (for standard Player's Handbook prices). A door in the back of the kitchen leads out to a smelly alleyway.

Jorig the bartender, male human Com2: CR 1; Medium Humanoid (6 ft. tall); HD 2d4+2; hp 8; Init +0; Spd 30; AC 10; Atks +2 melee (1d6+2, Club), or +2 melee (1d3+2 subdual, unarmed strike); AL CG; SV Fort +1, Ref +0, Will +0.

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

Skills: Listen +1, Sense Motive (cc) +1, Spot +1; *Profession* (bartending) +2; *Feats:* Simple Weapon Proficiency (club), Simple Weapon Proficiency (light crossbow).

Possessions: Club, Light Crossbow (hidden behind the bar), pouch containing 5 sp and 12 cp.

Jorig the bartender is a tall dark-haired man of middle years. He's a distant cousin of the tavern's owner, Yonina, who is away at the market this time of day. He gets very bored and likes to day-dream while he sits behind the bar. He's grudgingly polite to customers who interrupt his musings. He knows of the Bobcats and that they come here to drink occasionally, but he doesn't know where to find them.

Whether this tavern is the Frothy Mug or a regionally specified tavern, the place is fairly quiet in the middle of the day. Read the following:

The tavern is fairly quiet as you enter. Two men at the bar are engrossed in an argument, while the bartender idly polishes the counter nearby. The place is otherwise empty.

The two men at the bar are Burnaby (see below) and his friend Halbert (male human Com1). They're rehashing an old argument about a five copper piece loan that Halbert wants payment for, but Burnaby claims to have repaid a long time ago. If the PCs approach Burnaby, Halbert is spooked by the presence of armed strangers. He quickly tosses down the rest of his ale, mutters, "Ah, I'll come back for it tomorrow," and slips away. He knows nothing relevant to this adventure, except that Burnaby likes to play dice and owes money to some tough characters.

Burnaby, male human Com1: CR 1/2; Medium Humanoid (5 ft. 11 in. tall); HD 1d4; hp 4; Init +0; Spd 30 ft.; AC 10; Atks +1 melee (1d3+1 subdual, unarmed strike); SQ none; AL N; SV Fort +0, Ref +0, Will +2.

Str 12, Dex 10, Con 11, Int 12, Wis 10, Cha 8.

Skills: Craft (Beer) +4, Listen +5, *Profession* (Brewer) +5, Spot +5, Use Rope +3; *Feats:* Alertness, Iron Will.

Description: He's a large man with scraggly brown hair, a reddish complexion, and bad teeth. Burnaby is getting on in years, and walks with a cane. He likes to gesticulate with his cane, waving it in the air to punctuate his speech. He smells of stale beer and has obviously been drinking for some time already. He's cantankerous and likes to complain—about his aches and pains, the weather, the sour beer in this place, the behavior of young people these days, or whatever else comes to mind.

If the adventurers mention the Bobcats, Burnaby looks up expectantly and asks,

"So where's the money?"

The Bobcat leader Radaban has asked him to wait here for some people who should be bringing a bag of money. Burnaby doesn't know how much money is supposed to be in the bag, or what it's for—he assumes that it's a payment for a gambling debt. He's just supposed to take the money to Radaban, and tell whoever brings it that the Bobcats will be in touch. Burnaby assumes that these strangers who came into the bar to ask about the Bobcats must be the ones who are supposed to bring the money. If they deny knowing anything about the money, he shrugs and says, "Whatever you say. I'll still be here if you change your mind." He knows nothing about Relmar, and has been told not to tell strangers any information about the Bobcats or their hideout.

A PC who roleplays convincingly can persuade him that treason is involved, in which case he becomes outraged at the prospect and rants for a while about how you just can't trust anybody anymore, and then becomes cooperative. Alternatively, he can be easily bribed, or intimidated with threats of violence or of trouble with the law, or perhaps befriended by someone who butters him up. Or the adventurers might try to approach him in a friendly manner and ask where they can do some gambling. Burnaby is a bit mistrustful of strangers asking to get into a game. The PCs need to convince him of their good intentions through roleplaying, and buy him a drink, before he'll warm up to them enough to direct them to the Bobcats' hideout for a game.

Once the heroes have convinced him to talk, Burnaby can tell them the following (in response to appropriate questions):

- He's not a member of the Bobcats; he just gambles with them a couple of times a week.
- The Bobcats run a good clean game. Their dice are never loaded, the cards aren't marked, and they don't tolerate cheating.
- They're quite willing to loan money to gamblers who run out

of cash. But if you don't pay them back quickly enough, you can expect a good beating.

- People say they steal stuff here and there, but Burnaby doesn't know if that's true. Treason really doesn't sound like their style, but you can never really trust anybody these days, now can you?
- He's never heard of Relmar or anybody fitting that description.
- Their hangout is in the back room of an abandoned house just a few streets away from here (he provides detailed directions).
- If Burnaby has been treated well and is feeling friendly, he'll suggest that the heroes bring along some beer to offer the Bobcats as a way to break the ice (the bartender can fill up wineskins if asked, or even sell a small cask).

Optional regional notes for Burnaby:

Malendril's henchman Lirdan is lurking on a rooftop across the street, waiting for the heroes to lead him to Relmar. He skillfully trails them when they leave the tavern. Assume that he takes ten on all necessary Hide and Move Silently skill checks, giving him a net 18. If a particularly alert party states that they're watching to make sure they're not followed, and manages to spot him, he fades away to hide until he can pick up their trail again later. If the party comes up with an unexpected way to find and deter him, modify Encounter 6 so that the ambush occurs as the heroes travel through the city, rather than right as they leave the Bobcats' hideout. If Lirdan can't trail them to the hideout, he sets up the ambush on the streets leading to Malendril's home.

When the adventurers leave the tavern and head to the Bobcats' hideout, go to Encounter 5. If they decide to go to Malendril's house instead, go to Encounter 7. Or if they go to Relmar's house or office, go to Encounter 3.

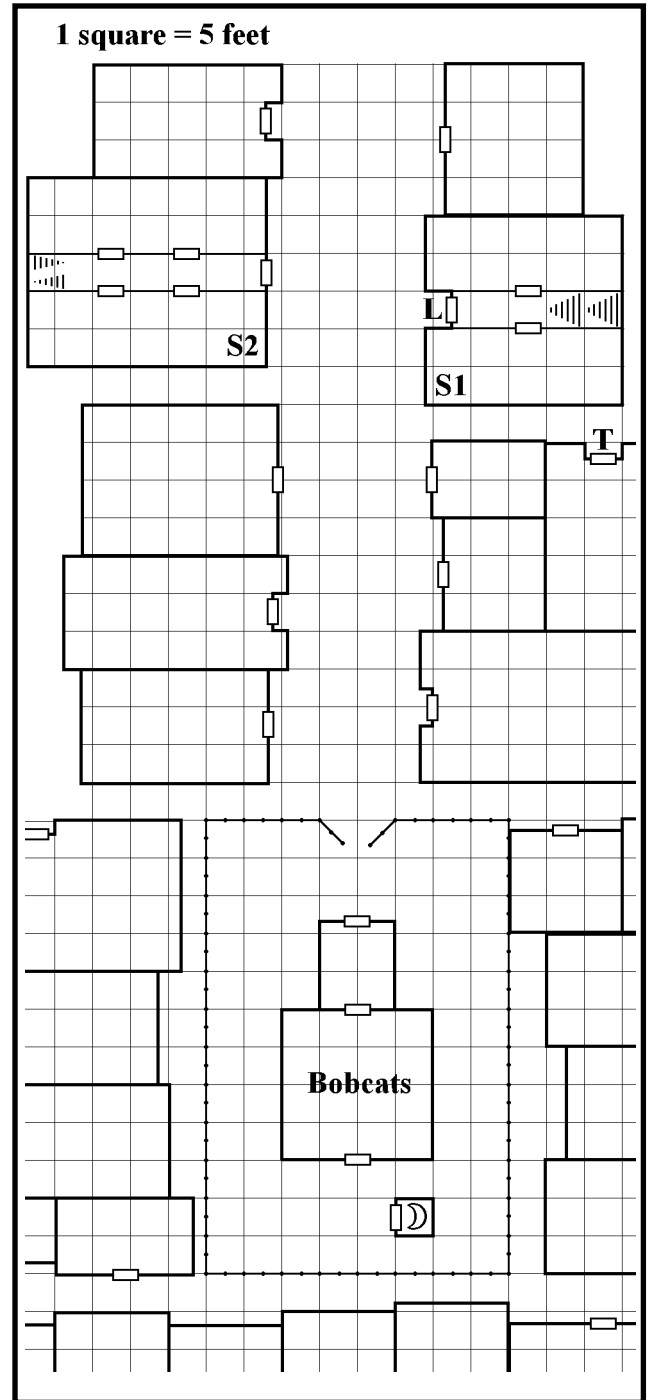
Encounter 5: The Bobcats

Refer to Map 1: Boabcat Lair, to run this encounter. When the heroes approach the Bobcats' hideout, read the following:

The rickety little house stands away from its neighbors. It is decrepit and overgrown with weeds, surrounded by a fence that is rickety and broken in numerous places. The doorway gapes open, the door itself probably carried away for firewood some time ago. Numerous footprints have worn a path to the doorway, and a hoot of laughter can faintly be heard from somewhere within.

The small yard is full of overgrown bushes and weeds. The old fence offers no real barrier to entry. An occasional rat or stray cat might be spooked out of hiding by a character searching the area. There are a few windows around the sides, and a solid back door

Map 1: Bobcat Lair



Key:

- L = Lirdan (Lurking in a doorway).
- T = Thugs (hiding in a doorway down the ally)
- S1 and S2 = Snipers (on the rooftops)

that is, perhaps surprisingly, closed and barred from within. A smelly outhouse and an open kitchen hearth in the back yard bear witness to recent use.

A tripwire is strung across a weedy section of the path, about ten feet from the house's front door. This simple trap causes a couple of rusty pans to clang together, making a loud noise that alerts the Bobcats to the presence of strangers. It can easily be avoided by stepping around it.

Tripwire Trap: CR 1/2; no damage (alarming noise); Reflex save to avoid (DC 15); Search (DC 15); Disable Device (DC 15).

The house consists of two large rooms. The front room is fairly small (10 ft. x 12 ft.), and full of trash and windblown leaves. The back room is larger (20 ft. x 20 ft.) and holds three round tables and a number of chairs. A group of five men sit around the table in the back corner playing cards, while a sixth man slouches in the doorway between the two rooms keeping a lookout towards the street.

Optional regional notes about the house:

Any hero who attempts to approach undetected will need to succeed in an opposed Hide check vs. the lookout Argenel's Spot skill, as well as a Move Silently check vs. his Listen (see below for his stats).

Four of the men at the table are the core members of the Bobcats—the leader Radaban, along with his men Kricken, Traith, and Norg. The fifth, with his ankles shackled to a very sturdy chair, wrists bound in front of him, and hands wrapped in dirty bandages, is a disconsolate Relmar.

See Appendix A for Relmar's statistics and description.

The Bobcats' actions depend largely on the heroes' attitude.

- They cautiously welcome anyone who approaches them in a friendly, non-threatening manner and who expresses interest in gaming, especially if he or she brings drinks.
- They're very defensive if accused of any wrongdoing. They claim to be running a friendly game for friendly folks, and ask any PCs who start getting unfriendly to leave.
- The members present all know Relmar's whole story (but nothing of the false accusations that Malendril has made against Relmar). They're rather contemptuous of him, seeing him as foolish, careless and weak-willed.
- They plan to set Relmar free to leave the city as soon as his debts are paid off.

It's plain to see that Relmar has been abused. His fine clothing is now torn and ragged. He has a myriad of small, precise cuts and burns over his arms, legs, chest, and back, and his hands are heavily wrapped in dirty bandages. If anyone thinks to look at his feet

that person will find that half of his toes are broken. The hands obviously hurt him a lot because he holds them gingerly in front of him. He doesn't want to talk about them, but if anybody checks under the bandages they'll find all of his fingernails missing and the wounds starting to fester. A successful Heal check (DC 15) reveals that his injuries are all about three days old. In game terms, he is down to 1 hp.

- Relmar stays quiet. He's very frightened and is now depending on his captors for protection. If accused of treason or of selling information to the bandits, he's confused and flabbergasted, protesting inarticulately. He shudders and cringes at the mention of Malendril's name.
- Relmar doesn't know yet that his secretary Tamarna was murdered. If the PCs mention it, he's shocked, saddened, and frightened. The accusation that he killed her sends him right over the edge into a series of incoherent protests.
- At any mention that the heroes were sent by Malendril, Radaban asks,

"So where's the money? You were supposed to leave it at the tavern, not come here! How did you find this place?"

He expects that they were sent to deliver Malendril's hush money, but is surprised and upset at being tracked to his lair. Of course the adventurers shouldn't yet know anything about the demand for hush money, so this should surprise them. This may be their first real clue that Malendril is not really the good guy here.

- The men are nervous about blackmailing Malendril, but Radaban has promised them equal shares of the money and given them pep talks about how clever and careful they are so they won't get caught.
- They laugh nervously if accused of treason. They don't see it that way, but they don't like the thought that the city watch might.
- If the PCs ask them to turn over Relmar, they'll offer to give him up in return for payment of his debts. They initially ask for 300 gp, but skillful haggling might talk them down to 100 gp.
- The Bobcats don't want a fight. But if it seems clear that the adventurers are going to attack, then the Bobcats decide to strike first—have Radaban say, "That's it, men, get 'em!" and start the combat.

Optional regional notes about the Bobcats:

Tactics: Argenel stays by the doorway during any conversation, in order to be in position for flank attacks in case a fight breaks out. Norg and Traith will stay near Radaban to protect him. Kricken gets up from his seat and paces about the room during

any conversation, in the hopes of being in position for a flank attack in case a fight breaks out. When the fighting starts, those who are still seated upturn the table to provide 1/2 cover for Radaban at the center rear, 1/4 cover for the others. Relmar attempts to scoot his chair back to get out of the way and cover in a corner until the fighting is over. For a bit of comic relief, you can have his chair topple over backward and describe his attempts to untangle himself and scoot out of the way.

As soon as two of the Bobcats are killed or incapacitated, the rest will try to flee or surrender.

Tier 1 (EL 4)

Radaban, male human Rog1: CR 1; Medium-size Humanoid (5 ft. 10 in. tall); HD 1d6; hp 6; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather); Atks +2 melee (1d6+2 [crit 18-20], rapier), +3 ranged (1-6 [crit x3], shortbow); SQ sneak attack +1d6 damage; AL CE; SV Fort +0, Ref +5, Will +0.

Str 14, Dex 16, Con 10, Int 14, Wis 10, Cha 14.

Skills: Bluff +6, Hide +7 Listen +6, Move Silently +7, Search +6, Sense Motive +4 Spot +6; *Feats:* Alertness, Improved Initiative.

Equipment: studded leather, rapier, dagger, shortbow, quiver of 20 arrows, deck of marked cards, deck of clean cards, 2 sets of dice in small leather cups, 3 gp, 8 sp

Kricken and Argenel, male human Rog1 (2): CR 1; Medium-size Humanoid (5 ft. 10 in. tall); HD 1d6; hp 6; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather); Atks +0 melee (1d6 [crit 18-20], rapier), +3 ranged (1-6 [crit x3], shortbow); SQ sneak attack +1d6 damage; AL CN; SV Fort +0, Ref +5, Will +1.

Str 10, Dex 16, Con 10, Int 14, Wis 12, Cha 12.

Skills: Disable Device +7, Hide +7, Listen +7, Move Silently +7, Open Locks +7; Search +6, Spot +7; *Feats:* Alertness, Improved Initiative.

Equipment: studded leather, rapier, dagger, shortbow, quiver of 20 arrows, thieves' tools, 10 sp

Traith and Norg, male human Com1 (2): CR 1/2; Medium-size Humanoid (5 ft. 5 in. tall); HD 1d4; hp 4; Init +1 (Dex); Spd 30 ft.; AC 14 (+1 Dex, +3 studded leather); Atks +0 melee (1d6, light mace), +1 ranged (1-4, sling); SQ none; AL N; SV Fort +0, Ref +1, Will +1.

Str 10, Dex 12, Con 10, Int 12, Wis 12, Cha 12.

Skills: Handle Animal +5, Listen +5, Spot +5; *Feats:* Armor Proficiency (light), Dodge.

Equipment: studded leather, light mace, sling, 2 sp

Tier 2 (EL 6)

Radaban, male human Rog2: CR 2; Medium-size Humanoid (5 ft. 10 in. tall); HD 2d6; hp 9; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather); Atks +3 melee (1d6+2 [crit 18-20], rapier), +4 ranged (1-6 [crit x3], shortbow); SQ

sneak attack +1d6 damage, Evasion; AL CE; SV Fort +0, Ref +6, Will +0.

Str 14, Dex 16, Con 10, Int 14, Wis 10, Cha 14.

Skills: Bluff +6, Hide +7, Listen +8, Move Silently +7, Open Lock +7, Search +6, Sense Motive +4, Spot +8, Sense Motive +4; *Feats:* Alertness, Improved Initiative.

Equipment: studded leather, rapier, dagger, shortbow, quiver of 20 arrows, deck of marked cards, deck of clean cards, 2 sets of dice in small leather cups, 3 gp, 8 sp

Kricken and Argenel, male human Rog2 (2): CR 2; Medium-size Humanoid (5 ft. 10 in. tall); HD 2d6; hp 9; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather); Atks +1 melee (1d6 [crit 18-20], rapier), +4 ranged (1-6 [crit x3], shortbow); SQ sneak attack +1d6 damage, Evasion; AL CN; SV Fort +0, Ref +6, Will +1.

Str 10, Dex 16, Con 10, Int 14, Wis 12, Cha 12.

Skills: Search +6, Spot +7, Listen +7, Hide +7, Move Silently +7, Open Lock +9, Disable Device +9, Pick Pocket +7; *Feats:* Alertness; Improved Initiative.

Equipment: studded leather, rapier, dagger, shortbow, quiver of 20 arrows, thieves' tools, 10 sp

Traith and Norg, male human Com2 (2): CR 1; Medium-size Humanoid (5 ft. 5 in. tall); HD 2d4; hp 6; Init +1 (Dex); Spd 30 ft.; AC 14 (+1 Dex, +3 studded leather); Atks +1 melee (1d6, light mace), +2 ranged (1-4, sling); SQ none; AL N; SV Fort +0, Ref +1, Will +1.

Str 10, Dex 12, Con 10, Int 12, Wis 12, Cha 12.

Skills: Listen +5, Handle Animal +5, Spot +5. *Feats:* Armor Proficiency (light).

Equipment: studded leather, light mace, sling, 2 sp

Tier 3 (EL 8)

Radaban, male human Rog4: CR 1; Medium-size Humanoid (5 ft. 10 in. tall); HD 4d6; hp 15; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather); Atks +5 melee (1d6+2 [crit 18-20], rapier), +6 ranged (1-6 [crit x3], shortbow); SQ sneak attack +2d6 damage, Evasion, Uncanny Dodge (Dex bonus to AC); AL CE; SV Fort +1, Ref +7, Will +1.

Str 14, Dex 16, Con 10, Int 14, Wis 10, Cha 15.

Skills: Bluff +10, Disable Device +7, Hide +7, Listen +8, Move Silently +7, Open Lock +7, Search +6, Sense Motive +8, Spot +8; *Feats:* Alertness, Combat Reflexes, Improved Initiative.

Equipment: studded leather, rapier, dagger, shortbow, quiver of 20 arrows, deck of marked cards, deck of clean cards, 2 sets of dice in small leather cups, 3 gp, 8 sp

Kricken and Argenel, male human Rog4 (2): CR 4; Medium-size Humanoid (5 ft. 10 in. tall); HD 4d6; hp 15; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather); Atks +3 melee (1d6 [crit 18-20], rapier), +6 ranged (1-6 [crit x3], shortbow); SQ sneak attack +2d6 damage; AL CN; SV

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

Str 10, Dex 17, Con 10, Int 14, Wis 12, Cha 12.

Skills: Bluff +5, Disable Device +11; Hide +7, Listen +7, Move Silently +7, Open Locks +11, Pick Pockets +7, Search +6, Sense Motive +5, Spot +7.

Feats: Alertness, Combat Reflexes, Improved Initiative.

Equipment: studded leather, rapier, dagger, shortbow, quiver of 20 arrows, thieves' tools, 10 sp

Traith and Norg, male human Com4 (2): CR 3; Medium-size Humanoid (5 ft. 5 in. tall); HD 4d4; hp 10; Init +1 (Dex); Spd 30 ft.; AC 14 (+1 Dex, +3 studded leather); Atks +2 melee (1d6, light mace), +3 ranged (1-4, sling); SQ none; AL N; SV Fort +1, Ref +2, Will +2.

Str 11, Dex 12, Con 10, Int 12, Wis 12, Cha 12.

Skills: Handle Animal +5, Listen +5, Spot +5; **Feats:** Armor Proficiency (light), Dodge.

Equipment: studded leather, light mace, sling, 2 sp

Development: Relmar's attitude depends on how the heroes acted above. If there was a fight, then he's shaky and nervous. If they paid off his debt peacefully, then he's grateful. Regardless, all he wants to do now is to get away, leave the city, and disappear safely someplace far away. He'll say or do whatever seems most likely to mollify the adventurers and allay their suspicions of him. He's reluctant to tell his story because it's so embarrassing, but can be cajoled or bullied into talking fairly easily. He knows the following:

- Relmar's title and position in this region is: _____ (or use the default of Tax Collector if none is specified).
- He's very nervous and badly wants to get away from the whole situation. He immediately asks to be unchained from the chair. His eyes keep straying to the doors and windows, and any hero who succeeds in a Sense Motive check (DC 10) can realize that he's ready to bolt. And indeed when, and if, he's freed, he tries to flee out of the closest door or window. Don't make it too difficult for the heroes to chase him down if he gets away—he's stiff and weak from two days of captivity and half of his toes are broken, so he doesn't run very fast (Spd 20 ft., cannot run).
- At any mention of going to see Malendril, panic can be seen welling up in his eyes, and he babbles desperately not to be taken to that "monster". He doesn't want to be turned over to the city guards either, because they'd just take him to Malendril.
- Malendril is a spy for (insert Regional enemy here: _____).
- Relmar first became suspicious of Malendril when he nosed around in a number of documents that he was to deliver to him, and found that they pertained to city watch schedules and troop movements. Smelling a rat, he began to keep an eye

on Malendril.

- He learned that Malendril was in the habit of collecting information about not only the city watch, but also about merchant shipments entering and leaving the city. He also had maneuvered himself into being named head of the bandit investigation in order to prevent it from finding his allies.
- One day Relmar overheard Malendril telling a tough-looking stranger "Morpho hasn't paid up" while making a cutting motion over his throat. A few days later, Malendril was publicly congratulated for leading to the destruction of an outlaw named Morpho and his gang of bandits.
- The real proof came one day when he tailed Malendril to a corner of the marketplace, and overheard him talking to a cloaked figure. Malendril handed over a bundle of documents and muttered something that Relmar barely caught, about hoping that he'd served well in the cause of (insert regional enemy here: _____).
- Relmar is embarrassed about his failed blackmail attempt and doesn't want to mention it if the heroes ask him what he did with his information, but if bullied or sweet-talked he will confess the whole sorry tale.
- Relmar is afraid to confront or publicly testify against Malendril and will initially give a vehement refusal at the suggestion. But he can be cajoled or bribed or intimidated into agreeing to do so, if the adventurers promise to protect him.
- The last time he saw his secretary was at work four days ago. He's crushed to learn of Tamarna's death. He says that Malendril must have killed her just to make Relmar look bad – and he probably enjoyed it too. (The thought makes Relmar shudder visibly)

Optional regional notes about meeting Relmar:

The Bobcats will not willingly leave with the PCs. Relmar will go with them, but walks slowly and gingerly (speed 20) due to his broken toes (unless healed by at least 5 hp). When the PCs leave the Bobcats' hideout, go to Encounter 6.

Encounter 6: Cleanup Time

Malendril's henchman Lirdan tailed the heroes to the Bobcats' hideout, as mentioned at the end of Encounter Four. His orders are to clean up the loose ends by killing Relmar and, if possible, the adventurers. Ideally, he sets up an ambush in the street just outside the Bobcats' hideout, and attacks moments after the heroes emerge with Relmar. If a particularly astute party managed to thwart him in his attempts to trail them, then modify this encounter so that the attack occurs later as the PCs travel

through the city, rather than immediately as they leave the hide-out.

Optional regional notes about this ambush:

Ask the PCs to make Spot checks. If they had previously stated that they're expecting an ambush and are being particularly wary, give them a +2 Circumstance bonus to their Spot checks. Any who make it at DC 19 can see the sniper(s) and Lirdan just as they're preparing to strike, and are not surprised. Since the thugs are initially out of sight, there's no chance to spot them. Additionally, if the heroes were wary enough to go out the back door and slipping out the back alley instead, then give them an additional Spot check at DC 17 to notice their potential attackers quickly moving into a new position to get ahead of the party. If successful, they can see the snipers getting into position and have a round to act before their foes are ready.

When it's time to spring the ambush read the following:

Arrows suddenly slice through the air from above, as a number of sinister figures step out of hiding around you and advance with swords at the ready.

Tactics: See DM's Map #1 for the initial positions of the attackers. The sniper(s) is (are) on the rooftop 20 feet up, shooting arrows at Relmar and at the heroes. Lirdan steps out of a doorway to attack the PCs from the side, while the thugs who don't hide well are completely out of sight down an alley. The thugs wait to step out and attack from the rear—they are holding their action until they hear Lirdan's signal on his initiative. The thugs step out of the doorways that they're lurking in, and then use a partial charge action to charge down the alley and attack the PC at the mouth of the alley during the surprise round.

The attackers' primary goal is to kill Relmar, while a secondary goal is to kill the heroes. They will not surrender or retreat as long as Relmar stands. If he is killed (or at least on the ground bleeding), they will flee if Lirdan plus two others are killed or incapacitated. You should try not to kill Relmar outright—if he's hit with enough damage to take him below 0 hit points, fudge the damage die roll to drop him no farther than -5. This will allow the heroes a chance to try to save his life with Heal checks or magical healing.

Relmar defends himself if necessary, but he would much prefer to flee and hide if he gets the chance. The adventurers may need to worry about keeping him from running away at the same time that they're defending themselves from the attack. If he does manage to flee, he's still very weak from his ordeal, not to mention the broken toes. This means that he can't run (Spd 20 ft. can't run).

Tier 1 (EL 4)

Lirdan, male human Rog1/Ftr1: CR 2; Medium-size Humanoid (5 ft. 10 in. tall); HD 1d6+1d10; hp 12; Init +8 (Dex, Improved Initiative); Spd 30 ft.; AC 17 (+4 Dex, +3 studded leather); Atks +6 melee (1d6+2 [crit 18-20], rapier), +5 ranged (1-6 [crit x3], shortbow); SQ sneak attack +1d6 damage; AL NE; SV Fort +2, Ref +6, Will +0.

Str 14, Dex 18, Con 10, Int 10, Wis 10, Cha 8.

Skills: Climb +8, Disable Device +4, Escape Artist +8, Hide +8, Move Silently, Open Lock +8, Search +4, Spot +4. **Feats:** Improved Initiative, Weapon Finesse (rapier), Weapon Focus (rapier).

Equipment: studded leather, rapier, dagger, shortbow, quiver of 20 arrows, thieves' tools, 8 gp

Sniper, male human Rog1: CR 1; Medium-size Humanoid (5 ft. 10 in. tall); HD 1d6; hp 6; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather); Atks +1 melee (1d6+1 [crit 18-20], rapier), +3 ranged (or +4 under 30 feet) (1-6 (+1 under 30 feet) [crit x3], shortbow); SQ sneak attack +1d6 damage; AL CN; SV Fort +0, Ref +5, Will +0.

Str 12, Dex 16, Con 10, Int 14, Wis 10, Cha 12.

Skills: Climb +5, Disable Device +7, Hide +7, Listen +7, Move Silently +7, Search +6, Spot +7. **Feats:** Improved Initiative, Point Blank Shot.

Equipment: studded leather, rapier, dagger, shortbow, quiver of 20 arrows, 2 gp

Thugs, male human War1 (2): CR 1/2; Medium-size Humanoid (5 ft. 9 in. tall); HD 1d8; hp 8; Init +1 (Dex); Spd 30 ft.; AC 16 (+1 Dex, +3 studded leather, +1 small steel shield); Atks +3 melee (1d8+2, heavy mace), +1 ranged (1-4, sling); SQ none; AL N; SV Fort +2, Ref +1, Will +0.

Str 14, Dex 12, Con 10, Int 10, Wis 10, Cha 12.

Skills: Climb +4, Intimidate +5. **Feats:** Iron Will, Power Attack.

Equipment: studded leather, small steel shield, heavy mace, sling, 15 sp

Tier 2 (EL 6)

Lirdan, male human Rog1/Ftr2: CR 3; Medium-size Humanoid (5 ft. 10 in. tall); HD 1d6+2d10; hp 17; Init +8 (Dex, Improved Initiative); Spd 30 ft.; AC 17 (+4 Dex, +3 studded leather); Atks +7 melee (1d6+2 [crit 18-20], rapier), +6 ranged (1-6 [crit x3], shortbow); SQ sneak attack +1d6 damage; AL NE; SV Fort +3, Ref +6, Will +0.

Str 14, Dex 18, Con 10, Int 10, Wis 10, Cha 8.

Skills: Climb +8, Disable Device +4, Escape Artist +8, Hide +8, Listen +4, Move Silently +8, Open Locks +8, Search +4, Spot +4; **Feats:** Improved Initiative, Weapon Finesse (rapier), Weapon Focus (rapier), Power Attack.

Equipment: studded leather, rapier, dagger, shortbow, quiver of 20 arrows, thieves' tools, 8 gp

Sniper, male human Rog1 (2): CR 1; Medium Humanoid (5 ft. 10 in. tall); HD 1d6; hp 6; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather); Atks +1 melee (1d6+1 [crit 18-20], rapier), +3 ranged (or +4 under 30 feet) (1-6 (+1 under 30 feet) [crit x3], shortbow); SQ sneak attack +1d6 damage; AL CN; SV Fort +0, Ref +5, Will +0.

Str 12, Dex 16, Con 10, Int 14, Wis 12, Cha 12.

Skills: Climb +5, Disable Device +7, Hide +7, Move Silently +7, Search +6, Spot +7; *Feats:* Improved Initiative, Point Blank Shot.

Equipment: studded leather, rapier, dagger, shortbow, quiver of 20 arrows, 2 gp

Thugs, male human Ftr1 (2): CR 1; Medium Humanoid (5 ft. 9 in. tall); HD 1d10; hp 10; Init +1 (Dex); Spd 30 ft.; AC 16 (+1 Dex, +3 studded leather, +1 small steel shield); Atks +3 melee (1d8+2 [crit 19-20], longsword), +1 ranged (1-4, sling); SQ none; AL N; SV Fort +2, Ref +1, Will +0.

Str 14, Dex 12, Con 10, Int 10, Wis 10, Cha 12.

Skills: Climb +4, Intimidate +5. *Feats:* Blind Fight, Iron Will, Power Attack.

Equipment: studded leather, small steel shield, longsword, sling, 15 sp

Tier 3 (EL 8)

Lirdan, male human Rog2/Ftr3: CR 5; Medium-size Humanoid (5 ft. 10 in. tall); HD 2d6+3d10; hp 24; Init +8 (Dex, Improved Initiative); Spd 30 ft.; AC 17 (+4 Dex, +3 studded leather); Atks +8 melee (1d6+2 [crit 18-20], rapier), +7 ranged (1-6 [crit x3], shortbow); SQ sneak attack +1d6 damage; SQ Evasion; AL NE; SV Fort +3, Ref +8, Will +1.

Str 14, Dex 18, Con 10, Int 10, Wis 10, Cha 8.

Skills: Climb +10, Disable Device +4, Escape Artist +10, Hide +8, Listen +6, Move Silently +8, Open Locks +8, Search +4, Spot +6; *Feats:* Dodge, Improved Initiative, Power Attack, Weapon Finesse (rapier), Weapon Focus (rapier).

Equipment: studded leather, rapier, dagger, shortbow, quiver of 20 arrows, thieves' tools, 8 gp

Sniper, male human Rog3 (2): CR 3; Medium Humanoid (5 ft. 10 in. tall); HD 3d6; hp 12; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather); Atks +3 melee (1d6+1 [crit 18-20], rapier), +5 ranged (or +4 under 30 feet) (1-6 (+1 under 30 feet) [crit x3], shortbow); SQ sneak attack +1d6 damage, Evasion, Uncanny Dodge (Dex bonus to AC); AL CN; SV Fort +1, Ref +6, Will +1.

Str 12, Dex 16, Con 10, Int 14, Wis 12, Cha 12.

Skills: Climb +9, Disable Device, Hide +9, Listen +7, Move Silently +9, Search +6, Spot +7; *Feats:* Improved Initiative, Point Blank Shot, Precise Shot.

Equipment: studded leather, rapier, dagger, shortbow, quiver of 20 arrows, 2 gp

Thugs, male human Ftr3 (2): CR 3; Medium Humanoid (5 ft. 9 in. tall); HD 3d10; hp 20; Init +1 (Dex); Spd 30 ft.; AC 16 (+1 Dex, +3 studded leather, +1 small steel shield); Atks +6 melee (1d8+2 [crit 19-20], longsword), +3 ranged (1-4, sling); SQ none; AL N; SV Fort +3, Ref +2, Will +1.

Str 14, Dex 12, Con 10, Int 10, Wis 10, Cha 12.

Skills: Climb +4, Intimidate +5. *Feats:* Blind Fight, Cleave, Iron Will, Power Attack, Weapon Focus (longsword).

Equipment: studded leather, small steel shield, longsword, sling, 15 sp

Development: If the heroes question any prisoners, they will quickly learn that Lirdan is the only one who knows who they're working for—the others are just paid to follow Lirdan's orders without questioning where they come from. And Lirdan is willing to die before betraying Malendril, so great is his devotion to the cause and his fear of punishment. He knows that Malendril's superiors have ways of reaching even beyond the grave to punish those who betray them and theirs. If Lirdan is caught and questioned, he claims that Garnoth the Bandit Lord sent him to kill Relmar in retaliation for selling him some bad information that led to the loss of some of his men to a guard patrol. Lirdan will keep up the pretense that Relmar was the traitor who worked with the bandits, until the bitter end.

Optional regional notes about the aftermath:

If the PCs decide to confront Malendril with what they've learned, go to Encounter 7. If they prefer to simply report to the local authorities, go to Encounter 8. If they decide to do some free-lance investigation you may need to improvise based on your knowledge of this city and this region, and the information given earlier about Relmar and/or Malendril. They are of course free to rest and recuperate overnight before continuing. In fact, if they are injured or low on spells but seem determined to confront Malendril immediately, Relmar is terrified. He tells them that he knows of a safe, hidden, secret, and defensible abandoned house where they could all stay, and begs them to rest and recover before taking the risk of talking to "that monster". If they choose this option, then the night passes uneventfully—go to Encounter 7 the next morning.

Encounter 7: Malendril's Home

In this region, the neighborhood where Malendril lives is called: _____.
The strength and frequency of guard patrols in this area is: _____.

Optional regional notes about the neighborhood or the house:

Malendril's home is a large, stately stone building set well back from the street. A high stone wall surrounds it, with carved gargoyles leering down from above. The view through the tall iron gate reveals a flagstone path that leads through the manicured grounds. Songbirds flit around the well-tended trees that shade the house.

The gate is not locked. The house has numerous windows, and a back door leading into the kitchen. A pair of gardeners (human male Com2, Profession (gardener) +5, Spot +1) are working in a flowerbed at the left of the house. If the PCs linger suspiciously outside the house or start to poke around the grounds, the gardeners enter the house through the kitchen door to alert their employer.

If and when the adventurers knock on the front door, the major-domo Senesio (human male Exp4, Profession (steward) +8, Spot +4, Sense Motive +4), a tall thin man with black hair and impeccably clean livery, decides whether or not visitors should be admitted to see Malendril. He has a nasal voice and a superior attitude, but is scrupulously polite. He knows that his employer has some shady dealings with unidentified persons, but none of the details, and he's well paid to look the other way. And he's seen enough of what happens to those who cross Malendril to harbor a healthy fear of betraying his employer.

If the heroes have come here before finding Relmar and going through the ambush in Encounter 6, then have Senesio refuse them admittance. "I'm sorry, but the master is unavoidably detained on other business." The scenario flows better if they meet Relmar before speaking frankly with Malendril, so you should do your best to send them away. If they force their way in for some reason, then Malendril prepares for a fight but talks to them first, hoping that they can still be convinced to make themselves useful for him. He tries to get them back on track and send them to the tavern (Encounter 4). If they become too belligerent, he attacks.

If they come here after Encounter 6, have Senesio admit them after briefly inquiring about their business:

"Yes, you are expected. The master will be with you shortly. Please make yourselves comfortable."

He leads them through a lavish entry hall adorned with expensive tapestries, golden candelabra, and a very realistic black marble statue of a seven-foot humanoid with bat wings and bared fangs. There's really nothing magical or dangerous about the statue, but feel free to make the players nervous with a sinister description. Senesio precedes the group into a well-appointed conservatory. He brings them wine, brandy, or tea and a light snack of teacakes (or optionally any favored regional food: _____) and then departs to let them wait for his employ-

er. Malendril keeps them waiting for about 15 minutes (long enough, he hopes, for most precast spells to expire—just in case his visitors are plotting any trouble).

The Conservatory

The 20-foot by 30-foot conservatory contains a variety of musical instruments on display—a beautiful harp, an enameled lute, a lyre, a set of finely tuned bells, and several flutes, mandolins, and a cittern. It is furnished with several comfortable stuffed chairs and a couch, some low tables, and a well-stocked sideboard. Padded window seats command a lovely view over the back garden through the wide double windows (and yes, a trellis below the window provides good footing for anybody who wants to climb down to beat a hasty retreat). A second door on the far side of the room can be opened to reveal an empty hallway. If the adventurers try to stray away from the sitting room, have a conveniently placed servant or guard politely escort them back. If anyone decides to search the sideboard, a successful Search check (DC 25) can discover a well-hidden secret compartment that contains a pair of rapiers.

When the heroes have stewed long enough, present the following:

The polished door finally opens, and the tall servant who scribed at the meeting this morning bows his way in to announce the arrival of your host. Lord Malendril has changed his costume since last you saw him. He swaggers in sporting a loose green silk robe, his hair slightly tousled. A beautiful woman in a revealing yellow silk dress hangs on his arm, her hair coming loose from its coif and her face a bit flushed. A hulking half-orc bodyguard brings up the rear, looking faintly embarrassed as he carries the woman's flowered hat.

Malendril and his companions are all wary of the adventurers and quite prepared to defend themselves against an immediate attack, although they act as if nothing is wrong in order to put the heroes at ease and give Malendril time to question them.

Note that Elanetta sang to Malendril and the others just before they came to this meeting, so her *inspire courage* effect is currently active when they enter the room and remains so for three rounds after, in case melee breaks out that quickly.

Malendril introduces the woman as his "dear friend" Elanetta, and smiles at her meltingly as he conducts her to a chair by the harp. He glances smugly over her shoulder at the PCs, pretending to gloat over his "conquest". She puts on a big grin and acts cute and dumb. The two of them put on a good show, hoping to appear as preoccupied lovers in order to throw off suspicion. After all, who would suspect a gloating fool just disturbed from his love nest of plotting an attack? Or the "tramp" he's with of being a dangerous adversary? They hope to appear too besotted and distracted to seem threatening, but in reality they are quite alert and suspicious underneath the act. After a showy and lingering kiss of Elanetta's hand, Malendril tells her

“Kitten, I’m afraid that your lovely head will be bored to tears, but I must attend to some important matters. Play us one of your pretty little tunes while I talk business, my sweet.”

She assents with a giggle, and begins to play some quiet background music on the harp.

Snerm the bodyguard drops the hat on a table as if it was a live snake, and then takes up a protective position beside his master’s chair. The only concern that enters his dim mind is to watch for Malendril’s orders, and to protect him from any harm. He’s a bit puzzled by all of the strange goings-on, but he’s been very well trained to ignore his employer’s shenanigans and attend only to potential dangers. Snerm’s tongue was long ago cut out to ensure that he can never talk about what he hears in his master’s presence, so he obviously must remain silent. If enraged, he’ll open his mouth to waggle the stub of his tongue and emit a wordless growl. He’s been brainwashed into fierce loyalty to Malendril and will willingly die to defend him.

Pike the servant unobtrusively moves around to pour brandy from the sideboard for Malendril and Elanetta, and then stations himself quietly by the sideboard. He remains alert there, hoping to be forgotten and to fade into the background, and watching attentively for his employer’s signal to act. His rapier and Elanetta’s are hidden in a secret compartment in the sideboard. He can open the compartment and withdraw the weapons as a standard action when the time comes, and can then slide Elanetta’s rapier across the floor to her as a move-equivalent action. He has three daggers hidden about his person as well. He is intensely loyal to Malendril, mostly out of fear, and will die rather than be seen failing to defend him.

Soon after Malendril draws the PCs’ attention away from her, Elanetta begins to put her supernatural bardic abilities into her music, as she *inspires courage* to aid Malendril’s side in case of trouble. She next picks a single character to *fascinate*—preferably someone who isn’t talking much and who looks like a fighter because she knows that they succumb to her wiles more easily (i.e. poor Will saves). If the *fascinate* succeeds, on tier 3 she then prepares to make a *suggestion* to that character as soon as it becomes apparent that a fight is going to break out (suggesting prettily, “I have no quarrel with anyone here, please protect me and don’t let anyone hurt me!”). The reasonableness of this suggestion grants a -2 circumstance penalty to be applied to the target’s saving throw (unless the PC has already somehow gotten proof that Elanetta is a real opponent). She’s got three daggers hidden under her voluminous skirts in case Pike isn’t able to slide her the rapier when combat begins.

Malendril pretends to be pleased to see the adventurers, although he’s really quite irate that Lirdan failed to dispatch them. He hopes that they either haven’t listened to Relmar’s whole story or that they haven’t decided to believe it. He tries to convince the adventurers that Relmar is just a lying two-faced traitor out to save his own skin by making wild accusations against such a pillar of the community as Malendril. He asks for

a full report on how their mission went, as he is very concerned with finding out how much they know. He makes sure to ask whether they’ve gone anywhere else or talked to anyone before coming here, so that he’ll know whether the damaging news may have spread beyond the people in this room. His snake familiar is hiding beneath his robes, and will poke its head out near his shoulder as the meeting goes on. On Tier 1 the snake doesn’t take part in combat, but on higher tiers it may be a threat.

Tactics: Malendril orders Snerm at first to interpose himself between Malendril and the attackers so that he can cast some spells (starting with *shield*). He later orders Snerm to flank opponents to help him get flanking sneak attacks. Pike tries to take advantage of his position at the back of the room to get flank attacks. Elanetta casts her spells and then starts singing to renew her inspire courage ability. Malendril, Snerm, and Pike will fight to the death, but Elanetta bears no great loyalty to her lover and will surrender if Malendril is killed or incapacitated or if she’s severely wounded. Strike, Malendril’s familiar can join the battle at the DM’s discretion—use its poison bite if you want a steeper challenge for the PCs.

Tier 1 (EL 4)

Malendril, male human Rog1/Sor1: CR 2; Medium Humanoid (5 ft. 10 in. tall); HD 1d6+1 + d4+1; hp 10; Init +8 (Dex, Improved Initiative); Spd 30 ft.; AC 17 (+4 Dex, +3 studded leather) or 18 (with sword used defensively); Atks +3 melee (1d6+4 [crit 18-20], rapier), +5 ranged (1-4 [crit 19-20], thrown dagger); SQ sneak attack +1d6 damage; AL NE; SV Fort +1, Ref +5, Will +2.

Str 10, Dex 18, Con 12, Int 14, Wis 10, Cha 16.

Skills: Bluff +9, Concentration +5, Gather Information +5, Hide +8, Intimidate +7, Listen +4, Move Silently +8, Search +6, Spot +4, Sense Motive +4; **Feats:** Improved Initiative, Combat Casting.

Spells (5/3): 0 lvl—*daze, flare, ray of frost, read magic*; 1st lvl—*magic missile, shield*;

Equipment: studded leather, *sword of the rogue* – +2 rapier, *defender*, 2 daggers, spell component pouch, 12 gp

Familiar - Strike the Snake (viper): CR1; Tiny magical beast; HD 1; hp 5; Init +3 (Dex); Spd 15 ft, swim 15 ft.; AC 18 (+2 size, +3 Dex, +2 natural, +1 familiar armor bonus); Atks +5 melee (poison, bite); Face/Reach 2 1/2, ft. by 2 1/2 ft./0 ft.; SA Poison; SQ Scent, grant alertness, improved evasion, share spells, empathic link; AL N; SV +2, Ref +4; Will +4; Str 6, Dex 17, Con 11, Int 6, Wis 12, Cha 2.

Skills: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8; **Feats:** Weapon Finesse (bite).

SA: Poison (Ex)—Initial and secondary damage: 1d6 temporary constitution (DC 11).

Snerm, male half-orc Ftr1: CR 1; Medium Humanoid (6 ft. 4 in.

tall); HD 1d10+2; hp 12; Init +0; Spd 30 ft.; AC 16 (+5 chainmail, +1 small steel shield); Atks +7 melee (1d8+5 [crit 19-20], longsword); AL NE; SV Fort +4, Ref +0, Will -1.

Str 20, Dex 10, Con 14, Int 10, Wis 8, Cha 8.

Skills: Listen +1, Spot +1; *Feats:* Weapon Focus (longsword), Power Attack.

Equipment: chainmail, small steel shield, longsword, dagger

Elanetta, female human Brd1: CR 1; Medium Humanoid (5 ft. 3 in. tall); HD 1d6+1; hp 7; Init +2 (Dex); Spd 30 ft.; AC 12 (+2 Dex); Atks +0 melee (1d6 [crit 18-20], rapier or 1d4 [crit 19-20], dagger), +2 ranged (1d4 [crit 19-20], thrown dagger); SA Fascinate; SQ Inspire Courage, Countersong; AL CE; SV Fort +1, Ref +4, Will +3.

Str 10, Dex 14, Con 12, Int 14, Wis 12, Cha 16.

Skills: Bluff +6, Concentration +5, Listen +4, Perform +7, Sense Motive +5, Spot +4; *Feats:* Dodge, Combat Casting.

Spells (2): 0 lvl—*daze, flare, ghost sound, ray of frost*

Equipment: 3 daggers, (rapier hidden in sideboard), spell component pouch, 5 gp

Pike, male human Rog1: CR 1; Medium Humanoid (5 ft. 8 in. tall); HD 1d6; hp 9; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 14(+3 Dex, +1 padded); Atks +0 melee (1d6 [crit 18-20], rapier), +3 ranged (1-4 [crit 19-20], thrown dagger); SQ sneak attack +1d6 damage; AL LN; SV Fort +0, Ref +5, Will +1.

Str 10, Dex 16, Con 10, Int 14, Wis 12, Cha 12.

Skills: Disable Device +7, Hide +7, Listen +7, Move Silently +7, Open Lock +7, Search +6, Spot +7.

Feats: Improved Initiative, Toughness.

Equipment: padded armor, 3 daggers, (rapier hidden in sideboard), 8 sp

Tier 2 (EL 6)

Malendril, male human Rog1/Sor2: CR 2; Medium Humanoid (5 ft. 10 in. tall); HD 1d6+1 + 2d4+1; hp 13; Init +8 (Dex, Improved Initiative); Spd 30 ft.; AC 17 (+4 Dex, +3 studded leather) or 18 (with sword used defensively); Atks +4 melee (1d6+4 [crit 18-20], rapier), +6 ranged (1-4 [crit 19-20], thrown dagger); SQ sneak attack +1d6 damage, Evasion; AL NE; SV Fort +1, Ref +5, Will +3.

Str 10, Dex 18, Con 12, Int 14, Wis 10, Cha 16.

Skills: Bluff +9, Concentration +7, Gather Information +5, Hide +8, Intimidate +6, Listen +4, Move Silently +8, Search +6, Sense Motive +4, Spot +4; *Feats:* Combat Casting, Dodge, Improved Initiative.

Spells (6/4): 0 lvl—*daze, flare, ray of frost, mage hand, read magic*; 1st lvl—*magic missile, shield*;

Equipment: studded leather, *sword of the rogue* - +2 rapier, *defender*, 2 daggers, spell component pouch, 12 gp

Familiar - Strike the Snake (viper): CR1; Tiny magical beast;

HD 1; hp 6; Init +3 (Dex); Spd 15 ft, swim 15 ft.; AC 18 (+2 size, +3 Dex, +2 natural, +1 familiar armor bonus); Atks +5 melee (poison, bite); Face/Reach 2 1/2, ft. by 2 1/2 ft./0 ft.; SA Poison; SQ Scent, grant alertness, improved evasion, share spells, empathic link; AL N; SV +2, Ref +4; Will +4; Str 6, Dex 17, Con 11, Int 6, Wis 12, Cha 2.

Skills: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8; *Feats:* Weapon Finesse (bite).

SA: *Poison (Ex)*--Initial and secondary damage: 1d6 temporary constitution (DC 11).

Snerm, male half-orc Ftr2: CR 2; Medium Humanoid (6 ft. 4 in. tall); HD 2d10+2; hp 20; Init +0; Spd 30 ft.; AC 16 (+5 chainmail, +1 small steel shield); Atks +8 melee (1d8+5 [crit 19-20], longsword); AL NE; SV Fort +4, Ref +1, Will +0.

Str 20, Dex 10, Con 14, Int 10, Wis 8, Cha 8.

Skills: Listen +2; Spot +2; *Feats:* Cleave, Power Attack, Weapon Focus (longsword).

Equipment: chainmail, small steel shield, longsword, dagger

Elanetta, female human Brd2: CR 3; Medium Humanoid (5 ft. 3 in. tall); HD 2d6+1; hp 11; Init +2 (Dex); Spd 30 ft.; AC 16 (+2 Dex, +4 *mage armor*); Atks +1 melee (1d6 [crit 18-20], rapier or 1d4 [crit 19-20], dagger), +3 ranged (1d4 [crit 19-20], thrown dagger); SA Fascinate; SQ Inspire Courage, Countersong; AL CE; SV Fort +2, Ref +5, Will +4.

Str 10, Dex 14, Con 12, Int 14, Wis 12, Cha 16.

Skills: Bluff +6, Concentration +7, Listen +4, Perform +9, Sense Motive +5, Spot +4, Sense Motive +5; *Feats:* Dodge, Combat Casting.

Spells (3/1): 0 lvl—*daze, flare, ghost sound, ray of frost*; 1st lvl—*cause fear, mage armor* (precast)

Equipment: 3 daggers, (rapier hidden in sideboard), spell component pouch, 5 gp

Pike, male human Rog2: CR 2; Medium Humanoid (5 ft. 8 in. tall); HD 2d6; hp 12; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 14(+3 Dex, +1 padded); Atks +1 melee (1d6 [crit 18-20], rapier), +4 ranged (1-4 [crit 19-20], thrown dagger); SQ sneak attack +1d6 damage, Evasion; AL LN; SV Fort +0, Ref +6, Will +1.

Str 10, Dex 16, Con 10, Int 14, Wis 12, Cha 12.

Skills: Search +8, Spot +9, Listen +9, Hide +7, Move Silently +9, Open Lock +7, Disable Device +7.

Feats: Combat Reflexes, Improved Initiative, Toughness.

Equipment: padded armor, 3 daggers, (rapier hidden in sideboard), 8 sp

Tier 3 (EL 8)

Malendril, male human Rog1/Sor4: CR 2; Medium Humanoid (5 ft. 10 in. tall); HD 1d6+1 + 2d4+1; hp 16; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather) or 18 (with sword used defensively); Atks +5 melee (1d6+4 [crit 18-20], rapier), +7 ranged (1-4 [crit 19-20], thrown dagger); SQ sneak attack +1d6 damage, Evasion; AL NE; SV Fort

+2, Ref +6, Will +4.

Str 10, Dex 18, Con 12, Int 14, Wis 10, Cha 17.

Skills: Bluff +11, Concentration +7, Gather Information +5, Hide +8, Intimidate +6, Listen +4, Move Silently +7, Search +6, Sense Motive +4, Use Magic Device +5.

Feats: Improved Initiative, Combat Casting, Toughness.

Spells (6/7/4): 0 lvl—*daze, flare, ray of frost, mage hand, open/close, read magic*; 1st lvl—*charm person, magic missile, shield*; 2nd lvl—*blindness*

Equipment: studded leather, *sword of the rogue* - +2 rapier, *defender*, 2 daggers, spell component pouch, 12 gp

Familiar - Strike the Snake (viper): CR 1; Tiny magical beast; HD 1; hp 8; Init +3 (Dex); Spd 15 ft, swim 15 ft.; AC 18 (+2 size, +3 Dex, +2 natural, +1 familiar armor bonus); Atks +5 melee (poison, bite); Face/Reach 2 1/2, ft. by 2 1/2 ft./0 ft.; SA Poison; SQ Scent, grant alertness, improved evasion, share spells, empathic link, touch; AL N; SV +2, Ref +4; Will +4; Str 6, Dex 17, Con 11, Int 6, Wis 12, Cha 2.

Skills: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8; **Feats:** Weapon Finesse (bite).

SA: *Poison (Ex)*—Initial and secondary damage: 1d6 temporary constitution (DC 11).

Snerm, male half-orc Ftr3: CR 3; Medium Humanoid (6 ft. 4 in. tall); HD 3d10+2; hp 26; Init +0; Spd 30 ft.; AC 16 (+5 chainmail, +1 small steel shield); Atks +9 melee (1d8+5 [crit 19-20], longsword); AL NE; SV Fort +5, Ref +1, Will +0.

Str 20, Dex 10, Con 14, Int 10, Wis 8, Cha 8.

Skills: Listen +2, Spot +2.

Feats: Blind Fight, Power Attack, Weapon Focus (longsword).

Equipment: chainmail, small steel shield, longsword, dagger

Elanetta, female human Brd6: CR 6; Medium Humanoid (5 ft. 3 in. tall); HD 6d6+1; hp 27; Init +2 (Dex); Spd 30 ft.; AC 17 (+3 Dex, +4 *mage armor*); Atks +4 melee (1d6 [crit 18-20], rapier or 1d4 [crit 19-20], dagger), +6 ranged (1d4 [crit 19-20], thrown dagger); SA Fascinate, Suggestion; SQ Inspire Courage, Countersong; AL CE; SV Fort +2, Ref +7, Will +5.

Str 10, Dex 14, Con 12, Int 14, Wis 12, Cha 17.

Skills: Bluff +8, Concentration +7, Diplomacy +7, Listen +4, Perform +12, Sense Motive +5, Tumble +6; **Feats:** Dodge, Combat Casting, Mobility, Expertise.

Spells (3/4/3): 0 lvl—*daze, flare, ghost sound, prestidigitation, ray of frost*; 1st lvl—*cause fear, mage armor (precast), protection from good, sleep*; 2nd lvl—*cure moderate wounds, mirror image, Tasha's hideous laughter*

Equipment: 3 daggers, (rapier hidden in sideboard), spell component pouch, 5 gp

Pike, male human Rog3: CR 3; Medium Humanoid (5 ft. 8 in. tall); HD 3d6; hp 12; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 14(+3 Dex, +1 padded); Atks +2 melee (1d6 [crit 18-20], rapi-

er), +5 ranged (1-4 [crit 19-20], thrown dagger); SQ sneak attack +2d6 damage, Evasion, Uncanny Dodge (Dex bonus to AC); AL LN; SV Fort +1, Ref +6, Will +2.

Str 10, Dex 17, Con 10, Int 14, Wis 12, Cha 12.

Skills: Disable Device +7, Hide +7, Listen +9, Move Silently +9, Open Lock +7, Search +8, Spot +9, Tumble +7.

Feats: Combat Reflexes, Improved Initiative, Toughness.

Equipment: padded armor, 3 daggers, (rapier hidden in sideboard), 8 sp

Aftermath: If captured, Malendril, Snerm, and Pike would rather die than talk. They know that the faction Malendril works for can reach beyond the grave to punish those who betray them, and are more afraid of that than of anything the PCs might do. Elanetta, if captured alive, can easily be induced to talk but she doesn't know much. She thinks that it's amusing that Malendril has been selling out the city, and is impressed by his rise to power. But she doesn't know who he really works for.

If the adventurers search the house, four innocent servants (male and female human Com1) and Senesio will be seen huddling fearfully just down the hall. They will shriek and run at the approach of the PCs. Two will flee the house to call the guard, while the others will try to watch and listen to the adventurers from around corners and down hallways to see what they're up to. These servants knew nothing of their employer's nefarious activities, just that he had a foul temper and it was best not to cross him.

A search of the desk in Malendril's study turns up a variety of papers with records of troop movements and patrols, trade caravan activities, and a checklist of payments he's received from various bandits. A symbol or talisman linking Malendril to the faction that he spies for can also be found – in this region it is:

A nasty little room can be found in the basement. This windowless cell contains a table fitted with shackles and chains, and a wall covered with various instruments of torture. A fireplace apparently provides convenient heating for pokers. A comfortable couch sits against one wall out of reach of the chains, incongruous in the grim setting. Above the couch is a long polished shelf bearing a row of small boxes, each labeled with a name—and yes, Relmar and Tamarna are on the last two. Inside each box are ten gruesome fingernails encrusted with dried blood.

Encounter Eight - Report

If and when the adventurers decide to speak to the local authorities, you may need to improvise a fair amount based on your knowledge of the region and its law enforcement structure, as there is a lot of regional variation in this area.

If they come to this encounter before finding Relmar, then they have no hard proof of any wrongdoing and should be sent back out

to finish their information-gathering as quickly as possible.

If they come to this encounter with Relmar in hand, then they have the proof they need to show that Malendril is a traitor. Improvise with the information presented below to present an encounter with the appropriate authority figure. The adventurers should probably be looked on with suspicion at first, until they've roleplayed persuasively enough to convince the authorities that their accusations may have merit.

There is indeed a price on Relmar's head of 300 gp, as Malendril mentioned earlier, but Malendril is the one who is supposed to pay it. If the PCs try to turn him in and collect the bounty, they are directed to Malendril's home (go to Encounter 7). Malendril, of course, has no intention of paying the bounty.

If they come to this encounter after having fought Malendril in his home, then they may initially be accused of assault or possibly even murder for attacking someone who is considered a pillar of the community. Make them squirm a bit before allowing them to talk their way out of this one. Having Relmar alive and in hand to testify on their behalf will make it much easier for them, but the truth should eventually come out one way or another even without his help.

Note that Malendril has agents scattered throughout the city. If you judge that he could reasonably be expected to learn of who the adventurers are speaking to, he attempts to have the characters sent to him by asserting his authority over the bandit investigation and implicating them as wanted witnesses. He sends a message to the authority they're speaking with, asking that the characters be sent to his estate – go to Encounter 7. Alternately, if the adventurers have made a good case to a strong authority who is ready to send in the troops to arrest Malendril, then he'll try to flee the city before they can get to him. Use your judgement about how secretive the PCs have been, how likely it is that he could learn of their actions, and how easy it is to leave the city quickly in this region. Optional regional notes about these issues:

If and when Malendril's house is searched, plenty of evidence of his crimes does turn up – see the end of Encounter Seven for details. Some of the likely authorities that the adventurers might approach are as follows:

Malendril's superior: The name, rank, and position of the city official or noble that Malendril reports to in this city is:

Is this person easily approachable, or will the PCs need to work through underlings before reaching him/her?

Is this person likely to believe their story? What kind of reaction

can they expect?

Is this person likely to order the arrest of Malendril, to bring in clerics to use truth spells, to send the adventurers to capture Malendril themselves, or to bump the issue up to a higher authority (and if so, who)?

If Malendril sends him/her a note asking for the adventurers to be sent to him, how likely is this figure to comply?

The City Guards or The Army: If the PCs return to the gatehouse guard post, they can speak with Sergeant Jerrina again. She's very disturbed at any allegations of wrongdoing on the part of Malendril. She quickly decides that this is out of her league, and will summon her superior (see below for regional figure). Alternately, the heroes might approach some other regional authority in charge of law enforcement for the city.

The officer's name, rank, and position is:

Is this person easily approachable, or will the PCs need to work through underlings before reaching him/her?

Is this person likely to believe their story? What kind of reaction can they expect?

Is this person likely to order the arrest of Malendril, to bring in clerics to use truth spells, to send the adventurers to capture Malendril themselves, or to bump the issue up to a higher authority (and if so, who)?

If Malendril sends him/her a note asking for the adventurers to be sent to him, how likely is this figure to comply?

The Temples: The dominant temples are so greatly varied by region that there's very little that can be standardized here.

Given the gravity of the situation, any temple should be willing to perform *zone of truth* and/or *discern lies* spells on the adven-

turers and on Relmar at no charge, to determine that their story is true. If Relmar has been killed and his body is brought in, the temple should be willing to perform a *Speak with Dead* spell on him at no charge to learn the truth of his allegations against Malendril. He will voluntarily fail the saving throw against this spell, as he would like his name to be cleared and his death to be avenged.

What is the relationship between the temples and the secular authorities in this region? Do the temple authorities have the power to take down a city official like Malendril? Or do they have influence over the secular officials who would have that power? Are clerical truth spells admitted as legal evidence of criminal activity here?

Which deity's temple(s) is(are) the most powerful and likely to be approached in this region?

The name, rank, and position of the cleric who would speak to the adventurers at each such temple is:

Is this person easily approachable, or will the PCs need to work through underlings before reaching him/her?

Is this person likely to believe their story? What kind of reaction can they expect?

Is this person likely to order the arrest of Malendril, to use truth spells, to send the adventurers to capture Malendril themselves, or to refer the issue to a secular authority (and if so, who)?

If Malendril sends him/her a note asking for the adventurers to be sent to him, how likely is this figure to comply?

Conclusion

If he was captured alive, Malendril is put on trial, convicted of treason, and hanged. If he was killed, he is posthumously declared a traitor and the PCs are exonerated of any wrongdoing in his death. If he escaped from the city, he's declared an outlaw

and is wanted for treason.

If he's brought in alive, Relmar is exonerated of any wrongdoing except the attempt to blackmail Malendril instead of reporting what he knew to the authorities. His punishment in this region is:

The specific authority figures that will be involved in the trial and in congratulating and rewarding the PCs will obviously be different from one region to the next. This might include Malendril's superior, the ruler of the city, a noble, some lesser authority in the city's command structure, or a priest of an important temple.

In this region the name, rank, and position of the person who will oversee Malendril's downfall and then reward the heroes is:

What sort of event will be thrown in their honor – a feast, party, ball, or formal presentation?

As reward, the heroes will be allowed to keep some treasure of Malendril's – his *Sword of the Rogue*, a *potion of endurance*, a masterwork lute, a ruby pendant on a gold chain (worth 100 gp) and a gold and ruby ring (worth 80 gp). The remainder of Malendril's property is seized by the government in reparation for his crimes.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter One

Defeating the bandits 50 xp

Encounter Two

Good roleplaying with Malendril 25 xp

Encounter Four

Learning how to find the Bobcats without resorting to violence 25 xp

Encounter Five

Gaining Relmar's freedom without violence 50 xp

OR

Defeating the Bobcats 50 xp

Encounter Six

Defeating the ambushers 100 xp

Keeping Relmar alive 50 xp

Encounter Seven

Defeating Malendril 150 xp

Encounter Eight

Reporting discreetly so that Malendril doesn't get warning of his impending arrest (so he can't flee the city) – only to be given if Encounter Seven was skipped.

100 xp

Total experience for objectives 450 xp

Discretionary roleplaying award 0-50 xp

Total possible experience 500 xp

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.

Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.

Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Encounter One

Six bottles of fine wine worth 15 gp each.

Conclusion

- *Sword of the rogue*, +1 rapier (Medium, 3 lb., Steel, 320 gp, Unusual): If the wielder of the sword of the rogue has the ability to sneak attack, his rapier becomes attuned to that wielder and over time becomes a more powerful weapon. After it is utilized in combat in ten Living Greyhawk adventures by the character it is attuned to it becomes a +2 rapier. After it is used in combat in twenty Living Greyhawk adventures by the person it is attuned to it becomes a +2 rapier, defending. The advanced magical abilities (i.e. the +2 and the defending) only apply when it's wielded by the person it is currently attuned to. If a different wielder uses it in battle, it reverts to a +1 rapier and that character, or even the original wielder of the sword of the rogue must start the progression over again from the beginning. A record of the progression is tracked on the character's log sheet.
- Masterwork lute (100 gp): This cherry wood instrument is finely made and bears a complex pattern of inlay in various fine woods.
- Potion of endurance (300 gp, common)
- Ruby pendant on a gold chain (100 gp)
- Gold ring set with rubies (80 gp)

Appendix: A Relmar

Relmar, male half-elf Rogz: CR 2; Medium-size Humanoid (5 ft. tall); HD 2d6-2; hp 7 (1 currently); Init +6 (Dex, Improved Initiative); Spd 30 ft. (20 ft. currently, cannot run); AC 13 (+3 Dex); Atks +1 melee (1d3 subdual, unarmed strike); SQ sneak attack +1d6 damage, Evasion, immune to magic sleep spells and effects, +2 on saves vs. enchantment spells or effects; AL CN; SV Fort +0, Ref +6, Will -1.

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

Skills: Disable Device +7, Hide +7, Search +6, Spot +7, Listen +7, Hide +7, Move Silently +7, Open Lock +7, Disable Device +7, Pick Pocket +7. **Feats:** Improved Initiative.

Description: Relmar is a thin, nervous-looking half-elf with green eyes and long dark hair. He is currently in a weakened state due to his ordeal, so he has only 1 hit point and a lowered movement rate. His fingernails have all been pulled out, and the festering wounds are wrapped in dirty bandages. His arms, legs, chest, and back all bear a myriad of small, precise cuts and burns, and half of his toes are broken. His clothing was once fine but is now little more than tattered rags.

Critical Event Summary

Please fill out the information below based on the events that occurred during scenario play and return this form to the author:

Kim Winz
1006 Queensbury Circle
Durham, NC 27713

The input from these forms will help to determine future campaign events. Thanks for your assistance.

Did the PCs confront Malendril themselves, or leave it to the authorities?

What is the fate of Malendril (killed in battle, hanged, escaped)?

What is the fate of Relmar (killed by ambush, killed some other way, escaped, punished for blackmail)?

Were there any other events of note not covered in the questions above?