

BDK7-04

Proof of Loyalty

A One-Round Dungeons & Dragons® Living Greyhawk™
Bandit Kingdoms Adventure

Version 0.95

by Patrick Walsh

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An adventurer's wealth and well-being often relies on tracking down rumors to their source. Following rumors of a person long thought dead has led you to the village of Salfrayfields and a potential source. Before you can confirm or put to rest the rumors, you will need to find something even rarer: proof of loyalty. A one-round Bandit Kingdoms adventure set in the Bandit Kingdoms for APLs 2 to 6. Part Two of the Missing Regent Series.

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

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For questions specific to this document, please e-mail your Triad at contact.bdk@iuzlg.com; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: PH, DMG, and MM.

Throughout this adventure, text in *bold italics* provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also

find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

AVERAGE PARTY LEVEL (APL)

See Chapter One of the *Living Greyhawk Campaign Sourcebook* for details on APLs. If the APL of your group is an odd number, ask them before the adventure begins whether they would like to play the higher or the lower adjacent APL.

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

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

TIME UNITS AND UPKEEP

This is a standard Regional adventure, set in the Bandit Kingdoms. Characters native to that region pay 1 Time Unit per round; all other characters pay 2 Time Units per round.

More information about Lifestyle and Upkeep can be found in the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

The PCs are attempting to verify that His Grace, Nebon Gellor, The Duke of Artonsamay, is either alive or dead. In BDK7-01 they learn that Duke Nebon was last seen in disguise in Riftrac and gain his signet ring from an eyewitness (who stole it from the Duke). If none of the PCs participated in BDK7-01, they are attempting to track down the truth of the growing rumors about the Duke.

Through one of several methods, the PCs learn that Duke Gellor and the wizard Larn were seen talking together recently. Duke Gellor and Larn discussed the Duke's plans for reclaiming the Duchy of the Artonsamay and Larn suggested the Duke find the Iron Crown of the Bandit Kingdoms, which would protect him from the fate of the King of the Johrase and raise his stature in the Combination of Free Lords. However, the Duke will also need an army to back him up.

When Larn learns the PCs are seeking the Duke, he sees an opportunity. Larn cannot travel to the County of Urnst to meet with a representative of the new Countess (for several reasons), but he can send adventurers. If they accomplish their mission, Larn will know they are willing to act in Duke Gellor's best interest and that he, Larn, can trust them enough to tell them where the Duke is now. It has been weeks since Larn last heard from the Duke and he is starting to get concerned...

FAMILY TIES

Duke Gellor is Countess Rachel's great-uncle. Rachel's (now deceased) mother was the Duke's niece. The

Countess was elected by the nobles of the realm at the Council of Peers at the end of 596CY. Because the Duke was Countess Belissica's (D.594CY) uncle, he was considered for succession during the Council of Peers.

Countess Rachel is a member of the Duncombe family, with Gellor blood. She is known to be a Paladin of Heironeous.

House Duncombe is known to be expansive and its members generally tend towards law or good. They are mostly of Oeridian origin, but have married to many other human groups and include Suel and Flan branches.

For more information about the County of Urnst, refer to the County Wiki at <http://county.pbwikic.com>

ADVENTURE SUMMARY

Introduction

Location: Salfrayfields

The player characters arrive in Salfrayfields looking for Larn.

Encounter 1: Round Up

Location: Salfrayfields

After a day or so, the PCs are rounded up by bully boys and told the Boss wants to see them. They are escorted to a tavern whose sign simply says "Locals Only."

Encounter 2: Talk to the Boss?

Location: Salfrayfields

Instead of Boss Beare in the back room, it is one of Larn's apprentices, who questions the PCs. If satisfied with their answers, he sends them to Larn's Tower.

Encounter 3: The Tower

Location: Larn's Tower

At Larn's Tower, Larn explains the mission to the PCs. If they accept, he will give them the Duke's signet ring to prove they act in the Duke's behalf.

Encounter 4: Crossing the Border

Location: Jedbridge

There are many issues with a heavily armed and magic-ed party of adventurers crossing out of the Bandit Kingdoms, not the least of which is taxes and the high probability of being turned back. The PCs will have Letters of Transit from Larn, but will still have to pay taxes on their gear.

Encounter 5: The Meeting

Location: Dryburgh

They meet Lady Ilya Duncombe, the Countess's representative, have the meeting, and get the agreement in writing. This is the easiest part of the mission.

Encounter 6: Things Go Bad

Location: Dryburgh

The PCs and Lady Ilya are attacked and the inn set aflame. This is Nevin's doing. Due to Nevin disguising himself as a PC and attacking Lady Ilya, the PCs will have

to talk their way out and be judged on their actions. They may also lose their Letters of Transit and the signet ring at this point, making their return to the Bandit Kingdoms more difficult.

Encounter 7: Back across the Artonsamay

Location: variable

The border is much more alert than last time and there are mysterious wanted posters everywhere. They have four options:

1. Steal a boat and try to cross at Jedbridge.
2. Steal a boat and try to cross at Esselgard.
3. Steal a boat and try to cross at a point between the two.
4. Flag down a Rhenee barge and pay to be smuggled across.

Encounter 8: Payoff

Location: Larn's Tower

PCs return and meet with Larn (or one of his apprentices). The outcome depends upon whether they have the agreement and the signet ring. If they do well, Larn tells them where the Duke is and sends them on their way.

PREPARATION FOR PLAY

Before running this mod, ask the players if they have any of the following plot points:

- IP with Boss Beare (BDKA6-01 *Badgered by Problems*)
- Enmity of Boss Beare (BDKA6-01 *Badgered by Problems*)
- Enmity of Nevin Ringblade (BDK7-01)
- [Duke Gellor's signet ring] (BDK7-01)

REGIONAL WARNING

If your players are unfamiliar with the Bandit Kingdoms region, read the following aloud before running this event:

It is important to realize at all times that the Bandit Kingdoms are under the control of Iuz, the Old One, a chaotic, evil deity who revels in torture, depravity and trickery. Government officials tend to imitate many of the attributes of their dread lord. Things that you might take for granted in other lands, such as freedom of worship and the rule of law, are not valued by the rulers of the Combination of Free Lords. You may be able to strike at Iuz, but seldom can you strike at him overtly without paying the final price. Be warned, life is short for those who openly defy Old Wicked.

INTRODUCTION

There are two possible Introductions for this mod, depending upon whether any PC has successfully completed BDK7-01 *The Halfling*.

IF A PC HAS DUKE GELLOR'S SIGNET RING:

Duke Gellor was one of the few leaders in the Combination of Free Lords who was respected, if not liked, by the other "Lords". His strong ties to the County of Urnst provided some much needed respectability for the Bandit Kingdoms. Missing and presumed dead since the forces of the Old One overran the Duchy of the Artonsamay, the Duke lives on in rumors that have continued to circulate for years.

Recently, the number of rumors has increased. While saving his hide in Rifcrag, you learned from TB Gonagin that Duke Gellor still lives and TB had seen him! As proof of this (and for saving his neck), TB gave you a signet ring he claims to have "borrowed" from the disguised Duke Gellor.

The return of Duke Gellor and the reconstitution of his Duchy would be a significant step in removing the hated armies of Iuz. At the very least, the Duke would be a natural rallying point against the Old One.

Quiet inquiries have revealed that the wizard Larn was recently seen meeting with the disguised Duke. As the village of Salfrayfields is under Larn's protection, you have traveled there to find out more.

IF NO PC HAS DUKE GELLOR'S SIGNET RING:

Duke Gellor was one of the few leaders in the Combination of Free Lords who was respected, if not liked, by the other "Lords". His strong ties to the County of Urnst provided some much needed respectability for the Bandit Kingdoms. Missing and presumed dead since the forces of the Old One overran the Duchy of the Artonsamay, the Duke lives on in rumors that have continued to circulate for years.

Recently, the number of rumors has increased. When you helped a well-connected and somewhat reliable scoundrel, he told you he has recently seen Duke Gellor alive! If Duke Gellor actually lives, his reappearance and the possible reconstitution of the Duchy or the Artonsamay would be another long step towards ejecting the hated armies of Iuz. At the very least, the Duchy will be a natural rallying point against the Old One.

Quiet inquiries have revealed that the wizard Larn was recently seen meeting with the disguised Duke. As the village of Salfrayfields is under Larn's protection, you have traveled there to find out more.

Knowledge (Local – Iuz Border States)

Any PC with Knowledge (Local – Iuz Border States) that makes a check to see what they know of Salfrayfields learns the following:

DC 5: Dire badgers roam the area north of the village.

DC 10: Salfrayfields is part of the Free City-State of Stoink.

DC 15: Salfrayfields is under the protection of the wizard Larn and produces sachets of the herb salfray, which has healing properties against animal poisons.

DC 20: Larn does not directly run Salfrayfields. He has one Ernest "Boss" Beare and his pack of bullies maintain what passes for law and order there. Larn lives south-southeast of the village in his tower.

DC 25: Officially, importation of goods from the Bandit Kingdoms is illegal in the County of Urnst – yet somehow goods from both sides of the border find their way across, notably salfray.

Gather Information

A Gather Information check will turn up the following information about Duke Gellor:

DC 2: Duke Gellor is ten feet tall and shoots lightning from his eyes. He seeks to kill all half-dragons he finds as an affront to Beory.

DC 5: Duke Gellor is eight feet tall and can throw fireballs from his finger tips.

DC 8: Duke Gellor sneaks into Stoink at night disguised as a tall dwarf to gamble.

DC 10: Duke Gellor's ghost haunts the remains of his castle.

DC 15: Duke Gellor was no paladin, but he was fair to his subjects, and mostly fair with his neighbors. Still, he enjoyed the occasional raid from time to time.

DC 20: Stories say Duke Gellor is looking for something that he lost that will defeat Cranzer's magic.

DC 25: Duke Gellor still has friends in surprising places, friends who help him against the Old One. He's going to need them, as I hear that no less than Boneheart Halga searches for him to this very day.

1: ROUND UP

Toward the end of your first day in Salfrayfields, you are eating dinner at the inn, comparing notes. As you finish your meal, a group of eight men, all wearing light blue jerkins, black trousers, and well-cared-for leather armor, enter the inn's dinning area. They all wear a seal attached to their armor – a star-shaped leaf hovering atop a circular background of silvery fields, the seal of the village.

The leader, a large Oeridian male with short auburn hair, looks at the innkeeper, who brings the man a large stein of beer. The innkeeper hands him the stein and then nods at your table. At a look from their leader, the goons fan out and move toward your table, brandishing saps, leaving one man with a flail blocking the exit. Conversation dies out as the other patrons scatter. The leader takes a deep draught from the stein and then calls out from behind his men, "Stop, in the name of Boss Beare." He has a leering grin on his face.

These are Boss Beare's goons who normally maintain order in the village, but not necessarily the law. There are two bully boys stationed outside each exit to the inn in case the adventurers try to make a run for it. They are

2: TALKING TO THE BOSS?

armed with flails and saps and all of them have orders to bring the adventurers in alive if possible. They know that the order to pick up the adventurers comes from their boss's boss and don't want to screw this up, but they resent the fuss the adventurers seem to be causing. The bully boys are hoping the PCs try to run so they can take their frustrations out on them.

If the PCs do not run or make hostile actions (like drawing weapons or casting spells), they will be surrounded, but not attacked. Read the following:

After his men surround the table, the leader walks up with his drink. "My name is Kane. The boss wants to see you. Now. I suggest you come with us all quiet like. After you've paid for your food and drink, of course." He finishes off his drink and sets the stein on your table. Looking over at the innkeeper he says, "Put this one on their tab as well." His men snicker at this.

Again, Kane and his men want an excuse to vent their spleen on the adventurers and so are goading them. A DC 15 Sense Motive check will reveal that Kane is trying to goad them into resisting so he can order his men to "subdue the resisting criminals." The best thing the PCs can do is peacefully go along. This will frustrate Kane and his boys, but there is nothing they can do about it if the PCs do not give them an excuse.

The PCs are being rounded up by Boss Beare's bully boys and taken to the tavern where the Boss normally holds court. The only answer the bully boys will give as to who the PCs are going to meet is "the Boss". Lead them into believing that Boss Beare is the one who sent for them. A DC25 Sense Motive check will tell the PCs that the bully boys are nervous about the whole thing for some reason.

Tactics: If the PCs resist, the bully boys will gang up on spellcasters or other soft targets first and subdue them with their saps. Armored combatants will have tanglefoot bags thrown at them until the spellcasters are down and will then be pummeled as well. Bully boys with flails will attempt to trip PCs so their buddies can attack them while they are prone.

CREATURES

All APLs

Kane Sixfires, Head Bully: Appendix I.

Bully boys (11): Appendix I.

DEVELOPMENT

If the PCs win this fight, they can still go to Larn's Tower, but Larn will be told that they are potentially dangerous.

Kane and his bully boys walk you into a two-story white-washed building with a hand-painted sign on the door that reads "Locals Only" in Common.

Inside, you find a low-ceiling tavern with tables and benches enough to hold a good crowd, but the place is mostly empty right now. There is no bartender evident or any barmaid, but the two tables nearest the fire have a few toughs wearing the same light blue jerkins as Kane and his boys. They look up and fall silent as you walk in. Kane nods at them and leads you through a door into a back hallway.

Kane knocks at a closed door. From inside you hear someone say "What?" in an exasperated voice.

Kane nervously clears his throat and says, "I brought them here, sir."

"About time. Send them in and then get back to whatever it is you do here."

Kane blanches at this but opens the door and waves you in. He does not enter the room himself and closes the door behind you.

Inside, the room appears to be a private dining room. There is a large table that runs the width of the room with several heavy wooden chairs. Sitting across the table from you is a Flan male in his twenties with an impatient air about him. He wears a set of wizard's robes and ornate glasses.

"You may call me Kurush of the Lightning. I understand you have been asking about my master, Larn, and I want to know why."

Kurush is who he says he is and is here for the reason stated. He doesn't like being in Salfrayfields and, while impatient to leave, he understands his responsibility: to determine if the PCs are people with whom Larn needs to speak - or not.

If the PCs show Kurush the Duke's signet ring (assuming they have it), he will send them to Larn's Tower to meet with his master (see **Development**, below). He will neither confirm nor deny that Larn has seen Duke Gellor, but will tell the PCs they need to speak with his master on that subject.

If the PCs flat out lie about why they need to speak with Larn, Kurush will question them a little longer and then send them away. He will not direct them to Larn's Tower and will report to Larn that they lied to him about their purpose in seeking Larn. This does not mean that Larn will not speak to them if they go to his tower anyway, but his disposition toward them will be worse.

If the PCs attack Kurush, his goal is to do as much damage to them as he can and then escape to report to Larn. This would cause him to assume that the PCs are minions of Iuz, and he would include that in the report to his master. See the Tactics section below.

CREATURES

All APLs

Kurush of the Lightning: Appendix I.

Kane Sixfires, Head Bully: Appendix I.
Bully boys (16): Appendix I.

Tactics: If attacked, Kurush will cast *lightning bolt*, showing the PCs why he earned his name. His targets will be spellcasters first, melee combatants second. He will *teleport* out when Kane and the toughs arrive. He is not a coward – his orders are to report back no matter what happens and he expects the toughs will take down what he believes are minions of Iuz.

The sound of the *lightning bolt* will summon Kane and all of the toughs from the front room. They know that if Kurush is killed while they're here, Larn will do exceedingly unpleasant things to them and then Boss Beare will take his turn. As a result, the toughs will come in swinging their short swords and perform *coup de grace* on PCs whenever opportunities present themselves.

DEVELOPMENT

If the PCs tell the truth (or something close to it) or show the Duke's signet ring (assuming they have it), Kurush will send the PCs to Larn's Tower for a meeting with his master. He directs them to find the building at the base of the tower that is flying Larn's symbol – a red lion, rampant, facing left on a white background. Obtaining this information earns the same XP as if PCs defeated an EL4 encounter.

If the PCs attack Kurush and/or kill him, Larn will consider them enemies and refuse to speak with them, even if the PCs show up at his tower. The PCs earn the *Enmity of Larn* plot point. The adventure is over. Read **Conclusion A**.

3: THE TOWER

The PCs can end up here two ways: Kurush of the Lightning could have sent them or they could find their way here after blowing the interview with Kurush.

Larn's Tower is actually a series of stacked, circular towers on a promontory overlooking the Artonsamay River. The lower two towers are made from the local grey stone and blend in well with the surrounding rock. The top tower is made of a creamy white type of stone and stands out all the more for it. A wind off the river blows a flag high up on the top of the highest tower.

The only obvious entrance to the entire structure is three-quarters of the way up the lowest tower – a metal gate with a hoist mounted above it overlooks the river below. The gate is currently open and you can see crates being lifted up from the base of the tower.

The road to Larn's Tower winds around the promontory and ends on the river side at a collection of buildings. Two small piers jut out into the river, forming a small port on the Artonsamay. A river barge is currently docked at one of the piers, a river skiff at the other. In the distance, across the

wide river, you can just barely make out the town of Jedbridge, part of the County of Urnst.

If the PCs were sent by Kurush, they will easily find the small two-story building flying Larn's heraldry (Location 1 on the map of Larn's Tower in Appendix II). If Kurush did not direct them here but they arrived on their own, they will need to investigate before discerning the correct place to ask.

LOCATION 1: LARN'S OFFICE

This is where those seeking to do business with Larn make inquiries. It is run by Zhenechka the Croc, another one of Larn's apprentices.

Zhenechka is a Suel female with a talent for magic as well as handling Larn's business affairs. She is called "the Croc" because she always makes sure Larn gets a bite of anything profitable happening in the area. She does this not because Larn wants or needs the money, but out of a sense of pride in her work. Her raven familiar sits on a perch next to her desk and she will occasionally speak to it in draconic, a language it can speak as well (PH p52).

If Kurush sent the PCs, Zhenechka will be expecting them. She will greet them pleasantly and have them wait in a side room until Larn arrives. She will open a window and use *whispering wind* to pass a message alerting Larn that the adventurers are present. Larn will arrive 30 minutes later (*teleportation* makes him queasy). When he arrives, he will speak to the characters. Go to **Talking with Larn** below.

If Kurush did not clear them and the PCs made their way here on their own, Zhenechka is still polite, but less helpful (Indifferent). She will inform the PCs that the earliest Larn will be available will be next Moonday (five days from now). Use of Diplomacy to bring Zhenechka to Friendly will get her to schedule the PCs for tomorrow morning. If she becomes Helpful, she will get them a meeting later in the afternoon (three hours later) and let them wait or come back then. Showing Zhenechka the Duke's signet ring (assuming the PCs have it) will immediately move her one grade up the Diplomacy table. When the meeting happens, go to **Talking with Larn** below.

LOCATION 2: HARBORMASTER'S OFFICE

Not a very busy place, but essential. The harbormaster has no time for them (he's in the middle of a strategic game of checkers) and sends them to the office.

LOCATION 3: WAREHOUSES

These warehouses are for short-term storage of materials only (less than one month). There are only warehouse guards here and they will direct the PCs to the office.

LOCATION 4: RIVER'S REST INN

A minimal inn, the River's Rest is used infrequently by river travelers stopping over here or by those waiting for the next scheduled river crossing (once every other day).

LOCATION 5: LIVING QUARTERS

Where the dockworkers live. They will view the PCs with suspicion and send them to the office.

TALKING WITH LARN

If Larn has been told by Kurush the PCs legitimately need to talk with him or the PCs have convinced Zhenechka to vouch for them on their own, Larn meets with them and asks what they want. If the PCs did not use Diplomacy on Zhenechka (or failed), then Larn will be impatient to bring the meeting to an end.

Relate the following information during roleplay:

- **Yes, I met with Duke Gellor.** Larn is not terribly surprised he was seen due to the number of spies and informants in the Bandit Kingdoms. The meeting was supposed to be secret, but he realizes his precautions weren't perfect.
- **Yes, I know where he can be found.** Duke Gellor was asking Larn about where an item could be found and Larn told him.
- **No, I won't tell you where he is, unless...** Larn needs proof the PCs are trustworthy and loyal to Duke Gellor. If the PCs will agree to perform a task on the Duke's behalf, Larn will tell them where to find the Duke when they return.

LARN'S ERRAND

"The Duke has plans that will require military backing to implement. There is an opportunity to secure this backing in the County of Urnst right now."

"The new Countess in Urnst will want to secure her northern border and a strong Duchy of the Artonsamay will start that process. Additionally, as the new Countess considers herself to be from a different family, she should not want a member of the previous ruling family available to potentially lead another civil war. By backing Duke Gellor in reclaiming his Duchy, she will stabilize her northern border and keep a potential rival busy with his own lands."

"If the group of you will travel into the County, meet with a representative of the Countess in Dryburgh, and negotiate military support for the Duke by the County, I will consider this proof of your loyalty to the Duke. In exchange for a letter of such intent, I will tell you where Duke Gellor went and why."

If the PCs agree to take on the mission, continue reading:

"Go to the town of Dryburgh in the County of Urnst and check into the Hare and Bottle Inn. When talking to the innkeeper, ask him about the hunting in Brethildeep, it's a forest in the area. He will feign ignorance and offer an expert in fishing for pike instead. Say 'Pike is nice – if you are wary of the teeth.' This is a code phrase, if you haven't figured that out."

"If he responds 'the teeth are the secret, but not if the line is strong,' you are in good shape and he will arrange for the meeting. If he instead says 'with the right line, you can land anything,' get out of there quickly but unobtrusively. That phrase means that the wrong people have become interested and you may be in danger. Get a room elsewhere and wait for me to get word to you. In the worst case, that will only take a day or two."

Larn pulls an oddly shaped ceramic token from a pocket and hands it to you. "When the Countess's representative meets with you, they will ask to see your identification. Show them that and let them match it to one of their own. A perfect match will identify you as the people they are there to meet and you can start talking."

"Got all that? Good. Here are your negotiating points for the Duke."

"The most important thing is to get a promise of military support for Duke Gellor from the Countess. Duke Gellor will need this when he re-claims his Duchy. Details are not important right now as long as you get the promise in writing."

"In return, the Duke is willing to concede all claims to the throne of the County as long as the Countess lives. Additionally, if they ask, the Duke will promise to reduce or eliminate raids from his territories into the County."

"Do not offer any kind of tribute or tithe to the Countess. If they ask, politely refuse."

"Get all of this right and in writing and you'll have proven your loyalty. You have a week to get all of this done and get back with the treaty papers and the signet ring. When you turn both of those over to me I will give you the information you seek."

If the PCs do not already have Duke Gellor's signet ring, then Larn has been holding onto it as a favor to the Duke and will provide it to the PCs as proof they represent the Duke's interest in the negotiations. Larn will also provide the PCs Letters of Transit, which will allow them entry into the County, to travel to Dryburgh, and to return to the Combination of Free Lords, assuming they commit no major crimes while in the County.

CREATURES

Zhenechka the Croc: female Suel Expert 1/Wizard 4 (Sense Motive +4, Bluff +6)

Larn: male human (mixed) wizard 10 (Sense Motive +5).

4: CROSSING THE BORDER

Determine if the PCs are concealing any weaponry or “goods of questionable nature” prior to the passage to Urnst (including the Duke’s signet ring) and where. Also determine who is wearing armor and what weapons are openly carried. Urnst border guards react differently to commoners than they do to adventurers coming out of the Bandit Kingdoms.

After the meeting with Larn, you catch the next ferry across the Artonsamay. The trip should only take an hour, you reckon, as you climb aboard the shallow-bottomed river skiff. Oddly enough, a small ballista is mounted on the bow, a rope attached to the back of an unusual bolt. The rope is coiled high and tight nearby, and appears to be tied to the front of the vessel.

After everyone is aboard, the captain moves behind the ballista and eyes the other shore. Once satisfied with his aim, he fires the projectile, launching the special bolt clear across the river! The distance makes it hard to see what happens, but within a few moments all the slack in the rope is gone and the boat begins to lurch forward. Apparently, they are pulling the skiff across the river, probably with a winch of some sort. Within a few moments, the vessel’s speed matches that of a well-rowed craft’s and the ride smooths out. This should not take long at all.

The PCs are on a simple, keelboat skiff (sans mast or sail), which measures 20 feet wide by 60 feet long and has a pointed bow. Two sailors man the vessel. The captain stands near the front, keeping an eye on the rope while manning the swivel-mounted light ballista, which has been reloaded with a normal bolt (he has 9 more available). The lookout stands in the middle of the vessel. The rope is attached to an iron ring that is secured to the front of the vessel. Additional rings run every five feet down the center and sides of the vessel (for tying off cargo, or scared PCs).

The skiff has a shallow draft, and the PCs are merely 5 feet above the water line (with no railings!). For a while now, Larn has kept the area clear of major hazards, so the locals have gotten a bit complacent about security. When worried about such things, they use much bigger vessels, but the PCs do not rate such.

The bolt has been secured on the County side to a vertical winch, which is turned by a team of donkeys. A similar arrangement exists on the Salfrayfields side of the river. This allows craft to cross the river without worrying so much about the tide, wind conditions, rowers, etc. However, it also means that smart creatures in the water will be aware that a vessel is approaching if they see the rope moving.

The Artonsamay river is home to a variety of creatures, some native, some not. As the PCs’ boat is half-way across the river, a group of water elementals attacks, drawn by the movement of the rope. They are not

summoned, and have taken up residence in the area only recently. Their initial starting attitude is Unfriendly. They merely wish to overturn the vessel and send the “invaders” scurrying back to the shore. Of course, the shore is 300 yards away at this point, but at least the river is calm, albeit moving downstream at a speed of 30 feet per round. The river is 20 feet deep except near the shores.

During the attack, the vessel will continue to be pulled towards the shore at a speed of 30 feet per round.

CREATURES

APL 2 (EL 4)

Small water elemental: hp 11; MM 100.

Medium water elemental: hp 30; MM 100.

APL 4 (EL 6)

Medium water elemental: hp 30; MM 100.

Large water elemental: hp 68; MM 100.

APL 6

Large water elemental: hp 68; MM 100.

Huge water elemental: hp 152; MM 100.

Note: The EL of this encounter has NOT been raised, as water elementals are native to water environments. In addition, they are not out to kill the PCs. Smart PCs who speak Aquan might even successfully use the Diplomacy skill to get the elementals to cease attacking. Doing so earns full XP for the encounter.

Tactics

The water elementals are not really out to kill the PCs, but rather they want to destroy the boat, as they feel it is infringing on their territory. However, neither will they aid any PCs who fall in the river. Thus, the elementals will seek to sunder the boat from underwater. Each 5-foot section of the skiff has 40 hp, hardness 5, AC 3. The huge elemental will instead seek to overturn the craft, which it can do easily (a standard action).

If attacked, the water elementals will immediately become hostile and will attempt to kill the offending character.

Once the PCs have arrived at the port, continue with the following:

The difference between ports is just short of amazing. Whereas Salfrayfield’s was rarely used, the port of Jedbridge is a bustling place, including both commercial and County of Urnst military docks. The city itself is fortified, with the walls appearing clean and in good shape, in stark contrast to similar locales in the Bandit Kingdoms.

The small boat pulls alongside a wharf manned by several groups of attentive soldiers. They seem to be questioning or inspecting each new arrival. Overhead, two large banners snap in the breeze: one

depicts a white swan on a field of green, while the other features a black bull on red-bordered gold.

Success on a Knowledge (Local NMR) check at DC 5 or a Knowledge: nobility check at DC 10 allows PCs to recognize that the white swan is the symbol for the County of Urnst, while the black bull is the symbol for House Duncombe. Residents of the County of Urnst know this without a check.

The customs inspection will be short for the other travelers as they are clearly commoners. For the PCs, it will be another story. There is a table on the wharf for those entering the County to place their luggage/packs/whatever they are carrying. Each PC will be asked to place their gear on the table one at a time. As the customs inspector looks through their things, one of the soldiers will ask the following series of questions and write down each PC's answers.

- **What is your name?**
- **Where do you live?** If the PC just says "the Bandit Kingdoms" the soldier will ask where specifically.
- **What is your purpose for entering the County of Urnst?** The soldier will accept "diplomatic mission" or its equivalence. Answering "adventure" will lead to a whole series of questions about where, why, and who sent you.
- **Please show me your Letters of Transit.** More of a demand than a question. The soldier will make a note of the issuer of the Letters.
- **Importation of goods from the Bandit Kingdoms into the County of Urnst is illegal. Do you have anything to declare?** Any PC with more than one version of a weapon (like a silvered sword, a cold iron sword, an adamantium sword, and a magic sword all at the same time) will be questioned as to why they are carrying so many weapons if they are not planning to sell them.

The officer in charge, Lieutenant Oktel Farvaren, will assess the following taxes:

- 1 silver per melee weapon not a simple weapon (see PH p116).
- 1 gold per obviously magical weapon.
- 1 gold per wand, staff, or rod.
- 5 silver per magic item not of a defensive nature.

Are the rates stiff? Yes – the County is not keen on adventurers coming out of the Bandit Kingdoms and possibly causing trouble. It is within Oktel's purview to double these rates for citizens of the Bandit Kingdoms that give him or the soldiers grief. He will not do this unless the PCs are particularly abusive.

Oktel will offer exemption from taxes for any PC who is a resident of the County of Urnst, is a member of the Underley Network (a CoU meta-organization), or has paid luxury upkeep for this adventure.

CREATURES

All APLs

Lieutenant Oktel Farvaren: male Suel Expert 5 (Search +10, Appraise +10).

Sergeant Bertil Redguard: male Oeridian Warrior 5 (Sense Motive +8)

Soldiers (8): male human Warrior 3.

5: THE MEETING

This part of the adventure is fairly freeform. The representative from the Countess, Lady Ilya Duncombe, Knight of the Swan, is at the Hare and Bottle Inn and waiting for the representatives of Duke Gellor (the PCs) to arrive. When the PCs present the Duke's signet ring, talks will commence.

Traveling through the County is different from traveling in the Bandit Kingdoms. The roads are maintained and patrolled, with merchants moving their wares openly and actually offering space around their campfires at night. It's almost creepy.

After a day and a half of travel south, you arrive at the town of Dryburgh, seat of the Barony of Dryburgh. While the guards at the town gates look at you and your companions questioningly, your Letters of Transit allow you entry without challenge. The guards even provide directions to the Hare and Bottle Inn.

The PCs have some options:

- Go straight to the inn and find the Countess's representative to start negotiations immediately. This will cost them in negotiations as they are not very presentable and look "scruffy" and/or "desperate," causing a -4 penalty to any Diplomacy checks (-2 for PCs from the County of Urnst).
- Go straight to the inn, check in, bathe, change into their best clothing, and then find the Countess's representative to start negotiations. Unless they have a noble's outfit on their character sheet or some way to simulate it, this will impose a -2 penalty to any Diplomacy checks for looking "needy" (-1 for PCs from the County of Urnst).
- Look around the town for a clothing shop, purchase presentable clothing (a noble's outfit, see PH p131 for details), then check into the Hare and Bottle Inn, bathe, dress in the new clothes, and find the Countess's representative. This will gain a +2 bonus to and Diplomacy checks as Lady Ilya is surprised to see anyone from the Bandit Kingdoms dressed presentably (+1 for PCs from the County of Urnst, who are expected to know how to dress).

A DC 15 Gather Information check will direct the PCs to Ophiel's Finery, a snobby clothing shop that will cost 150% list. A DC 20 Gather Information will lead them to

an out-of-the-way shop, Clothes to Fit, run by an ex-adventurer.

PART A: OPHIEL'S FINERY

The tailor doesn't like adventurers "climbing above their station." If any PC is a knight or actual noble (any region), his tune will change, but not his prices. All clothes purchased here cost 150% list price.

PART B: CLOTHES TO FIT

The owner of Clothes to Fit was once an adventurer herself, but retired after a near-disastrous adventure. Clothing purchased here costs 120% list unless the PCs tell a story about one of their adventures, then everything is list price. Make one of the players actually tell a story in character to get the discount. It doesn't have to be a terribly good story, but a true story about something the character once did.

PART C: HARE AND BOTTLE INN

The Hare and Bottle Inn is a well-maintained, three-story beam and plaster building with stables in the back. The painted sign hanging over the front door shows a hare sitting next to an opened bottle of wine.

Inside, there is a large common room in the center that is open to the third floor. Two enormous fireplaces warm the room and there are many overstuffed chairs set in clusters for guests of the inn. Ornate wooden stairs on either side of the room lead up to the second and third floors, presumably where the sleeping areas are.

A heavy-set and balding Oeridian with a trim beard approaches you. "My name is Alberik Brogan and I am the innkeeper here. Welcome to the Hare and Bottle – how may I help you?"

The Hare and Bottle Inn is a bit posh and its management is conservative. Alberik will insist that female PCs stay in separate rooms than the male PCs for propriety – "I don't run the kind of business that allows otherwise." The rooms will be adjacent, but separate.

The house specialty is roast duck and the wine cellars are well stocked. All chairs in the inn have one of their feet carved to look like a rabbit's foot, making every seat a "lucky seat." (It also makes them distinctive and hard for thieves to re-sell.)

Once the PCs have signed the registry, Alberik will have a porter escort them to their rooms. The PCs will be given rooms on the second floor of the west wing. See the map of the Inn in Appendix II.

If the PCs ask about "hunting in Brethildeep," Alberik will reply:

"I'm not certain myself, but I know an expert in fishing for pike. Would you have any interest in that?"

If the PCs respond "Pike is nice – if you are wary of the teeth," Alberik will respond with:

"The teeth are the secret, but not if the line is strong." In a lower voice, Alberik adds, "I'll have the person you need meet you in the Green room in an hour if that suits you."

This should place the meeting just after noon. If it is afternoon when the PCs initiate this exchange, change the meeting to be "in the early evening."

The Green room will be available to the PCs a quarter hour before the meeting and Lady Ilya and her bodyguard will arrive at the appointed time. The Green room is painted a deep emerald green and has pictures of forest scenes hanging on the walls. The table and chairs are of mahogany.

PART D: MAKING THE DEAL

This may be the easiest part of the adventure for the PCs. While neither party wants to "give away the farm," both sides at the negotiation table are interested in a successful conclusion to the negotiations and are willing to deal in earnest.

At the appointed time (and assuming the PCs are waiting inside the room), read the following:

At exactly the appointed time, two women enter the room – one in a fashionable dress, the other wearing spotless plate armor etched with a swan symbol. The woman in the dress speaks almost immediately. "Good day to you all. Before we go any further, may I please see some identification?"

The woman in the dress is Lady Ilya Duncombe, cousin to the Countess, representing the Countess in the negotiations. The woman in armor is Jasha Grimbold, Lady Ilya's bodyguard and a Knight of the Swan. If the PCs offer the token Larn gave them, Lady Ilya will take it and match it to a token of her own to verify the PCs are who she is expecting.

Once the tokens are checked, Lady Ilya will take a seat and ask Jasha to summon the innkeeper.

Almost immediately, three servants enter the chamber, each loaded with platters of roasted meats and vegetables as well as bottles of red wine and flagons of Rothberry Black ale. Once the table is set, the servants leave and the armored woman closes the door.

"Now that the proper atmosphere is arranged, we may begin. My name is Lady Ilya Duncombe, and I represent Her Noble Brilliance, Countess Rachel the First at these talks. I am led to believe that you represent Duke Gellor of the Duchy of the Artonsamay. My first two questions are 1) 'Is this correct?' and 2) 'Do you have proof of this?'"

Once the PCs have confirmed they are representing the Duke and show his signet ring as proof, the negotiations can begin. This part is fairly freeform. Lady Ilya was instructed to find out what Duke Gellor specifically wants and then negotiate from there. Here are the important points as Lady Ilya knows them:

- The Countess suspects that the Duke is looking to reclaim his Duchy and is willing to help, as this would secure part of the County's northern border.
- The Countess requires assurances that the Duke will not contest her claim to the throne. Without this, the Countess will not consent to any deals with the Duke.
- The Countess is willing to supply military forces based on the above, but not until Duke Gellor actually makes his claim.
- The Countess requests the Duke do all in his power to stop any bandit raids into the County that originate from his Duchy once he has re-claimed it. This is not an absolute demand, but an expected benefit from helping the Duke reclaim the Duchy.
- The Countess wishes to establish a special trade agreement between the County and the Duchy of the Artonsamay. This could be as simple as both sides agreeing to a discount of tariffs on each other's trade goods. This is a minor point, however; if it must be sacrificed in order to come to an agreement, that is acceptable.
- Lady Ilya was further instructed to negotiate well, but not too sharply as the Countess (and her family) are very interested in the re-constitution of the Duchy of the Artonsamay and Duke Gellor staying out of County politics.

For the purposes of Diplomacy, Lady Ilya starts out as Indifferent. (See PH p71-72). Remember the Diplomacy penalties/benefits mentioned at the beginning of this encounter relating to how the PCs are dressed and present themselves. Also, take into account how many of the discussion points listed above meet with agreement from the PCs; just because PCs manage to improve the Lady's attitude to helpful does not mean she will negotiate foolishly in behalf of the Countess.

DEVELOPMENT

If the PCs successfully negotiate with the Countess's representative, they will gain a letter of intent to supply the military support the Duke will need to re-establish the Duchy of the Artonsamay (assuming they make it back alive). Achieving this objective earns as much XP as if PCs had defeated an APL appropriate encounter.

6: THINGS GO BAD

Nevin Ringblade, the villain of the series, makes his move here. He has been spying upon the PCs and knows they are negotiating for something, but not what. His plan is to send hired local thugs from the Nighthawks (the Jedbridge thieves' guild) to attack the PCs while he

captures Lady Ilya Duncombe and finds out what the PCs are negotiating (he thinks because she is a minor noble, she will crack easily). When things start to go against him, he will set the inn on fire to cover his escape. If any of the PCs have the *Enmity of Nevin Ringblade* plot point, Nevin will make an extra effort to have the PCs killed and send six thugs instead of only four.

The inn will burn quickly due to preparations taken by Nevin. The town guard, local soldiers, and nearby citizens will assemble bucket lines to fight the fire. If the PCs do not help, it will reflect badly on them, being from the Bandit Kingdoms and all, especially when Lady Ilya starts making her accusations.

Afterwards, the PCs will discover that some or all of them have lost their Letters of Transit (not to mention any gear left behind in the inn while fleeing the fire), which they need to travel freely back to the Bandit Kingdoms. This, plus fake wanted posters Nevin will be posting, will make getting back to Larn "interesting."

It is important to note where the signet ring is and whether or not it is rescued or left behind when the fire spreads.

PART A: NOISES IN THE NIGHT

If the PCs have a watch, the PC(s) on watch will need to make an opposed Listen check against the thugs creeping up the steps. There is a +5 penalty to the DC if the PC on watch is not in the hall and has to listen through a door (PH p78).

If no one is on watch or the PC watching is in the hall and fails his listen check, the thugs will attack the person on watch with sneak attacks. If they take out the PC on watch, the sleepers get Listen checks at -10 to hear the body hit the floor (DC15).

If PCs are not yet alerted to the presence of the thugs, they have a chance to hear the thugs picking the locks to their rooms (DC 15 Listen check). Again, those asleep have a -10 to this check.

Once the thugs have access to the PCs, they attack. This will be Round 1 for the DM coordinating this combat with what is happening at the other end of the building (see below). The thugs are not coordinated enough to perform a *coup de grace* en masse against the PCs and so will simply attack when the targets are available (that is, they will rush into the room(s) and attack once the door(s) are opened). If the thugs see the signet ring at any point, they will try to steal it.

Unless the PCs have *Enmity of Nevin Ringblade*, the thugs are locals and were paid well to attack the PCs, but not so well to take stupid risks or die in the attempt. If the PCs do have *Enmity of Nevin Ringblade*, the thugs have been paid to specifically kill the PCs, not just attack them as a distraction, and there are more of them. Any thugs that are wounded for more than 75% hit points will turn and run.

In the east wing of the inn, Nevin is attacking Lady Ilya and her bodyguard while disguised as one of the PCs (preferably one of the PCs with *Enmity of Nevin Ringblade*).

Round 1: Nevin has surprised the bodyguard and shot her with a crossbow, leaving her unconscious and bleeding to death. The bolt has the words “Hail Iuz!” painted on the shaft.

Round 2: Nevin attacks Lady Ilya, but he finds that this lady is very able to defend herself, even in her night clothes.

Round 5: Nevin will retreat from the room, down to half of his hit points, but having learned the PCs are representing Duke Gellor from Lady Ilya’s accusations during the fight.

Round 6: Nevin smashes two vials of alchemist’s fire in Lady Ilya’s doorway and dives through a nearby open window where he has a rope waiting (this was his route in).

Round 7: Lady Ilya stabilizes her bodyguard while calling out “Fire!” to awaken the other guests of the inn.

The fire will spread quickly (Nevin poured some oil prior to his attack, planning the fire to further sully the PCs’ names) and panic will ensue amongst the other guests of the inn. By Round 9, Lady Ilya and her bodyguard will be cut off from the rest of the inn and have to escape through the bedroom window. Any thugs still fighting the PCs by Round 12 will finally notice the smoke and fire in the other wing of the inn and flee, knocking other people aside to escape. This will allow the PCs to rescue innocent bystanders or fight the fire. Unless the PCs are very imaginative, the fire will be almost uncontrollable by Round 15. See DMG p303 for rules concerning the dangers of extreme heat and catching on fire.

CREATURES

FIGHT INSIDE THE HARE AND BOTTLE INN

APL 2 (EL 4)

Dryburgh Thugs (4 or 6): hp 6 each; Appendix 1.

APL 4 (EL 6)

Dryburgh Thugs (4 or 6): hp 12 each; Appendix 1.

APL 6 (EL 8)

Dryburgh Thugs (4 or 6): hp 24 each; Appendix 1.

Note: The EL has NOT been raised if there are two extra thugs due to a PC having the Enmity of Nevin. Said PC(s) earned that enmity during an earlier adventure, and in the BK (even when in the County), actions have consequences.

Tactics

As described in the text, the thugs will sneak up the stairs, deal with anyone on watch in the hall, then charge the room(s) the PCs occupy. They will flee when they go below 25% of their hp or when the fire spreads into visual range in Round 12 of the combat. If a PC has the Enmity of Nevin, the extra thugs attack them exclusively.

Treasure: This goes way over the APL caps, but assumes that all treasure not specifically grabbed by PCs before they exit the burning building is lost in the fire (whether magical or not). Thus, the PCs better grab some loot fast, or drag the bodies of the thugs out with them.

Thugs:

APL 2: Loot 498 gp; Coin 3 gp; Total 516 gp.

APL 4: Loot 338 gp; Coin 3 gp; Magic 1158 gp; 6 +1 rapiers (193 gp each); Total 1499 gp.

APL 6: Coin 3 gp; Magic 3497 gp; 6 +1 rapiers (1160 gp), 6 +1 light crossbows (195 gp each), 6 sets of +1 studded leather (98 gp each), 6 +1 bucklers (97 gp each); Total 3500 gp.

PART B: AFTER THE BONFIRE

The PCs will most likely exit the building on opposite ends from Lady Ilya. This will delay communication between her and the PCs until after she has alerted the nearby soldiers who she believes the arsonist and assassin to be. A few of these soldiers will leave to raise the alarm while the rest either protect Lady Ilya or help fight the fire. Meanwhile, the PCs will be at the other end of the building, likely helping people or fighting the fire. Make note what the impersonated PC does, as it will be important in how he is viewed later.

As the inn burns, it lights up the surrounding blocks with an angry orange light. Black smoke billows out of the second and third floors, underlit by the hungry flames. Residents and shop owners from the nearby buildings pour out onto the street and start forming bucket brigades, shuttling water from nearby fountains to the inn, desperately trying to stem the flames. Other guests of the inn are pulled out of the building and across the street, some clearly exhibiting burns or hacking up lungfuls of smoke.

It is now time for the heroes to shine. Go around the table and ask the players what their characters are doing. Make note what is being done where others can see so their actions can be reported to the authorities later.

After one minute, a pumping cart will arrive along with the local volunteer fire brigade. They will put draw hoses into the fountains and start manually pumping the water through the cart and out hoses on the other side under pressure. The volunteers will then be able to direct water at the fire on the second and third floors. If any of the PCs want to volunteer to help work the pumps (hard vigorous work), they will be more than welcomed by the volunteers. The PCs should be fairly impressed by this state of the art fire-fighting technology. About this time, priests arrive from the temples of Heironeous, Pelor, Zilchus and Pholtus and begin casting spells to help with the firefighting efforts.

SHOOT—UP OUTSIDE THE HARE AND BOTTLE INN

The last members of the Dryburgh thugs were stationed outside the Hare and Bottle Inn in case the PCs tried to make a run for it. They do not know the specifics of what happened inside and are of the opinion that the PCs were responsible for the fire somehow. They will attempt to kill some or all of the PCs with crossbows. The specifics depend upon whether or not the PCs are helping fight the fire.

For APLs with multiple snipers, they have coordinated their plans already, so when they attack, they will be in separate locations to avoid area effect spells. The sniper(s) will target spell casters first and then anyone successfully shooting back at her(them).

The sniper(s) have cover while on the rooftops and shooting down at the street. The sniper(s) will not get sneak attack damage, as they are over 30 feet from their targets. The sniper(s) will run when she(they) get below 25% hit points. Due to the confusion of the smoke, fire, and water, it will be very difficult to track any escaped snipers. Add 10 to the DC of all such attempts (see Track in the PHB).

APL 2 (EL 4)

Dryburgh Sniper: hp 15; Appendix 1.

APL 4 (EL 6)

Dryburgh Snipers (2): hp 15 each; Appendix 1.

APL 6 (EL 8)

Dryburgh Snipers (4): hp 15 each; Appendix 1.

Note: The El has been raised by 1 to account for the snipers having cover and higher ground.

Treasure:

APL 2: Loot 83 gp; Coin 3 gp; Total 86 gp.

APL 4: Loot 166 gp; Coin 6 gp; Total 172 gp.

APL 6: Loot 221 gp; Coin 12 gp; Magic 386 gp; 4 sets of +1 studded leather (98 gp each); Total 619 gp.

ACCUSATIONS!

After 30 minutes, the fire will be under control and the soldiers will start clearing the area of bystanders. Unless the PCs fled the scene, this is the point the PCs will be accosted by Lady Ilya and the soldiers with her.

“There! That’s the one! Arrest that person for arson and attempted assassination!” Lady Ilya’s angry voice rings out. Turning to look, you see her walking with a group of soldiers from around the far side of the inn. She is soot covered, wearing a borrowed tabard over her blood-stained bed clothes, and pointing straight at one of you with her sword! The entire crowd turns from looking at her to looking at you, scowls slowly forming on some of their faces, puzzlement on others.

Lady Ilya is pointing at the PC Nevin impersonated. The soldiers with her will immediately start moving to arrest the PC in question and anyone who tries to help him escape. She has the crossbow bolt Nevin shot at her bodyguard and will point out that it says “Hail Iuz” on it. Her saying this out loud should make the PCs cringe some.

What happens next depends upon what the PCs do. Turning and running will turn their mission into a failure. If the PCs do so, follow the *On the Lam* event descriptions for Encounter 7.

If the impersonated PC surrenders without a fight, he or she will be arrested and questioned on the spot. If that PC helped people out of the inn and/or helped fight the fire, the local people involved will step forward and volunteer this information, especially if the accused was noteworthy in his or her actions. If the accused PC did not help people out of the inn or hung back when the fire was being fought, local people will step forward and volunteer this information.

If any of the thugs were captured and rescued from the fire, they will admit they were hired to attack the PCs. They will also volunteer that they were not told there was going to be a fire and that their employer was not the impersonated PC, but Nevin Ringblade. They are not happy about the fire and the possibility that they were supposed to die in it to cover their employer’s tracks.

If the impersonated PC has positive character witnesses (or better yet, one or more of the thugs), Lady Ilya will concede that there is more going on here than meets the eye. She will request that the PCs submit to the spells of a local cleric as they are questioned to verify their stories.

If the impersonated PC does not have positive character witnesses (or worse, negative witnesses), Lady Ilya will insist that the PC submit to the spells of a local cleric as he/she is questioned to confirm the truth. If the impersonated PC refuses this request, he/she will be taken to jail to await trial by the lawful authorities of the County. If the other PCs object, they will be locked up as well, as possible accomplices.

A cleric of Heironeous answers Lady Ilya’s summons and questions you with a zone of truth spell. He also uses speak with dead to question a corpse of one of the thugs who attacked you.

For the purposes of story, assume that at least one corpse fails its save against the cleric’s *speak with dead* spell, and assume that it is willing to betray its betrayer by implicating Nevin and confirming that he impersonated the accused PC.

NOTE: PCs from the BK will find the local jail refreshingly dry, lit, and containing clean straw to sleep on, not at all like back home.

This is a fairly simple jail compared to those in the Bandit Kingdoms. You are reasonably certain that,

with the correct skills, you could get out of here in under 10 minutes.

To escape the jail takes a DC 18 Pick Locks check to escape the cell and a DC 20 Bluff check to talk their way out of the building, so the PC(s) can escape if they want. If they do so, follow the *On the Lam* encounter path for Encounter 7. As the dead thugs will still be questioned, this will be a partial mission success – the County will still honor their intent to support Duke when asked, but Larn will not trust the PCs enough to tell them everything about where the Duke can be found.

If the PCs helped save people and/or helped fight the fire, and are exonerated by the cleric's questioning, read the following:

"I apologize for detaining you," Lady Ilya says. "The realm you call home has a harsh reputation for treachery and I was only too willing to believe in it. I am ashamed at my accusations in the light of your heroic actions last night. Please allow me to replace any possessions you lost to the fire and issue replacement Letters of Transit for any lost."

"With folk such as you at his side, I can believe that the Duke will accomplish his goals and tame his part of the infamous Bandit Kingdoms. Good luck and may the gods watch over you."

Lady Ilya issues replacement Letters of Transit to the PCs and replaces any non-magical equipment and gear lost in the fire before the PCs head north. Continue to Encounter 7 and follow the *Backed by the Law* event descriptions.

If the PCs did not help people out of the inn or fight the fire, but were exonerated by the cleric's questioning, read the following:

"I apologize for detaining you," Lady Ilya says. "The realm you call home has a harsh reputation for treachery and I was only too willing to believe in it. However, in the light of last night, I feel that caution is only prudent. I will issue you replacement Letters of Transit for any lost and whatever minimal gear you need to complete your mission."

"The Duke has a long road to travel to accomplish his goals in the Bandit Kingdoms. Good luck."

Lady Ilya issues replacement Letters of Transit to the PCs (mostly to get the PCs out of the County) and replaces clothes and food items lost in the fire before the PCs head back north. Continue to Encounter 7 and follow the *Backed by the Law* event descriptions.

7: BACK ACROSS THE ARTONSAMAY

BACKED BY THE LAW

If the PCs were cleared of all charges in Dryburgh and have Letters of Transit, follow the events below for their route back to Larn's Tower.

Pleased with the success of your mission, you travel the road north back to Jedbridge and ultimately Larn's Tower. Along the way, you meet a group of merchants moving south. They wave to you and call out questions about the road behind you until they get close enough to see you clearly. They suddenly get looks of surprise on their faces (and possibly fear) and whip their animals to quickly pass you, saying nothing further, even in response to questions. Very puzzling.

At the next crossroads, you see a group of merchants standing around a tree with a poster nailed to it. One of the merchants at the back of the group sees you, looks at the poster and then back at you. The same look of surprise and fear crosses his face. He leans into the group and says something suspiciously like, "Hey, it's them!"

The entire group turns to look at you and then suddenly start walking away in different directions, all coincidentally away from you.

The merchants were reading a wanted poster nailed to the tree that declares the PCs are wanted for arson and "a series of assassinations including a Knight of the Swan in the County of Urnst and the wizard Arlen in the Bandit Kingdoms." The poster accurately, if unflatteringly, describes each of the PCs and lists a 500 gold reward for their capture, payable at any outpost occupied by the CoU army or Knights of the Swan. It does not specify dead or alive.

Nevin has posted several of these along the road to Jedbridge as he rode through on horseback. His goal for these posters is to harass the PCs, delaying them and generally making life difficult. If the adventure has been smooth sailing so far for the players, drop the optional bounty hunter ambush on them. If things have been dragging, skip the ambush and just describe several incidents where merchants veer off the road to avoid them. Read the following next:

At Jedbridge, the alert and numerous gate guards ask for your Letters of Transit. The sergeant reads them over while the other soldiers move to surround your group. The sergeant compares your names to a list his assistant is carrying. He then approaches your group and says, "Pardon me, I am Sergeant Ormod. There seems to be some confusion as to your legal status at the moment. Would you please wait over here for a few minutes?" He gestures to a walled area just inside the gates and waits for your answer.

A DC 10 Sense Motive check will confirm that he is telling the truth and will not allow the PCs to leave until the issue is cleared up. The sergeant will also hold onto their Letters of Transit until the matter is resolved. If the PCs just wait, it will take a half hour for a messenger to go and get verification that the wanted posters are fake and the PCs are not wanted for anything in the County of Urnst. Read or paraphrase the following:

The sergeant approaches and waves off the soldiers that have been keeping an eye on you. "Sorry to keep you waiting – some joker was posting false wanted posters about you and we had to verify this. Here are your Letters of Transit. You are free to leave the County of Urnst and return to the Bandit Kingdoms. The next boat will leave in a few hours." With that he returns your papers and waves you into the city proper.

If the PCs foolishly try and run, they can flee the city. The guards are surprised at their actions and let the PCs go; knowing that without their Letters of Transit the PCs will be picked up by a patrol sooner or later. The PCs are now wanted for questioning. Follow the *On the Lam* path below.

ON THE LAM

If the PCs were not cleared of all charges in Dryburgh (they fled the scene or broke out of the Dryburgh jail), follow the events below for their route back to Larn's Tower.

At the next crossroads, you see a tree with a poster nailed to it. The poster is a wanted poster that declares all of you are wanted for arson and "a series of assassinations including a Knight of the Swan in the County of Urnst and the wizard Arlen in the Bandit Kingdoms." The poster accurately, if unflatteringly, describes each of you and lists a 500 gold reward for your capture, payable in Radigast City. It does not specify dead or alive.

Nevin has posted several of these along the road to Jedbridge as he rode through on horseback. His goal for these posters is to harass the PCs, delaying them and generally making life difficult for them. The fact that it is partially true will help.

The PCs have four possible options for crossing the Artonsamay back into the Bandit Kingdoms:

1. Try and steal a boat to sneak across at Jedbridge.
2. Try and steal a boat to sneak across at Esselgard.
3. Try and steal a boat at some point between Jedbridge and Esselgard.
4. Flag down a Rhenee barge and pay to be smuggled across.

A Knowledge (Local-Nyrond and Her Environs) check (DC 15) will warn the PCs that Esselgard is a military fortification and going there will likely lead to capture. A

Knowledge (Local – Iuz Border States) or Knowledge (Local – Nyrond & her Environs) check at DC 15 will remind the PCs that the Rhenee are known smugglers and will not ask any questions, for a fee.

Whichever route the PCs opt for, they will need to make one DC 15 Survival check per day to find their way cross country and not get lost.

If the PCs stay on or near the road, they will be ambushed by soldiers of the County. The ambush will involve many crossbowmen backed by wizards armed with *wands of color spray*, hidden by rangers attached to the unit. The soldiers will call for the surrender of the PCs first. If the PCs do not surrender or start casting spells, the crossbowmen will fire. Assume four crossbowmen and one wizard per PC.

JEDBRIDGE

The soldiers at Jedbridge are much more active than the last time you passed this way, with several patrols on horseback working the area. Getting to any of the boats in the harbor will not be easy, but what in life is?

In addition to the patrols on horseback, there are additional patrols in the harbor area, all looking for the PCs. The PCs will need to come up with a solid plan for stealing anything on the water in Jedbridge. It will take them 1d3+1 days to work out the patrol patterns and find a gap into the harbor. This will most likely involve the PCs swimming at some point – see PH p84 for the rules on swimming and remember to double any armor check penalties while the PCs make Swim checks.

ESSELGARD

As it turns out, Esselgard is not a town, but an actual castle. There are some piers with boats, but they are within the walls of the castle and all fly the flag of the County of Urnst military. Additionally, the entire castle appears to be fairly alert and regular patrols issue from the castle gates. Perhaps there is an easier way across the Artonsamay.

The patrols are made up of ten human soldiers in chainmail on horseback. The only way to get to any of the patrol boats is by swimming and hoping no one notices one of the patrol boats leaving unexpectedly. The soldiers can raise a harbor chain to quickly stop traffic leaving during the day. This chain is raised every night when the sun goes down.

If the PCs insist on trying to steal a patrol boat, the sentries have a total Spot modifier of +16 (they are essentially assisting each other) to see them, at which point the entire castle will go on alert and two patrols with rangers will start tracking the PCs.

If the PCs surrender, they will be stripped of equipment and put in chains for transport back to Dryburgh. This trip will take at least three days and cause the *lesser geas* to affect the PCs.

If the PCs fight, the soldiers will fight back until the PCs are dead or unconscious. They will stabilize the wounded, strip them, put them in chains, and ship them back to Dryburgh for trial. The dead will be stripped and packed in casks of vinegar for transport and interrogation via *Speak with Dead*.

SOMEWHERE ALONG THE RIVER

The PCs can attempt to steal a boat from a local fisherman or try to flag down a Rhenee barge.

Stealing a boat is easy to do at night, but all boats are in use on the river during the day. Killing a fisherman if they don't have to is definitely an alignment infraction for any paladins and a borderline evil action for the rest.

If no one has Profession (pilot), the boat will end up miles downstream (to the west) before they manage to get across. If they cross during the day, there is a 30% chance a County river patrol will catch the PCs and arrest them (the patrol knows most of the fishermen along their route and will recognize the boat).

Flagging down a Rhenee barge will take 1d3 days and require 200 gp or 1 IP per character for the Rhenee to smuggle the PCs across, no questions asked.

CREATURES

All APLs

County of Urnst soldiers (20): hp 24 each; Appendix 1.

8: PAYOFF

There are three possible paths for this encounter:

1. The PCs made the deal with Lady Ilya, were cleared of charges in Dryburgh, and followed the *Backed by the Law* path in Encounter 7. This is a *Complete Mission Success*. If they lost the Duke's signet ring, this becomes a *Partial Mission Success*.
2. The PCs made the deal with Lady Ilya, were jailed in Dryburgh, escaped jail before being cleared, and followed the *On the Lam* path in Encounter 7. This is a *Partial Mission Success*. If they lost the Duke's signet ring, this becomes a *Complete Mission Failure*.
3. The PCs made the deal with Lady Ilya but fled the burning inn immediately and followed the *On the Lam* path in Encounter 7. This is a *Complete Mission Failure*. If they lost the Duke's signet ring, it's even worse.

COMPLETE MISSION SUCCESS

Your trip back to Larn's Tower is uneventful and your wait to see the wizard short. Seated in comfortable chairs in a sitting room, you listen as Larn speaks. "My contacts in the County have informed me there was some difficulty in performing your mission. Tell me about it."

Larn knows the basics of what happened, but wants the details from the PCs. Once they are finished telling their story, he will ask for the letter from the County

representative and Duke Gellor's signet ring. After the PCs turn them over, read the following:

"How exciting," Larn says. "This Nevin fellow seems to really have it in for you. In the meantime, you've accomplished the task I set for you admirably and now for my part of the bargain. Duke Gellor spent some time here and we discussed his plans. I told him of the Iron Crown of the Bandit Kingdoms. Fashioned in a land of warriors, this metal headgear makes the wearer immune to fear, charm person, magic jar, suggestion, and hold person."

"The last recorded location of the Iron Crown was the Wormcrawl Fissure and that is where the Duke headed. I have not seen him since. You would do well to seek the Duke there, and soon."

"Now if you will excuse me, I have other matters requiring my attention. Please feel free to stay the night at the River's Rest Inn at my expense and recuperate from your trip. My apprentice, Zhenechka, will make the arrangements." With that Larn leaves you in the room as you contemplate your next step.

Read Conclusion D.

PARTIAL MISSION SUCCESS

LOST RING

Read the following if the PCs made the deal with Lady Ilya, were cleared of charges in Dryburgh, followed the *Backed by the Law* path in Encounter 7, but lost the Duke's signet ring somewhere along the way (most likely in the fire at the inn).

Your trip back to Larn's Tower is uneventful and your wait to see the wizard short. Seated in comfortable chairs in a sitting room, you listen as Larn speaks. "My contacts in the County have informed me there was some difficulty in performing your mission. Tell me about it."

Larn knows the basics of what happened, but wants the details from the PCs. Once they are finished telling their story, he will ask for the letter from the County representative and Duke Gellor's signet ring. After the PCs turn over the letter but have admitted they lost the ring, read the following:

Larn covers his face with one of his hands. "You lost the ring," he says disgustedly. He sighs loudly before speaking further. "Well, I suppose I still owe you something for the letter." He finally looks up at you and says, "Duke Gellor is in the Wormcrawl Fissure looking for something of importance. If you want to find out what, you'll need to find him and ask him yourself." Larn stands up. "As our business is concluded, I suggest you leave. I must now find that which you lost." Larn stalks out of the room, clearly displeased with you.

Read Conclusion E.

JAIL BREAK

Read the following if the PCs made the deal but broke out of the Dryburgh jail before being cleared of charges.

You finally made it back to Larn's Tower. You are shown to an empty waiting room near his office. After waiting several hours, you are surprised as Zhenechka enters the room and says, "My master cannot meet with you. He has learned some of the details of your trip already and sent me to collect the letter from the County representative and the signet ring entrusted to you. Please hand them over now."

Once she has collected the letter and the ring, she will continue speaking. Read the following:

"As you have secured the letter and returned the ring, my master has instructed me to tell you this: The person you seek is in the Wormcrawl Fissure looking for an item of importance. Perhaps you can redeem yourselves there. You are free to leave immediately."

With that she turns and holds the door open for you to leave.

Read Conclusion C.

COMPLETE MISSION FAILURE

RETURNING THE RING

Read the following if the PCs fled the fire at the inn, escaped across the Artonsamay without clearing their name, but still have the ring to return to Larn.

You finally made it back to Larn's Tower. You are shown to an empty waiting room near his office. After waiting several hours, you are surprised as Zhenechka enters the room and says, "My master cannot meet with you. He has learned some of the details of your trip already and sent me to collect the letter from the County representative and the signet ring entrusted to you. Please hand them over now."

Once she has collected the letter and the ring, she will continue speaking. Read the following:

"Due to your actions, this letter is now worthless – the County will not honor it and the Duke now stands on his own. As you have returned the ring, my master has instructed me to tell you this: you are free to leave immediately. If you are at least a day away from Larn's Tower when the County representative arrives tomorrow looking for you, no one here will tell them which way you went."

With that she turns and holds the door open for you to leave.

Read Conclusion B.

LOST THE RING AS WELL

Read the following if the PCs fled the fire at the inn, escaped across the Artonsamay without clearing their name, but lost the ring somehow (probably in the fire at the inn).

You finally made it back to Larn's Tower. You are shown to an empty waiting room near his office. After waiting several hours, you are surprised as Zhenechka enters the room and says, "My master cannot meet with you. He has learned some of the details of your trip already and sent me to collect the letter from the County representative and the signet ring entrusted to you. Please hand them over now."

Once she has collected the letter but have admitted they lost the ring, she will continue speaking. Read the following:

"Due to your actions, this letter is now worthless – the County will not honor it and the Duke now stands on his own. As you have also lost the signet ring entrusted to you, my master has instructed me to tell you this: you are free to leave immediately. This will give you a day's head start when the County representative arrives tomorrow looking for you. We will tell them which way you went. Further, I would personally suggest you keep fireball proof objects between yourself and the Tower and never return here."

With that she turns and holds the door open for you to leave.

Read Conclusion F.

CONCLUSION

CONCLUSION A:

Perhaps now is not the time for finding Duke Gellor. Perhaps, instead, now is the time to lay low and avoid the attention of the wizard Larn. Wizards are subtle and you never can tell who works for them or when a fireball will come out of nowhere and ruin your whole day. Yes, laying low sounds like a much better option than asking around for Duke Gellor.

The PCs earn the Enmity of Larn plot point.

CONCLUSION B:

You've managed to make it back across the Artonsamay with large portions of the County of Urnst after you and your companions. This will forever be a black mark against Duke Gellor and the County will make no move to help him reclaim the Duchy of the Artonsamay. But hey, at least you're still alive, right?

The PCs gain the *Wanted in the County of Urnst* and the *Enmity of Larn* plot points.

CONCLUSION C:

You've made the deal, but broke out of jail before being fully cleared for the fire and the attack on Lady Ilya. Larn doesn't trust you and you're not certain you can show your face in the County of Urnst, but at least the Duke will have troops at his back when he makes his play, right?

The PCs gain the *Not Trusted by Larn* plot point.

CONCLUSION D:

You've made the deal and were cleared for the fire and the attack on Lady Ilya. The Duke will have strong military support from the County of Urnst when he makes his play, there are people in the County of Urnst who think highly of you, and Larn trusts you.

Now it's time to find the Duke and let him know all about it.

The PCs gain the *Trusted by Larn* and the *Hero in Dryburgh* plot points.

CONCLUSION E:

You've made the deal and were cleared for the fire and the attack on Lady Ilya. The Duke will have strong military support from the County of Urnst when he makes his play and there are people in the County of Urnst who think highly of you, but you managed to lose Duke Gellor's signet ring. Three out of four isn't too bad, is it?

Now it's time to find the Duke and let him know all about it. Except the losing the ring part – he really doesn't need to know about that part, right?

The PCs gain the *Not Trusted by Larn* and the *Hero in Dryburgh* plot points.

CONCLUSION F:

Perhaps now is not the time for finding Duke Gellor. Perhaps, instead, now is the time to lay low and avoid the attention of the wizard Larn. Wizards are subtle and you never can tell who works for them or when a fireball will come out of no where and ruin your whole day. Yes, laying low sounds like a much better option than asking around for Duke Gellor. Staying out of the County of Urnst also sounds like a good idea. Perhaps things are nice in the Western Reaches right now?

The PCs gain the *Wanted in the County of Urnst* and the *Enmity of Larn* plot points.

CAMPAIGN CONSEQUENCES

If the PCs were able to achieve *Conclusion C, D, or E*, then Duke Gellor will have the military backing of the County of Urnst when he attempts to reclaim the Duchy of the Artonsamay. This is a long step towards placing the Duke to rally the rest of the Combination of Free Lords to live up to their grandiose name and provide a unified front against the armies of Iuz. Now the PCs have to find the Duke in BDK7-07.

If the PCs ended up with *Conclusion B or F*, the County will not back the Duke at all, weakening his position in the Bandit Kingdoms. He may still be able to unite portions of the Bandit Kingdoms against Iuz, but it will take much longer and be that much harder. This also assumes that the Duke makes it out of the Wormcrawl Fissure alive.

If the PCs ended up with *Conclusion A*, the County doesn't know the Duke is alive. Assuming the Duke makes it out of the Wormcrawl Fissure alive, he may be able to send emissaries to the County at a later date.

THE END.

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

4: CROSSING THE BORDER

Survive the elementals' attack

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP

6: THINGS GO BAD, THUGS INSIDE

Defeat the Dryburgh Thugs

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP

6: THINGS GO BAD, SNIPERS OUTSIDE

Defeat the Dryburgh Snipers.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP

STORY AWARD

Delivered a valid letter to Larn and returned the Duke's signet ring

APL 2	45 XP
APL 4	67 XP
APL 6	90 XP

DISCRETIONARY ROLEPLAYING AWARD

APL 2	45 XP
APL 4	68 XP
APL 6	90 XP

TOTAL POSSIBLE EXPERIENCE

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

6: THINGS GO BAD

Note: This goes way over the APL caps, but assumes that some of the treasure is lost in the fire or the hired assassins escape.

Thugs:

APL 2: Loot 498 gp; Coin 3 gp; Total 516 gp.

APL 4: Loot 338 gp; Coin 3 gp; Magic 1158 gp; 6 +1 rapiers (193 gp each); Total 1499 gp.

APL 6: Coin 3 gp; Magic 3497 gp; 6 +1 rapiers (1160 gp), 6 +1 light crossbows (195 gp each), 6 sets of +1 studded leather (98 gp each), 6 +1 bucklers (97 gp each); Total 3500 gp.

Snipers:

APL 2: Loot 83 gp; Coin 3 gp; Total 86 gp.

APL 4: Loot 166 gp; Coin 6 gp; Total 172 gp.

APL 6: Loot 221 gp; Coin 12 gp; Magic 386 gp; 4 sets of +1 studded leather (98 gp each); Total 619 gp.

TOTAL POSSIBLE TREASURE

APL 2: 450 gp

APL 4: 650 gp

APL 6: 900 gp

ADVENTURE RECORD ITEMS

Enmity of Larn: Larn has many friends in the Bandit Kingdoms and spreads many rumors about you, earning you an Insurgent-level WCI point.

Distrusted by Larn: You have performed a service for Larn but lost the item entrusted to you. This imposes a -10 Circumstance penalty to any Diplomacy checks involving Houses Gellor or Duncombe or Larn or his apprentices.

Trusted by Larn: You have performed a valuable service for Larn in the name of Duke Gellor. In return, he has entrusted you with the location of the Duke. You also gain a +4 Circumstance bonus to any Diplomacy checks involving Houses Gellor or Duncombe or Larn or his apprentices.

Larn offers you Regional access to one of the following upgrades (choose now): *flaming*, *flaming burst*, *fire resistance*, *fire resistance (improved)*; and to the items marked below with a †, as long as you never earn his enmity.

He will allow you to copy any one Open spell of the fire subtype of level 5 or lower from his spellbook (Freq: Regional).

Hero in Dryburgh: Due to your actions, you are considered a hero in the town of Dryburgh. You receive free rich upkeep in any adventure that starts or ends in Dryburgh. In addition, you will always find someone to buy you a mug of ale or twelve. If you “Hail from Eastmarch”, you receive free standard upkeep in any adventure set in Eastmarch for 52 TUs.

Wanted in the County of Urnst: You are wanted for crimes you might or might not have committed in the County of Urnst. If discovered within the County, you will immediately be jailed and tried for arson and

attempted murder of a lawful representative of the Countess. If you are ever caught, contact the County of Urnst Triad at courriad@yahoo.com

ITEM ACCESS

APL 2:

- *Brooch of shielding* (Adventure; DMG)
- *Elixir of swimming* (Adventure; DMG)
- *Sleep arrow* (Adventure; DMG; Limit 20)
- *Quall's feather token, anchor* (Adventure; DMG)
- *Wand of cure light wounds* (Adventure; DMG)
- † *Elixir of fire breath* (Regional; DMG)

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

- *Gloves of arrow snatching* (Adventure; DMG)
- *Gloves of swimming and climbing* (Regional; DMG)
- *Ring of swimming* (Adventure; DMG)
- † *Necklace of fireballs, type 1* (Adventure; DMG)

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

- *Keoghtom's Ointment* (Adventure; DMG)
- *Trident of warning* (Regional; DMG)
- *Wand of cure moderate wounds* (Adventure; DMG)
- † *Caster's shield* (Adventure; DMG)

1: ROUND UP

KANE SIXFIRES CR 4

Male Oeridian Warrior 5
 CN Medium humanoid (human)
Init +0; **Senses** Listen +0, Spot +4
Aura None
Languages Common

AC 13, touch 10, flat-footed 13
 (+/-0 size, +/-0 Dex, +0 class, +3 armor, +0 shield,
 +0 deflection, +0 insight, +0 natural)
Miss Chance None
hp 38 (5d8+8 HD);
Immune None
Resist None; **SR** 0
Fort +5 (same against poison), **Ref** +1, **Will** +1
Weakness None

Speed 30 ft. in studded leather (6 squares), base
 movement 30 ft., no other movement mode;
Melee short sword +8 (1d6+2/19-20) or sap +7
 (1d6+2 nonlethal)
Ranged light crossbow +5 (1d8/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +5; **Grp** +7
Atk Options
Special Actions
Combat Gear short sword, sap, light crossbow, 10
 bolts, studded leather armor

Abilities Str 14, Dex 10, Con 12, Int 9, Wis 11, Cha 8
SQ
Feats Skill Focus (Intimidate), Toughness, Weapon
 Focus (short sword)
Skills Intimidate +6, Spot +4
Possessions combat gear plus clothes and 30 sp

Skills

SALFRAYFIELDS BULLY BOYS CR 2

Male mixed human Warrior 3
 CN Medium humanoid (human)
Init +0; **Senses** Listen +3, Spot +3
Aura None
Languages Common

AC 13, touch 10, flat-footed 13
 (+/-0 size, +/-0 Dex, +0 class, +3 armor, +0 shield,
 +0 deflection, +0 insight, +0 natural)
Miss Chance None
hp 24 (3d8+6 HD)
Immune None
Resist None; **SR** 0
Fort +4 (same against poison), **Ref** +1, **Will** +1
Weakness None

Speed 30 ft. in studded leather (6 squares), base
 movement 30 ft.;
Melee short sword +5 (1d6+1/19-20) or sap +4
 (1d6+1 nonlethal) or flail +4 (1d8+1)
Ranged light crossbow +3 (1d8/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +4
Atk Options

Special Actions

Combat Gear

Abilities Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8
SQ None
Feats Toughness, Weapon Focus (short sword)
Skills Listen +2, Spot +3
Possessions combat gear plus clothes and 30 cp

Skills

2: TALK TO THE BOSS?

KURUSH OF THE LIGHTNING CR 6

Male Flan Rogue 1/Wizard 5
 CG Medium humanoid (human)
Init +5; **Senses** Listen +6, Spot +6
Languages Common, Elven, Flan, Orc

AC 11, touch 11, flat-footed 10
 (+/-0 size, +1 Dex, +0 class, +0 armor, +0 shield, +0
 deflection, +0 insight, +0 natural)
Miss Chance
hp 25 (1d6+5d4+6 HD);
Evasion
Fort +2, **Ref** +4, **Will** +6

Speed 30 ft. in no armor (6 squares), base movement
 30 ft.;
Melee Touch +3 (per spell)
Ranged Masterwork light crossbow +5 (1d8/19-20) or
 Ray +4 (per spell)
Base Atk +3; **Grp** +3
Special Actions Sneak Attack +1d6
Combat Gear
Wizard Spells Known (CL 5th):
 3rd (2/day)—*Gaseous Form*, *Lightning Bolt*
 2nd (3/day)—*Glitterdust*, *Lightning (Flaming)*
Sphere, *Mirror Image*
 1st (4/day)—*Lightning (Burning) Hands*, *Lightning*
(Magic) Missile (x2), *Shield*
 0 (4/day)—*Mage Hand*, *Prestidigitation*, *Ray of*
Lightning (Frost), *Resistance*

‡ Already cast

Abilities Str 10, Dex 12, Con 12, Int 17, Wis 14,
 Cha 10
SQ Summon Familiar
Feats Improved Initiative, Negotiator, Scribe Scroll,
 Still Spell, Energy Substitution (Electricity)
Skills Balance+6, Bluff +4, Concentration +9,
 Decipher Script +7, Diplomacy +8, Gather
 Information +4, Intimidate +4, Jump +2, Knowledge
 (Arcana) +8, Knowledge (History) +4, Knowledge
 (Religion) +5, Listen +6, Move Silently +5, Open
 Lock +5, Sense Motive +13, Spellcraft +5, Spot +6,
 Tumble +6,
Possessions combat gear plus
Spellbook spells prepared plus 0—All; 1st—*Grease*,
Identify, *Mage Armor*, *Obscuring Mist*, *Shield*,
Silent Image; 2nd—*Blur*, *Levitate*, *Protection from*
Arrows, *Resist Energy*, *See Invisibility*, *Web*; 3rd—
Nondetection, *Stinking Cloud*, *Suggestion*

See Encounter 1 NPCs for stats for Kane Sixfires and the Salfrayfields Bully Boys.

3: THE TOWER

ZHENECHKA

CR 4

Female Suel Expert 1/Wizard 4

LN Medium humanoid (human)

Init +1; **Senses** Listen +3, Spot +3

Languages Common, Draconic, Elven, Orc

AC 12, touch 11, flat-footed 11

(+/-0 size, +1 Dex, +0 class, +0 armor, +0 shield, +1 deflection, +0 insight, +0 natural)

hp 17 (1d6+4d4 HD);

Fort +1, **Ref** +2, **Will** +5

Speed 30 ft. in *Bracers of Armor* +1 (6 squares), base movement 30 ft.;

Melee Touch +2 (per spell)

Ranged Masterwork light crossbow +4 (1d8/19-20) or Ray +3 (per spell)

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

Special Actions

Combat Gear

Wizard Spells Known (CL 4th):

2nd (3/day)—*Glitter Dust*, *Locate Object*, *Whispering Wind*

1st (4/day)—*Identify*, *Mage Armor*, *Magic Missile*, *Unseen Servant*

0 (4/day)—*Detect Magic*, *Mage Hand*, *Mending*, *Prestidigitation*

‡ Already cast

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

SQ Raven Familiar (speaks Draconic), share spells, empathic link, deliver touch spells

Feats Alertness (if familiar within 5 ft), Eschew Materials, Magical Aptitude, Scribe Scroll, Spell Mastery (Mage Armor, Magic Missile, Unseen Servant)

Skills Appraise +7, Bluff +6, Concentration +8, Diplomacy +8, Gather Information +6, Knowledge (Arcana) +11, Knowledge (Geography) +5, Knowledge (History) +5, Knowledge (Nobility) +11, Listen +3, Profession (Bookkeeper) +9, Sense Motive +5, Spellcraft +15, Spot +3

Possessions combat gear plus

Spellbook spells prepared plus 0—All; 1st—*Color Spray*, *Grease*, *Shield*, *Silent Image*; 2nd—*Blur*, *Cat's Grace*, *Levitate*, *Resist Energy*, *Web*

LARN

CR 10

Male Oeridian/Suloise Wizard 10

CG Medium humanoid (human)

Init +3; **Senses** Listen +2, Spot +2

Aura

Languages Abyssal, Common, Draconic, Elven, Orc

AC 15, touch 14, flat-footed 12

(+/-0 size, +3 Dex, +0 class, +1 armor, +0 shield, +1 deflection, +0 insight, +0 natural)

hp 40 (10d4+10 HD); regeneration/fast healing; DR

Fort +5, **Ref** +7, **Will** +8

Speed 30 ft. in *Bracers of Armor* +1 (6 squares), base movement 30 ft.;

Melee dagger +4 (1d4-1/19-20) or touch spell +4

Ranged masterwork light crossbow +9 (1d8/19-20) or ranged touch spell +8

Base Atk +5; **Grp** +4

Atk Options

Special Actions

Combat Gear dagger, masterwork light crossbow, 20 bolts, spell component pouch

Wizard Spells Known (CL 10th):

5th (2x/day)—*cloudkill* (DC 20), maximized *scorching ray*

4th (4/day)—*dimension door*, maximized

magic missile, *dispelling screen**, *polymorph*

3rd (4/day)—*fireball*, *silent invisibility*, *stinking cloud* (DC 18), *suggestion* (DC 17)

2nd (5/day)—*blur*, *glitterdust* (DC 17), *levitate*, *resist energy*, *web* (DC 17)

1st (5/day)—*grease* (DC 16), *identify*, *magic missile*, *shield*, *silent image*

0 (4/day)—*detect magic*, *open/close*, *prestidigitation*, *ray of frost*

‡ Already cast

*New spell.

Abilities Str 8, Dex 16, Con 13, Int 19, Wis 11, Cha 12

SQ tiny viper familiar, empathic link, share spells, speak with snakes

Feats Alertness (if familiar within 5 ft) Craft Wondrous Item, Maximize Spell, Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (conjuration), Spell Mastery (*fireball*, *invisibility*, *mage armor*, *magic missile*), Spell Penetration, Silent Spell

Skills Bluff +9, Concentration +14, Decipher Script +12, Diplomacy +8, Gather Information +3, Knowledge (arcana) +17, Knowledge (geography) +8, Knowledge (history) +9, Knowledge (local: luz Border States) +13, Knowledge (nobility and royalty) +10, Listen +2, Sense Motive +5, Spellcraft +22, Spot +2

Possessions combat gear plus *bracers of armor* +1, *ring of protection* +1, *staff of fire* (13 charges), *wand of fox's cunning* (28 charges), *cloak of resistance* +1, *potion of cure serious wounds* (2), spellbook.

Spellbook spells prepared plus 0—All, 1st-5th—most spells except teleportation spell (which make him nauseous)

7: BACK ACROSS THE ARTONSAMAY

COUNTY OF URNST SOLDIERS

CR 2

Male Human (mixed) Warrior 3

LN Medium humanoid (human)

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

Languages Common

AC 16, touch 11, flat-footed 15

(+/-0 size, +/-1 Dex, +0 class, +5 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

hp 21 (3d8+3 HD);

Fort +4, **Ref** +2, **Will** +2

Speed 20 ft. in masterwork breastplate (4 squares),
base movement 30 ft., on light warhorse 50 ft.;

Melee masterwork halberd +6 (1d10+3/x3)

Ranged masterwork light crossbow +5 (1d8/19-20)

Base Atk +3; **Grp** +5

Atk Options Power attack

Special Actions

Combat Gear masterwork halberd, masterwork
crossbow with 20 quarrels, masterwork breastplate

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

Feats Mounted Combat, Ride-by Attack, Power
Attack

Skills Climb +1, Handle Animal +6, Intimidate +2,
Ride +9, Swim -2,

Possessions combat gear plus 15 cp

6: THINGS GO BAD**DRYBURGH THUGS****CR 1**

Male Human (mixed) Rogue 1

LE Medium humanoid (human)

Init +6; **Senses** Listen +5, Spot +5**Languages** Common, Elven, Orc**AC** 16, touch 12, flat-footed 14

(+/-0 size, +2 Dex, +0 class, +3 armor, +1 shield, +0 deflection, +0 insight, +0 natural)

hp 6 (1d6+2 HD);**Fort** +2 **Ref** +4, **Will** +1**Speed** 30 ft. in masterwork studded leather (6 squares), base movement 30 ft.;**Melee** masterwork rapier +2 (1d6+1/18-20)**Ranged** masterwork light crossbow +3 (1d8/19-20)**Base Atk** +0; **Grp** +1**Atk Options** Sneak Attack +1d6**Special Actions** Trapfinding**Combat Gear** masterwork rapier, masterwork light crossbow with 10 quarrels, masterwork studded leather, masterwork buckler**Abilities** Str 12, Dex 14, Con 14, Int 14, Wis 12, Cha 10**Feats** Improved Initiative, Stealthy**Skills** Balance +6, Bluff +4, Disable Device +6, Hide +8, Intimidate +4, Jump +3, Listen +5, Move Silently +8, Open Lock +6, Search +4, Spot +5, Tumble +6**Possessions** combat gear plus 30 sp**DRYBURGH SNIPER****CR 3**

Female Human (mixed) Rogue 3

LE Medium humanoid (human)

Init +3; **Senses** Listen +7, Spot +7**Languages** Common, Elven, Orc**AC** 18 (19 vs traps), touch 13, flat-footed 15

(+3 Dex, +4 armor, +1 shield)

hp 15 (3d6+3 HD);**Fort** +2, **Ref** +6 (+7 vs traps), **Will** +2**Speed** 30 ft. in +1 studded leather (6 squares), base movement 30 ft.;**Melee** masterwork rapier +3 (1d6/18-20)**Ranged** masterwork light crossbow within 30 ft +7 (1d8+1/19-20) or masterwork light crossbow +6 (1d8/19-20)**Base Atk** +2; **Grp** +2**Atk Options** Sneak Attack+2d6**Special Actions** Trapfinding**Combat Gear** masterwork rapier, masterwork light crossbow with 20 quarrels, +1 *studded leather*, masterwork buckler**Abilities** Str 10, Dex 16, Con 12, Int 14, Wis 12, Cha 10**SQ** Evasion, Trap sense +1**Feats** Point Blank Shot, Precision Shot, Rapid Reload (Crossbow, light)**Skills** Balance +11, Bluff +5, Climb +6, Diplomacy +2, Disable Device +7, Hide +9, Intimidate +6, Jump +7, Listen +7, Move Silently +9, Open Lock +9, Search +5, Sense Motive +3, Spot +7, Tumble +10**Possessions** combat gear plus 30 sp

6: THINGS GO BAD**DRYBURGH THUGS****CR 2**

Male Human (mixed) Rogue 2

LE Medium humanoid (human)

Init +6; **Senses** Listen +6, Spot +6**Languages** Common, Elven, Orc**AC** 16, touch 12, flat-footed 14

(+/-0 size, +2 Dex, +0 class, +3 armor, +1 shield, +0 deflection, +0 insight, +0 natural)

hp 12 (2d6+4 HD);**Fort** +2 **Ref** +5, **Will** +1**Speed** 30 ft. in masterwork studded leather (6 squares), base movement 30 ft.;**Melee** +1 rapier +3 (1d6+2/18-20)**Ranged** masterwork light crossbow +4 (1d8/19-20)**Base Atk** +1; **Grp** +2**Atk Options** Sneak Attack +1d6**Special Actions** Trapfinding**Combat Gear** +1 rapier, masterwork light crossbow with 10 quarrels, masterwork studded leather, masterwork buckler**Abilities** Str 12, Dex 14, Con 14, Int 14, Wis 12, Cha 10**SQ** Evasion**Feats** Improved Initiative, Stealthy**Skills** Balance +9, Bluff +5, Diplomacy +2, Disable Device +7, Hide +9, Intimidate +7, Jump +6, Listen +6, Move Silently +9, Open Lock +7, Search +4, Spot +6, Tumble +7**Possessions** combat gear plus 30 sp

DRYBURGH SNIPER**CR 3**

Female Human (mixed) Rogue 3

LE Medium humanoid (human)

Init +3; **Senses** Listen +7, Spot +7**Languages** Common, Elven, Orc**AC** 18 (19 vs traps), touch 13, flat-footed 15

(+3 Dex, +4 armor, +1 shield)

hp 15 (3d6+3 HD);**Fort** +2, **Ref** +6 (+7 vs traps), **Will** +2**Speed** 30 ft. in +1 studded leather (6 squares), base movement 30 ft.;**Melee** masterwork rapier +3 (1d6/18-20)**Ranged** masterwork light crossbow within 30 ft +7 (1d8+1/19-20) or masterwork light crossbow +6 (1d8/19-20)**Base Atk** +2; **Grp** +2**Atk Options** Sneak Attack+2d6**Special Actions** Trapfinding**Combat Gear** masterwork rapier, masterwork light crossbow with 20 quarrels, +1 *studded leather*, masterwork buckler**Abilities** Str 10, Dex 16, Con 12, Int 14, Wis 12, Cha 10**SQ** Evasion, Trap sense +1**Feats** Point Blank Shot, Precision Shot, Rapid Reload (Crossbow, light)**Skills** Balance +11, Bluff +5, Climb +6, Diplomacy +2, Disable Device +7, Hide +9, Intimidate +6, Jump +7, Listen +7, Move Silently +9, Open Lock +9, Search +5, Sense Motive +3, Spot +7, Tumble +10**Possessions** combat gear plus 30 sp

6: THINGS GO BAD

DRYBURGH THUG **CR 4**
 Male Human (mixed) Rogue 4
 LE Medium humanoid (human)
Init +6; **Senses** Listen +8, Spot +8
Languages Common, Elven, Orc

AC 18 (19 vs traps), touch 12, flat-footed 18
 (+/-0 size, +2 Dex, +0 class, +4 armor, +2 shield, +0 deflection, +0 insight, +0 natural)
hp 24 (4d6+8 HD);
Fort +3 **Ref** +6 (+7 vs traps), **Will** +2

Speed 30 ft. in +1 studded leather (6 squares), base movement 30 ft.;
Melee +1 rapier +5 (1d6+2/18-20)
Ranged +1 light crossbow within 30 ft +7 (1d8+2/19-20) or +1 light crossbow +6 (1d8+1/19-20)
Base Atk +3; **Grp** +4
Atk Options Sneak Attack +2d6
Special Actions Trapfinding,
Combat Gear +1 rapier, +1 light crossbow with 10 quarrels, +1 studded leather, +1 buckler

Abilities Str 12, Dex 14, Con 14, Int 14, Wis 12, Cha 10
SQ Evasion, trap sense +1, uncanny dodge
Feats Improved Initiative, Stealthy, Point Blank Shot
Skills Balance +10, Bluff +7, Diplomacy +2, Disable Device +9, Disguise +1, Escape Artist +3, Gather Information +1, Hide +10, Intimidate +8, Jump +8, Listen +8, Move Silently +11, Open Lock +9, Search +5, Spot +8, Tumble +9
Possessions combat gear plus 30 sp

DRYBURGH SNIPER **CR 3**
 Female Human (mixed) Rogue 3
 LE Medium humanoid (human)
Init +3; **Senses** Listen +7, Spot +7
Languages Common, Elven, Orc

AC 18 (19 vs traps), touch 13, flat-footed 15
 (+3 Dex, +4 armor, +1 shield)
hp 15 (3d6+3 HD);
Fort +2, **Ref** +6 (+7 vs traps), **Will** +2

Speed 30 ft. in +1 studded leather (6 squares), base movement 30 ft.;
Melee masterwork rapier +3 (1d6/18-20)
Ranged masterwork light crossbow within 30 ft +7 (1d8+1/19-20) or masterwork light crossbow +6 (1d8/19-20)
Base Atk +2; **Grp** +2
Atk Options Sneak Attack+2d6
Special Actions Trapfinding
Combat Gear masterwork rapier, masterwork light crossbow with 20 quarrels, +1 *studded leather*, masterwork buckler

Abilities Str 10, Dex 16, Con 12, Int 14, Wis 12, Cha 10
SQ Evasion, Trap sense +1
Feats Point Blank Shot, Precision Shot, Rapid Reload (Crossbow, light)
Skills Balance +11, Bluff +5, Climb +6, Diplomacy +2, Disable Device +7, Hide +9, Intimidate +6, Jump +7, Listen +7, Move Silently +9, Open Lock +9, Search +5, Sense Motive +3, Spot +7, Tumble +10
Possessions combat gear plus 30 sp

SPELLS

DISPELLING SCREEN

Abjuration

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Energy wall whose area is up to one 10-ft. square/level, or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 min./level (D)

Saving Throw: None

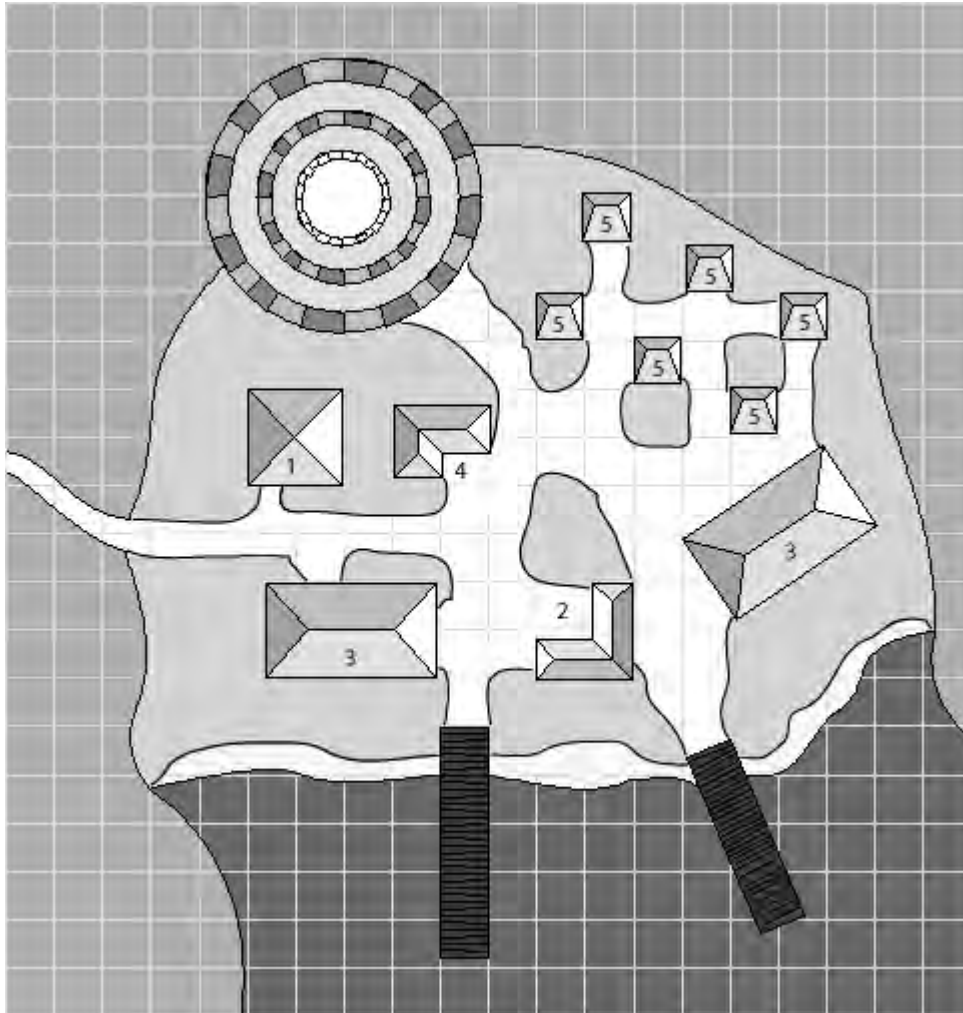
Spell Resistance: None

You create an opaque, immobile, shimmering screen of violet energy. Any spell effect operating on a creature or unattended object that passes through the screen is affected as by a targeted *dispel magic* at your caster level. Attended items that pass through are not affected by the screen, which is the only way the screen differs from a normal targeted casting of *dispel magic*—attended items are essentially not targeted by the screen. Make a caster level check (1d20 + 1 per caster level, maximum +10) to dispel spell effects (DC 11 + caster level) or suppress an unattended object's magical properties for 1d4 rounds (DC equal to the item's caster level). Spell effects not operating on objects or unattended creatures cannot pass through the screen. A *disintegrate* or successful *dispel magic* removes *dispelling screen*, while an *antimagic field* suppresses it.

Material Component: A sheet of fine lead crystal.

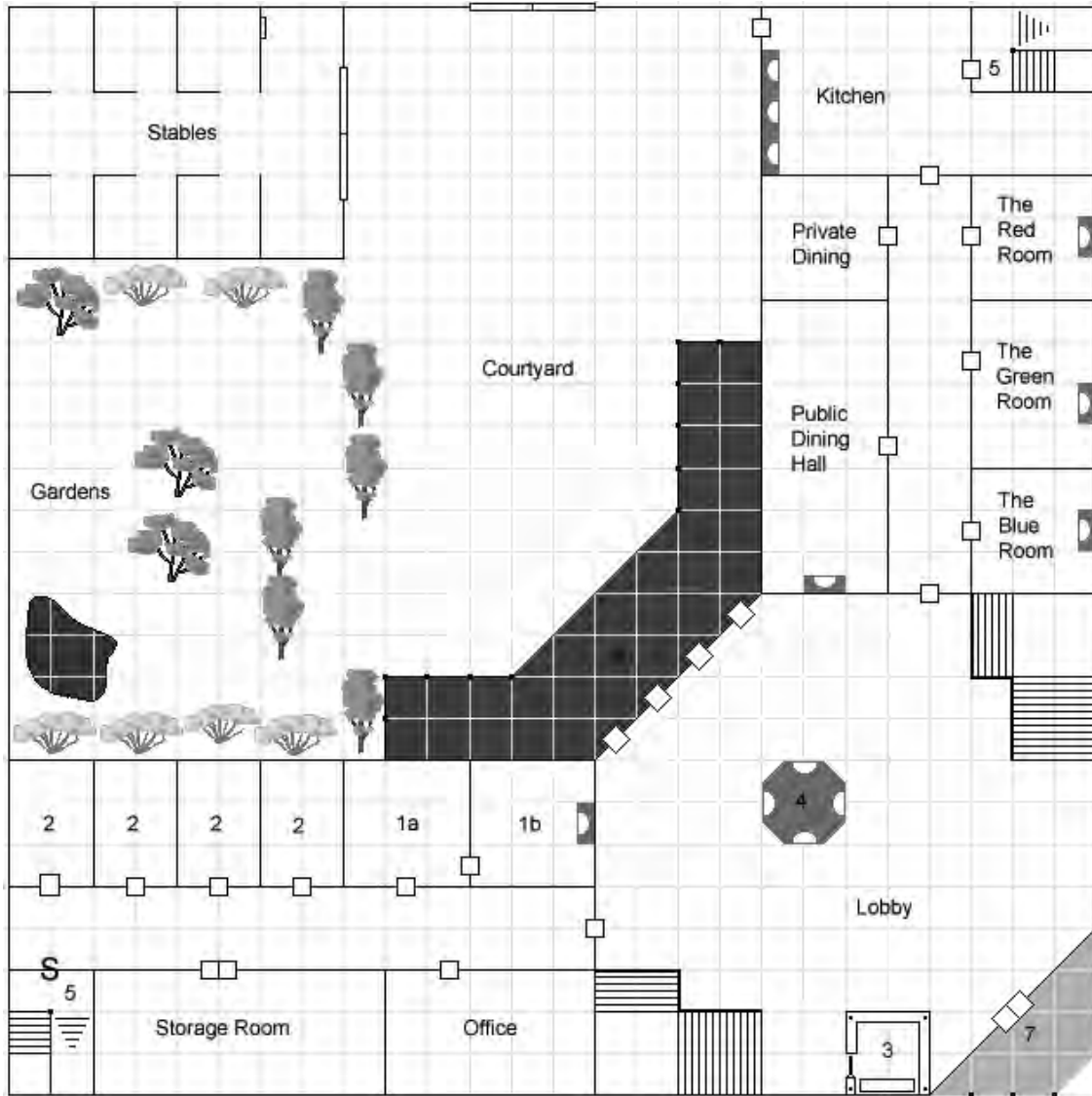
(Source: SC pg 67)

LARN'S TOWER



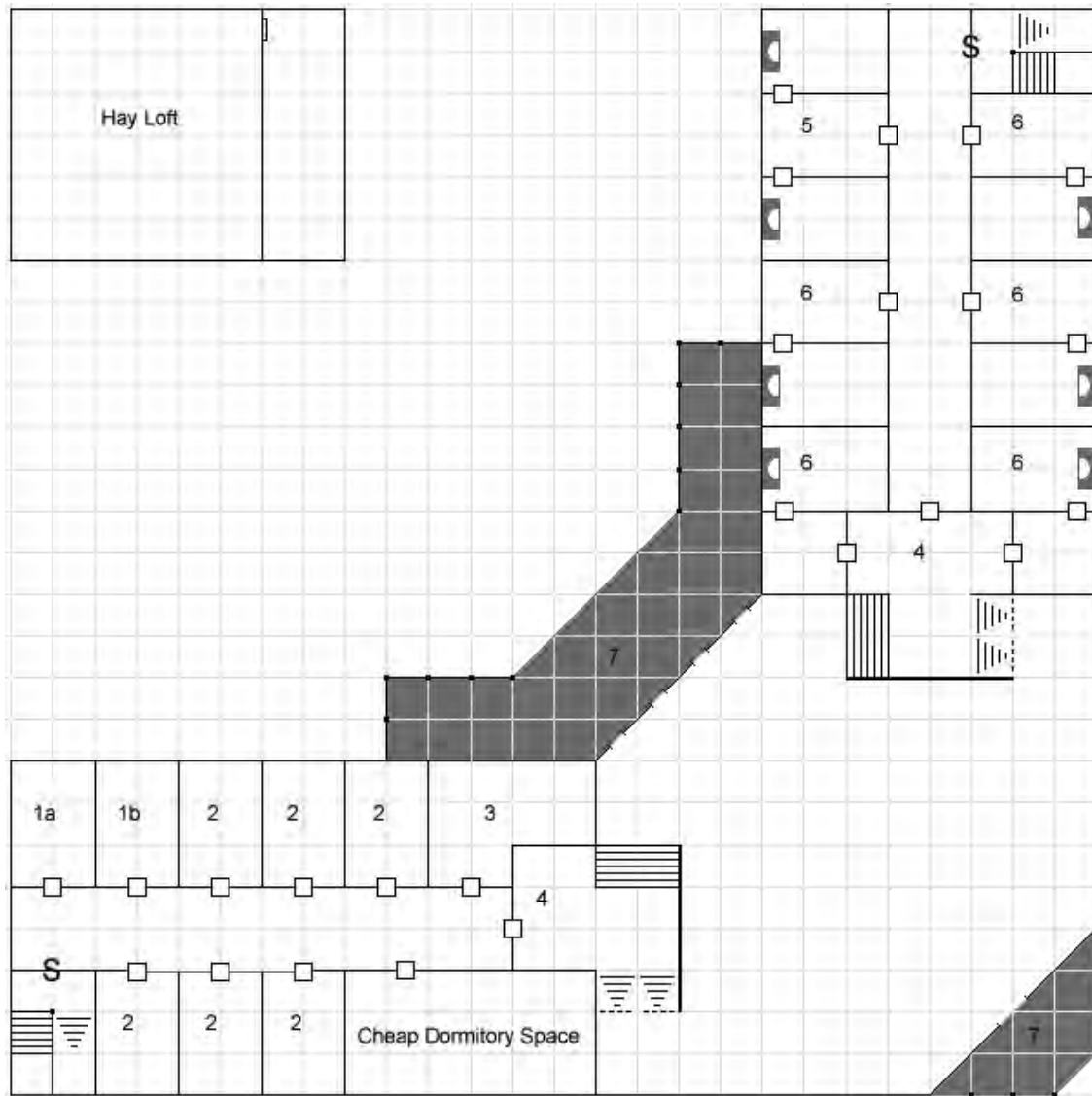
1. Larn's Office
2. Harbormaster's Office
3. Warehouse
4. River's Rest Inn
5. Dockworkers' Living Quarters

HARE AND BOTTLE INN – FIRST FLOOR



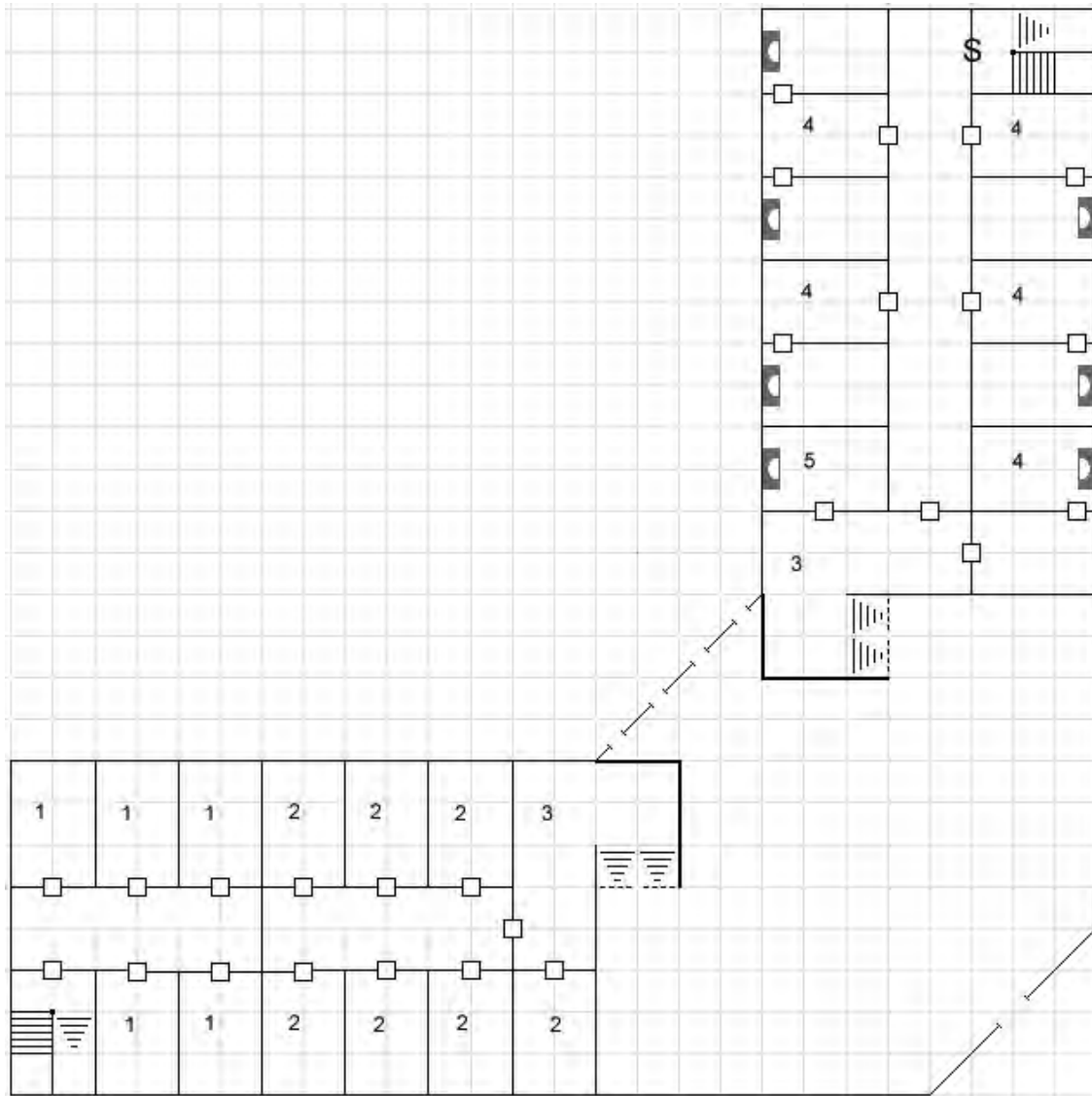
1. Inn owner's personal quarters
2. Senior staff personal quarters
3. Check-in desk
4. Four-way fire place
5. Servant stairs – they go from the storage basement to the roof and are hidden on most floors
6. Wooden patio
7. Stone front porch

HARE AND BOTTLE INN – SECOND FLOOR



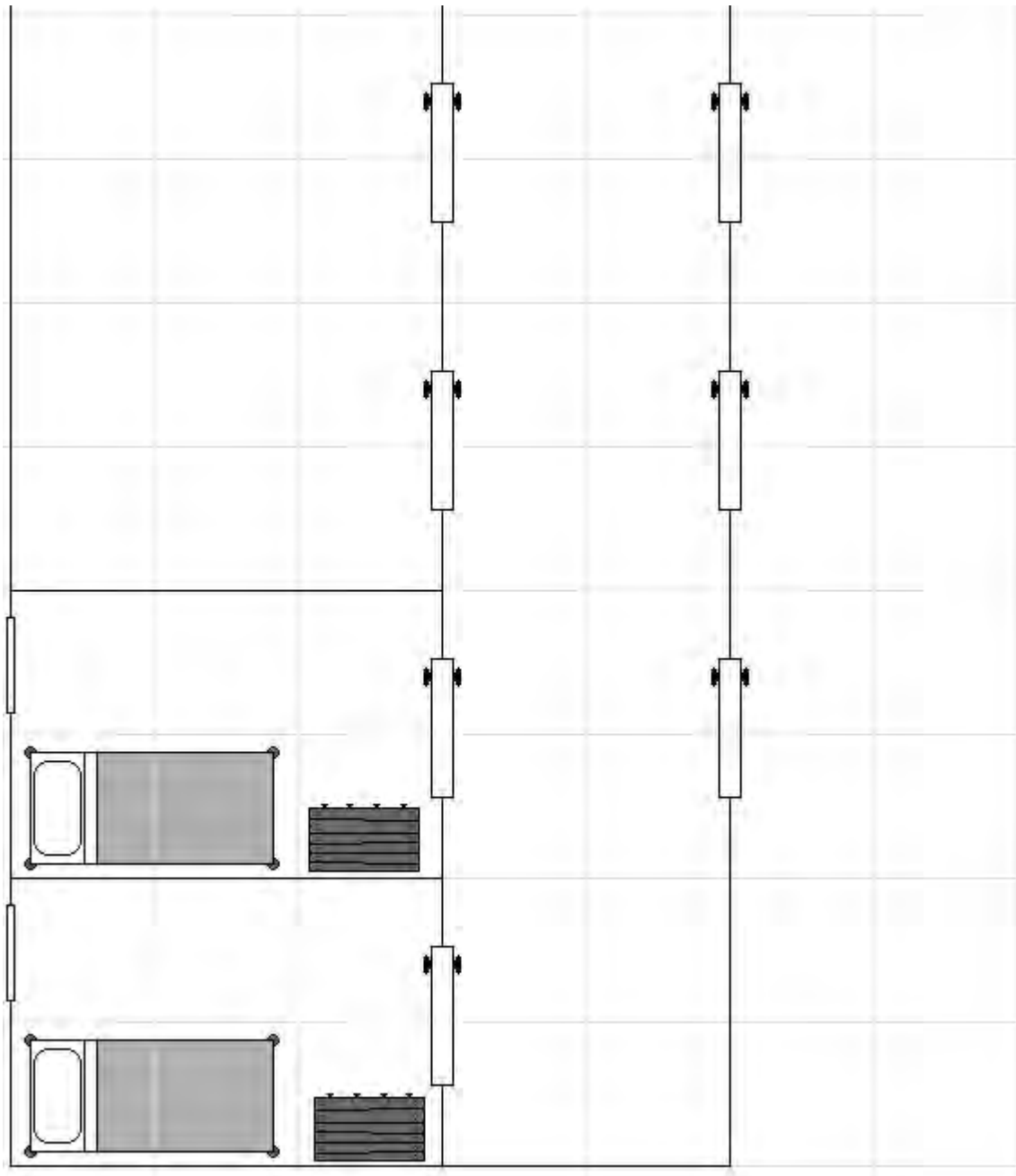
1. Three-person rooms available for the PCs
2. Other three-person rooms – taken by other patrons
3. Larger room – taken by other patrons
4. Second floor landings – there are two comfortable chairs on each landing
5. Lady Ilya Duncombe's suite of three rooms
6. Two-room suites – taken by other patrons
7. Red tile roves for the wooden patio and front porch

HARE AND BOTTLE INN – THIRD FLOOR



1. Serving staff quarters – isolated from the rest of the third floor by a wall
2. Three-person rooms – taken by other patrons
3. Third floor landings – each has two chairs, a loveseat, and a coffee table
4. Expensive suites
5. Expensive sitting room – no bed, but quality furnishings

HARE AND BOTTLE



NOTE: The beds shown are three tier bunk-beds sturdily made of wood. The chest-of-drawers are likewise sturdily made of wood.