

COR4-08



THE LETTER

A One-Round D&D[®] LIVING GREYHAWK[™] Core Adventure

Version 1

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Tomorrow was looking like it was going to be a quiet and peaceful day but a puzzling missive has embroiled you in a mysterious plot...maybe two. Do you dare take on the challenge or just get out of the way as fast as possible? Either way, the City of Greyhawk may never be the same. Part Two of the "Tome of Clarity and Mists" series. An adventure for APLs

2 to 12

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

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INTRODUCTION

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and record-keeping after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

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

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

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

PLAYING THE GAME

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold

italics. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

TRACKING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

played, that character will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that

PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are three things that the group can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in the city of Greyhawk. All characters pay two Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

ADVENTURE BACKGROUND

A thousand or so years ago, a man was born in the area that is now called the Theocracy of the Pale. Born into a family of farmers his life was simple and uncomplicated until fate stepped in and dealt him a nasty blow.

The man, really only a boy at this time, started answering questions before they were asked. He passed the vegetables before they were called for. The rest of his village thought he was consorting with devils and planned to kill him before he could harm the village in anyway.

Of course he soon learned of the plot and fled. He wandered the forests, mountains, and plains searching for the reason behind his gift. He explored mysteries both natural and supernatural. He spent time learning from a wide range of beings from centaurs to elves and from brownies to yuan-ti.

The most remarkable of his teachers was a phasm. They explored each other's strange abilities and learned to combine the shapechanging and thought detection as no other had ever done.

Spurred on by this process of learning and discovery they settled down in a small, abandoned keep to focus on their studies. It was during this time that the *Tome of Clarity and Mists* was penned.

The pair developed special magic allowing them to write in a way that to the viewer had to use some sort of thought detection in conjunction with *read magic* to understand the book. They figured that this would forever obscure the book from those that would use its knowledge for evil. This safeguard worked very well...for a time.

Word spread of the two strange beings and soon their small keep found itself home to a small but dedicated group of men and women. Most of them thought of the pair as sages and wanted to learn from them.

Not wanting to repeat what happened in his village, the man decided to form the small group into a monastery devoted to the gathering of knowledge. He sent them out into the world to collect knowledge and leave he and the phasm to do their work in relative peace. Those who stayed behind helped the pair explore the depths of the humanoid mind.

This idea backfired in a big way. The people going out into the world kept talking about the monastery, the sages, and their quest to unlock the mysteries of the mind. This brought more and more students to the keep.

The small keep was soon overflowing and they all had to move to a bigger place. The pair decided that a place in the mountains would be far more isolated and secure. To this end the monks started construction of their new home.

In their mountain retreat the monastery flourished and the pair left the running of the monk studies to others and focused on their experiments.

Shortly thereafter a group of monks came to learn the ways of the mind. Unbeknownst to the rest of the monastery, these were a band of evil doppelgangers who were out to expand their personal power. A power struggle ensued and soon broke out into violence. By the end of the power struggle half of the students and all of the doppelgangers were dead.

This broke the heart of the man and he soon set out on a personal quest of grief and understanding of the calamity that befell the monastery.. He left the monastery behind, never to return. He also took the tome as it had grown into an awesome repository of mental prowess. In the wrong hands its knowledge would be a devastating weapon.

And that is how the *Tome of Clarity and Mists* left the stage. Nothing is known of it or the man after that point. Both were seemingly swallowed by the passage of time...until recently.

A young woman named Aristelle was exploring some ruins in the Cairn Hills northeast of the City of Greyhawk. She was hoping the experience would earn some rare and profitable item from the ruin.

After exploring the ruin for three days she came out with nothing but an old book and several burned-out torches. The book looked promising though as it was written in a very strange language that moves as one reads it.

The promise that the strange book was a valuable was good enough for her to packed her things and headed straight for the City of Greyhawk. Once there, she secured a room at the first inn she found: a place called the Brass Dragon Inn. After settling in, she headed straight to Clerkberg.

Finding a rare bookseller in Clerkberg is like finding a glass of water in a lake. She didn't like the look of the first few she pased but then decided to go into a place

called Allistair's Books. Allistair agreed to look at the book and was pleased to see such a rare and bizarre specimen.

Allistair knew instantly that this book was special. He offered the girl 100 gold pieces as a down payment for the tome while he contacted some colleagues to ascertain its true value. She took the money and returned to the Brass Dragon.

Alistair contacted the one person he knew he could trust and would be able to help him identify the book: Warnes Starcoat of the Circle of Eight.

Warnes did indeed find the book interesting and sent a message for the girl.

Unfortunately, a gang of doppelgangers witnessed the exchange between Aristelle and the bookseller. They could feel the book as Aristelle passed through town and followed the girl into the bookseller's shop.

This is where our story starts.

ADVENTURE SUMMARY

The messenger did not make it very far. After leaving the bookstore, he was followed. The decision to take a short cut through an alley was not a very good one. He was attacked once away from prying eyes.

The attack was much louder than the thug had anticipated and, sure enough, it attracted some unwanted attention. Not really wanting to tangle with a host of adventurers the thug made short work of the messenger and took flight.

This is where the PCs come in. They can try and capture the thug or just examine the body. Attempting to actually help the poor messenger is fruitless as he is quite dead. If they catch the thug, he is soon assassinated. Otherwise his body is found a short time later.

The watch shows up in very short order. They are not pleased about the death that now surrounds the party. Now considered suspects, or at best, witnesses, the PCs are told to appear at the watch station come morning. If they fail to do so, the PCs are arrested.

Not much happens during the evening, at least to the party. The doppelgangers decide to risk replacing Aristelle. Unfortunately, she is staying in a very busy inn and her body is found before it can be disposed of. This throws the doppelgangers off for a time leaving the PCs time to start investigating.

The party learns of Aristelles murder the next morning while filling out reports at the watch station. The watch also informs the PCs that they are not to leave the city until the trial.

On their way out of the station, the party picks up a tail. As soon as they are clear of the watch station a group of hired thugs attack them. The encounter starts with an attempt to lift one of the fighter's weapons.

The encounter can end without anybody dying; the thugs are attacking with nonlethal damage. They only want information the PCs might have ascertained from the dead messenger. In addition, if defeated and let go

the thugs grant the PCs some respect in the form of a favor.

At this point the only clue the PCs will have is the Brass Dragon Inn. Going there reveals another lead; a list of places Aristelle went before she died.

One of the places she went was Eridok's Expedition Provisions. This store provides a great number of items for adventurers. Aristelle needed to replace some of the torches she used in her last dungeon crawl.

Eridok is having problems as well. It appears somebody is making counterfeit product and tarnishing his good name. This is the work of the doppelgangers that are trying to corner the market on adventuring supplies. This racket gives the extra benefit of supplying them a fresh source of new faces and easy means into and out of the city.

Some PCs may have an item bearing Eridok's mark. Showing this to the merchant and promising to look into the events grant them his favor—access to more magic items.

Aristelle also went to the store of Melezakan, a famous cartographer. In that shop she sold a pretty worthless map. Melezakan is always looking to buy more maps and purchases any map the PCs might have. If they have campaign documentation for a map, he buys it for the price listed. He will also take special interest in the map from COR3-08 *Face Value*.

Melezakan is also bothered by some strange occurrences. A series of fires is plaguing an area of town. This plot is not furthered in this adventure but if the PCs want to investigate they do not find anything of interest or value.

At this point the doppelgangers have finally figured out what is going on: at least in part. They have discovered that Warnes Starcoat was the sender of the letter and are now going to try and use the party to further their own means.

A small boy approaches the PCs and tells them a man wants to see them. As proof of the sender, he has a similar gold coin as found on the messenger.

He leads them to a small shack that is one of the doppelgangers' safe houses. Here a doppelganger is impersonating Warnes Starcoat and doing a pretty good job of it. He sends the party to Allistar's Books to get the book and return it here.

Not all of the doppelgangers have received word about the new plan. The one watching the bookstore has been informed of the PCs' interest in the book but not that they are being duped by the other doppelganger. Therefore when the party enters the store he acts.

He charges into the store and tries to stop the PCs. He ultimately fails but finally reveals that doppelgangers are behind many current troubles.

After their valiant defense of his bookstore, Allistar finally believes the party is on the side of good and gives them the tome. The party then may give the book back, give it to the fake Starcoat, or keep it for themselves.

ENCOUNTER 1: THE LETTER

Dusk is wrapping its dark blanket around the City of Greyhawk. The day's tasks accomplished, you make your way back to the inn that serves as home during your visit. Only blocks away from good ale, a warm meal, and a comfortable bed, evil sounds from an alleyway stops your progress. A muffled cry for help breaks the street's silence.

The PCs have just heard the sound of a mugging in progress. Have each attempt a Listen check (DC 10) to determine which of the adjacent alleyways the sound came from. If they succeed their check, and immediately follow the sound, read aloud or paraphrase the following"

Crouching in the dark alleyway, a figure is delivering the final blow to his victim. Startled by your presence, the figure bolts to the far end of the alley.

If they fail the check, or dally, read or paraphrase the next bit of read-aloud text.

In the middle of the alleyway a body is sprawled. The strange angle of its limbs and the dark pool spreading under it instantly tell you the poor soul's fate. A figure runs away into the thick Greyhawk fog at the far end of the alley.

The chase is on! The thug tries to make several turns and duck out of sight into the sewers before the PCs can catch him. If he manages to get far enough away he escapes...from the PCs anyway.

Dreglim Thorian: Male human Rog2; hp 10; Spd 30 ft.; AC 15, touch 13, flat-footed 12; Feats: Dodge.

Dreglim's head start depends on the PCs reaction. If it took time for them to ascertain the alleyway the scream came from, or they delayed more than a round, Dreglim has a full 80 foot head start, and he is about to enter (next action) the fog which gives acts an *obscuring mist* spell.

If the PCs had a timely reaction to the scream, he is only 20 feet away when he runs, and the fog is a full 60 feet away.

If the PCs do catch him, he doesn't have much to say. He can only reveal the following information.

- He is new to town. Just arrived yesterday, in fact.
- A man in a dark cloak gave him 200 gold pieces to snatch a letter from a man coming down this alleyway. He promised more money if he killed the mark too.
- Payment was to be on delivery of the letter.
- Dreglim is scared of the man in the cloak. The thief is sure the cloaked figure would kill him if he didn't do the job. Dreglim begs the PCs to turn him in to the watch as soon as possible.

At this point in the interrogation, a dart strikes Dreglim in the back of the neck, killing him instantly. An investigation on the adjacent rooftops provides no clues as to who threw the dart.

Investigating the dart reveals a small maker's mark. A successful Knowledge (local—Core) or bardic knowledge check (DC 10) identifies it as being from Eridok's Expedition Provisions. This information can also be discovered via Gather Information (DC 10).

The PCs should now turn their investigation to the body lying in the alley. If they fail to do so, the watch shows up quickly and takes the body and all its possessions into custody. When the PCs' attentions rest on the victim, read aloud or paraphrase the following:

The victim is a very young man in old, ill-fitting clothes. From the looks of him he hasn't had a good meal in quite some time. His disheveled blond hair, his tanned and calloused hands, as well as the smudges on his face all point to a life on the streets. Why anyone would attack and kill such a man is a mystery.

If they have time to search through his things for clues, read the following:

Looking through the man's belongings discovers a small collection of items. There's a small folded sheet of paper, a gold coin, a bit of string and a few small pebbles. The paper looks new and is sealed with some wax and labeled "Peppermint."

The letter is detailed in Appendix 1. The PCs have to break the wax seal to read the letter. The seal is the seal of Warnes Starcoat, member of the Circle of Six. A successful Knowledge (nobility and royalty) (DC 17), a Knowledge (local—core) checks (DC 18), or a bardic knowledge check (DC 15) recalls the owner of the seal.

The gold coin is from the Duchy of Urnst, but it is an older coin than those currently in circulation, and it is a clue as to who hired the young man to deliver the letter. Starcoat is from the Duchy of Urnst. Bardic knowledge (DC 7), Knowledge (local (Nyronid metaregion) (DC 5), Knowledge (nobility and royalty) (DC 10), or an Appraise check (DC 5) reveals the origin of the coin. Any priest of Zilcius will also be familiar with the coin's origin.

Within five minutes of the commotion, the watch shows up.

The watch is quick to arrive at the scene. Two watchpersons approach and demand to know what is going on. One of the officers notices the body on the ground and blows his whistle.

The PCs must now explain the recent turn of events. If the heroes are belligerent or try to leave the scene, the watch arrests them on the spot and hauls them to the city jail. Only after careful questioning does the watchperson let them go with instructions to come to the watch station early the next morning to fill out a report.

If any PC is tossed into jail they are questioned rigorously, subjected to a *zone of truth* spell and then released in the morning. Have this happen "off camera" to keep the story moving.

While the PCs are being questioned more watchpersons show up and conduct an investigation of the body as well as a sweep for the suspect. They find the letter and gold piece and hand them to the officer questioning the PCs. This is done in full view of the PCs and you should make sure that the players are paying attention to the exchange, as it comes into play later.

One of these newly arrived watchpersons is a doppelganger. He has infiltrated the watch and knows a

little about the tome but not enough to hinder the PCs at this point. He observes and notes the evidence and any information given to the watch by the players.

Finally, if Dreglim Thorian manages to elude the PCs or the PCs simply cut him loose after catching him, the watch reports that they have found another body that matches the description of the attacker. The PCs can identify the body readily.

This leaves two bodies and just the PCs' word. Reiterate that the PCs are suspects and this is being treated as a murder investigation. They have to report to the watch station in the morning to go over some more questions and fill out some paper work.

ENCOUNTER 2: WAITING FOR MORNING

All attempts to follow clues or investigate the whereabouts of Aristelle are met with blank stares and closed doors. Well, for a while at least.

Any Gather Information checks the PCs make tip off the doppelgangers to what or who the PCs are looking for. If the PCs have shared any information with the watch, the doppelgangers know it through their operative in the watch.

The PCs are also under constant watch by the gang of doppelgangers. Every so often have the PCs attempt a Will save (APL 2—DC 13; APL 4—DC 14; APL 6—DC 15; APL 8—DC 16; APL 10—DC 17; APL 12—DC 18). This is due to the gang members trying to *detect thoughts* every so often. This is meant to try and acclimatize the party to the ability so that it can be used later without suspicion.

If the watch has procured the physical evidence found on the scene, they do not allow the PCs to check on the evidence until morning. If the PCs' are jailed, they are allowed no visitors until morning.

Basically nothing more will occur until morning.

Morning signals the start of a beautiful day in the City of Greyhawk. The events of last night still fresh in your head, you recall that you are supposed to go fill out a report at the watch station.

Whether the PCs actually go to the station is up to them. Nothing of interest or value occurs before they do, so they are just wasting time if they don't. Of course, while they waste time, a warrant for their arrest is issued. If they do not get to the watch station in a reasonable amount of time, they are arrested.

ENCOUNTER 3: CHECKING IN WITH THE WATCH

There are many paths to this encounter. Regardless of the path, the watch has a pair of corpses and the PCs are at

least witnesses to the murder. Modify the following read-aloud text to reflect these variables.

The watch station is bustling with activity. A desk sergeant looks your way and asks, "What do you want?"

The desk sergeant is not in any mood to verbally spar with the PCs. He has been on duty for only an hour and already has had to deal with two drunks, four burglary complaints, and a murder.

The sergeant grunts, "The double killing last night, huh? Go see Constable Harkins in that office there." He points to one of the doors on the wall to the left.

Constable Harkins is the officer that questioned the PCs the previous night. He is pleasant toward the PCs as they are now considered witnesses instead of suspects.

Opening the door reveals a small office with the watchman from last night sitting behind a desk.

"Welcome. I'm glad you could make it. As you know, this is a serious matter. As you are our only witnesses I ask that you do not leave town. Any attempt to do so will result in charges of obstruction of justice.

He gestures for you to have a seat. "I have to go get some of the paperwork. Make yourselves comfortable." He stands and leaves the office for a few minutes.

Returning shortly he places some papers on his desk and has you go over the events of last night again. When he has finished writing it all down he passes the papers to you and ask for your signature on the bottom.

If the character cannot write, he asks that they just make their mark on the paper instead.

What happens next depends on what happened last night. If the PCs did not get the letter they can ask the constable for it now. He gladly shows it to them but does not allow them to take it. He also shows them the coin.

He adds that the city has been having a rash of these random murders. His superiors are desperate to solve these mysterious crimes and that unless more evidence surfaces, it doesn't look too good for them, as "someone will eventually have to take the blame...if you know what I mean."

If the PCs have read the letter at this point, read or paraphrase the following.

As you take your leave of the watch station you pick up on a snippet of conversation. "...a lady named Aristelle was kill last night!"

If the party inquires further they can find out that a lady named Aristelle was stabbed to death last night or early this morning at the Brass Dragon Inn. There were no witnesses or any evidence of value.

ENCOUNTER 4: THUG ATTACK

Let the PCs pick the direction they wish to travel. If they have no particular interest in a particular direction, do something to nudge them away from the watch station.

Once they are underway, pick the smallest PC that has an obvious weapon. Have that PCs make a Spot check (DC 15 + APL). This is to have a chance of avoiding the upcoming collision. If the PC succeeds at the Spot check, he or she avoids the collision.

If the collision occurs, read or paraphrase the following.

Crash! With a resounding thump a man jets out of nowhere to collide with <character name>. The figure tries to get off of <character name> and stand. Finally doing so he runs into a side alley.

If the collision does not occur, read the following.

Narrowly avoiding a collision with <character name>, a man in a cloak brushes past, twirling out control trying to get through to a side alley.

If the thug collides with the PC, he is going to attempt to steal his or her weapon. Make an opposed Sleight of Hand against the PCs' Spot check. The PC gets a bonus of +4 to the Spot check due to the size of the item being snagged. Even if the collision doesn't happen, the thug makes the attempt at stealing the weapon, but the PC gets a +8 bonus to Spot the theft.

If the attempt is successful, the thug stops just inside the alley and yell back at the PC, showing the newly acquired weapon. If the attempt fails, the PCs know the man attempted to steal the weapon. The thug stops inside the alley and taunts the PCs in an attempt to get him or her to follow. This of course leads the PCs into the ambush.

APL 2 (EL 5)

➤ **Eltrin D'rintini**: Male human Rog3; hp 14; see Appendix 1.

➤ **Thugs (2—Retin and Klodar)**: Male Human Rog1; hp 6 each; see Appendix 1.

APL 4 (EL 6)

➤ **Eltrin D'rintini**: Male human Rog2/Ftr2; hp 24; see Appendix 1.

➤ **Thugs (4—Lag, Mort, Retin and Klodar)**: Male human Rog1; hp 6 each; see Appendix 1.

APL 6 (EL 8)

➤ **Eltrin D'rintini**: Male human Rog2/Ftr4; hp 36; see Appendix 1.

➤ **Thugs (4—Lag, Mort, Retin and Klodar)**: Male human Rog1/Ftr1; hp 11 each; see Appendix 1.

APL 8 (EL 10)

➤ **Eltrin D'rintini:** Male human Rog4/Ftr4; hp 51; see Appendix 1.

➤ **Thugs (4—Lag, Mort, Retin and Klodar):** Male human Rog2/Ftr2; hp 24 each; see Appendix 1.

APL 10 (EL 12)

➤ **Eltrin D'rintini:** Male human Rog6/Ftr4; hp 62; see Appendix 1.

➤ **Thugs (4—Lag, Mort, Retin, and Klodar):** Male human Rog4/Ftr2; hp 34 each; see Appendix 1.

APL 12 (EL 14)

➤ **Eltrin D'rintini:** Male human Rog6/Ftr6; hp 76; see Appendix 1.

➤ **Thugs (4—Lag, Mort, Retin, and Klodar):** Male human Rog4/Ftr4; hp 48 each; see Appendix 1.

Tactics: the thugs allow the PCs to rush past after the leader and then attempt to close with the spellcasters. The leader attempts to disarm his opponents waiting for his buddies to deal with the casters. They then try to subdue the party and find out what they know.

The thugs are not dedicated to this purpose and flee or surrender if things do not go well. If they are caught, they give the following information.

- They are freelancers and have, in the past, been very successful at this kind of thing.
- They do not like to kill their victims, as that is not polite and is just bad policy.
- No hard feelings; it's just a job, you know.
- They were hired by a cloaked figure for the sum of 200 gp up front and another 400 if they secured a letter.
- He was to meet them for delivery, so no meeting was prearranged.
- They'll hand over the gold and swords but would prefer to keep the armor. For protection, you know.
- In conclusion they ask to be let go. After all, they could be of some help in the future?

If the PCs do let them go, they earn the favor of Eltrin D'rintini.

ENCOUNTER 5: BRASS DRAGON INN

The Brass Dragon Inn sits at the southern tip of the city, near the Highway Gate. It is not the finest of establishments. In fact, it is rather run down and seedy. Aristelle must have been pretty down on her luck to want to stay here.

The Brass Dragon Inn is area T9 on the City of Greyhawk map that appeared in *Living Greyhawk Journal* #2. A section of this map detailing important areas to this adventure appears at the end of the adventure.

If the PCs are here in the morning read or paraphrase the following.

Even in the morning hours many people are seated at the tables and around the bar. The only staff appears to be a haggard barmaid and a bartender that looks much more chipper than the rest of the inhabitants. Nobody seems interested in striking up a conversation.

➤ **Artus Crumm:** Exp3; bartender.

➤ **Matille Sunseed:** Drd2; barmaid.

If the PCs have decided to come later in the day, read the following.

The afternoon crowd is much bigger than you would see in other inns. Two serving girls bustle between the tables and a man tends the bar. Nobody seems to be in any hurry to talk to you.

➤ **Lilly Crumm:** Com1; barmaid 15 years old (Artus daughter)

➤ **Rose Crumm:** Com1, barmaid 17 years old (Artus daughter)

Matille works the late night and morning shift and has been around all night. She does not know anything about the murder. She has been answering the watch's questions for over an hour and is irritated by more questioning.

Artus is the owner's brother and works during the days. He came to work about the same time the watch showed up so he knows nothing at all about the murder last night. He is happy to talk to the PCs about Aristelle as he met her yesterday. He reveals the following:

- She was around 25 years old and from Hardby. Apparently she was some sort of adventurer.
- She arrived early the previous morning.
- She made a comment about selling some maps and buying more supplies
- She was very eager to get into the city when she checked in. After dropping off her stuff, she went out and came back a few hours later. When she returned, she looked nervous.
- She was expecting someone. At least it seemed that way. She kept looking over at the door expecting somebody to enter.
- She had a sprig of peppermint in her hair. Odd thing.
- When I got off work she was just sitting there (points to a bar stool facing the door).
- You might ask my daughters about here; they work later than I do.

Rose and Lilly reveal the following information. Try to play up the fact that they are a little scatterbrained and noticed very superficial things.

- She just sat there watching the door.
- She was pretty.

- She had a very nice cloak that matched her scabbard just right.
- Her hair was a mess. Did she ever wash it? It had twigs and leaves in it.
- She went upstairs around midnight.

After talking to the staff, Artus lets them into her room. After all, the watch has finished its investigation and taken all the evidence.

This room is small. Measuring barely 10 feet square with a bed filling a good chunk of it. There isn't much room to maneuver. The watch has made a mess of the place. Clothes are strewn here and there. Most other belongings seem missing.

A careful Search (DC 14) discovers a slip of paper with a list on it. The list reads: "Get more torches, Eridok's Expedition Provisions; See Melezakan about map!"

The note is a simple to-do list. It is meant to lead the party to her last known stops so they can search for more clues.

ENCOUNTER 6: ERIDOK'S EXPEDITION PROVISIONS

"Greetings and welcome to my humble store" booms a voice from somewhere between the cast iron pots and torches. The voice belongs to a man with a scar on his right cheek and only three fingers on his left hand. He limps over and asks in a cheerful voice, "Is there anything I can get you?"

The Eridok's Expedition Provisions is area A14 on the City of Greyhawk map that appeared in *Living Greyhawk Journal* #2. A section of this map detailing important areas to this adventure appears at the end of the adventure.

Eridok is an old retired adventurer. He enjoys chatting with the customers about slaying monsters and life on the road. He takes this opportunity to pry into the character's past. He has a further motive for doing so; he needs their help.

Lately, a number of customers have come in complaining about the shoddiness of his workmanship. Claims of faulty equipment nearly costing people their lives are not new but this increase in the number of claims has him concerned. What really concerns him is that he knows he double checked some of the items in question and knows that they were worthy of the task.

He fears that somebody is making shoddy copies of his merchandise in an attempt to destroy his business, but he has no real proof.

In fact, that is exactly what is happening. The doppelgangers cannot simply replace him as he is a high-level adventurer and that can only mean trouble. They can, however force him out of business and then open a similar store. Their reasons for doing this are not clear at the present time.

If asked about the dagger he claims it isn't one of his but a pretty good imitation. Obviously somebody wants

to try and imply he works with the Assassins' Guild. This proves somebody is out to discredit him.

If the party can look into this and perhaps come up with a lead or two he would be grateful. He lets the heroes have first chance to buy some items from a shipment of magic items he just got in.

Finally, if asked about Aristelle he vaguely recalls that she came in looking for some torches to replace the ones she had used. She seemed excited about being able to afford some fine, quality torches. He let her have them at cost. Good customers are hard to find after all.

ENCOUNTER 7: YOU ARE HERE

"Maps by Melezakan" reads the sign above this shop. The shop's entire back wall is filled with a giant map of the City of Greyhawk. Standing against it a man is busily adjusting some of the buildings.

"Just a moment my good friends. A fire recently altered this block and I have to fix my map. Won't do to have an out-of-date map now, would it. Sure have been a lot of fires lately." He continues for a few moments.

"Yes, sorry to keep you waiting, how may I help you? Do you have maps to sell or have you come to buy one and follow it to treasure untold?"

The Maps by Melezakan is area A21 on the City of Greyhawk map that appeared in *Living Greyhawk Journal* #2. A section of this map detailing important areas to this adventure appears at the end of the adventure.

Melezakan will buy any map the PC has campaign documentation for. He buys it for the gold value listed on it. If the PCs happen to have the map from "COR3-08 *Face Value*", he pays 300 gold pieces for it on the spot. After all, it is a most unique and obviously rare map. This gold is added to the items sold line and therefore does not count against your maximum gp.

If asked about Aristelle he does not remember her at first. Given a few moments and some prodding he recalls a nice young woman who came in his store yesterday to sell a map.

Pulling out the map in question, Melezakan notes the obviously crude techniques used to make it as well as the lack of details such as where on Oerth it is supposed to be. That notwithstanding, he claims that it is a good map and will sell it to the PCs for 100 gp but can be talked down to 50 gp.

The PCs may also buy any other map from him for only 50 gold pieces. He has assurances that they are real and lead to monster-filled dungeons overflowing with treasure.

If the PCs ask him about the number of fires recently, he complains that the local fire brigade has reported at least three fires a week during the past month or so. That is a marked increase from the typical one or two a month.

This might lead the adventurers to consult the local fire marshal. He will confirm the number of reports but

claim that it is under control and the party shouldn't worry about it.

ENCOUNTER 8: MYSTERIOUS SUMMONS

A small lad approaches, obviously in a hurry. . "Sir...sir..." he says as he tugs on you.

Wait for the PCs to acknowledge the boy. And a few minutes for the lad to catch his breath.

"A man told me to bring you to him. Gave me a shiny he did." With that he holds up a single gold piece.

If the PCs have seen the gold piece from the first encounter they recognize that this is a similar coin. Otherwise they just note it as an older coin from the Duchy of Urnst.

He waits for the heroes to follow and then tears down the street.

The boy leads you through many twists and turns before finally coming up to a small residential building. The windows have been boarded up and the front door looks as if it will fall off of its hinges at the slightest touch. The paint is peeling off in more than one place. "He's in there." the boy states, pointing at the door. With that he darts into a nearby crowd and out of sight.

The boy was paid by a doppelganger to bring the PCs here. He is not evil.

The PCs may want to search around the house and verify that it is safe. The building attaches to those on both sides and the back. Therefore the only accessible surfaces are the front and the roof.

Being a single story building, getting on the roof is fairly simple. Once there, the PCs find that there is no entrance to the building from the roof. A PC succeeding at a Knowledge (engineering and architecture) check (DC 15) notices that there are no vents or chimneys, which is a little odd.

Searching the windows reveals that they can only be used as an entrance into the building if they are broken (Break DC 15), which will be a very noisy endeavor. A search of the door reveals that the decrepit façade is just that, a façade. The door is in fact quite sturdy. It is not trapped or locked.

ENCOUNTER 9: MEETING WITH A MAN

The frail door opens soundlessly revealing a room that is in sharp contrast to the exterior. Fine carpet lines the floor and tapestries hang on every wall. Across the room is a large oak desk. A bearded man sits behind it. On the desk is a couple of scrolls, an inkpot, and quill as well as a pitcher of water. In front of the desk are a couple of sofas and a few chairs.

The man stands and gestures you to hurry inside. "Please, please come in and have a seat. Do make sure the door is secured behind you."

He then waits for the PCs to come in and have a seat. He offers them some water.

"Sorry to be such a poor host but this is the best I could do on such sort notice. I am Warnes Starcoat and I am glad to make your acquaintance."

He waits for the PCs to get used to that idea.

"Before we continue, I must ask your indulgence as I cast a simple detection spell. I assure you this is for your protection as well as my own. If that is okay with you, I'll proceed."

He makes sure he has everyone's permission before he casts the spell. The spell is a fake. Roll P'lerextral's Bluff as an opposed roll to any Spellcraft checks. The trick is to have the PCs drop their guard while he cast that as well as using his *detect thoughts* ability. He then makes a show of scanning the area for a few rounds before continuing thereby giving the *detect thoughts* to become fully active.

If a PC calls him on the spell, he again attempts to bluff the PCs saying it is of a higher level and of his own design so they couldn't possibly know it. An opposed roll against Sense Motive is needed here.

If any party member does not submit to the scan he attempts the scan anyway, telling them it's for their own safety as well as his own.

Once he has his *detect thoughts* up and running, he makes sure to scan them and determine if there are any doubts to his validity.

I guess you are wondering what you are doing here and why I have summoned you. It is a strange and bizarre story. You see, it all starts with a young adventurer named Aristelle Fleen.

Aristelle was exploring some ruins somewhere when she found an ancient tome. Having no way of reading it she simply stashed it in her satchel and carried on her merry way. Well, the rest of the ruin must have been poor pickings as she arrived in town just yesterday with barely two coppers to rub together.

She immediately set off to sell the only item she found: the book. Luckily for us she headed straight to a friend of mine, Allistair Drost, who runs a used bookstore here in town. Allistair knows a great deal about books and immediately noted the uniqueness of the particular tome. He gave Aristelle some coins and told her that he, or an associate may have need of her in the near future. She was to return to the inn and wait for a message with the code word "peppermint" on it.

He contacted me to let me know that a strange book had been discovered. He thought someone of my skills and knowledge might know more about it. I, in turn, sent word to Aristelle that the book was indeed a valuable find and that I would need more information about its discovery. Unfortunately that message never made it to its intended recipient.

Several parties are interested in that book. Recently a group of monks discovered something in the Cairn Hills. I am

not sure what it was but it has had a ripple effect in some circles. Ever since then, both sides have waited for something to happen so that they could take the advantage. This was that something.

Apparently they have been watching the bookshops in hopes of such a find. Unfortunately that makes it almost impossible for me to just walk down there and collect it myself. If I were to do that, it would be like a lighthouse to a moth. My presence would only act as a confirmation of the books value to those seeking it; the city would be over run with those seeking the book for their own purposes. That is where I would like your help.

He pauses at this point and waits for the PCs to digest the information and ask any questions they might have.

The mission is to simply go to the bookstore and get the book. He will give them another gold piece if the party doesn't already have one but under no circumstance will he give them a written note. After all, the last one didn't work out so well. That and Allistair would instantly recognize it as a forgery.

APL 2 (EL 4)

➤ **Plerextral:** Doppelganger Wiz1; hp 26; see Appendix I.

APL 4 (EL 6)

➤ **Plerextral:** Doppelganger Wiz3; hp 34; see Appendix I.

APL 6 (EL 8)

➤ **Plerextral:** Doppelganger Wiz5; hp 42; see Appendix I.

APL 8 (EL 10)

➤ **Plerextral:** Doppelganger Wiz7; hp 50; see Appendix I.

APL 10 (EL 12)

➤ **Plerextral:** Doppelganger Wiz7/Rog2; hp 60; see Appendix I.

APL 12 (EL 14)

➤ **Plerextral:** Doppelganger Wiz7/Rog4; hp 70; see Appendix I.

This building was used recently by the doppelgangers as a safe house and factory of sorts. This is where they made some of the fake product to discredit Eridok. A Search (DC 15) of the area reveals some fake punches to embed Eridok's maker mark in items as well as some very poor lanterns with the mark on them, but they can only search the area after Plerextral is done away with.

ENCOUNTER 10: BOOK HAWKER

Warnes made this trip seem full of danger and intrigue. Nothing would seem further from the truth. People say hello and wave as you pass by on they to Allistair's shop.

Finding the shop is not very hard as it is a rather large establishment with a sign proclaiming "Books" out front. The shop has several windows all crammed with books so looking into the store through the window is nearly impossible. The doorway is very ornate and has many runes carved into it.

A detect magic sees that the runes are some sort of moderate abjuration ward. A Knowledge (arcana) check (DC 30) recognizes the wards as some sort of protection against shapeshifting and transmutation magics.

Any PC entering the shop feels a slight tingle as they pass through the doorway. This is a spell that reveals any shapeshifters for what they really are. This includes anybody under the effects of a *polymorph* or *alter self* spell.

Once the heroes enter the store, read or paraphrase the following.

An old man makes his way from behind a series of bookshelves. He glances at the party and then wonders aloud to no one in particular, "Hmm. Adventurer's, in my fair shop. Perhaps they are lost...yes, lost...or mayhaps they need a good book to pass the hours between monsters. Hee hee. Oh that must be the reason."

The PCs can arrive here one of two ways. First, they think they are on a mission from Starcoat and present themselves as such. Second, they are here to warn Allistair that doppelgangers know the book is here and are that they trying to get it.

Allistair waits for the PCs to introduce themselves and state their business. If they mention the book he denies knowing anything about it and that they should come back tomorrow. Mentioning Starcoat or Aristelle will also be met with more denials.

A few rounds of questions and evasion by Allistair are all the PCs get. After that time, a man opens the door and enters the store. Read or paraphrase the following.

The door opens and a crack like thunder blast through the store and half the city. The young adventurer that was walking in the store has been replaced by a gray humanoid with a large bulbous head and octopoid eyes. He is dressed in a breastplate and carries a longsword. He draws the sword menacingly as he closes.

The person walking into the store is a doppelganger. The defense system on the door forces him back into his natural shape for a full 10 minutes.

APL 2 (EL 4)

➤ **L'oritunial:** Doppelganger Ftr1; hp 31; see Appendix I.

APL 4 (EL 6)

➤ **L'oritunial:** Doppelganger Ftr3; hp 48; see Appendix I.

APL 6 (EL 8)

➤ **L'oritunial:** Doppelganger Ftr5; hp 64; see Appendix I.

APL 8 (EL 10)

➤ **L'oritunial:** Doppelganger Ftr7; hp 80; see Appendix I.

APL 10 (EL 12)

➤ **L'oritunial:** Doppelganger Ftr9; hp 98; see Appendix I.

APL 12 (EL 14)

➤ **L'oritunial:** Doppelganger Ftr11; hp 116; see Appendix I.

Tactics: L'oritunial tries and trip PCs and then take attacks of opportunity as they stand.

Please take note that the area surrounding the PCs is packed with books. Any errant fire spells will start a fire that goes out of control in two rounds. If this happens, Allistair grabs the book and disappear in the confusion.

If the fight comes out in the party's favor, the old bookseller believes the party if they claim to have been sent by Starcoat. He fetches the book and turns it over to the party.

On the other hand, if they have already defeated the doppelganger Starcoat, the old sage tells the PCs that the book is not safe here any longer. He makes sure it gets to a safe place.

ENCOUNTER 11: CONCLUSION...ALMOST

This encounter assumes that the PCs have not defeated P'lerextral and are now trying to get the book to him for safekeeping. Please read or paraphrase the following.

The trip back to the small shack of a house is also without event. Once again, Warnes Starcoat is sitting behind his desk looking at some papers apparently waiting for your return.

"Ah. I am glad to see you have returned safely. Do you have the book?"

At this point the PCs should suspect something. If they still blindly hand over the book, the imposter takes it, thanks them for their time and offers them a small token of his esteem: A packet full of rubies valued at 500 gp. With that he stands and walks out the front door and disappears around a corner.

Should the PCs give him trouble, he starts to get a bit agitated and eventually makes a grab for the book thereby blowing his cover. At that point he exits the place as soon as possible.

APL 2 (EL 4)

➤ **P'lerextral:** Doppelganger Wiz1; hp 26; see Appendix I.

APL 4 (EL 6)

➤ **P'lerextral:** Doppelganger Wiz3; hp 34; see Appendix I.

APL 6 (EL 8)

➤ **P'lerextral:** Doppelganger Wiz5; hp 42; see Appendix I.

APL 8 (EL 10)

➤ **P'lerextral:** Doppelganger Wiz7; hp 50; see Appendix I.

APL 10 (EL 12)

➤ **P'lerextral:** Doppelganger Wiz7/Rog2; hp 60; see Appendix I.

APL 12 (EL 14)

➤ **P'lerextral:** Doppelganger Wiz7/Rog4; hp 70; see Appendix I.

Tactics: Run away, and leave as soon as possible.

After the fight, the party can freely search the building. A fairly competent search (DC 15) reveals the supplies mentioned before. Showing these to Eridok pleases him greatly and he will allow the party to have first crack at some new magic items he has received.

CONCLUSION

The conclusion isn't very final. Basically the story ends in one of three ways. The book winds up in the PC's hands, the book is with Allistair or the doppelgangers got it. There is no concluding box text since the PCs can arrive here from a wide variety of paths.

If the players have the book, their characters get a chance to purchase the book. Otherwise it is sold back to Allistair for 500 gold pieces.

If Allistair ends up with the book at the end the PCs get his favor and a reward of 500 gold pieces.

If the doppelgangers get the book, all the heroes get is the 500-gp worth of rubies. Also be sure to remove the items carried by the fake circle member from the items on the Adventure Record as well as the total amount of gold received.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 4:

The goal of the encounter is to not lose the letter and defeat the thugs.

- APL 2 – 120 XP
- APL 4 – 180 XP
- APL 6 – 240 XP
- APL 8 – 300 XP
- APL 10 – 360 XP
- APL 12 – 420 XP

Encounter 9:

The goal in this encounter is to not lose the book and defeat the doppelganger without burning down the bookshop.

- APL 2 – 120 XP
- APL 4 – 180 XP
- APL 6 – 240 XP
- APL 8 – 300 XP
- APL 10 – 360 XP
- APL 12 – 420 XP

Encounter 10 (or 8):

The goal in this encounter is to not lose the book and defeat the doppelganger.

- APL2 – 120 XP
- APL4 – 180 XP
- APL6 – 240 XP
- APL8 – 300 XP
- APL10 – 360 XP
- APL12 – 420 XP

Story Award

Objective(s) met: Book is in PCs' control.

- APL 2 – 45 XP
- APL 4 – 65 XP
- APL 6 – 90 XP
- APL 8 – 110 XP
- APL 10 – 135 XP
- APL 12 – 155 XP

Discretionary roleplaying award

- APL 2 – 45 XP
- APL 4 – 75 XP
- APL 6 – 90 XP
- APL 8 – 115 XP
- APL 10 – 135 XP
- APL 12 – 160 XP

Total possible experience:

- APL 2 – 450 XP

- APL 4 – 675 XP
- APL 6 – 900 XP
- APL 8 – 1,125 XP
- APL 10 – 1,350 XP
- APL 12 – 1,575 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* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter 1:

- APL 2: L: 48 gp; C: 0 gp; M: 0 gp
- APL 4: L: 220 gp; C: 0 gp; M: 0 gp
- APL 6: L: 232 gp; C: 0 gp; M: 0 gp
- APL 8: L: 45 gp; C: 0 gp; M: 1750 gp – +1 *spiked chain* (194 gp each), +1 *studded leather armor* (98 gp each)

APL 10: L: 1245 gp; C: 0 gp; M: 2296 gp -- +1 spiked chain (194 gp each), +2 studded leather armor (348 gp each)

APL 12: L: 1245 gp; C: 0 gp; M: 2629 gp -- +1 spiked chain (194 gp each), +2 studded leather armor (348 gp each), gauntlets of ogre power (333 gp each)

Encounter 8 or 10:

APL 2: L: 0 gp; C: 0 gp; M: 245 gp -- spellbook (12 gp each), hat of disguise (150 gp each), +1 bracers of armor (83 gp each)

APL 4: L: 0 gp; C: 0 gp; M: 266 gp -- Spellbook (33 gp each), hat of disguise (150 gp each), +1 bracers of armor (83 gp each)

APL 6: L: 0 gp; C: 0 gp; M: 300 gp -- Spellbook (67 gp each), hat of disguise (150 gp each), bracers of armor +1 (83 gp each)

APL 8: L: 0 gp; C: 0 gp; M: 467 gp -- Spellbook (67 gp each), hat of disguise (150 gp each), bracers of armor +1 (83 gp each), ring of protection +1 (167 gp each)

APL 10: L: 0 gp; C: 0 gp; M: 467 gp -- spellbook (67 gp each), hat of disguise (150 gp each), bracers of armor +1 (83 gp each), ring of protection +1 (167 gp each)

APL 12: L: 0 gp; C: 0 gp; M: 867 gp -- spellbook (67 gp each), hat of disguise (150 gp each), bracers of armor +1 (83 gp each), ring of protection +1 (167 gp each), slippers of spider climb (400 gp each)

Encounter 9:

APL 2: L: 0 gp; C: 0 gp; M: 305 gp -- +1 breastplate, (112 gp each) +1 longsword (193 gp each)

APL 4: L: 0 gp; C: 0 gp; M: 305 gp -- +1 breastplate, (112 gp each) +1 longsword (193 gp each)

APL 6: L: 0 gp; C: 0 gp; M: 305 gp -- +1 breastplate, (112 gp each) +1 longsword (193 gp each)

APL 8: L: 0 gp; C: 0 gp; M: 555 gp -- +2 breastplate, (362 gp each) +1 longsword (193 gp each)

APL 10: L: 0 gp; C: 0 gp; M: 1055 gp -- +2 breastplate, (362 gp each) +2 longsword (693 gp each)

APL 12: L: 0 gp; C: 0 gp; M: 1388 gp -- +2 breastplate, (362 gp each) +2 longsword (693 gp each), gloves of dexterity +2 (333 gp each)

Conclusion:

APL 2: L: 0 gp; C: 83 gp; M: 0 gp

APL 4: L: 0 gp; C: 83 gp; M: 0 gp

APL 6: L: 0 gp; C: 83 gp; M: 0 gp

APL 8: L: 0 gp; C: 83 gp; M: 0 gp

APL 10: L: 0 gp; C: 83 gp; M: 0 gp

APL 12: L: 0 gp; C: 83 gp; M: 0 gp

Total Possible Treasure

APL 2: L: 48 gp; C: 83 gp; M: 550 gp - Total: 681 gp

APL 4: L: 220 gp; C: 83 gp; M: 571 gp - Total: 874 gp

APL 6: L: 232 gp; C: 83 gp; M: 605 gp - Total: 920 gp

APL 8: L: 45 gp; C: 83 gp; M: 2772 gp - Total: 2900 gp

APL 10: L: 1245 gp; C: 83 gp; M: 3818 gp - Total: 5146 gp

APL 12: L: 1245 gp; C: 83 gp; M: 4884 gp - Total: 6212 gp

Special

Favor of Eridok: You have helped uncover a plot to discredit the fine craftsmanship of Eridok. As a reward he has given you first crack at his latest shipment of magic. You may place the items on hold and purchase them at a later date. You have Core access to the following for one year after playing this adventure: *candle of invocation*, *necklace of adaptation*, *goggles of night*, *periapt of wound closure*, *bracers of armor +4*, *ring of mind shielding*, *ring of swimming*, *potion of neutralize poison*, *trident of warning*, *wand of silence*, and *wand of summon monster III*.

Favor of Eltrin D'rintini – This gentleman among rogues has given you a measure of respect. You may call upon him when in the City of Greyhawk and he will help you in your quest for knowledge. You may add 2 to any Gather Information of Knowledge (local—Core) check. In addition, you never know when having “friends” such as he will come in handy.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 2-6:

Hat of disguise

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

APL 10 (all of APLs 2-8 plus the following):
+2 studded leather armor
+2 longsword

APL 12 (all of APLs 2-10 plus the following):
Slippers of spider climb

APPENDIX 1: NPCs AND MONSTERS

ENCOUNTER 1

APL 2

➤ **Eltrin D'rintini:** Male human Rog1/Ftr1; CR 2; Medium humanoid (human); HD 1d10+1d6; hp 14; Init +2; Spd 30 ft.; AC 15 touch 12, flat-footed 13; Base Atk +1; Grp +3; Atk +3 melee (2d4+3, spiked chain); Full Atk +3 melee (2d4+3, spiked chain); Space/Reach: 5 ft./5 ft. (10 ft. with spiked chain); SA sneak attack +1d6; SQ trapfinding; AL CE; SV Fort +2, Ref +4, Will +0; Str 14, Dex 14, Con 11, Int 14, Wis 11, Cha 12.

Skills and Feats: Balance +6, Bluff +6, Diplomacy +7, Escape Artist +6, Gather Information +5, Intimidate +8, Jump +6, Sense Motive +4, Sleight of Hand +9, Tumble +6, Use Rope +6; Combat Expertise, Exotic Weapon Proficiency (spiked chain), Improved Disarm.

Possessions: Studded leather armor, spiked chain.

➤ **Thugs (Retin and Klodar):** Male human Rog1; CR 1; Medium humanoid (human); HD 1d6; hp 6; Init +3; Spd 30 ft.; AC 15, touch 13, flat-footed 12; Base Atk +0; Grp +1; Atk +3 melee (1d6+1 nonlethal, sap) or +3 melee (1d6+1/19-20, short sword); Full Atk +3 melee (1d6+1 nonlethal, sap) or +3 melee (1d6+1/19-20, short sword); SA sneak attack +1d6; SQ trapfinding; AL CE; SV Fort +0, Ref +5, Will +0; Str 12, Dex 16, Con 11, Int 12, Wis 11, Cha 11.

Skills and Feats: Balance +7, Bluff +4, Disguise +4, Escape Artist +7, Gather Information +4, Hide +7, Intimidate +4, Move Silently +7, Sleight of Hand +7, Tumble +7; Combat Reflexes, Weapon Finesse.

Possessions: leather armor, sap, short sword.

APL 4

➤ **Eltrin D'rintini:** Male human Rog2/Ftr2; CR 4; Medium humanoid (human); HD 2d10+2d6; hp 24; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +3; Grp +5; Atk +7 melee (2d4+3, masterwork spiked chain); Full Atk +7 melee (2d4+3, masterwork spiked chain); Space/Reach: 5 ft./5 ft. (10 ft. with spiked chain); SA sneak attack +1d6; SQ trapfinding, evasion; AL CE; SV Fort +3, Ref +5, Will +1; Str 14, Dex 14, Con 11, Int 14, Wis 12, Cha 12.

Skills and Feats: Balance +9, Bluff +7, Climb +4, Diplomacy +12, Escape Artist +7, Gather Information +6, Intimidate +10, Jump +9, Sense Motive +5, Sleight of Hand +14, Tumble +10, Use Rope +7; Combat Expertise, Exotic Weapon Proficiency (spiked chain), Improved Disarm, Skill Focus (Sleight of Hand), Weapon Focus (spiked chain).

Possessions: masterwork spiked chain, studded leather armor.

➤ **Thugs (Lag, Mort, Retin and Klodar):** Male and female human Rog1; CR 1; Medium humanoid (human); HD 1d6; hp 6; Init +3; Spd 30 ft.; AC 15, touch 13, flat-footed 12; Base Atk +0; Grp +1; Atk +3

melee (1d6+1 nonlethal, sap) or +3 melee (1d6+1/19-20, short sword); Full Atk +3 melee (1d6+1 nonlethal, sap) or +3 melee (1d6+1/19-20, short sword); SA sneak attack +1d6; SQ trapfinding; AL CE; SV Fort +0, Ref +5, Will +0; Str 12, Dex 16, Con 11, Int 12, Wis 11, Cha 11.

Skills and Feats: Balance +7, Bluff +4, Disguise +4, Escape Artist +7, Gather Information +4, Hide +7, Intimidate +4, Move Silently +7, Sleight of Hand +7, Tumble +7; Combat Reflexes, Weapon Finesse.

Possessions: leather armor, sap, short sword.

APL 6

➤ **Eltrin D'rintini:** Male human Rog2/Ftr4; CR 6; Medium humanoid (human); HD 4d10+2d6; hp 36; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +5; Grp +7; Atk +9 melee (2d4+1, masterwork spiked chain); Full Atk +9 melee (2d4+1, masterwork spiked chain); Space/Reach: 5 ft./5 ft. (10 ft. with spiked chain); SA sneak attack +1d6; SQ trapfinding, evasion; AL CE; SV Fort +4, Ref +6, Will +2; Str 14, Dex 14, Con 11, Int 14, Wis 12, Cha 12.

Skills and Feats: Balance +9, Bluff +7, Climb +4, Diplomacy +12, Escape Artist +7, Gather Information +6, Intimidate +11, Jump +9, Sense Motive +5, Sleight of Hand +17, Tumble +11, Use Rope +9; Combat Expertise, Deft Hands, Exotic Weapon Proficiency (spiked chain), Improved Disarm, Skill Focus (Sleight of Hand), Weapon Focus (spiked chain), Combat Reflexes.

Possessions: studded leather armor, masterwork spiked chain

➤ **Thugs (Lag, Mort, Retin and Klodar):** Male and female human Rog1/Ftr1; CR 2; Medium humanoid (human); HD 1d6+1d10; hp 11; Init +3; Spd 30 ft.; AC 15, touch 13, flat-footed 12; Base Atk +1; Grp +2; Atk +4 melee (1d6+1 nonlethal, sap) or +4 melee (1d6+1/19-20, short sword); Full Atk +4 melee (1d6+1 nonlethal, sap) or +4 melee (1d6+1/19-20, short sword); SA sneak attack +1d6; SQ trapfinding; AL CE; SV Fort +2, Ref +5, Will +0; Str 12, Dex 16, Con 11, Int 12, Wis 11, Cha 11.

Skills and Feats: Balance +9, Bluff +4, Disguise +4, Escape Artist +7, Gather Information +4, Hide +7, Intimidate +5, Jump +3, Move Silently +7, Sleight of Hand +8, Tumble +8; Combat Reflexes, Dodge, Weapon Finesse.

Possessions: leather armor, sap, short sword.

APL 8

➤ **Eltrin D'rintini:** Male human Rog4/Ftr4; CR 8; Medium humanoid (human); HD 4d10+4d6+8; hp 52; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +9; Grp +9; Atk +11 melee (2d4+2, +1 spiked chain); Full Atk +11/6 melee (2d4+2, +1 spiked chain); Space/Reach: 5 ft./5 ft. (10 ft. with spiked chain); SA sneak attack +2d6; SQ trapfinding, evasion, trap sense

+1, uncanny dodge; AL CE; SV Fort +6, Ref +7, Will +3; Str 14, Dex 14, Con 12, Int 14, Wis 12, Cha 12.

Skills and Feats: Balance +11, Bluff +9, Climb +4, Diplomacy +14, Escape Artist +9, Gather Information +8, Intimidate +13, Jump +11, Sense Motive +7, Sleight of Hand +19, Tumble +13, Use Rope +11; Combat Expertise, Combat Reflexes, Deft Hands, Exotic Weapon Proficiency (spiked chain), Improved Disarm, Skill Focus (sleight of hand), Weapon Focus (spiked chain).

Possessions: +1 studded leather armor, +1 spiked chain.

➤ **Thugs (Lag, Mort, Retin and Klodar):** Male and female human Rog2/Ftr2; CR 4; Medium humanoid (human); HD 2d6+2d10+4; hp 24; Init +3; Spd 30 ft.; AC 15, touch 13, flat-footed 12; Base Atk +3; Grp +4; Atk +6 melee (1d6+1 nonlethal, sap) or +6 melee (1d6+1/19-20, short sword); Full Atk +6 melee (1d6+1 nonlethal, sap) or +6 melee (1d6+1/19-20, short sword); SA sneak attack +1d6; SQ trapfinding, evasion; AL CE; SV Fort +3, Ref +6, Will +0; Str 12, Dex 16, Con 12, Int 12, Wis 11, Cha 11.

Skills and Feats: Balance +10, Bluff +5, Disguise +7, Escape Artist +8, Gather Information +5, Hide +8, Intimidate +8, Jump +3, Move Silently +8, Sleight of Hand +11, Tumble +12; Dodge, Combat Reflexes, Mobility, Skill Focus (Tumble), Weapon Finesse.

Possessions: leather armor, sap, short sword.

APL 10

➤ **Eltrin D'rintini:** Male human Rog6/Ftr4; CR 10; Medium humanoid (human); HD 4d10+6d6+10; hp 62; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 114; Base Atk +8; Grp: +10; Atk +12 melee (2d4+4, +1 spiked chain); Full Atk +12/+7 melee (2d4+4, +1 spiked chain); Space/Reach: 5 ft./5 ft. (10 ft. with spiked chain); SA sneak attack +3d6; SQ trapfinding, evasion, trap sense +2, uncanny dodge; AL CE; SV Fort +7, Ref +8, Will +4; Str 14, Dex 14, Con 12, Int 14, Wis 12, Cha 12.

Skills and Feats: Balance +13, Bluff +11, Climb +4, Diplomacy +16, Escape Artist +11, Gather Information +10, Intimidate +15, Jump +13, Sense Motive +7, Sleight of Hand +21, Tumble +15, Use Rope +13; Combat Expertise, Deft Hands, Exotic Weapon Proficiency (spiked chain), Improved Disarm, Improved Trip, Skill Focus (Sleight of Hand), Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Possessions: +2 studded leather armor, +1 spiked chain.

➤ **Thugs (Lag, Mort, Retin and Klodar):** Male and female human Rog4/Ftr2; CR 6; Medium humanoid (human); HD 4d6+2d10+6; hp 34; Init +3; Spd 30 ft.; AC 15, touch 13, flat-footed 12; Base Atk +5; Grp +6; Atk +9 melee (1d6+1 nonlethal, masterwork sap) or +9 melee (1d6+1/19-20, masterwork short sword); Full Atk +9 melee (1d6+1 nonlethal, masterwork sap) or +9 melee (1d6+1/19-20, masterwork short sword); SA sneak attack +2d6; SQ trapfinding, evasion, trap sense

+1, uncanny dodge; AL CE; SV Fort +4, Ref +7, Will +3; Str 12, Dex 16, Con 12, Int 12, Wis 11, Cha 11.

Skills and Feats: Balance +12, Bluff +7, Disguise +9, Escape Artist +10, Gather Information +7, Hide +10, Intimidate +10, Jump +3, Move Silently +10, Sleight of Hand +13, Tumble +14; Combat Reflexes, Dodge, Iron Will, Mobility, Skill Focus (Tumble), Weapon Finesse.

Possessions: leather armor, masterwork sap, masterwork short sword.

APL 12

➤ **Eltrin D'rintini:** Male human Rog6/Ftr6; CR 12; Medium humanoid (human); HD 6d10+6d6+12; hp 76; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +10; Grp: +14; Atk +16 melee (2d4+6, 19-20/x2, +1 spiked chain); Full Atk +16/11 melee (2d4+6, 19-20/x2, +1 spiked chain); Space/Reach: 5 ft./5 ft. (10 ft. with spiked chain); SA: sneak attack +3d6; SQ trapfinding, evasion, trap sense +2, uncanny dodge; AL CE; SV Fort +8, Ref +9, Will +7; Str 16, Dex 15, Con 12, Int 14, Wis 12, Cha 12.

Skills and Feats: Balance +13, Bluff +11, Climb +4, Diplomacy +16, Escape Artist +11, Gather Information +10, Intimidate +17, Jump +13, Sense Motive +7, Sleight of Hand +22, Tumble +16, Use Rope +13; Combat Expertise, Deft Hands, Exotic Weapon Proficiency (spiked chain), Improved Critical (spiked chain), Improved Disarm, Improved Trip, Iron Will, Skill Focus (Sleight of Hand), Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Possessions: +2 studded leather armor, +1 spiked chain, gauntlets of ogre power.

➤ **Thugs (Lag, Mort, Retin and Klodar):** Human Rog4/Ftr4; CR 8; Medium humanoid (human); HD 4d6+4d10+8; hp 48; Init +3; Spd 30 ft.; AC 15, touch 13, flat-footed 12; Base Atk +7; Grp: +8; Atk +11 melee (1d6+1 nonlethal, MW sap) or +11 melee (1d6+1, masterwork short sword); Full Atk +11/6 melee (1d6+1 nonlethal, masterwork sap) or +11/6 melee (1d6+1, masterwork short sword); SA sneak attack +2d6; SQ trapfinding, evasion, trap sense +1, uncanny dodge; AL CE; SV Fort +5, Ref +8, Will +5; Str 12, Dex 16, Con 12, Int 12, Wis 12, Cha 11.

Skills and Feats: Balance +12, Bluff +7, Disguise +9, Escape Artist +10, Gather Information +7, Hide +10, Intimidate +12, Jump +3, Move Silently +10, Sleight of Hand +14, Tumble +15; Combat Reflexes, Dodge, Iron Will, Mobility, Skill Focus (Tumble), Spring Attack, Weapon Finesse.

Possessions: Leather armor, masterwork sap, masterwork short sword.

ENCOUNTER 8 AND 10

APL 2

➤ **P'lerextral:** Male doppelganger Wiz1; CR 4; Medium monstrous humanoid (shapechanger); HD 4d8+1d4+5; hp 26; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +4; Grp +5; Atk +5 melee (1d6+1, slam);

Full Atk +5 melee (1d6+1, slam); SA *detect thoughts*; SQ change shape, immunity to *sleep* and charm effects; AL N; SV Fort +4, Ref +5, Wil +8; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13.

Skills and Feats: Bluff +10, Diplomacy +3, Disguise +9, Intimidate +3, Listen +6, Sense Motive +6, Spot +6, Spellcraft +4; Dodge, Great Fortitude

Detect Thoughts (Su): A doppelganger can continuously use *detect thoughts* as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Possessions: *bracers of armor* +1, spellbook, spell component pouch.

Spells Prepared (3/2; base DC = 11 + spell level): o—*detect magic*, *mage hand*, *resistance*; 1st—*obscuring mist*, *sleep*.

Spellbook: o—*detect magic*, *detect poison*, *mage hand*, *read magic*, *resistance*; 1st—*charm person*, *obscuring mist*, *sleep*.

APL 4

Plerextral: Male doppelganger Wiz3; CR 6; Medium Monstrous humanoid (shapechanger); HD 4d8+3d4+7; hp 34; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +5; Grp +6; Atk +6 melee (1d6+1, slam); Full Atk +6 melee (1d6+1, slam); SA: *detect thoughts*; SQ: change shape, immunity to *sleep* and charm effects; AL N; SV Fort +5, Ref +6, Wil +9; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13.

Skills and Feats: Bluff +10, Diplomacy +3, Disguise +11, Forgery +4, Intimidate +3, Listen +6, Sense Motive +6, Spot +6, Spellcraft +4, Concentration +4; Deceitful, Dodge, Great Fortitude.

Detect Thoughts (Su): A doppelganger can continuously use *detect thoughts* as the spell (caster level 18th; Will DC 14 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Possessions: *Bracers of armor* +1, *hat of disguise*, spellbook, spell component pouch.

Spells Prepared (4/3/1; base DC = 11 + spell level): o—*detect magic*, *mage hand*, *message*, *resistance*; 1st—*charm person*, *expeditious retreat*, *obscuring mist*; 2nd—*web*.

Spellbook: o—*detect magic*, *detect poison*, *mage hand*, *message*, *read magic*, *resistance*; 1st—*charm person*, *expeditious retreat*, *obscuring mist*, *sleep*; 2nd—*darkness*, *web*.

APL 6

Plerextral: Male doppelganger Wiz5; CR 8; Medium monstrous humanoid (shapeshifter); HD 4d8+5d4+9; hp 42; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +6; Grp +7; Atk +7 melee (1d6+1, slam); Full Atk +7/+2 melee (1d6+1, slam); SA *detect thoughts*; SQ change shape, immunity to *sleep* and charm effects; AL N; SV Fort +5, Ref +6, Wil +10; Str 12, Dex 13, Con 12, Int 14, Wis 14, Cha 13.

Skills and Feats: Bluff +10, Diplomacy +3, Disguise +11, Forgery +4, Intimidate +3, Listen +6, Sense Motive +6, Spot +6, Spellcraft +4, Concentration +4; Deceitful, Dodge, Great Fortitude, Still Spell

Detect Thoughts (Su): A doppelganger can continuously use *detect thoughts* as the spell (caster level 18th; Will DC 15 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Possessions: *Bracers of armor* +1, *hat of disguise*, spellbook, spell component pouch.

Spells Prepared (4/4/3/1; base DC = 12 + spell level): o—*detect magic*, *mage hand*, *read magic*, *resistance*; 1st—*charm person* (2), *expeditious retreat*, *obscuring mist*; 2nd—*darkness*, *still expeditious retreat*, *web*; 3rd—*fireball*.

Spellbook: o—*detect magic*, *mage hand*, *detect poison*, *message*, *read magic*, *resistance*; 1st—*charm person*, *expeditious retreat*, *obscuring mist*, *sleep*; 2nd—*darkness*, *glitterdust*, *web*; 3rd—*fireball*, *nondetection*.

APL 8

Plerextral: male doppelganger Wiz7; CR 10; Medium monstrous humanoid (shapechanger); HD 4d8+7d4+11; hp 50; Init +1; Spd 30 ft.; AC 17, touch 12, flat-footed 16; Base Atk +7; Grp +8; Atk +8 melee (1d6+1, slam); Full Atk +8/+3 melee (1d6+1, slam); SA *detect thoughts*; SQ change shape, immunity to *sleep* and charm effects; AL N; SV Fort +6, Ref +7, Wil +11; Str 12, Dex 13, Con 12, Int 14, Wis 14, Cha 13.

Skills and Feats: Bluff +10, Diplomacy +3, Disguise +16, Forgery +4, Intimidate +3, Listen +6, Sense Motive +6, Spot +6, Spellcraft +4, Concentration +6; Deceitful, Dodge, Great Fortitude, Still Spell, Skill Focus (Disguise).

Detect Thoughts (Su): A doppelganger can continuously use *detect thoughts* as the spell (caster level 18th; Will DC 16 negates). It can suppress or resume

this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Possessions: Bracers of armor +1, ring of protection +1, hat of disguise, spellbook, spell component pouch.

Spells Prepared (4/5/4/2/1; base DC = 12 + spell level): o—*detect magic*, *mage hand*, *read magic* resistance; 1st—*charm person* (2), *expeditious retreat*, *obscuring mist*, *shield*; 2nd—*darkness*, *glitterdust*, *still expeditious retreat*, *web*; 3rd—*fireball*, *haste*; 4th—*enervation*.

Spellbook: o—*detect magic*, *detect poison*, *mage hand*, *message*, *read magic*, *resistance*; 1st—*charm person*, *expeditious retreat*, *obscuring mist*, *sleep*; 2nd—*darkness*, *glitterdust*, *web*; 3rd—*fireball*, *haste*, *nondetection*; 4th—*enervation*, *greater invisibility*.

APL 10

Plerextral: Male doppelganger Wiz7/Rog2; CR 12; Medium monstrous humanoid (shapechanger); HD 4d8+7d4+2d6+13; hp 60; Init +6; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +8; Grp +9; Atk +9 melee (1d6+1, slam); Full Atk +9/+4 melee (1d6+1, slam); SA *detect thoughts*, *sneak attack* +1d6; SQ *change shape*, immunity to *sleep* and *charm* effects, *trapfinding*, *evasion*; AL N; SV Fort +6, Ref +10, Wil +11; Str 12, Dex 14, Con 12, Int 14, Wis 14, Cha 13.

Skills and Feats: Bluff +15, Diplomacy +3, Disguise +25, Forgery +4, Intimidate +3, Listen +6, Sense Motive +10, Spot +6, Spellcraft +4, Concentration +6; Deceitful, Dodge, Great Fortitude, Improved Initiative, Still Spell, Skill Focus (Disguise).

Detect Thoughts (Su): A doppelganger can continuously use *detect thoughts* as the spell (caster level 18th; Will DC 17 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Possessions: Bracers of armor +1, ring of protection +1, hat of disguise, spellbook, spell component pouch.

Spells Prepared (4/5/4/2/1; base DC = 12 + spell level): o—*detect magic*, *mage hand*, *read magic* resistance; 1st—*charm person* (2), *expeditious retreat*, *obscuring mist*, *shield*; 2nd—*darkness*, *glitterdust*, *still expeditious retreat*, *web*; 3rd—*fireball*, *haste*; 4th—*enervation*.

Spellbook: o—*detect magic*, *detect poison*, *mage hand*, *message*, *read magic*, *resistance*; 1st—*charm person*,

expeditious retreat, *obscuring mist*, *sleep*; 2nd—*darkness*, *glitterdust*, *web*; 3rd—*fireball*, *haste*, *nondetection*; 4th—*enervation*, *greater invisibility*.

APL 12

Plerextral: Male doppelganger Wiz7/Rog4; CR 12; Medium monstrous humanoid; HD 4d8+7d4+4d6+15; hp 70; Init +6; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +10; Grp +11; Atk +11 melee (1d6+1, slam); Full Atk +11/+6 melee (1d6+1, slam); SA *detect thoughts*, *sneak attack* +2d6; SQ *change shape*, immunity to *sleep* and *charm* effects, *trapfinding*, *evasion*, *uncanny dodge*; AL N; SV Fort +7, Ref +11, Wil +12; Str 12, Dex 14, Con 12, Int 14, Wis 14, Cha 13.

Skills and Feats: Bluff +23, Diplomacy +4, Disguise +33, Forgery +4, Intimidate +4, Listen +6, Sense Motive +10, Spot +6, Spellcraft +4, Concentration +6; Deceitful, Dodge, Great Fortitude, Improved Initiative, Skill Focus (Disguise), Still Spell,

Detect Thoughts (Su): A doppelganger can continuously use *detect thoughts* as the spell (caster level 18th; Will DC 18 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Possessions: Bracers of armor +1, ring of protection +1, hat of disguise, slippers of spider climb spellbook, spell component pouch.

Spells Prepared (4/5/4/2/1; base DC = 12 + spell level): o—*detect magic*, *mage hand*, *read magic* resistance; 1st—*charm person* (2), *expeditious retreat*, *obscuring mist*, *shield*; 2nd—*darkness*, *glitterdust*, *still expeditious retreat*, *web*; 3rd—*fireball*, *haste*; 4th—*enervation*.

Spellbook: o—*detect magic*, *detect poison*, *mage hand*, *message*, *read magic*, *resistance*; 1st—*charm person*, *expeditious retreat*, *obscuring mist*, *sleep*; 2nd—*darkness*, *glitterdust*, *web*; 3rd—*fireball*, *haste*, *nondetection*; 4th—*enervation*, *greater invisibility*.

ENCOUNTER 9

APL 2

Loritunial: Male doppelganger Ftr1; CR 4; Medium Monstrous humanoid (shapechanger); HD 4d8+1d10+5; hp 31; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20; Base Atk +5; Grp +7; Atk +7 melee (1d6+2, slam) or +8 melee (1d8+3/19-20, +1 longsword); Full Atk +7 melee (1d6+2, slam) or +8 melee (1d8+3/19-20, +1 longsword); SA *detect thoughts*; SQ: *change shape*, immunity to *sleep* and *charm* effects; AL N; SV Fort +6, Ref +5, Wil +6; Str 14, Dex 13, Con 12, Int 13, Wis 14, Cha 12.

Skills and Feats: Bluff +10, Diplomacy +3, Disguise +10, Intimidate +4, Listen +6, Sense Motive +6, Spot +6; Combat Expertise, Combat Reflexes, Great Fortitude.

Detect Thoughts (Su): A doppelganger can continuously use *detect thoughts* as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Possessions: +1 breastplate, +1 longsword.

APL4

L'oritunial: Male doppelganger Ftr3; CR 6; Medium monstrous humanoid; HD 4d8+3d10+7; hp 48; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20; Base Atk +7/+2; Grp +9; Atk +10 melee (1d6+2, slam) or +10 melee (1d8+3/19-20, +1 longsword); Full Atk +10/+5 melee (1d6+2, slam) or +10/+5 melee (1d8+3/19-20, +1 longsword); SA *detect thoughts*; SQ change shape, immunity to *sleep* and charm effects; AL N; SV Fort +7, Ref +6, Wil +7; Str 14, Dex 13, Con 12, Int 13, Wis 14, Cha 12.

Skills and Feats: Bluff +11, Diplomacy +3, Disguise +10, Intimidate +4, Listen +6, Sense Motive +8, Spot +6; Combat Expertise, Combat Reflexes, Great Fortitude, Improved Trip, Weapon Focus (slam).

Detect Thoughts (Su): A doppelganger can continuously use *detect thoughts* as the spell (caster level 18th; Will DC 14 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Possessions: +1 breastplate, +1 longsword.

APL 6

L'oritunial: Male doppelganger Ftr5; CR 8; Medium monstrous humanoid (Shapechanger); HD 4d8+5d10+9; hp 64; Init +6; Spd 20 ft.; AC 23, touch 12, flat-footed 21; Base Atk +9; Grp +11; Atk +12 melee (1d6+2, slam) or +12 melee (1d8+3/19-20, +1 longsword); Full Atk +12/+7 melee (1d6+2, slam) or +12/+7 melee (1d8+3/19-20, +1 longsword); SA *detect thoughts*; SQ change shape, immunity to *sleep* and charm effects; AL N; SV Fort +8, Ref +6, Wil +7; Str 14, Dex 14, Con 12, Int 13, Wis 14, Cha 12.

Skills and Feats: Bluff +11, Diplomacy +3, Disguise +10, Intimidate +4, Listen +6, Sense Motive +8, Spot +9; Combat Expertise, Combat Reflexes, Great Fortitude, Improved Initiative, Improved Trip, Weapon Focus (slam).

Detect Thoughts (Su): A doppelganger can continuously use *detect thoughts* as the spell (caster level 18th; Will DC 15 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Possessions: +2 breastplate, +1 longsword.

APL 8

L'oritunial: male doppelganger Ftr7; CR 10; Medium monstrous humanoid (shapechanger); HD 4d8+7d10+11; hp 80; Init +6; Spd 20 ft.; AC 23, touch 12, flat-footed 21; Base Atk +11; Grp +13; Atk +14 melee (1d6+2, slam) or +14 melee (1d8+3/19-20, +1 longsword); Full Atk +14/+9/+4 melee (1d6+2, slam) or +14/+9/+4 melee (1d8+3/19-20, +1 longsword); SA *detect thoughts*; SQ change shape, immunity to *sleep* and charm effects; AL N; SV Fort +9, Ref +7, Wil +8; Str 14, Dex 14, Con 12, Int 13, Wis 14, Cha 12.

Skills and Feats: Bluff +11, Diplomacy +3, Disguise +10, Intimidate +4, Listen +6, Sense Motive +8, Spot +9; Cleave, Combat Expertise, Great Fortitude, Improved Initiative, Combat Reflexes, Improved Trip, Power Attack, Weapon Focus (Slam).

Detect Thoughts (Su): A doppelganger can continuously use *detect thoughts* as the spell (caster level 18th; Will DC 16 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Possessions: +2 breastplate, +1 longsword.

APL 10

L'oritunial: Male doppelganger Ftr9; CR 12; Medium monstrous humanoid (shapechanger); HD 4d8+9d10+13; hp 98; Init +6; Spd 20 ft.; AC 24 touch 12, flat-footed 22; Base Atk +13; Grp +15; Atk +16 melee (1d6+2, slam) or +17 melee (1d8+3/19-20, +2 longsword); Full Atk +16/+11/+6 melee (1d6+2, slam) or +17/+12/+7 melee (1d8+3/19-20, +2 longsword); SA: Detect Thoughts; SQ: Change Shape, Immunity to

sleep and charm effects; AL N; SV Fort +10, Ref +8, Wil +9; Str 15, Dex 14, Con 12, Int 13, Wis 14, Cha 12.

Skills and Feats: Bluff +16, Diplomacy +3, Disguise +10, Intimidate +4, Listen +6, Sense Motive +8, Spot +9; Cleave, Combat Expertise, Combat Reflexes, Great Fortitude, Improved Feint, Improved Initiative, Improved Trip, Power Attack, Skill Focus (Bluff), Weapon Focus (slam),

Detect Thoughts (Su): A doppelganger can continuously use *detect thoughts* as the spell (caster level 18th; Will DC 17 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Possessions: +2 breastplate, +2 longsword.

APL 12

☛ **L'oritunial:** Male doppelganger Ftr11; CR 12; Medium monstrous humanoid (shapechanger); HD 4d8+11d10+15; hp 116; Init +6; Spd 20 ft.; AC 25, touch 13, flat-footed 22; Base Atk +15; Grp +17; Atk +18 melee (1d6+2, slam) or +19 melee (1d8+4/19-20, +2 longsword); Full Atk +18/+13/+8 melee (1d6+2, slam) or +19/+14/+9 melee (1d8+4/19-20, +2 longsword); SA *detect thoughts*; SQ change shape, immunity to sleep and charm effects; AL N; SV Fort +11, Ref +8, Wil +9; Str 15, Dex 16, Con 12, Int 13, Wis 14, Cha 12.

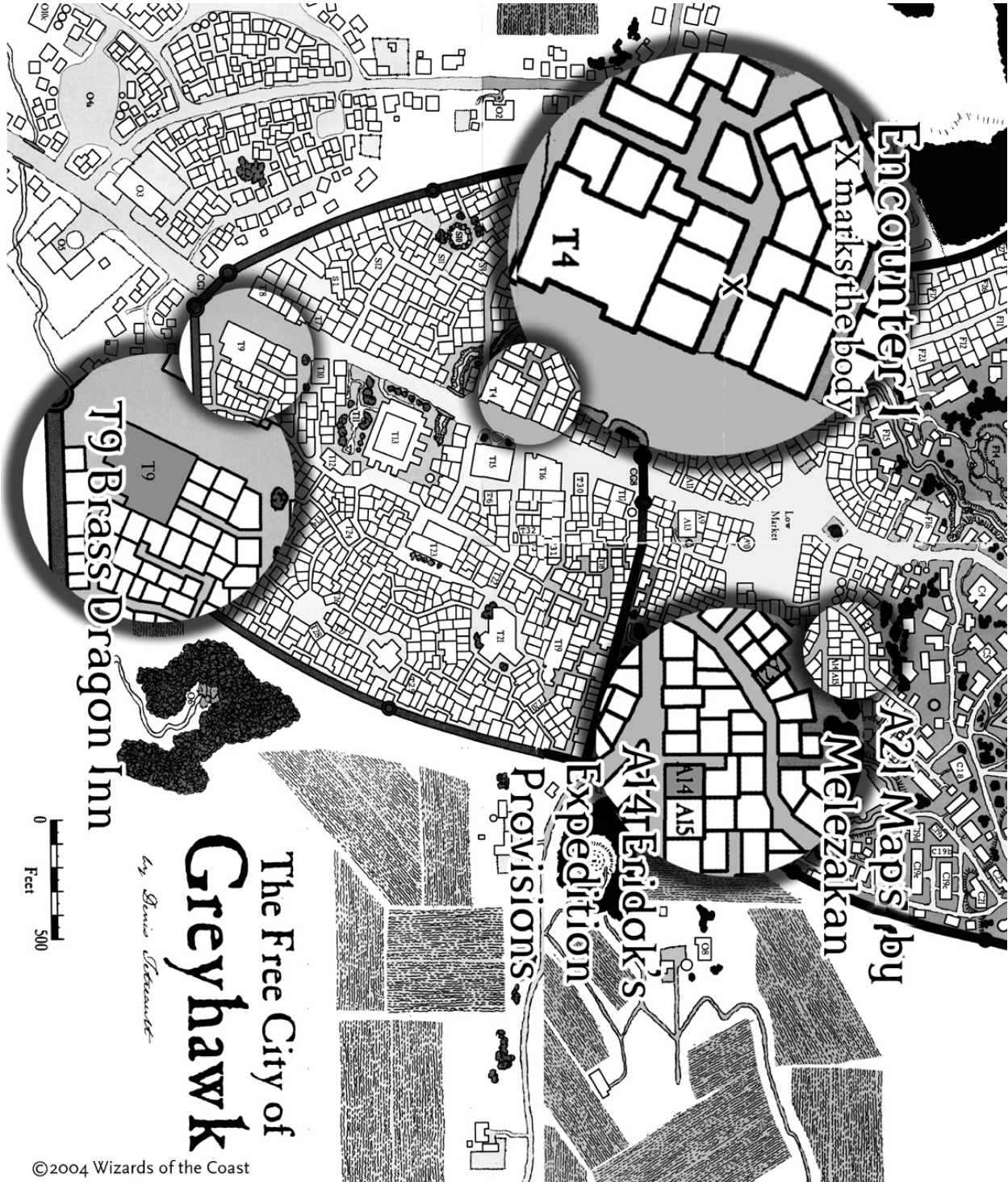
Skills and Feats: Bluff +19, Diplomacy +3, Disguise +10, Intimidate +4, Listen +6, Sense Motive +8, Spot +9; Blind-Fight Cleave, Combat Expertise, Combat Reflexes, Great Fortitude, Improved Feint, Improved Initiative, Improved Trip, Power Attack, Weapon Focus (Unarmed), Skill Focus (Bluff).

Detect Thoughts (Su): A doppelganger can continuously use *detect thoughts* as the spell (caster level 18th; Will DC 18 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Possessions: +2 breastplate, +2 longsword, gloves of dexterity +2.

MAP OF GREYHAWK



PLAYER HANDOUT – THE LETTER

Aristelle,

I have secured a means to secret the item out of the city. I will have a messenger meet you at your room at the inn with further instructions. Please be safe and watch out!

W.S.