



# Merchant's Price

(Free Enterprises - Part 2)

by **David P. Santana**  
and the **Universe Construction Company**

A One-Round Adventure for the *Legends of the Shining Jewel* Campaign

An ambassador comes to Amthydor, being wooed by the three organizations bent to establish the only new merchant house allowed in the city. But a fourth party is bent on her assassination. The PCs must strive to assist her in negotiations with these organizations and prevent her from falling to an assassin's blow. For characters level 1-6.

*(Updated April 2005)*

**WWW.UCC-ONLINE.COM/LSJ**

Requires the use of the Dungeons & Dragons, Third Edition Core Books, published by Wizards of the Coast, Inc. This product utilizes updated material from the v.3.5 revision. 'd20 System' and the 'd20 System' logo are trademarks of Wizards of the Coast, Inc. and are used according to the terms of the d20 System License version 6.0. A copy of this License can be found at [www.wizards.com/d20](http://www.wizards.com/d20).



## Legal Text

Wizards of the Coast is a trademark of Wizards of the Coast, Inc. in the United States and other countries and is used with permission. UNIVERSE CONSTRUCTION COMPANY, UCC, UCC LOGO, LEGENDS OF THE SHINING JEWEL, LSJ, LSJ LOGO and RAIA are trademarks of the Universe Construction Company. Tournament detail copyright 2004 by the Universe Construction Company. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the UCC.

## Welcome to LSJ!

This is a *Legends of the Shining Jewel* campaign adventure. It is written to be played in a standard four-hour convention time slot.

It is a good idea to have the players and judge place some sort of name tag in front of them, so everyone can easily identify each other and the names of the characters they are playing.

Some of the text in this adventure is in ***bold italics***. This text is for the players to hear, although you are certainly free to paraphrase or summarize the text if you feel it is necessary.

## LSJ GMEmpowerment Clause

The coordinators of the campaign empower GMs to make changes to the module as necessary to accommodate any unforeseen actions taken by the PCs. If the players find another way to deal with the module, they should be successful and appropriately rewarded. The GM may also invent new NPCs as needed to populate the city of Amthydor, which is not completely detailed due to practical limitations.

If the party is having trouble dealing with say, undead encounters, the GM can always have a patrol of priests or the like come along to finish the combat and save the PCs. Full XP awards should not be given for the encounter if this is necessary.

Do NOT save the PCs if their failure is a result of their own ill-advised actions or lack of forethought. Softening the blow from a bad set of rolls or simple bad luck is one thing, but stupid actions deserve what they get.

## Calculating ATL (Average Table Level)

Add up the levels of all characters at the table (plus ECL adjustments) and any animals that will take part in combat that are not granted by class features (such as familiars, animal companions, or bonded mounts). Divide this total by 6, regardless of how many player characters are at the table. This gives you the Average Table Level (ATL) for running combats.

## A Note About ATLs and the Power of PCs

Not all parties are created equal. Some level 1 parties can handle anything the GM can throw at them, and some level 3 parties are relatively weak for their levels. If the GM finds that the party at the table is really not up to the challenge of the tier, he should adjust the encounters DOWN for that party. This is particularly important if the party has a broad mix of experience levels, is lacking clerics and paladins who can heal, or is a “role-playing” rather than “battle-ready” party. The encounters should be a worthy challenge, not an impossible task or a slaughter fest. Regardless of what the instructions say, the GM should let common sense rule the day (and the module).

Since this event has multiple undead encounters, special attention should be given to the ATL at which you run this event. If you have a party with no one capable of turning undead, you might need to lower the ATL by 1. If they have more than one PC capable of turning undead, you might need to raise the ATL by 1. Use your best judgment.

## Adventure Background

There are three organizations vying to build a merchant house in Amthydor. These are the Consortium, the Alliance and the Waterfell Contingent. Since there will only be one allowed to be created in the city, each of these organizations are trying to gain favor and pull in the city.

Now an ambassador has arrived in the city from **Corothia (See Appendix I)**, a very prosperous and favored city that is a friend to Amthydor. Each of these organizations had sent couriers to the ambassador before she left her home, asking to meet with them about business and other deals.

Her arrival is unfortunate as it sets certain things in motion...

## Module Summary

### **PC Introduction: The Assassin**

The arrival of the ambassador gathers a lot of attention from the populace. But as she passes the PCs, there is an assassination attempt on her life. The PCs can try to protect her, chase down the assassin, or try to prevent a riot in the streets.

### **Encounter 1: Ambassador Hawkwind**

Assuming the PCs get involved in either rescuing her or trying to catch the assassin, She favors the PCs and asks them to join her entourage.

### **Encounter 2: Arrival**

Arriving at the Ambassador's quarters in the Corothian Embassy, she quickly takes charge and escorts the PCs to private rooms. She informs the PCs about the three organizations that have tried to curry her favor, and asks them to go and talk with them in her name. She knows that only one of them will gain her favor since each is trying to get her promise to ship her goods back and fourth.

### **Encounter 3: The Normal Way**

The PCs have the opportunity to gather info. Finding out about the apothecary is important as he can provide an antidote.

### **Encounter 4: Poison of Contention**

The PCs track down an apothecary who can provide them with an antidote.

### **Encounter 5: The Consortium**

The PCs talk with the Consortium.

### **Encounter 6: The Alliance**

The PCs talk with the Alliance.

### **Encounter 7: The Waterfell Contingent**

The PCs talk with the Waterfell Contingent.

### **Encounter 8: G-Men**

The PCs encounter some mercenaries that 'Mr. G' has tricked into fighting them.

### **Encounter 9: The Delivery**

The PCs meet with the Ambassador prior to the Ball to discuss their choice.

### **Encounter 10: Attempt on the Lady Ambassador**

The PCs must attempt to stop the assassination of the ambassador and deal with the assassin.

### **Encounter 11: Deciding the Favor**

Assuming the ambassador is saved, she will announce her decision with which faction she will do business.

### **Conclusion A: The Ambassador Lives**

The PCs survive and saves the Ambassador.

### **Conclusion B: The Ambassador Enters a Coma**

The PCs fail to stop the poison from taking the Ambassador.

## Player Introduction: The Assassin

*The city has been recovering steadily since the undead invasion. Even the loss of businesses has slowly improved. But Amthydor has never been a city to shirk away from a festival or a parade. Today you find yourself in a large crowd of revelers as the arrival of an Ambassador to the city brings out all of the pomp and circumstance to go with it.*

*The city is having a celebration for the arrival of the Ambassador from Corothia (see Appendix I), a very prosperous kingdom that is a friend to Amthydor. She brings with her good tidings from Corothia, a few trade agreements and*

*gifts for the city. The Lord Monarch has ordered that a parade be made to bring her to the Ambassador's quarters and a banquet be given in her honor that evening. Not to leave the people of the city out, he arraigned to have them participate and as well be given a holiday.*

Have the PCs mill about in the crowd, preferably closer to the front.

*The crowd cheers as they get sight of the ambassador. She is a raven-haired beauty dressed in gold trimmed green silks. She sits on a divan carried by four burly men. A contingent of six Diamond Legionnaires guards her from the front and back. A short woman, fully wrapped in white silks, follows behind the divan, intent on staying close to her mistress.*

Have the PCs make a Spot check (DC 25). Anyone who succeeds will see when the assassin make his strike. A second successful spot check (DC 30) they will see the Ambassador simply disappear into shadow (she is a shadow dancer). Make note that this happens as the bolt flies. (The Ambassador shadow jumps in a surprise action, having spotted the assassin herself).

*Suddenly, a crossbow bolt flies through the air, hitting the ambassador as she seemingly disappears into nothing! The Diamond Legion react, but are held back by the crowd! The crowd seems to panic as the assassin starts to climb up a building.*

The PCs have several options. They may chase the assassin, or try to assist the fallen ambassador or even crowd control. Adjudicate this as follows:

#### **The Assassin**

The PCs may chase the Assassin. He has a 90 ft lead on them. If the PCs chase him, he will try to slow them. Since he has failed he has only four rounds to live until the **death poison** he drank takes effect.

**Hand of Mordana: (Rog 4/Asn 1) Medium Human; HD 5d6+5; hp 27; Init +3; Spd 30'; AC 16 (+2 Dex, Leather Armor, buckler, 2), touch 12, flat 14; Base Atk/Grp +3/+4; Atk melee +3 (1d4+1, dagger) + poison or sap (1d6+1) or hand crossbow +5**

(1d6); Full Attack melee +3 (1d4+1, dagger)+ poison or sap (1d6+1) or light crossbow +5 (1d8); Space/Reach 5ft/5ft; SA sneak attack +3d6, death attack, poison use, spells; SQ uncanny dodge, trap finding, trap sense +1, evasion, DR 1/-; AL LE; SV Fort +2, Ref +9, Will +1; Str 12, Dex 16, Con 12, Int 14, Wis 10, Cha 10

**Skills:** Balance +4, Bluff +4, Climb +2, Disguise 4, Hide +8, Intimidate +1, Jump +2, Knowledge (local) +3, Listen +3, Move Silently +8, Open Locks +4, Search +8, Sense Motive +2, Spot +2, Swim +4, Tumble +8.

**Feats:** Combat Reflexes, Dodge, and Mobility.

**Defensive Resilience (Ex):** Through rigorous training, the Hand of Mordana has developed a natural defense against reaction. This is represented by a DR 1/--.

**Null Life (Su):** When a Hand of Mordana dies, he cannot be *raised or resurrected*, nor would a *speak with dead* spell work. Only a wish or miracle spell could restore him to life or contact his spirit.

**Mind Blank (Su):** The rigorous ritual performed on the Hand of Mordana blanks his mind in such a way it cannot be read or even detected by normal means.

**Deep Persona (Ex):** Through training, the Hand of Mordana has achieved complete submersion and any identity he must assume. The training is so deep he does not remember he is a Hand of Mordana until a higher contact triggers his original persona and assigns him a mission.

*Possessions:* Masterwork Dagger, crossbow, buckler, Leather Armor, Death Poison, Life Poison.

#### **Death Poison**

**Type: Ingested DC 45; Initial Damage: None. Secondary Damage: Instant death.**

Before attempting to complete a mission, the Assassin has been bound to take a vial of poison. This poison will act in ten rounds or it will liquefy the assassin's brain. A Hand of Mordana who cannot complete his mission in a minute (ten rounds) feels he does not deserve to live. Death Poison does not have a long shelf life. It stays potent for only a few hours before it breaks down. The potency of the poison is so strong that even a *neutralize poison* will

not prevent its second saving throw, though it will act as a *delay poison*.

### **Life Poison**

**Type: Ingested; Initial Neutralizes Death Poison; Secondary: None**

Once completing a mission, the Hand of Mordana must take his life poison within a minute (ten rounds) of having taken a Death Poison. If the assassination fails, he will not take the Life Poison. A Hand of Mordana that cannot complete his mission feels he does not deserve to live. It stays potent for only a few hours before it breaks down.

If the PCs find the assassin's body, they will find no identifying marks or any other clues. The Diamond Legion will take him into custody. He will be dead on arrival.

### **Crowd Control**

PCs who have the sense of mind to quell a potential riot here can attempt to do so. A few Intimidate and Diplomacy rolls of DC 25 should help calm the crowd and assist the Diamond Legion to pursue the Assassin.

### **The Ambassador**

The PCs may try to help the Ambassador. They will have to make it to the crowd and convince the burly guards they are there to help. The Diamond Legionnaires have moved into the crowd to try to get the fleeing assassin.

If the PCs insist on causing a fight with the burly men, use the stats below

**Burly Guards (4): (Bbn 4);** Medium Humanoid; HD 4+3; hp 54; Init +0; Spd 40 feet; AC 10(no armor), touch 10, flat 10; Base Atk/Grp +4/+8; Atk +8 melee (1d8+4, scimitar); Full Atk: Atk +8 melee (1d8+4, scimitar); Space/Reach 5ft/5ft; SA Rage 2/day; SQ Fast Movement, Uncanny Dodge, Trap Sense; AL CG; SV Fort +7, Ref +1, Will +1; Str 18, Dex 10, Con 16, Int 12, Wis 10, Cha 14.

**Skills and Feats:** Climb +4, Handle Animal +4, Intimidate +4, Jump +6, Swim +4, Survival +3, Profession (bodyguard) +4; Combat Reflexes, Improved disarm, Combat Expertise

Possessions: Scimitar, loincloth, sandals.

The burly men will attack to subdue initially, but if the PCs use killing blows, they will draw their scimitars and rage.

Assuming the PCs didn't attack or are subdued by the Burly men, continue with the following:

*As things begin to settle down, you see the ambassador unceremoniously get up off the ground and dust off her rump. She straightens her outfit and scowls at the woman dressed in white. Upon seeing you, she puts on a fake smile. "Ahh.....adventurers? You must be. And how brave, to face the possibility of an assassin, as well as my guards. And shame on you Gaula," she scolds the woman in white," there almost was not enough warning when he struck!"*

She hands the bolt to her assistant. **"Probably poisoned too."** She turns to sit on the divan. **"Well, why don't you tell me who you all are?"**

(If PCs went in other directions add) "And gather those other adventurers. I'd like to get the sight of them too."

PCs should either ask or be given the bolt for their examination. A mark upon it indicates a dried poison residue (Alchemy or Knowledge: Nature DC 15 or Profession Herbalism DC10 to determine this).

The woman Gaula will not speak much and try to be noticed as little as possible. This is Mercedes 'adopted' child and is a goblin. She hides her appearance while in public so as not to attract undue attention. See Appendix IV for more details.

## Encounter One ~ Ambassador Hawkwind

After the PCs are gathered together, allow them to introduce themselves to the Ambassador and each other.

*The Ambassador smiles at you, her green eyes darting between you. She is surprisingly of Desert Elf stock, yet she does hold office in Corothia. She pauses as she pulls out a fan to fan herself. When the Diamond Legion return, she holds them off with a flick of her fan. "There will be no more need of your services. I think these brave souls can safely take me to my rooms. And I think your little parade is broken up."*

PCs with craft arms and armor or Profession: Courtesan on a DC 15 will recognize the fan as a War Fan in disguise.

If the PCs did not chase the assassin, and ask the Diamond Legion about it, they will tell the PCs that they had to kill him to capture him and that he had no identifying marks.

The ambassador waits until the Legionnaires have moved at least away from the divan before continuing. *"Well, my heroes, at least a proper introduction then. I am the Lady Mercedes de Hawkwind, of the Hawkwind family of Corothia. As a member of the ruling council, I've been sent as an ambassador to bring new trade to your city. But it seems that some may not like be to happy with my arrival."*

*"But I do remember from my adventuring days. If anyone can get under the skin of a malcontent, its adventurers. Since you are so brave and stunning heroes, would you be willing to protect me until I reach my quarters? And perhaps I might have a few errands that might interest you?"*

The Ambassador is very chatty over any number of subjects, each equally as unimportant as the last. She can carry on any topic, except the one at hand. For Specific topics, see Appendix III: The Ambassador.

Anyone talking to Gaula will receive not more than a few grunts of acknowledgment. She WILL urge the PCs to take the dropped bolt if they

have not as yet done so. For more info, see Appendix IV: NPCs

- If any PCs refuse her offer, they go to **Conclusion C**.
- If the PCs agree to accompany her, continue with **Encounter 2**.

## Encounter Two – The Embassy

*As you travel through the city streets, the crowd eventually returns to see the ambassador or cheer the heroes who are escorting her. As you travel into the Ambassador's District, the crowd seems to dwindle and more and more city guards are seen.*

*The Corothian Embassy is a simple four-story building with some simple decoration. A banner pole flies the flag of Corothia. Entering the building, you are greeted by several servants. The ambassador instructs them to make you all comfortable.*

*You are taken to a lounging area filled with pillows instead of chairs. The servants bring you food and drink, as you desire.*

The PCs are free to ask about Corothia from the servants. Feel free to use any information from Appendix II to answer any questions. The PCs will be made to wait about 15 to 20 minutes before she returns.

*Eventually the Ambassador returns. She is wearing a full, white lounging dress trimmed with white fur. Her hair is done up and held in place with a Daiguon hairpin. The woman in white follows close behind her, carrying a small chest. The ambassador slides down onto a pillow near you and the woman in white lays the chest down in between you.*

*"You have probably grown impatient, haven't you? Adventurers always do. I do remember when I was an adventurer; waiting for someone to come to a point was always a problem. But now I will tell you what small favors I would ask of you."*

*She opens the chest and goes through it. "You see, I've come to Amthydor to create stronger ties. Gods know our respective governments are practically related. The needs of our two countries will be easily settled, all handled save for the ceremony of signed agreements. I DO have several things of my own that need to be tended to."*

*She pulls out several sheets of paper from the chest. "Before I left home, I received several letters of request. It seems that while your city is in flux, there are those who would establish their own businesses. These three, "She waves the papers in her hand," would seek my assistance and access to the products my businesses deal in.*

*"Now, I can't deal with three distributors in your city. So I would like to find out what these three offer me.*

*I could send emissaries of pages, or my accountants, dignitaries of all stripes, even other entrepreneurs. They can tell me balance sheets, business acumen and profit margin. Even my own investigations before I arrived revealed much to me. I could probably tell you what each had for breakfast. The truth is, I need to know from a gut, personal opinion what these people are about. I do not have the time to visit them myself and I must attend to affairs of state today and prepare for the ball tonight. So I would like to send you out as my emissaries to these businesses."*

*She smiles in some self contained mirth. "Yes, I believe you could make a determination which is the best organization with whom I should deal."*

Mercedez has a very good idea who she is going to deal with. She has had each organization investigated before arriving. What she trusts the adventurers to find out is anything of particular interest that might solidify her decision. Having been an adventurer herself, she trusts their instincts and as well knows when they will try to lie to her as well.

By now PCs have their own guesses and a few questions. Let's try a few:

- **Why us?** *"I have dealt with many different people. Most of them will have a certain understanding of business, or cooking or something like that. Adventurers have a certain eye for things that stand out. And in that I have always trusted. It has yet to fail me."*

- **Which are the businesses?** *"The three self-styled merchants have names for themselves. They would be the Alliance, the Consortium and the Waterfell Contingent."*

- **Do you know anything about them?**

*The Waterfell Contingent are Vanyrians and, in some ways, competitors. But business does make strange bedfellows.*

*I know very little about The Alliance, except that they are nobles of your city.*

*The Consortium is a group of businessmen. Ivey had minor dealings with a few of them in the past.*

(She is not telling them everything she knows about them.)

- **We've had dealing(s) with one (some or all) of the organizations.** *"Good, that will make introductions all the easier."*

- **What are you willing to pay?** *"Ahh yes, separating the men from the boys. Would my favor be of any value to you?"*

- **We want cold, hard cash!** *"Oh, very well. For this minor trafficking for me, I will pay you 50 gp each for the organizations you interview. Just bring back a notice from each that you did indeed consider their offer."*

- **What about the assassination attempt?** *"I'm safer than you think. No need to worry about that, it is well in hand."*

- **If the PCs refuse the offer**, she will thank them for listening to her, and then will excuse herself. Eventually some guards will escort the PCs off the property. Go to Conclusion C.

- **If the PCs accept the offer**, she will hand them the letters of introduction to each organization and where they might be found. PCs who played



“Free Enterprises: Pirates Ahoy” won’t have much trouble locating the organizations.

*“And one more thing. Since I know you will probably find information in the normal way,” she tosses a pouch at you. “Informants don’t come cheap.” You find 50 gp inside the pouch.*

- PCs may wish to do some information gathering. If so, use **Encounter 3: The Normal Way**.

**Note:** The PCs do not have to visit any or all of the three businesses that Mercedez wants investigated. They may have already decided whom they want supported.

- PCs may wish to do some information gathering. If so, go to **Encounter 3: The Normal Way**.
- If they wish to visit the Consortium, go to **Encounter 5: The Consortium**
- If they wish to visit the Alliance, go to **Encounter 6: The Alliance**
- If they wish to visit the Waterfell Contingent, go to **Encounter 7: The Waterfell Contingent**.
- Use **Encounter 8: G-Men** in between visiting any of the businesses. or in any event before heading to the Grand Ball in Encounter 9.
- If they check up on the Ambassador before the ball, go to **Encounter 8A**.
- When they are ready for it, go to the Grand Ball at **Encounter 9**.

## Encounter Three – The “Normal” Way

PCs may want to Gather Information through their own contacts. Members of different organizations might seek them out for specific information. There have also been certificates awarded through play that PCs might want to use. If a PC is a Cleric of Deity of the Quorum, and seek out their temple for info, they get a +5 bonus on the table below. Members of the Fraternity of Entertainers and any Nobles also get a +5 bonus. Nobles may add their Influence bonus as well.

For any PC, spending 10 gp will add a +1 to the roll. Mercedez gave the party 40 gp to gather info. Each PC may roll once using the bonuses listed.

Following is all the information they can discover.

### Gather Information results:

#### If asking about the assassination attempt:

DC 10 (heard in a local dive) *“There are always requests for assassins. But you can’t ever find one”*

DC 15 *“If you need an assassin, you can always find a fool with a knife.”*

DC 20 (overheard in a bar) *“They took down Clovis. But he was an idiot. Taking a job and never knowing anything about who you work for?”*

#### If asking about the Consortium:

DC 5 *“They are a group of concerned businessmen.”*

DC 10 *“They are working to build a new merchant house.”*

DC 15 *“It’s rumored they have a highly placed benefactor.”*

DC 20 *“They have Lord Janthal Gaines as a benefactor”*

#### If asking about the Alliance

DC 5 *“Worthless young sons of Nobles.”*

DC 10 *“They are playing at building a merchant house.”*

DC 15 *“It is rumored they have a highly placed benefactor.”*

#### If asking about the Waterfell Contingent:

DC 10 *“I don’t like having those Vanyrans in this port.”*

DC 15 *“They want to be merchants in this town. Go figure.”*

DC 20 *“It is said they have spies everywhere.”*



**If asking about Ambassador Mercedez:**

**DC 10** *"She is the daughter of a Noble House of Corothia."*

**DC 15** *"She runs a large shipping company as well as a major design business."*

**DC 20** *"Some people say she is insane, but aren't all adventurers?"*

**DC 25** *"She was once a thief before returning to her homeland."*

**DC 30** *"It is said she murdered her father after being attacked by him."*

**If asking about the poisoned bolt:**

**DC 10** *"Sure might have been poisoned once, but can't tell what it is."*

**DC 12** *"Maybe you can find some herbalist or apothecary to tell you."*

**DC 18** *"Maybe Elmo's Apothecary can help you."*

**Note:** Elmo is the NPC expert chosen by the author to provide information and a possible antidote for the Death Poison. Players may remember *Kwella's Herb Shop* from prior modules. If they choose to go to her, use her as the expert and provide the same information as Elmo would, but remove some of the humorous aspects from the boxed text as she rarely engages in humor.

- If they look up leads regarding the poison, go to **Encounter 4: Poison of Contention**.
- If they wish to visit the Consortium go to **Encounter 5: The Consortium**
- If they wish to visit the Alliance, go to **Encounter 6: The Alliance**
- If they wish to visit the Waterfell Contingent, go to **Encounter 7: The Waterfell Contingent**.
- Use **Encounter 8: G-Men** in between visiting any of the businesses or before heading to the Grand Ball in Encounter 9.
- If they check up on the Ambassador before the ball, go to **Encounter 8A**.
- When they are ready for it, go to the Grand Ball at **Encounter 9**.

## Encounter Four – Poison of Contention

PCs may get the idea they need to find out more about this poison. Use this encounter if they look for an herbalist or Elmo's Apothecary.

**If the PCs instead use their prior knowledge to seek out Kwella's Herb Shop**, you can proceed with the encounter as written below, but tone down the humorous elements as she rarely jokes around. The information gained will be the same, as will be the antidote. If the PCs visit BOTH shops, only one of them (the first) will be able to provide the antidote.

This encounter is important to the PCs to save Mercedez's life at the final encounter. Some inquiries at herbalists or apothecary shops will point them in the direction of Elmo's Apothecary. Elmo is a rather laid-back gnome who gained his green thumb from his father. Instead of growing them, he took up the business of using them.

*After spending some time wandering the streets of the city, you find Elmo's Apothecary in the Merchant's district, not too far from the temple district. The shop is down a short Alley that would be missed, if not for the sign hanging right outside the alley.*

*Coming down the alley, you see a sign on the door labeled 'Open Come In'. You enter a well-lit storefront. You see many shelves lined with jars and metal boxes, each with a distinct label. A large counter is against the far wall. Leaning back in the chair with his feet up is a rather relaxed gnome. A pipe is lit in his mouth, a green smoke lowly rising from it. His bushy, full, salt-and-pepper head of hair and an equally bushy moustache set him aside from your normal perception of gnomes. He looks in your direction and asks, "Anything I can do for you folks?"*

In most cases, PCs will want to know about the poison. You can paraphrase below what he knows or just let him answer their questions:

- **We need to know what poison was on this bolt.**

*"Poison, interesting. I don't know much about poison, but let's take a look."*

(After he examines the bolt) *“Interesting. Seems to be a type of Stalva plant found in the far off Southern Continent, though doesn’t grow here.” He licks the bolt and says, “Makes a great addition to any sauce”*

➤ **You licked the poison?!?**

*“Oh yes. After it is exposed to air for a while, it’s as harmless as peppermint. If you like peppermint. Have several varieties of peppermint.”*

➤ **How much would such poison cost?**

*“Oh I wouldn’t know. We don’t sell much poison type things. Just occasionally arsenic to kill rats and such. Nothing as potent as this once was.”*

➤ **Is there something we can use to counter it?**

*“In most cases, unless quickly digested in mere seconds of taking the poison. Nothing much will stop the death of a person who would have been taking poison like this. But I think I have a few ingredients that might be brewed into an antidote. They are rare and expensive though. I have to travel to the southern kingdoms myself to collect these herbs.”*

➤ **Well, how much and how long?**

*“Well, since I have the ingredients, it will take about 5 minutes to brew it. Though once it cools, exposure to air will cause it to lose its potency in 10 seconds, so make sure you need to use it. Its cost? All told it will run you 100 gp. As I said, rare herbs.”*

➤ **Do you know anyone in town who would use this poison?**

*“Well as I said the poison is rare. There are various poisons you could brew locally that are quite effective. As a matter of fact, now that I think of it, only the Hands of Mordana would go through the trouble of making this poison.”*

➤ **Hands of Mordana?**

*“Yes. They are rumored to be devout Cultists of the Orb. So devout, they go through a mystical process that makes them immune to mental attacks and such. So devout, they take death poison before they attack and if they fail,*

*they will refuse their antidote and die for their failure.”*

➤ **What else do you know about these assassins?**

*“Not much. They do take on jobs to continue to infiltrate the rest of the world. But I wouldn’t trust one if I saw one.”*

PCs who are interested in any of his other herbs can purchase them, though most will not do much more than brew tea. His more ‘effective’ herbs and preparations will take time and cost more than the antidote, and are not covered in this module. He will be much interested in any sort of poultice or potion the PCs might show him and will pay 75% of cost for any CERTED potion, poultice or ingredient the PCs might have. He will not be interested in any general ingredient certs that provide local spices and/or herbs.

Once he is asked, he will brew the antidote for the PCs, and will exchange it for 100 gp. He can only make one application of it, so the PCs need to be careful with this one.

For more information on Elmo, see **Appendix IV: NPCs.**

- PCs may wish to do some information gathering. If so, use **Encounter 3: The Normal Way.**
- If they wish to visit the Consortium Use **Encounter 5: The Consortium**
- If they wish to visit the Alliance, use **Encounter 6: The Alliance**
- If they wish to visit the Waterfell Contingent, use **Encounter 7: The Waterfell Contingent.**
- Use **Encounter 8: G-Men** in between visiting any of the businesses or before heading to the Grand Ball in Encounter 9.
- If they check up on the Ambassador before the ball, go to **Encounter 8A.**
- When they are ready for it, go to the Grand Ball at **Encounter 9.**

## Encounter 5: The Consortium

The Consortium has taken offices across from the Jade Palace. If the PCs look for them at the Jade Palace, they will be directed to their offices.

*The offices of the Consortium are decently appointed. Not too lavish, yet still comfortable. The secretary had asked you to wait a few moments and soon you are ushered into the office of Thaddeus A Glethorn.*

He will greet those who he has met. Any who have shares in the Consortium he will greet warmly.

*“Ahh! So good to meet you (For those of you who do not know me, I’m Thaddeus A Glethorn, representative for the Consortium). Please, sit down, be comfortable. I believe we have some business to discuss?”*

He leads you into his personal office which is well appointed with several chairs and couches. A Large desk sits against the window. This is where Thaddeus sits. He will ask the PCs their business or for a letter of introduction.

*“I understand that you are here representing the Ambassador, or so your letter of introduction says. How did you come by being that?”*

The PCs might want to get down to business or they will chat with Thaddeus. Some of the important questions that might come up before he gets into his offer might be:

➤ **Who/what is the Consortium?**

*“We are a group of concerned businessmen trying to establish a new merchant house in your city. The Lord Monarch is only allowing license to one at the moment, so the one with the most influence in the city will, of course, get it.”*

➤ **Who are your other partners?**

*“They wish to remain anonymous in this venture.”* (He will not be pressured into telling them who they are).

➤ **What business are you in?**

*“I am a spice merchant by trade.”*

➤ **How is business?**

*“Pretty good...so far.”*

➤ **Have you dealt with the Ambassador before?**

*“Some of our business contacts are the same. You get to know your competition as well as your allies.”*

➤ **Do you know of any enemies she might have (you might have)?**

*“You make enemies in any line of business.”*

➤ **Do you know of anyone who might gain from here not being here or being assassinated?**

*“She is bringing new business to us. Only people I could think of would be someone who does not want us to recover. Or someone like the merchants of House Mour, which controls most of the trade in the city.”* (false lead, Mour is not involved in this module)

Once the PCs are ready to talk business:

➤ **So what do you offer?**

*“Gaining the Ambassador’s new business will help our little effort here. We currently have access to several warehouses and two ships. So our offer is to bring her products to market, covering transport from her warehouses to ours. 10% of all monies gained immediately go to her, and 30% of all profit thereafter. In exchange, we cover all shipping costs. We would also provide a private set of offices for her to keep staffed or to watch the books.”*

➤ **What else can you provide?**

*“Well, since we could really use this...business, perhaps we can part with some incentive to present us to the Ambassador?”*

➤ **What kind of Incentive?**

*“Oh, I am sure we can come up with something, once that influence is achieved. I am sure that several hundred gp might interest you?”*

➤ **How about Consortium Stock?**

*“I’m sure we can arrange that.”*

- (If the PCs were attacked by Mr. G's men)  
**We were attacked. You know anything about it?**

*"That is horrible! Is someone trying to stop you from doing this? Certainly it's not a tactic we would use."*

- **Why should the Ambassador accept your offer over others?**

*"We have many years experience with mercantile business and have all the proper contacts that are needed to run a business in Amthydor. She would find such experience invaluable to her."*

When the negotiations conclude:

*Thaddeus writes up his proposal quickly, sans his offer to you, to present to the Ambassador.*

*I am sure she will be happy with this, and so will you. Do remind her we will meet at the ball tonight.*

**Thaddeus A Glethorn:** Human Expert (Merchant) 5; Medium Humanoid; HD 3d6+3; hp 22; Init +1; Spd 30 feet; AC 11, touch 11, flat-footed 10; Base Atk +1; Grp +1; Atk +1 melee (1d4, dagger); SA -; SQ -; AL CN; SV Fort +2, Ref +2, Will -1; Str 10, Dex 12, Con 12, Int 12, Wis 6, Cha 8.

*Skills and Feats:* Profession (merchant) +8, Diplomacy +4, Bluff +3, Gather information +4, Sense motive +2, spot +2, Negotiator, Simple Weapons Proficiency.

Thaddeus is a tall, thin man with a moustache. He is in his early 50s. He does not sport or carry a weapon, though there is a dagger in his boot (safer than sorry, you know). He is fastidious over any issue. Occasionally he will dab off a little perspiration with a handkerchief with an 'M' monogrammed on it. If asked, he will say it is a favor from a lady fair and leave it at that.

- PCs may wish to do some information gathering. If so, use **Encounter 3: The Normal Way**.
- If they look up leads regarding the poison, go to **Encounter 4: Poison of Contention**.
- If they wish to visit the Alliance, go to **Encounter 6: The Alliance**

- If they wish to visit the Waterfell Contingent, go to **Encounter 7: The Waterfell Contingent**.
- Use **Encounter 8: G-Men** in between visiting any of the businesses or before heading to the Grand Ball in Encounter 9.
- If they check up on the Ambassador before the ball, go to **Encounter 8A**.
- When they are ready for it, go to the Grand Ball at **Encounter 9**.

## Encounter 6: The Alliance

*Finding the Alliance is not too hard. As young and noticeable nobles, you track them easily into the services district. The Building you are directed to has a sign that reads "Walther's Fencing School' in big, red letters. As you enter, you hear the sound of swordplay coming from doors to the back of the room.*

*Upon reaching the room, you see two men who are wearing fencing gear and masks, in mid-duel. On the side you see a large, boisterous man with long gold hair, a woman sitting next to him, commenting on their fight. "See, I have 5 gold on Rao, watch his footwork!" The dark haired woman seems bored, but smiles at the blond man, in a humoring manner, then squeezing his bicep.*

*The two men dance for a few more seconds, then one of them touches the others chest. "Ah, that is set and match Rao." He removes his mask revealing a rather attractive looking man. His most noticeable feature is the shock of red hair.*

*The other man bows, and removes his mask. "I will best you yet Tigron. I almost did this time."*

*"Almost does not count in fencing, dear boy. Now, Jaxxson, I believe you owe me some gold," reaching his hand out to the blond man. The woman giggles as the one called Jaxxson passes the money over. "Tigron, looks as we have company," as they finally note your arrival.*

*"Ah adventurers," says Tigron as he comes forward towards you. "To what do I owe the privilege?"*

*If for some reason the PCs put up a pretense other than coming for the ambassador, read the following:*



*"I see, well, we have recently purchased the school for our own needs and isn't open to the public yet. But please come again soon."*

Otherwise continue:

*Once the PCs reveal their reason for being there, Tigron will continue.*

*"Ahh so she chose you to be her spokespersons? Well, for those who do not know me, I am Tigron Bailey, my associates are Rao Pelligari and Jaxxon Eisner. Why don't you come in to our office," He points to a door in the back of the room. "And Misty, why don't you go busy yourself with daggers or something." She gives him an odd look, and then pushes off and out another door.*

*You are brought back into a well-appointed office. Three desks face the door with several chairs in the room. The three of them take separate seats behind each of the desks. "Please be comfortable and sit. Lets discuss the proposal."*

*At this point, the PCs will probably ask questions. Some answers as follows:*

➤ **What is the Alliance?**

*"We are a group of young nobles trying to make a name for ourselves by establishing a new merchant house in your city. Having a highly placed benefactor helps".*

*"As usual, you talk to much," says Rao.*

➤ **What business are you in?**

*"We don't actually run a business yet. We seem to like the idea of having this fencing school as an office of sorts."*

➤ **What do your relatives (House Bailey, Pelligari, Eisner) think about your business?**

*"I am pretty sure that they would rather have us out of their hair than into THEIR business as long as we don't embarrass them."*

➤ **Who is Misty?**

*"She is our accountant, though there isn't much to count as yet."*

➤ **Who would benefit from the Ambassador not being here?**

*"Well, if it was my guess, it would be a competitor. Maybe those Vanyr merchants don't want her around for what benefits we might get from her."*

Once the PCs are ready to talk business:

➤ **So what do you offer?**

*"As we are trying to start merchant house, we would of course need merchandise. Though we don't have a fleet or many warehouses, we do have influence in certain areas, which could waive fees and allow a more prominent market for goods. So if she provides the goods, we will be able to bring them to market and save her a good deal of money in the process."*

➤ **What else can you provide?**

*"Well, since we could really use this...influence, perhaps we can part with some incentive for you to present us to the Ambassador?"*

➤ **What kind of Incentive?**

*"Oh, I am sure we can come up with something, once that influence is achieved. I am sure that several hundred gp might interest you?"*

➤ **How about Alliance Stock?**

*"I'm sure we can arrange that."*

➤ (If the PCs were attacked by Mr. G's men )

**We were attacked. You know anything about it?**

*"That is horrible! Is someone trying to stop you from doing this?"*

➤ **Why should the Ambassador accept your offer over others?**

*"As nobles, we have many contacts with the people who make, move and run the city. Since most Noble houses run most merchant houses, our contacts and acquaintances with the nobility would prove invaluable in the trading of product the Ambassador would bring."*

When negotiations are winding down...

*"I have a full letter here that outlines our proposal. I am sure she will be happy with this, and so will you. Do remind her we will meet at the ball tonight."*

For more information on the Nobles, see **Appendix 4: NPCs**.

**Tigron Bailey: Aristocrat 6;** Medium Humanoid; HD 6; hp 34; Init +2; Spd 30 feet; AC 11 (touch 11, flat-footed 10); Base Atk +4; Grap +4; Atk +6 melee (1d6, dagger); SA na; SQ na; AL CG; SV Fort +4, Ref +4, Will +4; Str 10, Dex 14, Con 14, Int 14, Wis 8, Cha 16.

**Skills and Feats:** Bluff +8, Diplomacy +10, Knowledge (nobility) +6, Knowledge Local +4, Sense Motive +4, Spot +4; Leadership, Negotiator, Weapon Finesse: Rapier,

Amulet of Health +2, 20 gp

**Jaxson Eisner: Aristocrat 2, Rogue 2;** Medium Humanoid; HD 4; hp 18; Init +1; Spd 30 feet; AC 16 (Ring of Prot +2, Bracers of Armor +3, touch 13, flat-footed 15); Base Atk +3; Grap +3; Atk +1 melee (1d4+1, dagger); SA -; SQ spells; AL LN; SV Fort +2, Ref +2, Will +5; Str 10, Dex 12, Con 12, Int 14, Wis 6, Cha 16.

**Skills and Feats:** Bluff +2, Diplomacy +3, Disguise +2, Forgery +2, Intimidate +2, Knowledge, Sense Motive, Spot, Deceitful, Persuasive, Dodge

Amulet Proof Against Detection and Location, rapier, 25 gp

**Rao Pelligari: Aristocrat 5;** Medium Humanoid; HD 5; hp 24; Init +4; Spd 30 feet; AC 15 (Chain Shirt; touch 11, flat-footed 14); Base Atk +3; Grap +3; Atk +6 melee (1d8+2, long sword); SA na; SQ na; AL CG; SV Fort +2, Ref +2, Will +4; Str 14, Dex 12, Con 12, Int 10, Wis 10, Cha 14.

**Skills and Feats:** Bluff +4, Diplomacy +4, Knowledge Nobility +6, Knowledge (history) +4, Sense Motive +2, Spot +4; Improved Initiative, Weapon Focus Long sword, Power Attack

+1 Long sword, Chain Shirt 25 gp

**Misty Pegelhorn (Expert 3)** Medium human female; HD 3; hp 15; Init +5; Spd 30'; AC 10/touch AC 10/flat AC 10; Base Atk/Grap +1/+1; Atk melee +1(1d3 hand); Full Atk melee +1 (1d3, hand); Space/Reach 5ft/5ft; SA none; SQ none; AL CG; SV Fort +0, Ref +2, Will +0; Str 10, Dex 12, Con 10, Int 10, Wis 8, Cha 14

Skills and Feats: +1 Hide, Knowledge: History +3, Knowledge: Nature +3, Knowledge: Nobility +4; Profession: Bookkeeping +8, Search +4, Sense Motive +4; Dodge, Improved Init, Skill Focus: Profession: Bookkeeping.

- PCs may wish to do some information gathering. If so, use **Encounter 3: The Normal Way**.
- If they look up leads regarding the poison, go to **Encounter 4: Poison of Contention**.
- If they wish to visit the Consortium go to **Encounter 5: The Consortium**
- If they wish to visit the Waterfell Contingent, go to **Encounter 7: The Waterfell Contingent**.
- Use **Encounter 8: G-Men** in between visiting any of the businesses or before heading to the Grand Ball in Encounter 9.
- If they check up on the Ambassador before the ball, go to **Encounter 8A**.
- When they are ready for it, go to the Grand Ball at **Encounter 9**.

## Encounter 7: The Waterfell Contingent

*The offices of Waterfell are near the harbor attached to an old warehouse. Though it does appear old, there is a new coat of paint on the exterior walls, and the letter Waterfell are displayed on a sign above the main doors.*

*Entering through the doors, you are greeted by the gentle smell of gardenias. A young, slightly dark skinned man sits behind a desk. He is dressed in the Vanyran style of shirt and breeches, and has the Waterfell Crescent over his breast pocket. "May I be help," he says in his broken common?*

The young man name is Yanris. He will attempt to listen to what the PCs say, though he can answer but only the simplest questions and answer

even fewer in his broken common. He will ask the PCs to sit and wait while he goes to see if anyone is available. Two Waterfell spies who guard the warehouse are watching the PCs from hidden spy holes.

After a few minutes of waiting, they are led in to the office.

*You find yourselves in a nice decorated room. Several fully designed carpets line the floor and tapestry hang from the walls. A large palm tree sits in one corner behind a large oak desk carved with the relief of fauns and trees. A few chairs are set along one wall. Low hung lamps pour soft light into the room. Behind the desk are two men dressed in somewhat comfortable and yet military in appearance, each sporting the Waterfell Crest.*

*They smile at you and bid you to sit. The taller man who is sitting addresses you first. He would be considered handsome in a rugged way. His red hair is well combed and he wears a brown surcoat over his shirt. He wears a rapier at his side and from his gentle movements; it is easy to tell he is well versed in using it.*

*The other man is older than the one sitting down; about 20 years his senior. He sports a large, thick upturned moustache and his head is shaved clean to an almost shine. He wears leathers similar to the man up front, and wears a bastard sword to his side. His keen eyes betray him to be a man of martial prowess with his weapon.*

*“For those of you who do not know me, I am Vance Waterfell of House Waterfell of Vanyr. To my left is Jansen Terian who is my aide. I assume you are the representatives for the Lady Mercedez of Corothia?”*

He will wait for clarification on the PCs part or any story they may wish to tell them. Vance Waterfell already knows whom they are, having been informed of their presence by his spy network. Vance will be very cagey, but willing to parley any discussion that will help him win the merchant house permit. Once the PCs establish why they are here, continue.

*“Ah good, tis about time you arrived. Would you like to enjoy some of our fine Vanyran wine?” he indicates a decanter to his side with several crystal glasses.*

Vance is a very shrewd businessman and understands the uses of talking business under pleasantries. The wine is smooth and only slightly mellowing, allowing PCs to relax in the room. Vance will sip lightly, keeping his mind clear while dealing with business.

*“So, what can I do for the Lady Mercedez to gain her favor in this?”*

The PCs should have questions. Some potential questions and answers are:

➤ **What is the Waterfell Contigent?**

*“We are a merchant business from Vanyr. Though our countries have had bad blood in the past, my family believes the best way to cement better blood is to create comfortable commerce between us.”*

➤ **What business are you in?**

*“We trade many goods in many markets.”*

➤ **How is business?**

*“Pretty good...so far.”*

➤ **What of your manservant?** (Usually remembered from ‘Free Enterprises: Pirates Ahoy,’ though he does not appear in this module)

*“He is out taking care of some personal business for us. No need to concern yourself with him.”*

➤ **Who do you know would benefit if the Ambassador was not here (assassinated, killed, etc)?**

*“I’m not sure, though there are other Houses of Vanyr who wouldn’t mind seeing us fail, or Amthydor to suffer.”*

Once the PCs are ready to talk business:

➤ **So what do you offer?**

*“Being that the Lady Mercedez is a merchant herself, we would be ready to market her goods here in Amthydor. The new market will be bustling with activity and the Emporium we would build would make her product the star of this shining jewel. As well, being that she is from Corothia, she would be*



*dealing with people that are as comfortable with the natives as we are becoming.”*

➤ **What else can you provide?**

*“Well, since we could really use this...influence, perhaps we can part with some incentive to present us to the Ambassador?”*

➤ **What kind of Incentive?**

*“Oh, I am sure we can come up with something, once that influence is achieved. I am sure that a few magical trinkets could be made available to you? Or perhaps a few hundred in gold?”*

➤ **How about Waterfell Stock?**

*“I’m sure we can arrange that.”*

➤ **Why should she, or we, trust Vanyrans?**

*“Well, as I said, we are both not native to your shores. We are also both seagoing businesses and we would certainly be increasing business here and in other markets for both of us.”*

➤ **What about your spies?**

*“My ‘informants’ are there to keep me abreast of what goes on in your city. How better to run a business?”*

➤ (If the PCs were attacked by Mr. G’s men)

**We were attacked. You know anything about it?**

*“Only that you were attacked. But we had nothing to do with it.”*

➤ **Why should the Ambassador accept your offer over others?**

*“Being one time competitors, our markets here and in other areas would expand the Ambassadors holdings as well as open markets that have been closed to her up until now. Our businesses mirror each other and would become a perfect match growing both our businesses.”*

When the PCs are done, he gives them a letter for the Ambassador summing up his offerings, and says he’ll see her that evening at the ball.

For more information on the Waterfell Contingent, see **Appendix IV: NPCs**

**Vance Waterfell: Human Fighter 10;** Medium Humanoid; HD 10d10+3; hp 75; Init +3; Spd 30 feet; AC 21 (+7 Mithril Chain Shirt +1 Buckler, touch 13, flat-footed 17); Base Atk +10, +5; Grap +10; Atk +12/7 melee (1d10+4, bastard sword); SA na; SQ na; AL CG; SV Fort +8, Ref +6, Will +2; Str 14, Dex 16, Con 12, Int 13, Wis 8, Cha 13.

**Skills and Feats:** Profession (merchant) +8, Diplomacy +4, bluff +3, Gather information +4, Sense motive +2, spot +2, Power Attack, Cleave, Great Cleave, Exotic WP: Bastard sword, Weapon Specialization, Weapon Focus, Leadership, Dodge, Mobility, Sunder, Expertise.

**Possessions:** +2 Bastard Sword, +3 Mithril Chain Shirt, Buckler, 50 gp

**Jansen Terian: Human Expert 5, Sorcerer 1;** Medium Humanoid; HD 6; hp 26; Init +1; Spd 30 feet; AC 16 (Ring of Prot +2, Bracers of Armor +3, touch 13, flat-footed 15); Base Atk +3; Grap +3; Atk +1 melee (1d4+1, dagger); SA -; SQ spells; AL CG; SV Fort +2, Ref +2, Will +5; Str 10, Dex 12, Con 12, Int 14, Wis 6, Cha 16.

**Skills and Feats:** concentration +4, Knowledge Geography +8, Knowledge Nobility+8, Knowledge Arcana +8, Knowledge History+8, Profession (Merchant) +8, Diplomacy +4, bluff +3, Gather information +4, Sense motive +2, spell craft +4, spot +2, Scry +4.

**Spells** Cast/ Known: 0-5, 1<sup>st</sup>-3/ Read Magic, Detect Magic, Ray of Frost, Disrupt Undead, Armor, Expeditious retreat

**Possessions** +1 dagger, Axiomatic, +2 ring of Protection, Ray of Frost, Robe of Blending, 25 gp

- PCs may wish to do some information gathering. If so, use **Encounter 3: The Normal Way**.
- If they look up leads regarding the poison, go to **Encounter 4: Poison of Contention**.

- If they wish to visit the Consortium, go to **Encounter 5: The Consortium.**
- If they wish to visit the Alliance, go to **Encounter 6: The Alliance.**
- Use **Encounter 8: G-Men** in between visiting any of the businesses or before heading to the Grand Ball in **Encounter 9.**
- If they check up on the Ambassador before the ball, go to **Encounter 8A.**
- When they are ready for it, go to the Grand Ball at **Encounter 9.**

## Encounter 8: G-Men

This encounter can be run at any time you feel the PCs need a fight. After the failure of the Assassin, Mr. G has decided to test the strength of the adventurers. He has put some information out to a group of local brigands looking to make a name for them. The heroes look like a prime target. For notes on Mr. G., see **Appendix V.**

*As you go about your business, you turn a corner and come face to face with a group of what appear to be adventurers. Seeing you, one of them yells, "It's them!"*

The Mercenaries will fight unless they look like they will be killed. They will try to run if they are losing. If captured, they can be turned over to the watch, but they only know that there had been talk of a group of adventurers matching their description, and they saw the possibility of a bounty if they were caught. They know nothing about Mr. G, though Mr. G. was certainly scrying the combat.

### ATL 1

**Brigands (3):(Rog 2);** Medium Human Male; HD 2; hp 9; Init +2; Spd 30'; AC 14(+2 Dex, Leather Armor), touch 12, flat-footed 12; Base Atk/Grp+0/+1; Atk +0 melee (1d6+1, short sword) or Sap, range +2(light crossbow 1d6); Full Atk +0 melee (1d6+1, short sword) or Sap, range +2(light crossbow 1d6); Face/Reach 5'/5'; SA sneak attack 1d6; SQ na; AL LN; SV Fort +1, Ref +4, Will +0; Str 10, Dex 14, Con 12, Int 14, Wis 10, Cha 10

**Skills and Feats:** balance +1, bluff +1, climb +2, hide +4, intimidate +1, jump +2, knowledge local +3, listen +3, move silently +4, open locks +4, search +2,

sense motive +2, spot +2, swim +4, tumble +6; Sneak attack 1d6, Trap finding, evasion, Combat Reflexes, Dodge

Possessions: **Short Sword, crossbow, Leather Armor, 2 Gp**

**Napol: (Sor 2);** Medium human; HD 2+1; hp 9; Init +2; Spd 30'; AC 14 (+2 Dex, Bracers of Armory +2) touch 12, flat-footed 12; Base Atk/Grp +0/+0; Atk +0 melee (1d4 dagger), range +1 (light crossbow 1d6); Full Atk: +0 melee (1d4 dagger), range +1 (light crossbow 1d6); Face/Reach 5'/5'; SA spells; SQ familiar; AL CN; SV Fort +1, Ref +1, Will +2; Str 10, Dex 13, Con 12, Int 12, Wis 10, Cha 15

**Skills and Feats:** Bluff +4, Concentration +5, Hide +2, Knowledge: Arcana +3, Move Silently +1, Spellcraft +4, Sense Motive +0, Spot +1, Combat Casting, Dodge

**Spells DC 12+ Spell Level**

**Spell Slots (6/5)**

**Spells Known:** Acid Splash, Detect Magic, Ray of frost, Prestidigitation, Daze, Color Spray, Magic Missile

Possessions: **Bracers of Armor +2, light crossbow, dagger, 2 Gp**

### ATL 3

**Brigands (3): (Rog 3);** Medium Human; HD 3; hp 15; Init +2; Spd 30'; AC 15(+2 Dex, Leather Armor, buckler) touch 12, flat-footed 13; Base Atk/Grp +2/+2; Atk +2 melee (1d6+1, short sword) or Sap, range +2 (light crossbow 1d6); Full Atk: +2 melee (1d6+1, short sword) or Sap, range +2 (light crossbow 1d6); Face/Reach 5'/5'; SA sneak attack 2d6; SQ na; AL LN; SV Fort +1, Ref +4, Will +0; Str 10, Dex 14, Con 12, Int 14, Wis 10, Cha 10

**Skills and Feats:** balance +1, bluff +1, climb +2, hide +4, intimidate +1, jump +2, knowledge local +3, listen +3, move silently +4, open locks +4, search +2, sense motive +2, spot +2, swim +4, tumble +6; Sneak attack 2d6, Trap finding, evasion, trap sense +1, Combat Reflexes, Dodge, Mobility

Possessions: **Short Sword, crossbow, buckler, Leather Armor, 2 Gp**

**Napol: (Sor 3);** Medium human; HD 3+1; hp 15; Init +6; Spd 30'; AC 18 (+2 Dex, Bracers of Armory +2,

Armor Spell) touch 12, flat-footed 16; Base Atk/Grp +1/+1; Atk +1 melee (1d4 dagger), range +2 (light crossbow 1d6); Full Atk: +1 melee (1d4 dagger), range +2 (light crossbow 1d6); Face/Reach 5'/5'; SA spells; SQ familiar; AL CN; SV Fort +2, Ref +2, Will +3; Str 10, Dex 13, Con 12, Int 12, Wis 10, Cha 15

**Skills and Feats:** Bluff +4, Concentration +7, Hide +2, Knowledge: Arcana +4, Move Silently +1, Spellcraft +5, Sense Motive +0, Spot +1, Combat Casting, Dodge, Improved Initiative

### Spells DC 12+ Spell Level

#### Spells Cast (6/6)

**Spells Known:** Acid Splash, Detect Magic, Ray of frost, Prestidigitation, Daze, Color Spray, Magic Missile, Armor

Possessions: **Bracers of Armor +2, light crossbow, dagger, 2 Gp**

### ATL 5

**Brigands (3): (Ftr 5);** Medium Human; HD 5; hp 43; Init +2; Spd 30'; AC 17(+2 Dex, Chain Shirt, Small Wooden Shield) touch 12, flat-footed 15; Base Atk/Grp +5/+8; Atk +9 melee (1d8+5, long sword), range +7 (light crossbow 1d6); Full Atk: +9 melee (1d8+5, long sword), range +7 (light crossbow 1d6); Face/Reach 5'/5' SA na; SQ na; AL CN; SV Fort +4, Ref +3, Will +1; Str 16, Dex 14, Con 12, Int 10, Wis 10, Cha 10

**Skills and Feats** Climb+6, Hide +3, Intimidate +6, Jump +6, Ride +6, Spot+4, Swim +6; Power Attack, Combat Expertise, Cleave, Weapon Specialization Weapon Focus Long sword, Blindfight

**Possessions:** Long Sword, Light crossbow, small wooden shield, chain Shirt, 2 Gp

**Brigands (2): (Rog 5);** Medium Human; HD 5; hp 27; Init +6; Spd 30'; AC 17(+2 Dex, Chain Shirt, buckler) touch 12, flat-footed 15; Base Atk/Grp +3/+3; Atk +3 melee (1d6+1, short sword) or Sap, range +5 (light crossbow 1d6); Full Atk +3 melee (1d6+1, short sword) or Sap, range +5 (light crossbow 1d6); Face/Reach 5'/5' SA sneak attack 3d6; SQ na; AL LN; SV Fort +1, Ref +5, Will +0; Str 10, Dex 15, Con 12, Int 14, Wis 10, Cha 10

**Skills and Feats:** balance +4, bluff +4, climb +2, hide +6, intimidate +1, jump +2, knowledge local +3, listen +3, move silently +8, open locks +4, search +8,

sense motive +2, spot +2, swim +4, tumble +8; Sneak attack 3d6, Uncanny Dodge, Trap finding, evasion, trap sense +1, Combat Reflexes, Dodge, Mobility, Improved Initiative

Possessions: **Short Sword, crossbow, buckler, Leather Armor, 2 Gp**

**Napol: (Sor 5);** HD 5+1; hp 24; Init +6; Spd 30'; AC 18 (+2 Dex, Bracers of Armory +2, Armor Spell) touch 12, flat-footed 16) Base Atk/Grp +2/+2; Atk +2 melee (1d4 dagger), range +3 (light crossbow 1d6); Full Atk +2 melee (1d4 dagger), range +3 (light crossbow 1d6); Face/Reach 5'/5' SA spells; SQ familiar; AL CN; SV Fort +2, Ref +2, Will +5; Str 10, Dex 13, Con 12, Int 12, Wis 10, Cha 20(16)

**Skills and Feats:** Bluff +4, Concentration +9, Hide +2, Knowledge: Arcana +4, Move Silently +1, Spellcraft +7, Sense Motive +2, Spot +1, Combat Casting, Dodge, Improved Initiative, Spell Focus: Evocation

### Spells DC 15 (13)+ Spell Level

#### Spells Cast (6/7/ 5)

**Spells Known:** Acid Splash, Detect Magic, Ray of frost, Prestidigitation, Daze, Color Spray, Magic Missile, Armor (cast), Ray of Enfeeblement, Eagle's Splendor (Cast), Flaming Sphere.

Possessions: **Bracers of Armor +2, light crossbow, dagger, 2 Gp**

### ATL 7+

**Brigands (3): (Ftr 7);** Medium Human; HD 7; hp 55; Init +2; Spd 30'; AC 18(+2 Dex, Chain Shirt, Large Steel Shield) touch 12, flat-footed 16; Base Atk/Grp +7/+10; Atk +11/+6 melee (1d8+5, long sword), range +9 (light crossbow 1d6); Full Attack +11/+6 melee (1d8+5, long sword), range +9 (light crossbow 1d6); Face/Reach 5'/5' SA na; SQ na; AL CN; SV Fort +4, Ref +3, Will +1; Str 16, Dex 14, Con 12, Int 10, Wis 10, Cha 10

**Skills and Feats** Climb+6, Hide +3, Intimidate +6, Jump +6, Ride +6, Spot+4, Swim +6; Power Attack, Combat Expertise, Cleave, Weapon Specialization Weapon Focus Long sword, Blindfight, Great Cleave

**Possessions:** Long Sword, Light crossbow, small wooden shield, chain Shirt, 2 Gp

**Brigands (2): (Rog 7);** Medium Human; HD 7; hp 35; Init +6; Spd 30'; AC 17(+2 Dex, Chain Shirt, buckler) touch 12, flat-footed 15; Base Atk/Grp +5/+3; Atk +3 melee (1d6+1, short sword) or Sap, range +5 (light crossbow 1d6); Full Atk +3 melee (1d6+1, short sword) or Sap, range +5 (light crossbow 1d6); Face/Reach 5'/5'; SA sneak attack 3d6; SQ na; AL LN; SV Fort +2, Ref +6, Will +1; Str 10, Dex 15, Con 12, Int 14, Wis 10, Cha 10

**Skills and Feats:** balance +4, bluff +4, climb +2, hide +6, intimidate +1, jump +2, knowledge local +3, listen +3, move silently +8, open locks +4, search +8, sense motive +2, spot +2, swim +4, tumble +8; Sneak attack +4d6, Uncanny Dodge, Trap finding, evasion, trap sense +2, Combat Reflexes, Dodge, Mobility, Improved Initiative

Possessions: **Short Sword, crossbow, buckler, Leather Chain Shirt, 2 Gp**

**Napol: (Sor 7); Medium Human;** HD 7+1; hp 29; Init +6; Spd 30'; AC 18 (+2 Dex, Bracers of Armory +2, Armor Spell) touch 12, flat-footed 16; Base Atk/Grp +1/+1; Atk +1 melee (1d4 dagger), range +3 (light crossbow 1d6); Full Atk +1 melee (1d4 dagger), range +3 (light crossbow 1d6); Face/Reach 5'/5'; SA spells; SQ familiar; AL CN; SV Fort +3, Ref +3, Will +6; Str 10, Dex 13, Con 12, Int 12, Wis 10, Cha 20(16)

**Skills and Feats:** Bluff +4, Concentration +9, Hide +2, Knowledge: Arcana +4, Move Silently +1, Spellcraft +7, Sense Motive +2, Spot +1, Combat Casting, Dodge, Improved Initiative, Spell Focus: Evocation

**Spells DC 15(13)+ Spell Level**

**Spells Cast (6/7/ 6/4)**

**Spells Known:** 7/5/3/2 Acid Splash, Detect Magic, Ray of frost, Prestidigitation, Daze, Touch of Fatigue, Read Magic, Color Spray, Magic Missile, Armor (cast), Ray of Enfeeblement, Charm Person, Eagle's Splendor (Cast), Scorching Ray.

Possessions: **Bracers of Armor +2, light crossbow, dagger, 2 Gp**

**Veldren: (Cleric of Belatrix 7);** Medium Human; HD 7+2; hp 55; Init +6; Spd 30'; AC 24 (+2 Dex, Masterwork Plate Mail +8 Armor Spell) touch 12, flat-footed 22; Base Atk/Grp +5/+6(8); Atk +6(8)

melee (greatsword 2d6+1(3)); Full Atk +6(8) melee (greatsword 2d6+1(3); Face/Reach 5'/5'; SA spells; SQ na; AL LE; SV Fort +7, Ref +3, Will +9 Str 12(16), Dex 13, Con 14, Int 12, Wis 18, Cha 12

**Skills and Feats:** Bluff +6, Concentration +13, Hide +8, Knowledge: Arcana +4, Knowledge Religion +8, Move Silently +4, Sense Motive +6, Spot +8, Extra Turning/Rebuking, Combat Casting, Dodge, Martial Proficiency: Great sword

**Spells DC 14+ Spell Level**

**Spells Cast (6/7/ 6/4)**

**Granted Powers:**

**Destruction:** Smite 1/day. +4 to attack, + level damage.

**Strength:** Strength bonus equal to your level, lasts 1 round, 1/day.

**6/5/5/4/3**

**Domains: Destruction, Strength**

**Spells Known:** (0) Inflict Minor Wounds x3, Read Magic, Detect Magic, Virtue; (1) Inflict Light Wounds x2, Sanctuary, **Entropic Shield\*** Command; (2) **Bull's Strength\***, Hold Person, Inflict Moderate Wounds, Sound Burst, Spiritual Weapon, (3) Contagion, Inflict Moderate Wounds Searing Light, Dispel Magic ;(4) Inflict Critical, **Freedom of Movement\***, Poison.

Possessions: **Masterwork Plate Mail; Great sword, 2 Gp**

- PCs may wish to do some information gathering. If so, use **Encounter 3: The Normal Way.**
- If they look up leads regarding the poison, go to **Encounter 4: Poison of Contention.**
- If they wish to visit the Consortium go to **Encounter 5: The Consortium.**
- If they wish to visit the Alliance, go to **Encounter 6: The Alliance**
- If they wish to visit the Waterfell Contingent, use **Encounter 7: The Waterfell Contingent.**
- If they check up on the Ambassador before the ball, go to **Encounter 8A.**
- When they are ready for it, go to the Grand Ball at **Encounter 9.**

## Encounter 9: The Delivery

If the PCs show up without Lady Mercedez:

*You arrive to the ambassador's residence just as the Ambassador's Ball is about to begin. Several dignitaries have begun to arrive, yet two of the Ambassador's guards see you and usher you into a waiting room.*

If the PCs went to Lady Mercedez in Encounter 8A, then begin here:

*Mercedez is dressed in a gold brocade dress, her hair up, being held with long hairpins. She seems a bit pensive but smiles as you approach.*

Mercedez is concerned with another assassination attempt. Yet, she is still concentrating on her primary and secondary missions. She will listen to what the PCs say, and then use the information when she meets with the three businessmen during the party.

*"So tell me what you have learned?"*

The PCs can tell Mercedez what they have found. In this case, certain information will key some responses from her. In all, she is interested in whom the PCs suggest that she supports. Some possible responses are:

➤ **There were others who were trying to stop us.**

*"I would guess there are those who would benefit if I did NOT make these arraignments in your city."*

➤ **We feel you shouldn't support any of them.**

*"Well if it were only that easy. I will have the need to support one of them to bring new business to your ports."*

➤ **We feel you should support...**

*"That is interesting. I shall consider your advisement."*

After the PCs have advised Mercedez what they have

### Encounter 8A: A Visit to the Ambassador

The PCs may wish to check on Lady Mercedez after Mr. G's Men attack them. If they go straight to the ambassador after they fight Mr. G's Men, use this encounter.

*Returning to the ambassador's residence, you are easily escorted into her waiting room. Soon after, Lady Mercedez will sweep into the room wearing an elaborately designed Jade Green Kimono, her hair held up with a Daigoun hairpin.*

*"Ah, you have returned! Tell me, "she sweeps the room with her kimono," Do you like it? I am considering including it in the fall line of originals."*

Mercedez does not have time to hear the reports now as she is preparing for the ball. She has five minutes to spare for other urgent informations.

Mercedez will listen to the PCs' concerns about an attack. She is very much NOT concerned with it as 'it goes with the territory'. She will assure the PCs that she and the ball are to be well guarded and that she is safe.

The PCs are welcome to remain if they feel it is necessary, but they have completed their investigation as far as Mercedez is concerned. They may also leave a party member to stay and guard her until the ball.

The PCs may also think to substitute themselves for Mercedez, which she might consider. The attack in the final encounter will then be on the PC instead of Mercedez.

If offered the antidote to the Death Poison, Mercedez will gratefully accept it, reimbursing the PCs the 100 gp cost and hiding it upon her person at the ball. If they wish to hold onto it as an extra precaution, she will not object.

➤ Proceed to Encounter Nine.

found, continue.

*“The Ball is about to start. Please consider yourselves my guests. Just remember, there are guards everywhere, so there shouldn’t be any trouble...we hope.”*

*“I took the liberty of sizing you up before and have had outfits laid out for you to wear if you desire. I hope you like them.” She points to some side rooms.*

In the side rooms there are gowns for the ladies and dress suits for the men, cut close to the PC’s size. They have the option of wearing them or not to the party. Mercedes will allow the PCs to keep them at the end of the module or select something else from her collection.

## Attempt On The Ambassador

*After preparing yourselves for the Ball, you find that your host has already gone to the ballroom. Following the halls and the wafting music, you come upon the Grand Ballroom. The guards, who had already noted your presence earlier, let you enter.*

*Below, down a flight of marble stairs, people mingle with each other or eat from a buffet. Servants move about serving champagne to those who desire it.*

*Several notable people, including some of the nobles are here, engaged in heated debate or common discussion and even conscientious flirting.*

*Below to the left, you see Mercedes talking to Mr. Glethorn from the Consortium and then flow through the crowd and stop to chat with Mr. Tigron Bailey. She is obviously sizing them up and making a decision on whom to support.*

*On each door entering the room there is one guard posted and ready to defend the people. Servants move about you offering wine and small wrapped foods on their trays.*

PCs may want to scan the people in the room, looking for suspicious people. (See Map I) They will not find anyone really standing out and *detect magic* or *discern thoughts* will not reveal anything useful.

Allow the PCs to enter. Once they are inside, have them make Spot checks (DC 20) to notice that

the guards appear too stiff. If the PCs check out the guards they will notice that they are glassy eyed. Any PC checking the crowd will notice many people are somewhat woozy. Any PC who drinks the champagne must make a Fortitude save (DC 20) or become *fatigued*. Any additional drinks will increase that DC by +5 as an additional Fort save. This is considered a poison.

### **Fatigue Poison**

Type: Ingested DC 20 (+5/ingested, cumulative); Initial Damage: Fatigued; Secondary Damage: Exhausted.

Once this poison is ingested, the initial damage takes immediate effect. The secondary damage takes effect 6 rounds later.

**Fatigued Condition:** A fatigued character can neither run nor charge and takes a –2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued.

**Exhausted Condition:** An exhausted character moves at half speed and takes a –6 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.

If the PCs decide to approach Mercedes, the assassin(s) will take action. Disguised as the very waiters, they will attempt to assassinate Mercedes. PCs can make a spot check DC 25 to see this as it occurs.

**The attempt is at +5 to hit. Only one makes the attempt. Unless Mercedes is particularly protected, the attack succeeds. If Mercedes has any protections from the PCs or a PC has taken her place, resolve the attack normally.**

### **Death Assassination Poison**

Type: Injury DC 40; Initial Damage Coma; Secondary: Death

This modified form of the Death Poison is used by assassins when assuring a person is truly dead. The bolts used are adamantium tipped and only one is carried by the assassin. If the target fails the

save, he falls into a coma for roughly a minute. A second save is failed and the target dies. The potency of the poison is so strong that even a neutralize poisons will not prevent its second saving throw, though it will act as a delay poison. If the 1<sup>st</sup> saving throw is made, the person is as if exhausted for a day. If the 1<sup>st</sup> is failed and the second is made, the target falls into a coma for 1d6 days. **For purposes of this module, it is assumed Mercedes fails her saves against this poison.**

Once the attempt is in action, combat will surely ensue. Most attendees are lulled or too woozy to take action, much less get out of the way.

The assassin(s) will make the attempt then use the crowd for cover. They will attack Mercedes in the surprise round. If the PCs fail to stop the Assassin(s) in 6 rounds without getting the antidote to Mercedes, then she falls into a coma, potentially dying.

It is also possible a PC might think to go in disguised as the ambassador. If this is the case, resolve the attack on that PC. If the PC falls into a coma, make a note of it on the critical event summary.

In addition, the blades of the assassins have been coated with Medium Spider Venom. These are to stop anyone who is getting in the way.

**Medium Spider Venom** (Type: Injury DC 14; Initial Damage 1d4 Str; Secondary: 1d4 Str.)

**NOTE:** For a summary of poisons used in this module see **Appendix VI**.

#### ATL 1

**Hand of Mordana (1):** See below for stats.

#### ATL 3

**Hands of Mordana (2):** See below for stats.

#### ATL 5

**Hands of Mordana (3):** See below for stats.

#### ATL 7+

**Hands of Mordana (6):** See below for stats.

**Hand of Mordana (1-6): (Rog 4/Asn 1) Medium Human;** HD 5d6+5; hp 27; Init +3; Spd 30'; AC 16 (+2 Dex, Leather Armor, buckler, 2), touch 12, flat

14; Base Atk/Grp +3/+4; Atk melee +3 (1d4+1, dagger) + poison or sap (1d6+1) or hand crossbow +5 (1d6); Full Attack melee +3 (1d4+1, dagger)+ poison or sap (1d6+1) or light crossbow +5 (1d8); Space/Reach 5ft/5ft; SA sneak attack +3d6, death attack, poison use, spells; SQ uncanny dodge, trap finding, trap sense +1, evasion, DR 1/-; AL LE; SV Fort +2, Ref +9, Will +1; Str 12, Dex 16, Con 12, Int 14, Wis 10, Cha 10

**Skills:** Balance +4, Bluff +4, Climb +2, Disguise 4, Hide +8, Intimidate +1, Jump +2, Knowledge (local) +3, Listen +3, Move Silently +8, Open Locks +4, Search +8, Sense Motive +2, Spot +2, Swim +4, Tumble +8.

**Feats:** Combat Reflexes, Dodge, and Mobility.

**Defensive Resilience (Ex):** Through rigorous training, the Hand of Mordana has developed a natural defense against reaction. This is represented by a DR 1/--.

**Null Life (Su):** When a Hand of Mordana dies, he cannot be *raised or resurrected*, nor would a *speak with dead* spell work. Only a wish or miracle spell could restore him to life or contact his spirit.

**Mind Blank (Su):** The rigorous ritual performed on the Hand of Mordana blanks his mind in such a way it cannot be read or even detected by normal means.

**Deep Persona (Ex):** Through training, the Hand of Mordana has achieved complete submersion and any identity he must assume. The training is so deep he does not remember he is a Hand of Mordana until a higher contact triggers his original persona and assigns him a mission.

*Possessions:* Masterwork Dagger, crossbow, buckler, Leather Armor, Death Poison, Life Poison.

#### Death Poison

**Type: Ingested DC 45; Initial Damage: None. Secondary Damage: Instant death.**

Before attempting to complete a mission, the Assassin has been bound to take a vial of poison. This poison will act in ten rounds or it will liquefy the assassin's brain. A Hand of Mordana who cannot complete his mission in a minute (ten rounds) feels he does not deserve to live. Death Poison does not have a long shelf life. It stays potent for only a few



hours before it breaks down. The potency of the poison is so strong that even a *neutralize poison* will not prevent its second saving throw, though it will act as a *delay poison*.

### Life Poison

**Type: Ingested; Initial Neutralizes Death Poison; Secondary: None**

Once completing a mission, the Hand of Mordana must take his life poison within a minute (ten rounds) of having taken a Death Poison. If the assassination fails, he will not take the Life Poison. A Hand of Mordana that cannot complete his mission feels he does not deserve to live. It stays potent for only a few hours before it breaks down.

- If she lives, go to **Conclusion A**.
- If she goes into a coma, go to **Conclusion B**.

### Conclusion A

PCs can only receive one payment from any of the organizations. None will be willing unless Mercedez chooses that organization to support FOR THIS MODULE!

*With the assassins defeated, and the diamond Legionaries revived, the audience is again calmed and brought to attention by the Ambassador Mercedez Hawkwind. "Your attention please! I would like to thank these heroes," pointing you out," for stopping these assassins from possibly killing us all. " She waits the clapping to subside before continuing.*

*"I should also add that I will be bringing prosperity to your city. I have chosen [Insert the PC chosen Organization here] to be my representatives in my future endeavors. Please welcome them as well." She indicates [that organization] before continuing. "Now, please enjoy the rest of the ball!"*

*Later after the festivities die down, she takes you all aside. I'd like to thank you personally for all that you have done. Having once been an*

*adventurer myself, I would like to present you with a few items I am sure you will enjoy.*

*She hands you a few parcels for you to handle. "Enjoy these with my compliments and good luck on your adventuring." Whirling around in her satin dress, she returns to the ball leaving you to your own devices.*

THUSENDS  
"MERCHANT'S PRICE"

### Conclusion B

*As the assassin falls, a cleric comes in from the courtyard. Quickly, she casts a spell upon Mercedez. Looking over her still form, she says, "she does not look well at all, I must bring her to the temple." She quickly organizes the waking guard into carrying her out of the room.*

*It is not even hours before you hear the news on the streets. The Ambassador Hawkwind has fallen into a deep coma, and her chances of living are slim. This is indeed a dark day for Amthydor.*

THUSENDS  
"MERCHANT'S PRICE"

### Conclusion C

*You leave the ambassadors building and are on your way to the rest of the day. The next day you read in the newspapers that adventurers foiled an assassination attempt on the ambassador who were in attendance at her ball. They were trumpeted as heroes and handsomely rewarded. Perhaps someday you will be as well.*

# THUSENDS “MERCHANT’S PRICE”

**TIME UNIT COST:** 5 TU

## EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

### Encounter 1

PCs catch the Assassin 50 XP

or

PCs help the Ambassador 50 XP

or

PCs stop a riot 50 XP

### Encounter 3

PCs do some Info Gathering 50 XP

### Encounter 4

PCs get the antidote 100 XP

### Encounter 7

PC defeat Mr. G’s Men 100 XP

### Encounter 9

PCs defeat assassin(s) 200 XP

PCs save Mercedes from the poison 100 XP

**Total Possible XP:** 700 XP

## Treasure Summary

If it’s not on this list, the PCs cannot keep it. All items are listed with half-value for sale purposes.

### Encounter 2

50 gp (minus what is spent on gathering information)

50 gp each for interviewing the organizations.

### Encounter 7 (Conclusion A&B)

### ATL 1 & 3

### *Bracers of Armor* +2 (certed)

Dagger	1 gp
3 Short Swords	15 gp
4 Light crossbows	70 gp
3 Leather Armors	30 gp
17 gold crowns	

### ATL 5

### *Bracers of Armor* +2 (certed)

Dagger	1 gp
2 Short Swords	10 gp
7 light crossbows	122 gp
2 bucklers	15 gp
2 Leather Armor	20 gp
3 Long Swords	22gp
3 light wooden shields	4.5 gp
1 Chain shirt	50 gp
21 gold crowns	

### ATL7+

### *Bracers of Armor* +2 (certed)

3 light crossbow	52 gp
Dagger	1 gp
3 Long Swords	22 gp
3 light wooden shields	4.5 gp
Chain Shirt	50 gp
2 Short Swords	10 gp
Buckler	7.5 gp
Leather Armor	5 gp
21 gold crowns	

## Conclusion A Only

### *Mercedes’s Mending Kit* (certed)

This set contains common sewing items, plus a *needle of mending* and a *spool of never-ending thread*. Once per day the needle may cast the arcane 0 level spell *mending* (7<sup>th</sup> level caster). The *spool of never ending thread* never runs out of thread. Once per day the owner may alter the color of the thread on the spool. The thread can only be used for sewing. Any other uses of the spool of thread, or separating the magical pieces from the kit by more than 50 feet, will cause these items to lose their enchantment. (Value 300 gp)

### *Mercedes’s Travel Bag* (certed)

This is a modified *bag of holding* that will hold several complete sets of clothing, makeup cases, two

pairs of shoes, and other fashion and makeup accessories. The total weight of the contents cannot exceed 250 lb. The bag will not hold any magic items. The bag itself is 9" x 12", flat, and never weighs more than 1 lb. even when filled to capacity. (Value 1500 gp)

- \_\_ 1 share in the Alliance
- \_\_ 1 Share in the Waterfell Contingent
- \_\_ 1 *potion of water breathing*

**Mercedez's Mirror of Truth** (certed)

This silver hand mirror is encircled by a carved jade snake that bites its own tail along the handle. When held up and presented boldly by the bearer, it may dispel illusions within a 60 foot radius as per the *dispel illusion* spell (9<sup>th</sup> level caster, DC 15). This power may be used once per day. (Value 2000 gp)

**Mercedez's Comfortable Slippers** (certed)

These low boots are made of snow leopard skin and laced together with silver chain. When worn, slippers grant the wearer *endure elements: cold*. (Value 1200 gp)

**Mercedez's Cape of Charm** (certed)

This well-made white silk cape flows gently in the wind. Its wearer gains a +2 enhancement bonus to Charisma. (Value 4000 gp)

**Mercedez's Whip** (certed)

This extra-thin whip is made of fine strands of unknown origin. When used, the whip adds a five feet to its attack range. It has no attack or damage bonus from magic, but is considered +1 for enchantment purposes. (Value 2,301 gp)

**Incentive** (certed, 1 per PC)

The PC named above has chosen his incentive for advising Ambassador Mercedez Hawkwind to support an organization. The PCs have a choice of 200 gp, or 1 share in the organization chosen or, if they chose the Waterfell Contingent, a *potion of water breathing*. The judge must check the appropriate choice before leaving the table.

- \_\_ 200 gp
- \_\_ 1 share in the Consortium

# Appendix I: Corothia

## **Sovereign Kingdom of Corothia**

**Ruler:** Her Majesty Queen Eleanne III

**Government:** Hereditary Monarchy

**Capital:** Saboen

**Resources:** Cloth, timber, foodstuffs, weapons, armor

**Population:** 1,492,500 (humans 82%, half-elves 11%, elves 4%, dwarves 2%)

**Alignment:** LG, LN, N, NG

**Language:** Common

**Deities:** Ardra, Destine, Emerys, Galvandt, Glissande, Hyperion, Peliron, Pietos, Sorena

**Description:** Founded less than 200 years after Amthydor, Corothia is a prosperous kingdom filled with hearty, steadfast, hardworking, and honest citizens. Corothia has greatly benefited from a series of wise and capable rulers, standing as a bastion of law and justice. The kingdom maintains a large standing army, the Corothian Guard, in which all male citizens must serve for a minimum of 3 years, beginning at age 16. Elite Sentinel Knights command the Corothian Guard units.

Eleanne III is a relatively new monarch, gaining the crown after the assassination of her father and four older brothers by the Sandoran Conspiracy (Led by members of the now-defunct Corothian Noble Houses of Sandor, Melchor and Whalen) in 15743 ER. She is guided in her rule by a council of capable advisors, and her stepmother, a half-elven noblewoman named Alethia Kalluna. With strong support shown by her nobles and her sympathetic populace, her reign looks to be a long and benevolent one. In spite of the recent assassinations, Corothia has proven capable of remaining a prosperous kingdom.

**Saboen:** (Metropolis, 52,945)

## Appendix II: Vanyr

### Trade Dominion of Vanyr

**Ruler:** The current leader of the Anzhar is Sammon Tyrius

**Government:** Plutocracy (Anzhar-Ruling Merchant Council)

**Capital:** Ascor

**Resources:** Shipping, Grain, Timber, whatever goods can be obtained from others.

**Population:** 2,653,100 (humans 99%)

**Alignment:** LE, LN, NE, N

**Language:** Common

**Deities:** Belatrix, Cyrene, Destine, Dymora, Lucor, Mordana

**Description:** Vanyr began as a colony of Thyrgol, in hopes of gaining increased access to new trade markets and additional natural resources. With their parent country 'out of sight, out of mind', the people of Vanyr conveniently 'forgot' their duty to their parent nation and became a power in their own right. Thyrgol, distracted by continuing conflicts with the Havens, who resisted all attempts at takeover, and driving the dwarves and elves from their lands, had little attention to spare for their wayward offspring. Strong-willed mercenaries, clever merchants and free thinkers with marketable skills forged a new nation, free of allegiances.

Vanyr maintains a strong army, used in the early days of the country to expand its southern and eastern borders by threat and force of arms against the resident elves of the Heartwood, which once stretched all the way to the Tasman Sea, and a large navy for guarding its merchant ships and blockading competing ports. They have also occasionally tested the borders of neighboring Jathas, but that country, long accustomed to dealing with humanoid incursions from its bordering mountains, refused to be bullied. Vanyrans live and die by commerce, and

think little of other nations who they view as less hard-working than themselves, including neighboring Corothia.

Vanyr has made repeated, and repeatedly failed, invasion attempts against Amthydor in the last 230 years, and is known to still plot against the city in an ongoing effort to seize the dominant trade position on the Tasman Sea.

Vanyr's nobility exists in the form of its hereditary merchant council, the Anhar. Eighteen 'Merchant Barons' hold their seats by virtue of their business acumen, passing their titles on to their descendants. Only in the face of complete financial ruin can a member of the Anzhar lose its place.

**Ascor** (Metropolis 42,870)

## Appendix III: Ambassador Mercedez Hawkwind of Corothia

### Mercedez Hawkwind, Ambassador from Corothia

(Nob 3/ Rog 5/ Sor3/ Shdr 5) Medium humanoid (Half -Desert Elf); HD 16; hp 66; Init +9; Spd 30'; AC +21 (+5 Dex, +6 Bracers of Armor), Touch AC 15, Flat 16; Base Atk/Grp: +7/+8; Atk: +11 melee (1d4+4+1d6 shock, Dagger of Shocking Bursts) or +11 ranged (1d4+1, hand crossbow); Full Atk: +11/+6 melee (1d4+4+1d6 shock, Dagger of Shocking Bursts) or +9/+4 ranged (1d4+1, handheld Crossbow); Space/Reach: 5ft/5ft; SA See Below ; SQ Summon Familiar, See Below; AL CG; SV: Fort +5, Ref +14, Will +6 ; Str 12, Dex 20, Con 14, Int 12, Wis 13, Cha 22

*Skills and Feats:* Bluff +12, Concentration +6, Diplomacy +10, Hide +12, Knowledge (arcana) +10, Knowledge (local) +8, Knowledge (planes) +4, Listen +5, Profession (seamstress) +12, Profession (merchant) +6, Sense Motive +8, Spellcraft +9, Spot +10; Dodge, Mobility, Spring Attack, Improved Evasion, Improved Uncanny Dodge, Sneak Attack +3d6, Trap Sense +1, Trap Finding, Hide In Plain Sight, Shadow Jump 20', Shadow Illusion, Summon Shadow, Darkvision, Toughness, Improved Initiative, Blind Fighting. Languages: Common, Elven, Goblin.  
*Equipment:* +3 dagger of Shocking Burst, +1hand crossbow, case with 10 bolts of darkness, cloak of elvenkind, boots of speed, Bracers of Armor +6, Amulet of Comeliness +4, ring of invisibility, ring of freedom of movement, *potion of clw (CL 5)*, *wand of ray of enfeeblement (10)*, 2 scrolls of *shield (CL 5)*.

*Spells (6/5):* DC 16 + spell level

0-level – *Daze, Detect Magic, Ghost Sound, Prestidigitation, Ray of Frost* (as *Ray of Frost* but fire damage);

1<sup>st</sup>-level – *Color Spray, Charm Person, Grease*

**History:** Mercedez was born into the Hawkwind Noble House of Corothia. Her mother died in childbirth. Crushed, her father took to drink and bad business fortunes did not go well, so the house became one of the lesser noble houses.

Seeking the life of an adventurer, she became she left home to travel, becoming a skilled rogue and entertainer. She traveled in many circles of the adventuring class, learning skills of magic and ability.

Years later she returned home to learn that her father had died, and that the House of Hawkwind had remained vacant until her return. Suddenly finding herself the Lady of Hawkwind, Mercedez brought in all her experiences from her other life. She was able to maintain and build a large import/export business based on her previous contacts. So much so, House Hawkwind became a prominent House again. Queen Eleane took notice of this, and appointed Mercedes as an Ambassador of Corothia. Mercedes continues to run her businesses as well as Ambassadorial tasks. She has not lost her wit or keen insight and is complimented on her different outlook and 'working outside the box'. Her clothing designs are worn in the most prominent cities across Raia and her goods traded in every port they can reach.

## Appendix IV: NPCs

### Mercedes's Entourage

**Gaula (Expert 8):** Medium goblin female; HD 8; hp 36; Init +1; Spd 20'; AC 13 (Ring of Protection +2, Dex 13)/ touch AC 13/ flat AC 12; Base Atk/Grp +7/+1; Atk melee +7/+2(1d4+1, dagger); Full Atk melee +7/+2 (1d4+1, dagger); Space/Reach 5ft/5ft; SA none; SQ none; AL CG; SV Fort +3, Ref +4, Will +10; Str 10, Dex 13, Con 10, Int 14, Wis 16, Cha 10  
Skills and Feats: Knowledge: Arcana +10, Knowledge (history) +10, Knowledge (local) +6, Knowledge (religion) +6, Profession (seamstress) +14, Profession (merchant) +8; Search +12, Gather Information +12, Dodge, Investigator, Track, Mobility, Endurance, Skill Focus: Gather Information

*Possessions:* Mercedes's Sewing Kit, Dagger +1, Ring of Protection+2 10 gp

Gaula was a goblin child found during the adventuring days of Mercedes. The child was abandoned during a fierce battle between goblin tribes. Mercedes took pity on the child, and adopted her. The child grew in anonymity among Mercedes's adventuring friends. She took to needle and thread as if she was born to it, making dresses and patterns similar to what Mercedes could make.

When Mercedes returned to claim her heritage in Corothia, she brought her 'daughter' with her. While she mostly hides her Goblin heritage, she is proud of some of the dresses and suits she has made for the populace of Corothia.

The woman Gaula will not speak much and try to be noticed as little as possible. She hides her appearance while in public so as not to attract undue attention.

### Elmo's Apothecary

**Elmo Lerner (Expert 10):** Medium gnome male; HD 10; hp 44; Init +1; Spd 20'; AC 10/touch AC 10/ flat AC 10; Base Atk/Grp +7/+1; Atk melee +7/+2(1d4, dagger); Full Atk melee +7/+2 (1d4, dagger); Space/Reach 5ft/5ft; SA none; SQ none; AL

CG; SV Fort +3, Ref +4, Will +10; Str 10, Dex 13, Con 10, Int 14, Wis 16, Cha 10

Skills and Feats: Knowledge: Arcana +10, Knowledge: Geography +12, Knowledge: History +10, Knowledge: Local +6, Knowledge Nature +14, Knowledge: Religion +6, Profession Alchemy +14, Search +12, Gather Information +12, Survival +6; Dodge, Investigator, Run, Track, Mobility, Endurance

*Possessions:* pocket tool kit, dagger, cutting shears, pouches 5 gp

Elmo Lerner found he had a penchant about growing things. He spent much of his early life traveling, collecting this snippet and that item, making contacts and friends. Settling down in Amthydor to expertly study some local flora, he decided to settle down and open an apothecary shop. From his various travels and contacts, he is a very knowledgeable expert on herbs and can get almost any herb growing somewhere, in time and for a price.

### The Consortium

**Thaddeus A Glethorn: Human Merchant 5;** CR 2; Medium Humanoid; HD 3d4+3; hp 18; Init +1; Spd 30 feet; AC 11, touch 11, flat-footed 10; Base Atk +1; Grp +1; Atk +1 melee (1d4, dagger); SA -; SQ -; AL CN; SV Fort +2, Ref +2, Will -1; Str 10, Dex 12, Con 12, Int 12, Wis 6, Cha 8.

*Skills and Feats:* Profession (merchant) +8, Diplomacy +4, Bluff +3, Gather Information +4, Sense Motive +2, Spot +2, Negotiator, Simple Weapons Proficiency.

Thaddeus is a tall, thin man with a moustache. He is in his early 50s. He does not sport or carry a weapon, though there is a dagger in his boot (safer than sorry, you know). He is fastidious over any issue. Occasionally he will dab off a little perspiration with a handkerchief with an M monogrammed on it. If asked, he will say it is a favor from a lady fair and leave it at that.



## The Noble Alliance

**Tigron Bailey, Aristocrat 6;** Medium Humanoid; HD 6; hp34; Init +2; Spd 30 feet; AC 11 (touch 11, flat-footed 10); Base Atk +4; Grap +4; Atk +6 melee (1d6, dagger); SA na; SQ na; AL CG; SV Fort +4, Ref +4, Will +4; Str 10, Dex 14, Con 14, Int 14, Wis 8, Cha 16.

**Skills and Feats:** Bluff +8, Diplomacy +10, Knowledge (nobility) +6, Knowledge Local +4, Sense Motive +4, Spot +4; Leadership, Negotiator, Weapon Finesse: Rapier,

Amulet of Health +2, 20 gp

Tigron Bailey is a very young noble. He is wearing a very fine vest and pants in the colonial style, yet wears no weapon. He has a shock of red hair similar to his family line. His eyes are wide, as if in some jest of some kind.

**Jaxson Eisner: Aristocrat 2, Roieue 2;** Medium Humanoid; HD 4; hp18; Init +1; Spd 30 feet; AC 16 (Ring of Prot +2, Bracers of Armor +3, touch 13, flat-footed 15); Base Atk +3; Grap +3; Atk +1 melee (1d4+1, dagger); SA -; SQ spells; AL LN; SV Fort +2, Ref +2, Will +5; Str 10, Dex 12, Con 12, Int 14, Wis 6, Cha 16.

**Skills and Feats:** Bluff +2, Diplomacy +3, Disguise +2, Forgery +2, Intimidate +2, Knowledge, Sense Motive, Spot, Deceitful, Persuasive, Dodge

Amulet Proof Against Detection and Location, rapier, 25 gp

Jaxson Eisner is a quiet man. His dark, keen eyes hide a mystery of who he is. He wears somber colors as if he was in mourning. It does not hide his short sword or his long sword at his sides.

**Rao Pelligari: Aristocrat 5;** Medium Humanoid; HD 5; hp24; Init +4; Spd 30 feet; AC 15 (Chain Shirt; touch 11, flat-footed 14); Base Atk +3; Grap +3; Atk +6 melee (1d8+2, long sword); SA na; SQ na; AL CG; SV Fort +2, Ref +2, Will +4; Str 14, Dex 12, Con 12, Int 10, Wis 10, Cha 14.

**Skills and Feats:** Bluff +4, Diplomacy +4, Knowledge (nobility) +6, Knowledge (history) +4,

Sense Motive +2, Spot +4; Improved Initiative, Weapon Focus Long sword, Power Attack

+1 Long sword, Chain Shirt 25 gp

Rao Pelligari is a larger and more boisterous than his two compatriots. He is wearing fine yet durable clothing and wears a holy symbol of Sorena. His golden hair matches his sunny disposition.

**Misty Pegelhorn (Expert 3)** Medium human female; HD 3; hp 15; Init +5; Spd 30'; AC 10/touch AC 10/flat AC 10; Base Atk/Grap +1/+1; Atk melee +1 (1d3 hand); Full Atk melee +1 (!d3, hand); Space/Reach 5ft/5ft; SA none; SQ none; AL CG; SV Fort +0, Ref +2, Will +0; Str 10, Dex 12, Con 10, Int 10, Wis 8, Cha 14

**Skills and Feats:** Hide +1, Knowledge (history) +3, Knowledge (nature) +3, Knowledge (nobility) +4; Profession (bookkeeping) +8, Search +4, Sense Motive +4; Dodge, Improved Initiative, Skill Focus: Profession (bookkeeping)

## The Waterfell Contingent

**Vance Waterfell: Human Fighter 10;** Medium Humanoid; HD 10d10+3; hp 75; Init +3; Spd 30 feet; AC 21 (+7 Mithril Chain Shirt +1 Buckler, touch 13, flat-footed 17); Base Atk +10, +5; Grap +10; Atk +12/7 melee (1d10+4, bastard sword); SA na; SQ na; AL CG; SV Fort +8, Ref +6, Will +2; Str 14, Dex 16, Con 12, Int 13, Wis 8, Cha 13.

**Skills and Feats:** Profession (merchant) +8, Diplomacy +4, bluff +3, Gather information +4 Sense motive +2, spot +2, Power Attack, Cleave, Great Cleave, Exotic WP: Bastard sword, Weapon Specialization, Weapon Focus, Leadership, Dodge, Mobility, Sunder, Expertise.

**Possessions:** +2 Bastard Sword, +3 Mithril Chain Shirt, Buckler, 50 gp

**Jansen Terian: Human Expert 5, Sorcerer 1;** Medium Humanoid; HD 6; hp 26; Init +1; Spd 30 feet; AC 16 (Ring of Prot +2, Bracers of Armor +3, touch 13, flat-footed 15); Base Atk +3; Grap +3; Atk +1 melee (1d4+1, dagger); SA -; SQ spells; AL CG; SV Fort +2, Ref +2, Will +5; Str 10, Dex 12, Con 12, Int 14, Wis 6, Cha 16.

**Skills and Feats:** Concentration +4, Knowledge (geography) +8, Knowledge (nobility) +8, Knowledge (arcana) +8, Knowledge (history) +8, Profession (merchant) +8, Diplomacy +4, Bluff +3, Gather information +4, Sense motive +2, Spellcraft +4, Spot +2, Scry +4.

**Spells** Cast/Known: 0-5, 1<sup>st</sup>-3/ Read Magic, Detect Magic, Ray of Frost, Disrupt Undead, Armor, Expeditious retreat

**Possessions** +1 dagger, axiomatic, +2 ring of Protection, Ray of Frost, Robe of Blending, 25 gp

## Appendix V: Mr. G

The largest mystery in this series of modules is Mr. G. More than his initial is not known at this time. In **Free Enterprises: Pirates Ahoy**, he had arranged for Lord Janthal Gaines to lose a substantial amount of money in a merchant venture. Thanks to the PCs the cargo was recovered in time. The involvement of the PCs has not gone unnoticed to Mr. G.

In this module, Mr. G has arranged to have the Ambassador of Corothia assassinated in Amthydor, which would sour relations between the two countries. When the assassination failed, he noted the involvement of the PCs. This time, he wanted to test their strengths before sending another group of assassins to kill the Ambassador. A group of mercenaries out to make a name for themselves were led to believe that attacking the PCs were in their best interest. This idea was put into their heads through some of Mr. G's contacts, so that there is no trail back to anyone in particular. Mr. G has no doubt they will lose to the PCs, but he will have a better measure of them if they interfere in the future.

The final piece of the plan is to have the assassins make one last attempt on the Ambassador during the Grand Ball. The caterer's men are all "sleeper" assassins of the Hands of Mordana. They have been preparing the food and drink so that even the guards are lulled or dazed when the attack happens. When the time is ripe, they will attack and assassinate the Ambassador.

Succeed or fail, Mr. G will take note of what happens and continue to plan further in the future.

# Appendix VI: Poisons

Several Poisons are used in this module. They are detailed as follows:

## ➤ Hand of Mordana Assassination Poison

Type: Injury DC 40; Initial Damage Coma; Secondary: Death

This modified form of the Death Poison is used by assassins when assuring a person is truly dead. The bolts used are adamantite-tipped and only one is carried by the assassin. If the target fails the save, he falls into a coma for roughly a minute. A second save is failed and the target dies. The potency of the poison is so strong that even a neutralize poisons will not prevent its second saving throw, though it will act as a *delay poison*. If the 1<sup>st</sup> saving throw is made, the person is as if exhausted for a day. If the 1<sup>st</sup> is failed and the second is made, the target falls into a coma for 1d6 days.

*This poison is used in Encounter 1 in the initial attack and in the final attack on the Ambassador. For purposes of this module, it is assumed Mercedes fails her saves against this poison in the final encounter.*

## ➤ Fatigue Poison

Type: Ingested DC 20(+5/ingest, cumulative); Initial Damage: Fatigued; Secondary Damage: Exhausted.

Once this poison is ingested, the initial damage takes immediate effect. The secondary damage takes effect 6 rounds later.

*This poison is put into the food and drinks by the deep undercover assassins. This poison only slows and dulls the senses and occasionally causes sleep. Overall after effects are common cramping of the body.*

**Fatigued Condition:** A fatigued character can neither run nor charge and takes a –2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued.

**Exhausted Condition:** An exhausted character moves at half speed and takes a –6 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.

## ➤ Medium Spider Venom

Type: Injury DC 14; Initial Damage 1d4 Str; Secondary: 1d4 Str.

This standard poison is used by the assassins on their blades when attacking the PCs. Each application is good for one strike only.

## ➤ Death Poison

Type: Ingested DC 45; Initial Damage: None. Secondary Damage: Instant death.

Before attempting a mission, the Hand of Mordana takes a vial of this poison. Death Poison will act liquefy the assassin's brain after ten rounds. In their opinion, a Hand of Mordana who cannot complete his mission in one minute (ten rounds) does not deserve to live. Death Poison does not have a long shelf life. It stays potent for only a few hours before it breaks down. The potency of the poison is so strong that even a *neutralize poison* will not prevent its second saving throw, though it will act as a delay poison.

This poison is used by the Hands of Mordana.









➤ **Life Poison**

Type: Ingested; Initial: Neutralizes Death Poison; Secondary: None

Once completing a mission, the Hand of Mordana must take his life poison within one minute (ten rounds) of having taken a Death Poison. If the assassination fails, he will not take the Life Poison; a Hand of Mordana that cannot complete his mission feels that he does not deserve to live. It stays potent for only a few hours before it breaks down.

This poison is the only known antidote for Death Poison.

**MAP 1: BALLROOM MAP**

									
Gu					A1				Gu
									X
			C						
	X					X			
				M	L				X
				X					
A2			L						Gu
			V	Va					
							X		
			X						Gu
		X							A3
								X	
					X				
		X						X	
Gu					A4				Gu

PCs enter down the staircase

If any PC moves towards Mercedes, she gets shot



Banquet



Door



Staircase In

Gu Guard

X Guest

M Mercedes

C Consortium

L Alliance

L Alliance

V Vanyr

Va Vanyr

A1 Assassin (All Atls)

A2 Assassin (Atl 3,5,7)

A3 Assassin (Atl 5,7)

A4 Assassin (Atl 7)

A5 Assassin (Atl7)

A6 Assassin (Atl7)

Each square is 5 ft

# Critical Event Summary: Merchant's Price

Please answer the following questions after running this event.

1. Were the PCs respectful to the Ambassador?    Yes    No
  
2. Did the PCs make contact with the Apothecary?    Yes    No
  
3. The PCs chose which organization to recommend? (check one)  
    \_\_\_ Consortium  
    \_\_\_ Alliance  
    \_\_\_ Waterfell Contingent  
    \_\_\_ They made no recommendation
  
4. Did the PCs prevent the Ambassador from being poisoned?    Yes            No
  
5. Did the PCs save the Ambassador?            Yes    No    (Give detail on the back of this page)
  
6. Did the Ambassador fall into a coma?    Yes    No
  
7. Did a PC take the hit instead of the Ambassador?    Yes    No

If yes, list the player name, PC name, and e-mail contact on the back of this page.

8. Note any other important information on the back of this form (PC arrests, etc.).

Return this form to: Jay Fisher, 8932 Manor Loop Apt 107, Bradenton, FL 34202 or by e-mail to [lsj-plots@ucc-online.com](mailto:lsj-plots@ucc-online.com).



Please send completed form to: Joanne Clarke-Stein, 15 Manor Crescent, Bldg. 20, New Brunswick, NJ 08901-1680, or email to [lsi-roster@ucc-online.com](mailto:lsi-roster@ucc-online.com).



## Roster of Heroes: Merchant's Price

**Judge Name:** \_\_\_\_\_

**Convention:** \_\_\_\_\_

**Date:** \_\_\_\_\_

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
 Special items or comments: \_\_\_\_\_  
 Gained a level:  Out of Play:  Dead:  Lost level(s):

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
 Special items or comments: \_\_\_\_\_  
 Gained a level:  Out of Play:  Dead:  Lost level(s):

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
 Special items or comments: \_\_\_\_\_  
 Gained a level:  Out of Play:  Dead:  Lost level(s):

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
 Special items or comments: \_\_\_\_\_  
 Gained a level:  Out of Play:  Dead:  Lost level(s):

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
 Special items or comments: \_\_\_\_\_  
 Gained a level:  Out of Play:  Dead:  Lost level(s):

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
 Special items or comments: \_\_\_\_\_  
 Gained a level:  Out of Play:  Dead:  Lost level(s):

## **OPEN GAME LICENSE Version 1.0**

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### **15. COPYRIGHT NOTICE**

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document, Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell; based on original material by E. Gary Gygax and Dave Arneson.

Terror From Below, Copyright 2004, Universe Construction Company; Author Rene' Alfonso

The Raian Pantheon Primer, Copyright 2004, Universe Construction Company; Authors Jay Fisher, Andrew Hauptman, and Cynthia Wood, with additional deity name contributions from Linda Baldwin, James Francis, Michael Sitts, and Catie Straiton.

The Raian City Primer, Copyright 2004, Universe Construction Company; Authors Dan Cooper and Jay Fisher.

The Raian World Primer, Copyright 2004, Universe Construction Company; Authors Catie Straiton and Gaylord Tang.

Pirates Ahoy!, Copyright 2005, Universe Construction Company, Author David P. Santana.

Merchant's Price, Copyright 2005, Universe Construction Company, Author David P. Santana.