



A UCC SPONSORED CAMPAIGN

The Prince of the Paupers

Round Two

**By Catie Straiton
and the Universe Construction Company**

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

In the structured feudal society of Amthydor, there is a place for everyone and everyone has a place. But now rebellion is brewing, and the order of life in the Shining Jewel is threatened. Will you help to prevent the uprising or will you join it? For heroes of levels 2-7.

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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 GM 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.

LSJGM Empowerment 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

Amthydor's monarchs have always had a strong sense of moral and social responsibility towards their subjects, promoting literacy programs, food banks, affordable housing, work education and health care. These practices have made the ruling family much beloved by the people, and never before in the history of the city has there been even the slightest stirring of civil unrest.

Life for the poorer residents of Amthydor has been difficult for the past few years. The remnants of Davaros Iscander's undead army have left the District of the Poor uninhabitable, and while the city's population was greatly reduced, there are still plenty of mouths to feed.

In response to the needs of Amthydor's poor, a network of government agencies, Noble families, clergy and dedicated volunteers have united to ensure that every citizen receives the basic necessities of life, and the opportunity to better themselves.

Over the past year, less and less of this assistance has been reaching those who need it most. Someone in this chain of aid has been diverting money, food and other goods for their own profit, passing on only the worst quality goods and services to the poor that they have been entrusted to help.

This scenario is presented in two parts: In Round One the PCs became aware of the impending revolt, and should have taken action to calm it, buying time for a proper investigation.

In Round Two the PCs are asked to discover the identity of the person or persons guilty for the thefts and mismanagement that led to the current conditions. Many of the encounters are short, investigative ventures that should not take a great deal of time to complete. It is not necessary for the PCs to experience every encounter in order to successfully complete the scenario.

Introduction – The information discovered by the PCs in Round One has produced a short list of

suspects who might be responsible for the diversion of funds and goods intended for Amthydor's poor. The Diamond Legion believes that the PCs will be able to keep a lower profile than a formal investigation, and sets them to gathering additional information and evidence on a short list of suspects. To make the investigation more difficult, someone has started a fire in the warehouse where the records of city purchases were stored, hindering the PCs' search for information.

Encounter 1 – The PCs may visit the site of the warehouse fire, in hopes of gathering some useful clues.

Encounter 2 – The PCs may visit one or more of the parties who supply the goods and services intended for Amthydor's poor.

Encounter 3 – Someone has noticed the PCs' investigation and has taken offense. A group of thugs has been hired to discourage the PCs from continuing their mission.

Encounter 4 – The PCs may visit one or more of the parties who distribute the goods and services donated to benefit Amthydor's poor.

Encounter 5 – The PCs may visit one of the prime suspects in the thefts.

Encounter 6 – The PCs may visit one of the prime suspects in the thefts.

Encounter 7 – The PCs may visit one of the prime suspects in the thefts.

Encounter 8 – The PCs may visit one of the prime suspects in the thefts.

Epilogue – The PCs will have the opportunity to make their report to the Diamond Legion, possibly bringing to justice someone who has placed his own welfare above that of those that he has been entrusted to help and protect.

Introduction – Civic Duty

A chill early morning breeze carries with it the acrid scent of smoke, and judging from the expression of the Legion trooper addressing you, the situation in the city is not as calm and orderly as he would have preferred. His message is brief, and leaves little room for argument. “The Constable wants to see you. He is waiting in his office.”

Native PCs will know immediately that he is referring to Constable Skyler Hillard, the leader of the Diamond Legion Watch. Non-native citizens will recognize the reference to Constable Hillard with a successful Knowledge (Local) skill check DC 5. This check is a DC 10 for non-citizens. Constable Hillard can be found in his office at the Diamond Legion Command Headquarters in the Diamond District. The trooper does not expect anyone to refuse a summons from the Constable, and will leave as soon as the PCs either ask for directions or consent to attend.

The PCs are certainly free to decline this ‘invitation’, but the event is over for them if they do.

The remainder of the Introduction is broken into two parts, one for PCs who negotiated with Daetrin Kiel and one for PCs who either did not meet him or dealt with him using force.

If the PCs answer the summons and if they dealt peacefully with Daetrin Kiel in Round One:

Having presented yourself as requested, a uniformed corporal silently leads you through the austere halls of the command headquarters of the Diamond Legion Watch.

A final door opens to admit you to a large office where several people are already gathered. The familiar face of Captain Vestra, standing next to a heavy oak desk, is a stark contrast to the hawkish, brooding man seated behind it. Several others, including the man that you have come to know as the Prince of the Paupers, are seated in sturdy wooden chairs arrayed in front of the desk.

As you take your place with the others, the gentleman behind the desk turns a piercing gaze upon you. It is easy to see why even the innocent are uncomfortable in this man’s presence, and why all of his underlings respect him. His demeanor is one of competence and a merciless devotion to truth and law.

“Captain Vestra has informed me of your efforts to help contain the situation three days ago. The events surrounding the so-called rally have brought to light some disturbing information regarding charitable programs designed to help those in need.”

He gestures to a young man seated to one side, his hands manacled, under the protective watch of Captain Vestra. “I believe that all of you know Daetrin Kiel. In exchange for consideration in his sentencing, and for the good of the common people he was trying to help, he has agreed to provide evidence and testimony in the investigation into the deficiencies leading up to the current situation. His information has produced a short list of suspects in those deficiencies. These are men that would normally be above reproach, but they are the only ones who could possibly be responsible. The investigation into the recent unrest has shown the effectiveness of non-Legion investigators in certain situations. We believe that this is one of them. Individuals who would normally be defensive when questioned by the Legion may be off their guard and more likely to open up if they believe that an investigation is unofficial. There isn’t time to establish the appropriate covers for our own operatives. Are you willing to assist, for the good of Amthydor?”

The PCs may decline to assist, in which case Constable Hillard will express his disappointment and those PCs are out of the event. PCs who accept are free to ask further questions regarding the nature of the mission.

If the PCs comment on the speed of Daetrin’s trial: *“While his intentions may have been for the best, laws were broken. He has confessed freely, and will be sentenced appropriately. Justice moves*

swiftly in Amthydor.”

➤ **What do you want us to do?**

Based upon the information provided by Daetrix Kiel, it appears that someone has been diverting goods and services intended for the poor, and using them for personal gain. There are only four people in positions that would allow them the necessary access without being easily detected. We would like you to quietly investigate the four suspects, and determine if there is any evidence that any of them may have been involved in embezzling or diverting goods.

The PCs are expected to use their wits and their information gathering skills to learn the dirty little secrets of the suspects and establish exactly who the embezzler is.

➤ **Who are the suspects?**

Constable Hillard will not discuss the specifics of the suspects until the PCs agree to aid in the investigation. Once they commit to helping he will tell them the names of the targets of the investigation.

“The four men are all from the Department of Public Welfare. They are responsible for the ordering, inventory, allocation and distribution of goods and services for the poor, particularly those displaced from the Poor District following the undead attacks. They are Edvard Birch, Morton Estford, Wilvor Arbast and the head of the department, Korl Freest. Publicly, these men are above reproach. Outwardly there is nothing to indicate that they would be involved in any illegal dealings and they have no known vices. There must be something, either in the background of these men or in their records, to indicate which of them is behind the shortages.”

He will provide the PCs with **Player Handout #1**, giving a brief description of each of the suspects and their public lives.

➤ **Where can we find the suspects?**

“At their homes, most likely. They have all been placed on temporary paid leave until the arson investigation is complete and the warehouse can be cleaned up.”

➤ **Can we have a writ?**

“We can only give you papers to examine the arson scene at the warehouse. Any further writs would defeat the purpose of having you investigate. The truth in this case will not be obvious, and those individuals who may have some insight into what has been happening will be less likely to speak with you if they think that you have any official standing. I believe that the truth of this situation will not be found through official channels.”

The only official permission that the PCs will receive is that allowing them access to the site of the warehouse fire.

➤ **Do we get paid for this?**

“Compensation can be arranged, if you will not consider this to be part of your civic duty. Much of the discretionary fund is being channeled to replace what has been misdirected, and any property belonging to the guilty party will be sold once he is convicted, to make restitution, but a portion will be reserved to compensate you.”

➤ **Can we join the Diamond Legion?**

“A potential Legionnaire must demonstrate a wide variety of skills. Succeeding here would certainly be a step in the right direction.”

➤ **What else can you tell us?**

“As if this investigation were not already difficult enough, the warehouse where the purchasing records were located was burned last night. Legion investigators have determined that the blaze was intentionally set. I do not believe in coincidence, and the timing is too convenient to be simple vandalism. Someone clearly does not want anyone learning the truth.”

“Discretion is vital, both to prevent warning the suspect too soon and to preserve the reputations of those who may be innocent of wrongdoing. Please report what you learn to Captain Vestra.”

If the PCs have no further questions then they are politely dismissed (the Constable is a very busy man) and guided back through the winding corridors and out of the building.

There are countless possible locations for the PCs to visit in an effort to gather information on the

habits and vices of the four suspects, such as taverns, gambling dens, moneylenders, fences and houses of ill repute. While these locations are not specifically described in this event, the information that the PCs may obtain regarding them is provided in the form of *Gather Information, Knowledge (Local) or Knowledge (Nobility & Royalty)* skill checks for each of the suspects.

If the PCs answer the summons and if they did not play Round One or if they did not deal peacefully with Daetrin Kiel:

It is possible that the PCs killed Daetrin Kiel in Round One. If so, and if they comment on this, explain that due to the severity of the situation and the amount of influence that the priest could have in helping to calm the situation, it was deemed necessary to have a *raise dead* performed.

Having presented yourself as requested, a uniformed corporal silently leads you through the austere halls of the command headquarters of the Diamond Legion Watch.

A final door opens to admit you to a large office where several people are already gathered. The familiar face of Captain Vestra, standing next to a heavy oak desk, is a stark contrast to the hawkish, brooding man seated behind it. Several others, some perhaps familiar, are seated in sturdy wooden chairs arrayed in front of the desk. As you take your place with the others, the gentleman behind the desk turns a piercing gaze upon you. It is easy to see why even the innocent are uncomfortable in this man's presence, and why all of his underlings respect him. His demeanor is one of competence and a merciless devotion to truth and law.

"The events surrounding the riot three days ago have brought to light some disturbing information regarding charitable programs designed to help those in need. The investigation into the recent unrest has shown the effectiveness of non-Legion investigators in certain situations. We believe that this is one of them. Individuals who would normally be defensive when questioned by the Legion may be off their guard and more likely to open up if they believe that an

investigation is unofficial. There isn't time to establish the appropriate covers for our own operatives. Are you willing to assist, for the good of Amthydor?"

The PCs may decline to assist, in which case Constable Hillard will express his disappointment and those PCs are out of the event. PCs who accept are free to ask further questions regarding the nature of the mission.

"The main instigator and several of the other leaders of the riot have been taken into custody. In exchange for consideration in sentencing, and for the good of the common people they claim that they were trying to help, they have agreed to provide evidence and testimony in the investigation into the deficiencies leading up to the current situation. That information has produced a short list of suspects in those deficiencies. These are men that would normally be above reproach, but they are the only ones who could possibly be responsible."

If the PCs comment on the speed of Daetrin's trial: *"While his intentions may have been for the best, laws were broken. He has confessed freely, and will be sentenced appropriately. Justice moves swiftly in Amthydor."*

➤ What do you want us to do?

"Based upon the information provided by the leaders of the revolt who are already in custody, it appears that someone has been diverting goods and serviced intended for the poor, and using them for personal gain. There are only four people in positions that would allow them the necessary access without being easily detected. We would like you to quietly investigate the four suspects, and determine if there is any evidence that any of them may have been involved in embezzling or diverting goods. It is not necessary for you to confront the guilty party. Simply narrowing the list of suspects down to the most likely one, with evidence to justify that suspicion, will be enough."

The PCs are expected to use their wits and their information gathering skills to learn the dirty little secrets of the suspects and establish exactly who

the embezzler is.

➤ **Who are the suspects?**

Constable Hillard will not discuss the specifics of the suspects until the PCs agree to aid in the investigation. Once they commit to helping he will tell them the names of the targets of the investigation.

“The four men are all from the Department of Public Welfare. They are responsible for the ordering, inventory, allocation and distribution of goods and services for the poor, particularly those displaced from the Poor District following the undead attacks. They are Edvard Birch, Morton Estford, Wilvor Arbast and the head of the department, Korl Freest. Publicly, these men are above reproach. Outwardly there is nothing to indicate that they would be involved in any illegal dealings and they have no known vices. There must be something, either in the background of these men or in their records, to indicate which of them is behind the shortages.”

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If the PCs have no further questions then they are politely dismissed (the Constable is a very busy man) and guided back through the winding corridors and out of the building.

There are countless possible locations for the PCs to visit in an effort to gather information on the habits and vices of the four suspects, such as taverns, gambling dens, moneylenders, fences and houses of ill repute. While these locations are not specifically described in this event, the information that the PCs may obtain regarding them is provided in the form of *Gather Information*, *Knowledge (Local)* or *Knowledge (Nobility & Royalty)* skill checks for each of the suspects.

If this location is the third one that the PCs have visited (excluding the Introduction) GO TO Encounter 3.

If this is not the third location that the PCs have visited (excluding the Introduction):

If the PCs go to the warehouse **GO TO Encounter 1.**

If the PCs wish to investigate or speak with Edvard Birch **GO TO Encounter 5.**

If the PCs wish to investigate or speak with Morton Estford **GO TO Encounter 6.**

If the PCs wish to investigate or speak with Wilvor Arbast **GO TO Encounter 7.**

If the PCs wish to investigate or speak with Korl Freest **GO TO Encounter 8.**

Encounter One – Burning Truths

As you arrive, a few members of the Fire Brigade are still keeping watch over the smoldering shell of the warehouse that once held the goods and records of the Department of Public Welfare.

The PCs may approach openly and explain that they have been asked to look into the situation. The Fire Brigade has already been advised that a group of investigators might show up at the request of the Diamond Legion, so the PCs will be allowed to enter and search the building. If the PCs choose to approach by stealth, have them roll skill checks to hide and move silently, but allow any reasonable attempt to succeed. The Fire Brigade is watching for hot spots and new fires, not looters, and they are tired and off their guard following a long night fighting the fire.

Neighboring buildings are undamaged and the stone exterior walls of the warehouse remain mostly intact. Inside, piles of ruined crates, barrels and bales are spread across the floor of the large central room. The scents of scorched wood, water soaked cloth and charred food fill the building. Shards of pottery and other debris litter the floor. Little of the interior remains undamaged, and large patches of darkened stone testify to the locations of the fiercest portions of the blaze, fed by oil and flammable materials.

The warehouse is a single story stone structure. The large central room is divided into smaller sections by three-foot high wooden partitions or ‘half-walls’. There is also a small office where purchase orders, manifests and similar documents were stored. The building is 60’ by 100’, with a single door in front and a larger door in the rear to accommodate wagons delivering or picking up supplies. Three large chandeliers hang from the ceiling, and several narrow, barred windows near the ceiling provide additional light. **Player Handout # 2** is a map of the warehouse, complete with numbered sections corresponding to the text below, to aid in describing each area as the PCs search it. Each area requires a successful *Spot* check *DC 10* to locate anything other than ruined goods among the debris and to discover the truth about the quality of the items.

Section 1

Empty wooden racks for stacking pottery jars fill the farthest corner from the door. The racks are badly scorched, and writing on the few jars that remain reveals that they are filled with oil.

The jars are sealed with wax, and are labeled as containing lamp and cooking oil. If the PCs open the jars, the heavy, rank odor emanating from the fluid is that of much cheaper fish oil.

Section 2

Tins of dried and salted meat have been broken and scattered about the alcove. Most is burnt so badly as to be inedible, even for animals.

The PCs can find several tins that have escaped the worst of the flames. If they open and sample the contents, the meat has been heavily salted to disguise the fact that it was nearly spoiled when it was preserved. A successful *Spot* check *DC 20* will reveal that some of the meat actually had maggots in it at the time it was salted and preserved.

Section 3

What fruits and vegetables weren’t roasted in the flames have been trampled by the Fire Brigade in their efforts to douse the fire.

Walking in this section requires a *Balance* check *DC 10 + ATL*, due to the slipperiness of the floor.

The crates in this section appear to have been scattered prior to the fire being set, rather than in the process of putting out the fire. A few crates in the corner are relatively unburned. The fruits and vegetables that they contain are overripe and nearly rotten.

Section 4

Sturdy wooden racks hold barrels of corn, wheat, barley, rice and rye. Many of the barrels have been broken open and their contents spread on the stone floor.

Much of the grain that was not destroyed is moldy or damaged by insects, and unfit for human consumption.

Section 5

Bins of flour have been broken and spread across the floor, painting the walls white and leaving the floor a gluey mess where water has mixed with the spilled contents of the bins.

The flour is coarsely ground, and is filled with weevils, sand and bits of hull. Only someone truly starving and with no other choice would be willing to use it.

Section 6

The alcove meant to hold bolts of material, blankets and finished cloth goods seems to be the most damaged of all of the areas. Chests of clothing are badly charred, and even items not burned have been damaged by the oil used to help feed the blaze.

A few oil-soaked chests survived the blaze. The cloth inside is coarse and rough, the clothing worn to threads and the blankets moth-eaten and filled with holes.

Section 7

Stacks of empty crates and barrels line the right hand wall, ready to be returned to those who provided the supplies once stored here. The containers here have suffered mainly smoke and water damage, unlike the rest of the building.

These crates contained the most recent shipments from the respective providers, and were stacked there waiting to be returned.

If the PCs investigate the crates, several of them are stamped with the names of those who provided the goods:

House Harquith
House Mour
House Reilly
Village of Llynvale
Village of Sweetwater
Amthydor Weavers' Guild
Amthydor Clothiers' Guild

Section 8

The small office containing the inventory records of the Department of Public Welfare is in a complete shambles. A tiny painted portrait of a raven-haired woman and her two children has been knocked off of the small desk. Wooden filing cabinets have had their drawers pulled out and emptied, and their contents strewn around the room. A pile of charred parchment in the middle of the room testifies to someone's attempt to dispose of vital information.

PCs searching through the piles of burned parchment may make a *Spot* check *DC 15 + ATL* to discover a small portion of a ledger that is charred and badly damaged, but still legible (**Player Handout # 3**). This document lists some of the providers of goods and what they donated, as well as some of the recipients and what they were given. PCs examining this ledger and succeeding at a *Forgery* skill check *DC 10 + ATL* can notice that the amounts listed for items received have been altered in nearly every instance. The original figures were an average of twenty-five percent greater than the new figures. On a successful *Forgery* skill check *DC 15 + ATL* the PCs can discern that in many cases each figure was changed more than once.

Section 9 (Not shown on map – located around the corner to the right of the small front door)

A large animal pen on the short side of the building has not escaped the depredations of the previous night's fire. A few carcasses, mostly char and ash, remain in the ruined pen.

PCs attempting to *Track* and succeeding at a skill check *DC 10 + ATL* can discern that three or four men brought a wagon up to the pen and moved

animals both in an out. The tracks are a day to a day and a half old.

The PCs may want to ask around to see if anyone saw anything suspicious around the warehouse.

Learning anything useful requires a successful Gather Information skill check DC 10 + ATL. If the check is successful they can learn that wagons regularly come and go at the warehouse, both delivering goods and picking up goods for distribution. There is usually only one delivery at a time, followed by a shipment out the following day, and they are always made during the day. But in the past year, sometimes there is a second delivery, late at night, and the wagons leave as loaded as when they arrived.

If this location is the third one that the PCs have visited (excluding the Introduction) GO TO Encounter 3.

If this is not the third location that the PCs have visited (excluding the Introduction):

If the PCs wish to visit with any of the providers of goods and services GO TO Encounter 2.

If the PCs wish to visit with any of the organizations that distribute donated goods and services GO TO Encounter 4.

If the PCs wish to investigate or speak with Edvard Birch GO TO Encounter 5.

If the PCs wish to investigate or speak with Morton Estford GO TO Encounter 6.

If the PCs wish to investigate or speak with Wilvor Arbast GO TO Encounter 7.

If the PCs wish to investigate or speak with Korl Freest GO TO Encounter 8.

Once the PCs are prepared to present their evidence to Captain Vestra GO TO Conclusion A (Page 28).

Encounter Two – Tis' Better to Give

The PCs may visit one or more of those groups or individuals who provide goods and services to benefit the Amthydor's poor. Information that may be obtained from each of the primary providers is given below. Because three of the providers are Noble Houses, the PCs will only be able to speak with them if they either visit Captain Vestra to obtain a pass for the Noble District or if they have a PC Noble (not an Aristocrat) in the party. Vestra can be found in her office, and she will provide the pass once the PCs explain that they wish to ask the Nobles about the quality and quantity of the goods that they delivered to the warehouse.

Each of the contributors has made their donation in good faith, sending good quality foodstuffs or other necessities. All have been honest in stating the quantity, quality and value of their donations, and none have any knowledge of who may be misusing their gifts. If the PCs insist on making accusations, subtle or otherwise, that the donors might themselves be involved, they will be genuinely offended and that interview will end immediately.

Once the PCs visit a third location during their investigation, they will be attacked by a group of thugs hired to distract them from the investigation. If their third location is located in the Noble District, they will be attacked when they leave the District. The combat is detailed in Encounter 3.

House Harquith (Noble District) –

Lady Dulcinia Harquith, the daughter of the Lord Consul, has consented to meet with you about her family's contributions to aid the poor in Amthydor. She accepts a rolled sheet of parchment from a servant, glancing at it before passing it to you. "I'm not sure how much this will help. My family primarily provides monetary assistance, and of course help in distributing goods, serving meals and the like. Our material contributions are limited to shipments of salt and other spices to be used in preserving and

preparing meals at the various soup kitchens established to feed the poor and homeless. We provide two hundred and fifty pounds of salt and fifty pounds of other spices monthly. Our last donation was delivered to the warehouse three days ago.”

The scroll is a copy of the household ledger entries for the past year, showing monthly donations of fifty pounds of salt and five pounds of miscellaneous spices delivered on the first day of each month, with a monthly value of 250 gp. Also listed is the name of the individual accepting the delivery. Each of the four suspects has signed for at least two deliveries in the past year. The most recent delivery was signed for by Edvard Birch.

House Harquith sends good quality spices, free of debris and contamination, as its charitable contribution. They deliver their goods themselves. There is nothing else that Lady Dulcinia can tell the PCs.

House Mour (Noble District) –

Lord Consul Mour’s eldest son, Lord Geoffrey Mour, sits in an opulent study and watches you from across the heavy wooden desk. “My family takes its duty seriously, and provides regular contributions to help with the plight of the city’s poorer residents. In addition to helping to serve and maintain the soup kitchens, we provide shipping services for the protectorate communities who donate livestock and produce. We also provide a small amount of miscellaneous foodstuffs.” He consults a ledger on the desk in front of him. “Shipments from Llynvale and Sweetwater were delivered four days ago, and a shipment of produce and dried meat from our own stores was delivered two days ago.”

All four suspects have signed for deliveries in the past year. Morton Estford signed for the most recent Llynvale and Sweetwater shipments. Wilvor Arbast signed for the most recent Mour family delivery. Llynvale and Sweetwater shipments occur every two weeks. Lord Geoffrey has no information on the exact contents or value of the shipments from Llynvale and Sweetwater. Mour family shipments occur once per month. The Mour family shipments have a monthly value of 400 gp, plus the value of their shipping services.

House Mour sends good quality foodstuffs, free of debris and contamination, as its charitable contribution. They provide their own shipping service, as well as delivery of the contributions from Llynvale and Sweetwater.

There is nothing else that Lord Geoffrey can tell the PCs.

While the PCs may see something sinister in the fact that House Mour provides carting service for many of those making charitable contributions, it is just a coincidence, and House Mour is not involved in the thefts. House Mour has an outstanding reputation, and is considered to be fair and completely trustworthy.

House Reilly (Noble District) –

There is something about the strangely beautiful young woman addressing you that you cannot quite put your finger on. Lady Eilish Reilly is graceful and self-assured, with a hint of a wild spirit in her eyes. “My sister, Lady Consul Reilly, sees it as her duty to give back to the community. Our farms are extremely productive, and in addition to manpower, we regularly supply fresh produce to the Slate Hall and the Boiling Pot. Deliveries are made weekly, and our last shipment was only two days ago.”

House Reilly provides fresh fruits, nuts and vegetables. All produce is good quality, ripe and in peak eating condition. All four suspects have signed for shipments in the past, and the last shipment was signed for by Korl Freest. The weekly shipments have a value of 200 gp each.

House Reilly either delivers its own contribution or contracts with House Mour for shipping services.

There is nothing else that Lady Eilish can tell the PCs.

Village of Llynvale (8 miles from Amthydor) –

It will take the PCs 2 hours on horseback or 3 hours walking (Speed 30’) to reach the village of Llynvale.

A protectorate of Amthydor, the small farming village of Llynvale lies west of the city on the Great Trade Road. Speaker Niles Doros cleans his hands on a small scrap of cloth and wipes his brow, gesturing to his helpers to continue their labors in the fields while he leads you to the

cottage that serves double duty as his home and office.

“We’re proud to do what we can to help our fellow Amthydorans. We’ve had an excellent season, and our storage bins are overflowing from the last harvest. We send supplies every two weeks, without fail. In fact, we sent a large shipment just a few days ago.”

The most recent shipment consisted of two hundred pounds of wheat, fifty pounds of barley, fifty pounds of corn, twenty-five pounds of rye, five prime cattle, fifty chickens and a dozen hogs. The animals were all young and healthy, and the grain was dry, well-sifted for debris and free of rot or mold. The shipment had a value of 100 gp.

The village of Llynvale contracts with House Mour for delivery of their charitable contributions.

There is nothing else that the Speaker can tell the PCs.

Village of Sweetwater (35 miles from Amthydor, 28 miles from Llynvale) –

It will take the PCs one full day on horseback or 1½ days walking (Speed 30’) to reach the village of Sweetwater.

The village of Sweetwater sits on the south bank of the River Lestra, just off the Great Trade Road. Mayor Amester Kennyson sorts through a small pile of parchment sheets before selecting one and passing it to you. “As you can see, we send our contribution every two weeks. Our last shipment was mostly fresh and dried produce. There was also 250 pounds of rice, several barrels of smoked salmon and six young lambs. If it wasn’t for House Mour donating their shipping services we wouldn’t be able to give so much.”

All four suspects have signed for shipments in the past, and the last shipment was signed for by Korl Freest. The weekly shipments have a value of 100 gp each.

The village of Sweetwater contracts with House Mour for delivery of their charitable contributions.

There is nothing else that Mayor Kennyson can tell the PCs.

Amthydor Weavers’ Guild –

The Weavers’ Guild donates blankets and fabrics made by apprentices. Such items are considered ‘seconds’ because the edges may not be perfectly

straight, the weave may not be even or the dyes did not adhere to the fabric completely. The small flaws in these student efforts make them unsuitable for sale to the general public, but they are still quite usable. Rather than have them go to waste, these items are donated for the use of the poor and homeless.

Deliveries are irregular, based upon how productive the apprentices are and how long it takes them to master their trade.

All four suspects have signed for deliveries in the past year. The last was signed for by Korl Freest.

The most recent delivery, sent one week ago, consisted of 100 woolen blankets.

Amthydor Clothier’s Guild –

The Clothiers’ Guild donates student-made clothing to benefit the poor and homeless. These garments are made of simple but good quality fabric, the work of apprentices who are just learning their trade. Often the seams are not quite straight, or one arm or leg is slightly longer than the other, or the style has gone out of fashion. These items are plain yet functional, and though they are not suitable for sale to the general public, they are not patched or full of holes and have a lot of wear in them.

Deliveries are irregular, based upon how productive the apprentices are and how long it takes them to master their trade.

All four suspects have signed for deliveries in the past year. The last was signed for by Morton Estford.

The most recent delivery, sent five days ago, consisted of 100 outfits of typical peasant style clothing.

Temples –

Several temples and shrines in and around the city of Amthydor provide free health care for the poor and homeless. Except in emergencies, this care is provided at a series of wellness clinics located in the poorer neighborhoods of the city. These clinics are staffed by volunteer clerics, according to the projected needs of the community as determined by the Department for Public Welfare. The Department estimates the number of clerics needed and requests them from the temples. Each temple takes turns providing service, to keep any one faith

from shouldering too much of the burden. The primary providers of these services are the Monastery of **Pietos** and the temples of **Ardra**, **Meneon** and **Sorena**. Each of these temples is accustomed to sending five clerics to serve eight hours per day for one week out of every five, plus one cleric for eight hours per day on the other four weeks. In exchange, a donation of 1000 gp annually is made to each temple's coffers. For the past year, the number of clerics they have been asked to send, and the amount of time that those clerics spend in the clinics has been gradually decreasing, as has the amount of the donation to the temples. For the last two months they have only been asked to send one cleric for four hours every other day. Each temple has assumed that the other temples not normally part of the rotation were becoming more involved.

If this location is the third one that the PCs have visited (excluding the Introduction) GO TO Encounter 3.

If this is not the third location that the PCs have visited (excluding the Introduction):

If the PCs go to the warehouse **GO TO Encounter 1.**

If the PCs wish to visit with any of the organizations that distribute donated goods and services **GO TO Encounter 4.**

If the PCs wish to investigate or speak with Edvard Birch **GO TO Encounter 5.**

If the PCs wish to investigate or speak with Morton Estford **GO TO Encounter 6.**

If the PCs wish to investigate or speak with Wilvor Arbast **GO TO Encounter 7.**

If the PCs wish to investigate or speak with Korl Freest **GO TO Encounter 8.**

Once the PCs are prepared to present their evidence to Captain Vestra **GO TO Conclusion A.**

Encounter Three – A Not-So-Friendly Suggestion

Once the PCs visit a third location during their investigation, they will be attacked by a group of thugs hired to distract them from the investigation. This combat takes place where at any point between the PCs' third and fourth destinations. If their third location is located in the Noble District, they will be attacked after they leave the District.

The thugs' instructions are to convince the PCs to give up their investigation. They are not opposed to bargaining with the PCs, but if the PCs strike a bargain and agree to drop the investigation and then renege on the deal, the thugs will be back at the next higher ATL after the PCs investigate two more locations (though there will only be one set of certs, no matter how many times the PCs defeat one or more of the enemy).

ATL 1

☛ **Half-Orc Thug (1):** Barbarian 1; HD 1d12+3; hp 15; Init +2; Spd 40 ft. (studded leather armor); AC 16 (+2 Dex, +3 studded leather armor, RoP +1; touch AC 13, flatfooted 14); BAB/Grapple +1/+4; Atks: +4 melee (1d12+4, greataxe); Full Atk: +4 melee (1d12+4, greataxe); Space/Reach: 5 ft./5 ft.; SA nil, SQ fast movement, illiteracy, rage 1/day, darkvision; AL CN; SV Fort +5, Ref +2, Will +2; Str 17, Dex 14, Con 16, Int 10, Wis 14, Cha 6.

Skills and Feats: Intimidate +2, Listen +6, Spot +6, Survival +6; Dodge.

Equipment: Studded leather armor, ring of protection +1, greataxe.

☛ **Human Toughs (2)** Ftr 1; HD 1d10+2; hp 12; Init +5; Spd 30 ft.(chain shirt); AC 15 (+1 Dex, +4 chain shirt; touch AC 11, flatfooted 14); BAB/Grapple +1/+3; Atks: +3 melee (1d6+2, shortsword) or +2 ranged (1d8, light crossbow); Full Atk: +3 melee (1d6+2, shortsword) or +2 ranged (1d8, light crossbow); Space/Reach: 5 ft./5 ft.; SA nil, SQ nil; AL CN; SV Fort +4, Ref +1, Will +2; Str 14, Dex 12, Con 15, Int 13, Wis 14, Cha 13.

Skills and Feats: Climb +6, Intimidate +5, Jump +6, Ride +5; Dodge, Improved Initiative, Skill Focus (Intimidate).

Equipment: Chain shirt, short sword.

☛ **Female Fire Elem Rogue (1):** Rog1; HD 1d6+1; hp 7; Init +4; Spd 35 ft; AC 16 (+4 Dex, +2 bracers of armor; touch AC 14, flatfooted 12); BAB/Grapple +0/+1; Atks: +4 melee (1d6+1, rapier) or +4 ranged (1d4, dart); Full Atk: +4 melee (1d6+1, rapier) or +4 ranged (1d4, dart); Space/Reach: 5 ft./5 ft.; SA sneak attack +1d6; SQ trapfinding, fire resistance 2, +2 bonus to saves vs fire spells and effects; AL CN; SV Fort +1, Ref +6, Will +1; Str 12, Dex 19, Con 12, Int 16, Wis 12, Cha 12.

Skills and Feats: Bluff +5, Diplomacy +3, Disguise +3, Escape Artist +8, Gather Information +5, Hide +8, Intimidate +5, Listen +5, Move Silently +8, Sense Motive +5, Spot +5, Tumble +8; Weapon Finesse.

Equipment: Bracers of Armor +2, rapier, darts (12), ring of feather falling.

ATL 3

☛ **Half-Orc Thug (1):** Barbarian 2; HD 2d12+6; hp 30; Init +2; Spd 40 ft. (studded leather armor); AC 16 (+2 Dex, +3 studded leather armor, RoP +1; touch AC 13, flatfooted 14); BAB/Grapple +2/+5; Atks: +5 melee (1d12+4, greataxe); Full Atk: +5 melee (1d12+4, greataxe); Space/Reach: 5 ft./5 ft.; SA nil, SQ fast movement, illiteracy, rage 1/day, uncanny dodge, trap sense +1, darkvision; AL CN; SV Fort +6, Ref +2, Will +2; Str 17, Dex 14, Con 16, Int 10, Wis 14, Cha 6.

Skills and Feats: Intimidate +3, Listen +7, Spot +7, Survival +7; Dodge.

Equipment: Studded leather armor, ring of protection +1, greataxe.

☛ **Human Toughs (3)** Ftr 3; HD 3d10+6; hp 33; Init +5; Spd 30 ft.(chain shirt); AC 15 (+1 Dex, +4 chain shirt; touch AC 11, flatfooted 14); BAB/Grapple +3/+5; Atks: +6 melee (1d6+2, shortsword) or +4 ranged (1d8, light crossbow); Full Atk: +6 melee (1d6+2, shortsword) or +4 ranged (1d8, light crossbow); Space/Reach: 5 ft./5 ft.; SA nil, SQ nil; AL CN; SV Fort +5, Ref +2, Will +3; Str 14, Dex 12, Con 15, Int 13, Wis 14, Cha 13.

Skills and Feats: Climb +8, Intimidate +7, Jump +8, Ride +7; Dodge, Improved Initiative, Power Attack, Skill Focus (Intimidate), Weapon Focus (shortsword).

Equipment: Chain shirt, short sword.

☛ **Female Fire Elem Rogue (1):** Rog3; HD 3d6+3; hp 19; Init +4; Spd 35 ft; AC 16 (+4 Dex, +2 bracers of armor; touch AC 14, flatfooted 12); BAB/Grapple +1/+2; Atks: +5 melee (1d6+1, rapier) or +5 ranged (1d4, dart); Full Atk: +5 melee (1d6+1, rapier) or +5 ranged (1d4, dart); Space/Reach: 5 ft./5 ft.; SA sneak attack +2d6; SQ trap finding, evasion, trap sense +1, fire resistance 2, +2 bonus to saves vs fire spells and effects; AL CN; SV Fort +2, Ref +7, Will +1; Str 12, Dex 19, Con 12, Int 16, Wis 12, Cha 12.

Skills and Feats: Bluff +7, Diplomacy +9, Disguise +7, Escape Artist +10, Gather Information +7, Hide +10, Intimidate +7, Listen +7, Move Silently +10, Sense Motive +7, Spot +7, Tumble +10; Dodge, Weapon Finesse.

Equipment: Bracers of Armor +2, rapier, darts (12), ring of feather falling.

ATL 5

♥ **Half-Orc Thug (1):** Barbarian 5; HD 5d12+15; hp 66; Init +2; Spd 40 ft. (studded leather armor); AC 17 (+2 Dex, +3 studded leather armor, RoP +2; touch AC 14, flatfooted 15); BAB/Grapple +5/+9; Atks: +9 melee (1d12+6, greataxe); Full Atk: +9 melee (1d12+6, greataxe); Space/Reach: 5 ft./5 ft.; SA nil, SQ fast movement, illiteracy, rage 2/day, uncanny dodge, improved uncanny dodge, trap sense +1, darkvision; AL CN; SV Fort +7, Ref +3, Will +3; Str 18, Dex 14, Con 16, Int 10, Wis 14, Cha 6.

Skills and Feats: Intimidate +6, Listen +10, Spot +10, Survival +10; Power Attack, Dodge.

Equipment: Studded leather armor, ring of protection +2, greataxe.

♥ **Human Toughs (4)** Ftr 5; HD 5d10+15; hp 57; Init +5; Spd 30 ft.(chain shirt); AC 17 (+1 Dex, +4 chain shirt, +2 heavy wooden shield; touch AC 13, flatfooted 16); BAB/Grapple +5/+8; Atks: +9 melee (1d8+3, longsword) or +6 ranged (1d8, light crossbow); Full Atk: +9 melee (1d8+3, longsword) or +6 ranged (1d8, light crossbow); Space/Reach: 5 ft./5 ft.; SA nil, SQ nil; AL CN; SV Fort +5, Ref +2, Will +5; Str 16, Dex 12, Con 16, Int 13, Wis 14, Cha 13.

Skills and Feats: Climb +10, Intimidate +9, Jump +10, Ride +9; Dodge, Improved Initiative, Iron Will, Power Attack, Skill Focus (Intimidate), Weapon Focus (longsword).

Equipment: Chain shirt, longsword, heavy wooden shield.

♥ **Female Fire Elem Rogue (1):** Rog6/Wiz1 (Evoker); HD 6d6+1d4+6; hp 39; Init +5; Spd 35 ft; AC 17 (+5 Dex, +2 bracers of armor; touch AC 15, flatfooted 12); BAB/Grapple +4/+5; Atks: +10 melee (1d6+1, rapier) or +9 ranged (1d4, dart); Full Atk: +10 melee (1d6+1, rapier) or +9 ranged (1d4, dart); Space/Reach: 5 ft./5 ft.; SA sneak attack +3d6; SQ trap finding, evasion, trap sense +2, uncanny dodge, fire resistance 2, +2 bonus to saves vs fire spells and effects; AL CN; SV Fort +3, Ref +10, Will +4; Str 12, Dex 20, Con 12, Int 16, Wis 12, Cha 12.

Skills and Feats: Bluff +10, Diplomacy +12, Disguise +12, Escape Artist +14, Gather Information +5, Hide +24, Intimidate +10,

Knowledge (Arcana) +6, Listen +10, Move Silently +14, Sense Motive +10, Spellcraft +5, Spot +10, Tumble +14; Dodge, Weapon Finesse, Weapon Focus (rapier).

Equipment: Bracers of Armor +2, rapier, darts (12), ring of chameleon power.

Spells: 0-level – *acid splash, daze, touch of fatigue*; 1st level – *burning hands(x2), true strike*. DC 13 + spell level (14 + spell level for fire based spells).

ATL 7

♥ **Half-Orc Thug (1):** Barbarian 8; HD 8d12+24; hp 102; Init +2; Spd 40 ft. (studded leather armor); AC 17 (+2 Dex, +3 studded leather armor, RoP +2; touch AC 14, flatfooted 15); BAB/Grapple +8/+12; Atks: +12 melee (1d12+6, greataxe); Full Atk: +12 melee (1d12+6, greataxe); Space/Reach: 5 ft./5 ft.; SA nil, SQ fast movement, illiteracy, rage 3/day, uncanny dodge, improved uncanny dodge, trap sense +2, damage reduction 1/-, darkvision; AL CN; SV Fort +9, Ref +4, Will +4; Str 19, Dex 14, Con 16, Int 10, Wis 14, Cha 6.

Skills and Feats: Intimidate +9, Listen +13, Spot +13, Survival +13; Adrenal Healing, Power Attack, Dodge.

Equipment: Studded leather armor, ring of protection +2, greataxe.

Adrenal Healing: While raging, you may spend another of your daily rages as a free action to gain *Fast Healing 1* for the duration of your current rage. This is an extraordinary ability. *Fast Healing 1* gives the ability to heal one point of damage per round.

♥ **Human Toughs (4)** Ftr 7; HD 7d10+21; hp 78; Init +5; Spd 30 ft.(chain shirt); AC 17 (+1 Dex, +4 chain shirt, +2 heavy wooden shield; touch AC 13, flatfooted 16); BAB/Grapple +7/+10; Atks: +11 melee (1d8+3, longsword) or +8 ranged (1d8, light crossbow); Full Atk: +11 melee (1d8+3, longsword) or +8 ranged (1d8, light crossbow); Space/Reach: 5 ft./5 ft.; SA nil, SQ nil; AL CN; SV Fort +6, Ref +3, Will +6; Str 16, Dex 12, Con 16, Int 13, Wis 14, Cha 13.

Skills and Feats: Climb +10, Intimidate +9, Jump +10, Ride +9; Back to Back, Cleave, Dodge,

Improved Initiative, Iron Will, Power Attack, Skill Focus (Intimidate), Weapon Focus (longsword).

Equipment: Chain shirt, short sword, heavy wooden shield.

☛ **Female Fire Elem Rogue (1):** Rog7/Wiz3 (Evoker); HD 7d6+3d4+9; hp 53; Init +5; Spd 35 ft; AC 17 (+5 Dex, +3 bracers of armor; touch AC 15, flatfooted 12); BAB/Grapple +6/+7; Atks: +11 melee (1d6+1, rapier) or +11 ranged (1d4, dart); Full Atk: +11 melee (1d6+1, rapier) or +11 ranged (1d4, dart); Space/Reach: 5 ft./5 ft.; SA sneak attack +4d6; SQ trap finding, evasion, trap sense +2, uncanny dodge, fire resistance 2, +2 bonus to saves vs fire spells and effects; AL CN; SV Fort +4, Ref +11, Will +5; Str 12, Dex 21, Con 12, Int 16, Wis 12, Cha 12.

Skills and Feats: Bluff +11, Diplomacy +12, Disguise +15, Escape Artist +15, Gather Information +7, Hide +24, Intimidate +11, Knowledge (Arcana) +11, Listen +11, Move Silently +15, Sense Motive +11, Spellcraft +11, Spot +11, Tumble +15; Defensive Roll, Dodge, Weapon Finesse.

Equipment: Bracers of armor +3, rapier, darts (12), ring of chameleon power.

Spells: 0-level – acid splash, flare, touch of fatigue (x2); 1st level – burning hands (x2), magic missile (x2); 2nd level – scorching ray (x2), flaming sphere. DC 13 + spell level (14 + spell level for fire based spells).

Defensive Roll (Ex): Once per day, when you would be reduced to 0 hit points or less by damage in combat from a weapon or other blow (not a spell or special ability), you can attempt to roll with the damage. Make a Reflex saving throw with a DC equal to the damage dealt, and on a success you take only half damage from the blow. You must be aware of the attack and be able to react to it in order to execute the defensive roll. If you are denied your Dexterity bonus to AC you cannot use this feat. Since this effect would not normally allow a character to make a Reflex save for half damage, the evasion ability does not apply to the Defensive Roll. A character cannot use a defensive roll if wearing medium or heavier armor.

☛ **Human Rogue (1):** Rog5; HD 5d6+5; hp 30; Init +3; Spd 30 ft; AC 15 (+3 Dex, +2 leather armor; touch AC 13, flatfooted 12); BAB/Grapple +3/+6; Atks: +6 melee (1d6+3, rapier) or +7 ranged (1d8+1, light crossbow); Full Atk: +6 melee (1d6+3, rapier) or +7 ranged (1d8+1, light crossbow); Space/Reach: 5 ft./5 ft.; SA sneak attack +3d6; SQ trap finding, evasion, trapsense +1, uncanny dodge; AL CN; SV Fort +2, Ref +7, Will +2; Str 16, Dex 16, Con 12, Int 14, Wis 12, Cha 10.

Skills and Feats: Bluff +8, Disable Device +10, Escape Artist +11, Hide +11, Listen +9, Move Silently +11, Open Locks +11, Search +10, Sleight of Hand +11, Spot +9, Tumble +11; Far Shot, Point Blank Shot, Precise Shot.

Equipment: Leather armor, rapier, +1 repeating light crossbow, 20 bolts.

ATL 9

☛ **Half-Orc Thug (1):** Barbarian 10; HD 10d12+30; hp 126; Init +2; Spd 40 ft. (studded leather armor); AC 17 (+2 Dex, +3 studded leather armor, RoP +2; touch AC 14, flatfooted 15); BAB/Grapple +10/+14; Atks: +14 melee (1d12+7, greataxe); Full Atk: +14 melee (1d12+7, greataxe); Space/Reach: 5 ft./5 ft.; SA nil, SQ fast movement, illiteracy, rage 3/day, uncanny dodge, improved uncanny dodge, trap sense +3, damage reduction 2/-, darkvision; AL CN; SV Fort +10, Ref +5, Will +5; Str 20, Dex 14, Con 16, Int 10, Wis 14, Cha 6.

Skills and Feats: Intimidate +11, Listen +15, Spot +15, Survival +15; Adrenal Healing, Combat Reflexes, Dodge, Power Attack.

Equipment: Studded leather armor, ring of protection +2, greataxe.

Adrenal Healing: While raging, you may spend another of your daily rages as a free action to gain *Fast Healing 1* for the duration of your current rage. This is an extraordinary ability. *Fast Healing 1* gives the ability to heal one point of damage per round.

☛ **Human Toughs (5)** Ftr 8; HD 8d10+24; hp 89; Init +5; Spd 30 ft.(chain shirt); AC 17 (+1 Dex, +4 chain shirt, +2 heavy wooden shield; touch AC 13, flatfooted 16); BAB/Grapple +8/+12; Atks: +12

melee (1d8+4, longsword) or +9 ranged (1d8, light crossbow); Full Atk: +13 melee (1d8+4, longsword) or +9 ranged (1d8, light crossbow); Space/Reach: 5 ft./5 ft.; SA nil, SQ nil; AL CN; SV Fort +7, Ref +3, Will +6; Str 18, Dex 12, Con 16, Int 13, Wis 14, Cha 13.

Skills and Feats: Climb +10, Intimidate +9, Jump +10, Ride +9; Back to Back, Cleave, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Power Attack, Skill Focus (Intimidate), Weapon Focus (longsword).

Equipment: Chain shirt, longsword, heavy wooden shield.

☛ **Female Fire Elem Rogue (1):** Rog7/Wiz5 (Evoker); HD 7d6+5d4+11; hp 61; Init +5; Spd 35 ft; AC 17 (+5 Dex, +3 bracers of armor; touch AC 15, flatfooted 12); BAB/Grapple +7/+8; Atks: +13 melee (1d6+1, rapier) or +12 ranged (1d4, dart); Full Atk: +13 melee (1d6+1, rapier) or +12 ranged (1d4, dart); Space/Reach: 5 ft./5 ft.; SA sneak attack +4d6; SQ trap finding, evasion, trap sense +2, uncanny dodge, fire resistance 2, +2 bonus to saves vs fire spells and effects; AL CN; SV Fort +4, Ref +11, Will +6; Str 12, Dex 21, Con 12, Int 16, Wis 12, Cha 12.

Skills and Feats: Bluff +11, Diplomacy +12, Disguise +15, Escape Artist +15, Gather Information +7, Hide +24, Intimidate +11, Knowledge (Arcana) +16, Listen +11, Move Silently +15, Sense Motive +11, Spellcraft +16, Spot +11, Tumble +15; Defensive Roll, Dodge, Weapon Finesse, Weapon Focus (rapier).

Equipment: Bracers of Armor +3, rapier, darts (12), ring of chameleon power.

Spells: 0-level – *acid splash, flare, touch of fatigue (x2)*; 1st level – *burning hands(x2), magic missile (x2), ray of enfeeblement*; 2nd level – *scorching ray (x3), flaming sphere, ; 3rd level – fireball (x2)*. DC 13 + spell level (14 + spell level for fire based spells).

Defensive Roll (Ex): Once per day, when you would be reduced to 0 hit points or less by damage in combat from a weapon or other blow (not a spell or special ability), you can attempt to roll with the damage. Make a Reflex saving throw with a DC equal to the damage dealt, and on a success you take only half damage from the blow. You must

be aware of the attack and be able to react to it in order to execute the defensive roll. If you are denied your Dexterity bonus to AC you cannot use this feat. Since this effect would not normally allow a character to make a Reflex save for half damage, the evasion ability does not apply to the Defensive Roll. A character cannot use a defensive roll if wearing medium or heavier armor.

☛ **Human Rogue (1):** Rog7; HD 7d6+7; hp 42; Init +3; Spd 30 ft; AC 15 (+3 Dex, +2 leather armor; touch AC 13, flatfooted 12); BAB/Grapple +5/+8; Atks: +8 melee (1d6+3, rapier) or +9 ranged (1d8+1, light crossbow); Full Atk: +8 melee (1d6+3, rapier) or +9 ranged (1d8+1, light crossbow); Space/Reach: 5 ft./5 ft.; SA sneak attack +4d6; SQ trap finding, evasion, trap sense +2, uncanny dodge; AL CN; SV Fort +3, Ref +8, Will +3; Str 16, Dex 16, Con 12, Int 14, Wis 12, Cha 10.

Skills and Feats: Bluff +10, Disable Device +12, Escape Artist +13, Hide +13, Listen +11, Move Silently +13, Open Locks +13, Search +12, Sleight of Hand +13, Spot +11, Tumble +13; Combat Reflexes, Far Shot, Point Blank Shot, Precise Shot.
Equipment: Leather armor, rapier, +1 repeating light crossbow, 20 bolts.

The PCs may wish to question any attackers that they are able to capture alive. Getting the thugs to talk requires a successful skill check (*Diplomacy* or *Intimidate*) DC 10 + ATL.

➤ **Why did you attack us?**

“People ought to know better than to go digging into affairs that aren’t their own. Some things aren’t any of your business. Busybodies like you don’t know when to leave well enough alone.”

➤ **Who hired you?**

“We wouldn’t be much use to him if we knew that, now would we? So long as the gold is good we don’t ask names. We never saw his face. It was always dark when he met with us.”

The thugs really do not know who hired them. They never saw his face. If the PCs think to ask about the man’s voice, the thugs will recall that it was neither very old nor particularly young and

that there was a complete lack of any regional accent.

➤ **Where did you meet with him?**

“At a warehouse. He had us pick up stuff and bring it to him there. We would pull up to the back doors, unload, get our money and leave.”

By asking about landmarks the PCs will be able to narrow down the location to the warehouse belonging to the Department of Public Welfare, the same warehouse that was damaged in the fire.

➤ **When/How often do you meet with him?**

“Every week or so, and always at night.”

The nights when the thugs delivered always follow deliveries of donations to the Department of Public Welfare.

➤ **When was the last time you talked to him?**

“There was a message waiting for us this morning, about you. He had us bring a load of produce and dried meat a couple of nights ago.”

If the PCs have checked into the list of donors this coincides with the delivery made by House Mour earlier in that day. If the PCs ask about previous visits to the warehouse, all will be on the evening following a delivery from one of the parties on the list of donors.

➤ **What did he hire you to move?**

“Lots of different stuff. It was all paid for as arranged. All we had to do was show up with a wagon, load the stuff and bring it to the warehouse. Funny, that. He has us go around buying up stuff that’s no good and giving it away to the poor.”

The items that the thugs picked up and delivered to the warehouse were always poor quality duplicates of items that had been delivered earlier in the day.

➤ **How long have you been working for this man?**

“Half a year or so.”

If the PCs wish to visit with any of the providers of goods and services **GO TO Encounter 2.**

If the PCs wish to visit with any of the organizations that distribute donated goods and services **GO TO Encounter 4.**

If the PCs wish to investigate or speak with Edvard Birch **GO TO Encounter 5.**

If the PCs wish to investigate or speak with Morton Estford **GO TO Encounter 6.**

If the PCs wish to investigate or speak with Wilvor Arbast **GO TO Encounter 7.**

If the PCs wish to investigate or speak with Korl Freest **GO TO Encounter 8.**

Once the PCs are prepared to present their evidence to Captain Vestra **GO TO Conclusion A.**

If the PCs agreed to give up the investigation and if they keep the agreement **GO TO Conclusion B.**

Encounter Four – Brother’s Keeper

Once the PCs visit a third location during their investigation, they will be attacked by a group of thugs hired to distract them from the investigation. The combat is detailed in **Encounter 3** (Page 13).

Several organizations help to distribute donated funds, goods and services to aid Amthydor’s poor and homeless. Listed below are the most recent recipients of goods donated to the Department of Public Welfare. The PCs may wish to visit one or more of these locations to ask questions about the quantity and quality of recent deliveries.

Boiling Pot –

Established in the Services District as a temporary soup kitchen, the Boiling Pot is bustling with activity even when it is not mealtime, as workers clean up or prepare for the next meal. Matoine Vernep, the cleric of Pietos who supervises the day shift, wipes her hands on a rag and takes a seat at one of the long tables. “You aren’t the sort that usually graces our door. What can I do for you today?”

There is very little that she can tell the PCs, but if they ask anything about donations received through the Department of Public Welfare she will provide the following information:

“Beggars can’t be choosers, of course, so we’re naturally very grateful for any donations that we receive. What we get is seldom the best, and we often have to spread resources thin in order to make sure that everyone gets something, but we make do. Over the past several months the quality of the provisions that we receive has been growing gradually worse, and quantities have been less. Harvests have been good, and the weather mild, and yet we get less than we need and what we do get is often close to being spoiled. The small contributors that have normally filled in the gaps in what the Lord Monarch provides have now become our primary providers, as what we receive through official channels has been less usable over the past several months.”

If she is asked about quantities received, she will provide the PCs with copies of a ledger showing the contents of the last several deliveries. In each case, the quantities received are approximately three fourths of the amounts indicated as being sent from the warehouse. The deficiencies have been growing gradually worse for the past eight to ten months.

Slate Hall –

Temporarily relocated from the uninhabitable Poor District, the Slate Hall continues to serve hot meals and provide basic groceries to the poor and homeless. The Host, Latisha, greets you warmly.

If the PCs ask about supplies from the Department of Public Welfare –

“We’re fortunate that there is a small farm dedicated to providing for many of the needs of the hall, so we do not have to depend primarily upon donations to the Department. What we do receive lately has been of poorer quality, and lesser quantity, than what we are used to. It is often not fit to serve as it is, and can only be used as a small part of a larger recipe.”

Like the Boiling Pot, Slate Hall records show that the quantities received are approximately three fourths of what warehouse records indicate was sent. The deficiencies have been growing gradually worse for the past eight to ten months.

Charity Hostel –

From the outside the Charity Hostel looks exactly like what it originally was, a large two-story warehouse used for storing goods. Inside, thin wooden interior walls have been added to form small cubicles. The left side of the building has been designated for single men, while the right side is set aside for single women. The upstairs has been sectioned off into slightly larger areas to accommodate families, including a small day care area for parents to leave their children while they seek work or run errands.

The Hostler, Jard Farel, will speak with the PCs and answer their questions. Jard is a wiry, gnarled man in his late fifties. He has only one leg, having lost his right leg at the knee in a mining accident when he was a young man.

The Hostel has room for fifty men, twenty-five women and twenty-five families. No meals are provided, but residents are eligible for meals from either the Boiling Pot or the Slate Hall. The Hostel provides cots, blankets and clothing for guests. It also provides blankets and clothing for anyone that it does not have room for, so that they will have some protection from the weather.

Hostel records show that they have received only about three fourths of the goods that warehouse records indicate were sent. There are currently no blankets or clothes to spare for non-guests, and those that are given to guests are threadbare and thin, often with holes where insects or mice have chewed on the fabric. The deficiencies have been growing gradually worse for the past eight to ten months.

Temples –

Several temples and shrines in and around the city of Amthydor provide free health care for the poor and homeless. Except in emergencies, this care is provided at a series of wellness clinics located in

the poorer neighborhoods of the city. These clinics are staffed by volunteer clerics, according to the projected needs of the community as determined by the Department for Public Welfare. The Department estimates the number of clerics needed and requests them from the temples. Each temple takes turns providing service, to keep any one faith from shouldering too much of the burden. The primary providers of these services are the Monastery of **Pietos** and the temples of **Ardra**, **Meneon** and **Sorena**. Each of these temples is accustomed to sending five clerics to serve eight hours per day for one week out of every five, plus one cleric for eight hours per day on the other four weeks. In exchange, a donation of 1000 gp annually is made to each temple's coffers. For the past year, the number of clerics they have been asked to send, and the amount of time that those clerics spend in the clinics has been gradually decreasing, as has the amount of the donation to the temples. For the last two months they have only been asked to send one cleric for four hours every other day. Each temple has assumed that the other temples not normally part of the rotation were becoming more involved.

If this location is the third one that the PCs have visited (excluding the Introduction) GO TO Encounter 3.

If this is not the third location that the PCs have visited (excluding the Introduction):

If the PCs go to the warehouse GO TO Encounter 1.

If the PCs wish to visit with any of the providers of goods and services GO TO Encounter 2.

If the PCs wish to investigate or speak with Edvard Birch GO TO Encounter 5.

If the PCs wish to investigate or speak with Morton Estford GO TO Encounter 6.

If the PCs wish to investigate or speak with Wilvor Arbast GO TO Encounter 7.

If the PCs wish to investigate or speak with Korl

Freest GO TO Encounter 8.

Once the PCs are prepared to present their evidence to Captain Vestra GO TO Conclusion A.

Encounter Five – Edvard Birch

The PCs may speak with Edvard directly or attempt to gather information about him through other sources.

If the PCs seek out Edvard Birch –

Edvard Birch resides in his family's comfortable home in a quiet neighborhood of the Upper Class District. The door opens even as you raise your hand to knock, and from his expression, the young man preparing to leave is surprised to see you standing there. "The servants' entrance is around to the back. Someone will see to whatever it is that you want."

The young man is Edvard Birch. While he is not openly rude, he is something of a spoiled playboy, and pays little attention to those that he believes are beneath his social station. He naturally expects the PCs to make way for him, and will be startled when they do not. He is anxious to be on his way, and while PCs may interpret this as a sign of guilt, it is really because he has a young lady waiting for him.

The PCs may be able to catch Edvard in a lie through a successful *Sense Motive* skill check against his *Bluff* skill (+8). Getting him to tell the truth requires a successful *Intimidate* check DC 10 + ATL. PCs gain a +2 bonus to this check if the party contains a PC Noble or a PC member of the Diamond Legion.

➤ **Do you know anything about the discrepancies in goods donated and goods delivered?**

"No. I just sign for the donations and sort the stuff into the warehouse."

This is mostly true. Edvard is not responsible for embezzlement that resulted in the recent rioting. While he has been siphoning off small quantities of goods and selling them on the black market in an

effort to fund his partying lifestyle, it totals only a very small fraction of what someone else is taking. His major source of questionable income is forgery and petty theft. He has pilfered much of his mother's valuable jewelry, and replaced it with inferior copies. The last thing that he wants is for his mother and uncle to learn what he has been doing.

➤ **What are your duties?**

"I sort the incoming goods, sign off on the delivery log, unload the wagons, sort the goods and load the outgoing wagons."

Edvard hopes that he is being trained to take over from Wilvor, and he has correctly surmised that the main reason that the old man has not been retired is because his superiors feel sorry for him and want to save his pride.

➤ **What happens to the donated goods?**

"They are signed in and sorted, then distributed as needed."

➤ **Do you verify that what the donors claim they are delivering is what is actually there?**

"Naturally we check to see that the quantities are right, and we look at some of the stuff, but we don't open every single container."

True.

➤ **Do you know anything about the fire?**

"No."

This is actually the truth. He had nothing to do with the fire.

➤ **Where were you when the thefts/fire occurred?**

Edvard will provide an alibi for each incident. While some are slightly embarrassing to himself or the person that he was with, all are true and can be verified.

➤ **Who is the dark haired woman in the painting at the warehouse?**

"I don't know, but I wish that she was a friend of mine, if you take my meaning."

☛ **Edvard Birch** – Human, Male, Age 18; Expert 2; HD 2d6+2; hp 14; Init +0; Spd 30 ft; AC 10;

BAB/Grapple +1/+2; AL N; SV Fort +1, Ref +0, Will +4; Str 13, Dex 11, Con 12, Int 12, Wis 12, Cha 16.

Skills: Appraise +8, Bluff +8, Decipher Script +8, Diplomacy +10, Forgery +6, Knowledge (Local) +3, Knowledge (Nobility & Royalty) +4, Profession (Clerk) +6, Sense Motive +6; Deceitful, Diligent; Language: Common.

For each attempt to gather information on one of the suspects, the PC must spend 5 gp per ATL plus one hour of time. Suspect specific information is given below. Generic information is provided in **Appendix B: DM Aid # 2.**

DC 5 + ATL – Edvard is considered extremely young to hold his position, and would not have the post without his uncle's influence.

DC 8 + ATL – Edvard is considered something of a playboy, and tends to live above his means. He has reportedly squandered the sizable inheritance left to him by his late father, a successful adventurer from Jadenapur.

DC 12 + ATL – Edvard often sells fine jewelry items to local fences, after having less valuable copies made of the pieces.

If this location is the third one that the PCs have visited (excluding the Introduction) GO TO Encounter 3.

If this is not the third location that the PCs have visited (excluding the Introduction):

If the PCs go to the warehouse **GO TO Encounter 1.**

If the PCs wish to visit with any of the providers of goods and services **GO TO Encounter 2.**

If the PCs wish to visit with any of the organizations that distribute donated goods and services **GO TO Encounter 4.**

If the PCs wish to investigate or speak with Morton Estford **GO TO Encounter 6.**

If the PCs wish to investigate or speak with Wilvor Arbast **GO TO Encounter 7.**

If the PCs wish to investigate or speak with Korl Freest **GO TO Encounter 8.**

Once the PCs are prepared to present their evidence to Captain Vestra **GO TO Conclusion A.**

Encounter Six – Morton Estford

The PCs may speak with Morton directly or attempt to gather information about him through other sources.

If the PCs seek out Morton Estford –

The modest apartment in the Staff District is hardly the home of someone embezzling government funds. As you watch, an unassuming man in his mid thirties leaves the building and makes his way out of the district.

The man is Morton Estford. If the PCs attempt to break into his apartment and search it while he is going, they are in for a rude surprise.

The door into the apartment has been trapped (Search DC 22, Disable Device DC 20). When the door handle is grasped, a small needle projects from the handle to stab the hand. The needle has been treated with a rare poison. *Fortitude* save DC 12 + *ATL* or take 1d2 damage plus 1d6 Con damage. Secondary damage is 1d6 Con.

The inside of the apartment is plain and functional and completely average. There are no personal knickknacks or mementoes to give insight into the personality of the occupant.

The PCs may also either confront Estford on the street or follow him to his destination. If the PCs follow Morton Estford he goes to the Silver Fox Tavern and sits at a corner table, where he orders a meal. After dining, he returns home. He is secretly watching to see if he is being followed, so unless the PCs are careful they will likely be noticed, though Estford will take no action unless the PCs take aggressive action first.

Estford is completely average and unremarkable in appearance. His high Charisma is the result of a compelling personality rather than physical attractiveness. He wears a ring of mind shielding, so the PCs will not be able to use *detect thoughts*, *discern lie* or similar means to catch him in a lie.

The PCs may be able to catch Estford in a lie through a successful *Sense Motive* skill check against his *Bluff* skill (+12). If the PCs attempt to take him by force then his thugs will attempt to help him escape, sacrificing themselves if necessary to give him time to get away.

➤ **Do you know anything about the discrepancies in goods donated and goods delivered?**

“No. My job is to evaluate the actual needs of those individuals, organizations and agencies that petition for aid for the poor and homeless. I report to Korl Freest on how their actual needs compare to the amount of assistance that they requested. I have very little contact with the goods in the warehouse.”

While he is telling the truth about his job description, he knows far more about the discrepancies than he is telling. He also knows about the minor thefts committed by the others, and will ‘encourage’ the PCs to look more closely at the suspect that they think most likely committed the thefts (other than himself, of course). Stressing that it is ‘just a rumor’, he will provide the PCs with the highest DC piece of information on the person that they think is the most likely suspect.

➤ **What happens to the donated goods?**

“They are signed in and sorted, then distributed as needed, based upon the requirements and requests of those groups authorized to receive them.”

➤ **Do you verify that what the donors claim they are delivering is what is actually there?**

“I’m sure that Edvard checks. Wilvor is really too old to do any heavy lifting, and Freest seldom comes out of his office.”

True.

➤ **Do you know anything about the fire?**

“No.”

This is a lie. He knows exactly what caused the fire, because he started it. However, he will attempt to divert the PCs by hinting that Korl Freest may be responsible, as he has the most to lose.

➤ **Where were you when the thefts/fire occurred?**

Estford will provide an alibi for each incident, though none are true. He will claim to have been somewhere that he ‘often goes’ where there are lots of people, such as dinner at the Silver Fox. The staff there can confirm that he is often there, but the night in question was very busy, so they cannot say with 100% certainty if he was there at that time or not. After all, he is physically very average, and does not stand out in a crowd.

➤ **Who is the dark haired woman in the painting at the warehouse?**

“A lady friend of Korl’s.”

All ATLS

♥ **Morton Estford** – Human, Male, Age 31; Rogue5/Sor3; HD 5d6+3d4+8; hp 43; Init +2; Spd 30 ft; AC 16 (+2 Dex, +4 mithril chain shirt; touch AC 12, flatfooted 14); BAB/Grapple +4/+5; Atks: +5 melee (1d6+1, rapier) or +6 ranged (1d4, dart); Full Atk: +5 melee (1d6+1, rapier) or +6 ranged (1d4, dart); Space/Reach: 5 ft./5 ft.; SA sneak attack +3d6, trap finding, evasion, trap sense +1, uncanny dodge; SQ nil; AL N (NE); SV Fort +3, Ref +7, Will +8; Str 12, Dex 14, Con 12, Int 14, Wis 12, Cha 17.

Skills: Appraise +7, Bluff +12, Concentration +10, Decipher Script +7, Diplomacy +8, Disguise +15, Escape Artist +7, Forgery +14, Hide +7, Knowledge (Arcana) +5, Knowledge (Local) +5, Listen +6, Move Silently +7, Search +7, Sense Motive +6, Spellcraft +5, Spot +6, Tumble +7; Closed Mind, Combat Casting, Deceitful, Iron Will.

Equipment: mithril chain shirt, ring of mind shielding, rapier, darts (12).

Spells: (5, 3) 0-level: *acid splash, daze, ray of frost, touch of fatigue*; 1st level: *disguise self,*

magic missile, shield.

Closed Mind – +2 bonus to all saving throws to resist psionic powers.

ATL 1

♥ **Human Toughs (2)** Ftr 1; HD 1d10+2; hp 12; Init +5; Spd 30 ft.(chain shirt); AC 15 (+1 Dex, +4 chain shirt; touch AC 11, flatfooted 14); BAB/Grapple +1/+3; Atks: +3 melee (1d6+2, shortsword) or +2 ranged (1d8, light crossbow); Full Atk: +3 melee (1d6+2, shortsword) or +2 ranged (1d8, light crossbow); Space/Reach: 5 ft./5 ft.; SA nil, SQ nil; AL CN; SV Fort +4, Ref +1, Will +2; Str 14, Dex 12, Con 15, Int 13, Wis 14, Cha 13.

Skills and Feats: Climb +6, Intimidate +5, Jump +6, Ride +5; Dodge, Improved Initiative, Skill Focus (Intimidate).

Equipment: Chain shirt, short sword.

ATL 3

♥ **Human Toughs (4)** Ftr 3; HD 3d10+6; hp 33; Init +5; Spd 30 ft.(chain shirt); AC 15 (+1 Dex, +4 chain shirt; touch AC 11, flatfooted 14); BAB/Grapple +3/+5; Atks: +5 melee (1d6+2, shortsword) or +4 ranged (1d8, light crossbow); Full Atk: +5 melee (1d6+2, shortsword) or +4 ranged (1d8, light crossbow); Space/Reach: 5 ft./5 ft.; SA nil, SQ nil; AL CN; SV Fort +5, Ref +2, Will +3; Str 14, Dex 12, Con 15, Int 13, Wis 14, Cha 13.

Skills and Feats: Climb +8, Intimidate +7, Jump +8, Ride +7; Dodge, Improved Initiative, Power Attack, Rapid Reload, Skill Focus (Intimidate).

Equipment: Chain shirt, short sword.

ATL 5

♥ **Human Toughs (5)** Ftr 5; HD 5d10+15; hp 57; Init +5; Spd 30 ft.(chain shirt); AC 15 (+1 Dex, +4 chain shirt; touch AC 11, flatfooted 14); BAB/Grapple +5/+7; Atks: +7 melee (1d6+2, shortsword) or +6 ranged (1d8, light crossbow); Full Atk: +7 melee (1d6+2, shortsword) or +6 ranged (1d8, light crossbow); Space/Reach: 5 ft./5 ft.; SA nil, SQ nil; AL CN; SV Fort +5, Ref +2, Will +5; Str 14, Dex 12, Con 16, Int 13, Wis 14, Cha 13.

Skills and Feats: Climb +10, Intimidate +9, Jump

+10, Ride +9; Dodge, Improved Initiative, Iron Will, Power Attack, Rapid Reload, Skill Focus (Intimidate).

Equipment: Chain shirt, short sword.

ATL 7

☛ **Human Toughs (5)** Ftr 7; HD 7d10+21; hp 78; Init +5; Spd 30 ft.(chain shirt); AC 15 (+1 Dex, +4 chain shirt; touch AC 11, flatfooted 14); BAB/Grapple +7/+9; Atks: +9 melee (1d6+2, shortsword) or +8 ranged (1d8, light crossbow); Full Atk: +9 melee (1d6+2, shortsword) or +8 ranged (1d8, light crossbow); Space/Reach: 5 ft./5 ft.; SA nil, SQ nil; AL CN; SV Fort +6, Ref +3, Will +6; Str 14, Dex 12, Con 16, Int 13, Wis 14, Cha 13.

Skills and Feats: Climb +10, Intimidate +9, Jump +10, Ride +9; Back to Back, Cleave, Dodge, Improved Initiative, Iron Will, Power Attack, Rapid Reload, Skill Focus (Intimidate).

Equipment: Chain shirt, short sword.

☛ **Human Rogue (1):** Rog5; HD 5d6+5; hp 30; Init +3; Spd 30 ft; AC 15 (+3 Dex, +2 leather armor; touch AC 13, flatfooted 12); BAB/Grapple +3/+6; Atks: +6 melee (1d6+3, rapier) or +7 ranged (1d8+1, light crossbow); Full Atk: +6 melee (1d6+3, rapier) or +7 ranged (1d8+1, light crossbow); Space/Reach: 5 ft./5 ft.; SA sneak attack +3d6; SQ trap finding, evasion, trapsense +1, uncanny dodge; AL CN; SV Fort +2, Ref +7, Will +2; Str 16, Dex 16, Con 12, Int 14, Wis 12, Cha 10.

Skills and Feats: Bluff +8, Disable Device +10, Escape Artist +11, Hide +11, Listen +9, Move Silently +11, Open Locks +11, Search +10, Sleight of Hand +11, Spot +9, Tumble +11; Far Shot, Point Blank Shot, Precise Shot.

Equipment: Leather armor, rapier, light crossbow, 20 bolts.

ATL 9

☛ **Human Toughs (5)** Ftr 8; HD 8d10+24; hp 89; Init +5; Spd 30 ft.(chain shirt); AC 15 (+1 Dex, +4 chain shirt; touch AC 11, flatfooted 14); BAB/Grapple +8/+10; Atks: +10 melee (1d6+2, shortsword) or +9 ranged (1d8, light crossbow); Full Atk: +10 melee (1d6+2, shortsword) or +9

ranged (1d8, light crossbow); Space/Reach: 5 ft./5 ft.; SA nil, SQ nil; AL CN; SV Fort +7, Ref +3, Will +6; Str 14, Dex 12, Con 16, Int 13, Wis 14, Cha 13.

Skills and Feats: Climb +10, Intimidate +9, Jump +10, Ride +9; Back to Back, Cleave, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Power Attack, Rapid Reload, Skill Focus (Intimidate).

Equipment: Chain shirt, short sword.

☛ **Human Rogue (1):** Rog7; HD 7d6+7; hp 42; Init +3; Spd 30 ft; AC 15 (+3 Dex, +2 leather armor; touch AC 13, flatfooted 12); BAB/Grapple +5/+8; Atks: +8 melee (1d6+3, rapier) or +9 ranged (1d8+1, light crossbow); Full Atk: +8 melee (1d6+3, rapier) or +9 ranged (1d8+1, light crossbow); Space/Reach: 5 ft./5 ft.; SA sneak attack +4d6; SQ trap finding, evasion, trap sense +2, uncanny dodge; AL CN; SV Fort +3, Ref +8, Will +3; Str 16, Dex 16, Con 12, Int 14, Wis 12, Cha 10.

Skills and Feats: Bluff +10, Disable Device +12, Escape Artist +13, Hide +13, Listen +11, Move Silently +13, Open Locks +13, Search +12, Sleight of Hand +13, Spot +11, Tumble +13; Combat Reflexes, Far Shot, Point Blank Shot, Precise Shot.
Equipment: *Leather armor, rapier, light crossbow, 20 bolts.*

For each attempt to gather information on one of the suspects, the PC must spend 5 gp per ATL plus one hour of time. Suspect specific information is given below. Generic information is provided in **Appendix B: DM Aid # 2.**

DC 5 + ATL – Morton Estford is considered to be one of the most boring people in the city. He is not romantically involved with anyone and he does not appear to socialize with anyone.

DC 10 + ATL – Nothing is known about Morton Estford before he came to Amthydor five years ago.

DC 15 + ATL – Morton Estford is not his real name, and no one seems to know who he really is. He is believed to have been behind several lucrative scams across the continent, particularly

in the trade cities of Westmarch, Perralin and Ibarra. There is a 2,500 gp bounty for his arrest (alive only).

If the PCs capture him alive and conscious, he will play his last trump card and reveal that he has been quietly collecting information on the secret and questionable dealings of many of Amthydor's notable citizens, especially any Noble families that any of the PCs may be affiliated with. If the PCs turn him over to the Diamond Legion or anyone else, he will make sure that this information becomes public knowledge, ruining the reputation of these individuals. If the PCs attempt to *sense motive*, he is absolutely serious and truthful about having the information and his intentions to make it public knowledge.

If this location is the third one that the PCs have visited (excluding the Introduction) GO TO Encounter 3.

If this is not the third location that the PCs have visited (excluding the Introduction):

If the PCs go to the warehouse **GO TO Encounter 1.**

If the PCs wish to visit with any of the providers of goods and services **GO TO Encounter 2.**

If the PCs wish to visit with any of the organizations that distribute donated goods and services **GO TO Encounter 4.**

If the PCs wish to investigate or speak with Edvard Birch **GO TO Encounter 5.**

If the PCs wish to investigate or speak with Wilvor Arbast **GO TO Encounter 7.**

If the PCs wish to investigate or speak with Korl Freest **GO TO Encounter 8.**

Once the PCs are prepared to present their evidence to Captain Vestra **GO TO Conclusion A.**

Encounter Seven – Wilvor Arbast

The PCs may speak with Wilvor directly or attempt to gather information about him through other sources.

If the PCs seek out Wilvor Arbast –

A young boy burdened with mesh sacks of groceries assists a gnarled man to ascend a short flight of stairs and enter an unassuming apartment in the Staff District. Once the old man and his purchases are safely inside, the boy runs off to his next errand.

The old man is Wilvor Arbast. The boy, Mik, works as a delivery boy in the market where Wilvor shops.

If the PCs knock:

A wizened figure opens the door, still holding a mesh bag of bread and cheese. The old man looks surprised to see adults, and not the small delivery boy, standing on his doorstep. "Can I help you?"

Wilvor is wary until the PCs say something to indicate that they are not there to collect a debt from his son, Dexler. Once the PCs establish their intentions (*Diplomacy* skill check *DC 5 + ATL*) Wilvor is polite, and unless the PCs become rude or aggressive he will invite them inside and offer them tea. He is a lonely old widower, and does not often have visitors, though his neighbors make an effort to look after him.

The apartment is small and sparsely furnished; the few decorative touches years out of style. The old man's hands shake as he pours tea from a ceramic pot.

The shaking is not a sign of nervousness, though the PCs may take it as such. Wilvor suffers from a painful and debilitating joint ailment that requires ongoing treatment for him to remain active.

The PCs may be able to catch Wilvor in a lie through a successful *Sense Motive* skill check against his *Bluff* skill (+1). Getting him to tell the truth requires a successful *Diplomacy* or *Intimidate* check *DC 10 + ATL*. PCs gain a +2 bonus to this

check if the party contains a PC Noble or a PC member of the Diamond Legion.

➤ **Do you know anything about the discrepancies in goods donated and goods delivered?**

“No.”

This is mostly true. Wilvor is not responsible for embezzlement that resulted in the recent rioting. While he has been siphoning off small quantities of goods and selling them to pay his son’s constant gambling debts, it totals only a very small fraction of what someone else is taking. Wilvor’s eyesight is also not what it used to be, so he has not noticed the minor alterations to some of the documents.

➤ **What are your duties?**

“I oversee my assistant clerk, Edvard, who unloads and verifies the contents before sorting the goods. I provide information on the donations to the Department of Taxation, so that those who donate receive a proper credit against their taxes due to the city. I also assign goods to be distributed according to the requests and projected needs of those groups and agencies authorized to receive them.”

Wilvor is well past retirement age, and he knows it, but he cannot afford to give up his government salary, and he needs the extra income from his minor skimming in order to pay his son’s debts. Pride keeps him going, and will not allow him to realize that his superiors are only keeping him on to save his pride.

➤ **What happens to the donated goods?**

“They are signed in and sorted, then distributed as needed.”

➤ **Do you verify that what the donors claim they are delivering is what is actually there?**

“Naturally we check to see that the quantities are right, and we examine several of the containers, but we do not open every one until it is time to distribute them, to avoid possible contamination and spoilage.”

True.

➤ **Do you know anything about the fire?**

“No.”

This is true.

➤ **Where were you when the thefts/fire occurred?**

Wilvor will provide an alibi for each incident. Most involve being confined to bed rest due to a joint ailment. All are true and can be verified, mostly by the healer treating him and his neighbors who keep a protective eye on him.

If the PCs have learned about Dexler and his debts:

➤ **What about your son?**

“Dexler is a good boy. It was rough on him, not having his mother around. I did my best. I tried to raise him right.”

He does not want to admit that Dexler has a problem. Dexler’s current debt is 175 gp.

➤ **Who is the dark haired woman in the painting at the warehouse?**

“Someone that Korl knows. I am not sure, but I think that she is his wife.”

If the PCs offer to pay Dexler’s debt and help him overcome his gambling problem Wilvor will offer the PCs a small carved wooden box containing three feathers.

“I know that these aren’t worth anything, but I would like you to have them. They were my wife’s. She liked to collect them. They’re all I have left of her. I hope that you will find them as beautiful as she did.”

If the PCs check, the feathers emanate moderate conjuration magic. They may keep them for themselves, sell them and keep the proceeds or sell them and give the money to Wilvor.

☛ **Wilvor Arbast** – Human, Male, Age 63; Expert 3; HD 3d6+; hp 16; Init +1; Spd 30 ft; AC 10; BAB/Grapple +2/+2; AL LN; SV Fort +1, Ref +2, Will +5; Str 11, Dex 13, Con 10, Int 16, Wis 14, Cha 12.

Skills: Appraise +14, Bluff +1, Decipher *Script* +13, Diplomacy +7, Forgery +9, Knowledge (Local) +9, Knowledge (History) +9, Knowledge (Nobility & Royalty) +9, Perform (Poetry) +7, Profession (Clerk) +8, Sense Motive +8; Diligent, Linguist, Skill Focus (Appraise); Language: Common, Tasmarr, Veyran.

For each attempt to gather information on one of the suspects, the PC must spend 5 gp per ATL plus one hour of time. Suspect specific information is given below. Generic information is provided in **Appendix B: DM Aid # 2**.

DC 5 + ATL – Wilvor’s joint ailment and failing eyesight are making it difficult to perform his duties, but his superiors have avoided forcing him into retirement in an effort to save his pride.

DC 8 + ATL – Wilvor makes frequent payments to a various bookies and unsavory moneylenders.

DC 12 + ATL – Wilvor’s son, Dexler, is heavily in debt to several people with a reputation for violence. Dexler’s father pays his debts to keep enforcers from exacting a more painful penalty.

If this location is the third one that the PCs have visited (excluding the Introduction) GO TO Encounter 3.

If this is not the third location that the PCs have visited (excluding the Introduction):

If the PCs go to the warehouse **GO TO Encounter 1.**

If the PCs wish to visit with any of the providers of goods and services **GO TO Encounter 2.**

If the PCs wish to visit with any of the organizations that distribute donated goods and services **GO TO Encounter 4.**

If the PCs wish to investigate or speak with Edvard Birch **GO TO Encounter 5.**

If the PCs wish to investigate or speak with Morton Estford **GO TO Encounter 6.**

If the PCs wish to investigate or speak with Korl Freest **GO TO Encounter 8.**

Once the PCs are prepared to present their evidence to Captain Vestra **GO TO Conclusion A.**

Encounter Eight~ Korl Freest

The PCs may speak with Korl directly or attempt to gather information about him through other sources.

If the PCs seek out Korl Freest –

Korl Freest’s golden complexion and cultured speech give evidence of his Ranguoan heritage. “It is not often that adventurers grace my humble home. How can I assist you?”

Korl is somewhat nervous, not from guilt but because he fears that the PCs have been hired by his wife Brinia to discover where he goes when he is not home, and whom he is with. He will be noticeably relieved when the PCs inform him that they are there about thefts from the warehouse. Though it will cost him dearly in terms of money, he will actually be very relieved if his secret is exposed and he is able to have a normal life with his second wife, Nichel.

The PCs may be able to catch Korl in a lie through a successful *Sense Motive* skill check against his *Bluff* skill (+9). Getting him to tell the truth requires a successful *Intimidate* check DC 10 + ATL. PCs gain a +2 bonus to this check if the party contains a PC Noble or a PC member of the Diamond Legion.

➤ **Do you know anything about the discrepancies in goods donated and goods delivered?**

“No. My staff deals with incoming shipments. I authorize deliveries to qualified individuals and organizations.”

This is mostly true. Korl is a typical low-level bureaucrat who has risen to the level of his maximum incompetence and will never be promoted any higher.

He is not responsible for embezzlement that resulted in the recent rioting. While he has been siphoning off small quantities of goods and selling them to support his second, secret family, it totals only a very small fraction of what someone else is taking.

➤ **What happens to the donated goods?**

“They are signed in and sorted, then distributed as needed, according to the requests and requirements of those organizations and agencies authorized to receive them.”

➤ **Do you verify that what the donors claim they are delivering is what is actually there?**

“Naturally my staff checks to see that the quantities are right, and they examine random containers to verify the contents.”

True.

➤ **Do you know anything about the fire?**

“No.”

This is true.

➤ **Where were you when the thefts/fire occurred?**

“With my family.”

This is true, sort of. He was with one of his families.

➤ **Who is the dark haired woman in the painting at the warehouse?**

“A friend.”

The woman in the painting is Korl’s second wife, Nichel. If the PCs make the Intimidate check, he will break down and admit that she is his second wife, revealing the full story of his confusing married life.

☛ **Korl Freest** – Human, Male, Age 40; Expert 3; HD 3d6; hp 16; Init +0; Spd 30 ft; AC 10; BAB/Grapple +2/+3; AL LN; SV Fort +1, Ref +2, Will +6; Str 13, Dex 12, Con 11, Int 13, Wis 11, Cha 16.

Skills: Appraise +5, Bluff +9, Decipher Script +3, Diplomacy +11, Forgery +3 Gather Information +5, Knowledge (Local) +2, Knowledge (Nobility & Royalty) +2, Perform (Dance) +9, Profession (Clerk) +6, Profession (Merchant) +6, Sense Motive +5; Iron Will, Negotiator, Renown.
Reputation: +4

For each attempt to gather information on one of the suspects, the PC must spend 5 gp per ATL plus one hour of time. Suspect specific information is

given below. Generic information is provided in **Appendix B: DM Aid # 2.**

DC 5 + ATL – Korl spends more time away from home that his work can account for.

DC 8 + ATL – Korl is unhappy with his arranged marriage, and resents the way that she controls him through her family’s money.

DC 12 + ATL – Korl has fallen in love with a beautiful young gypsy woman from the village of Freereign. They secretly married almost two years ago and are currently expecting their first child.

If this location is the third one that the PCs have visited (excluding the Introduction) GO TO Encounter 3.

If this is not the third location that the PCs have visited (excluding the Introduction):

If the PCs go to the warehouse **GO TO Encounter 1.**

If the PCs wish to visit with any of the providers of goods and services **GO TO Encounter 2.**

If the PCs wish to visit with any of the organizations that distribute donated goods and services **GO TO Encounter 4.**

If the PCs wish to investigate or speak with Edvard Birch **GO TO Encounter 5.**

If the PCs wish to investigate or speak with Morton Estford **GO TO Encounter 6.**

If the PCs wish to investigate or speak with Wilvor Arbast **GO TO Encounter 7.**

Once the PCs are prepared to present their evidence to Captain Vestra **GO TO Conclusion A.**

Conclusion A – Housecleaning

Captain Vestra listens stoically to what you have learned about the suspects. “Rumors and reports from individuals of questionable reputation are not enough to go to court, but they provide an excellent place to start an investigation, and the documents found in the burned out warehouse ARE admissible at trial. You may have done a greater service than you know. Other departments will come under closer scrutiny after this, to make certain that these thefts are not taking place elsewhere within the government. You have the thanks of Constable Hillard and the Lord Monarch for helping to uncover this dishonesty.”

If the PCs tell her about Estford’s threat to expose the secrets of prominent citizens:

“We will be making every effort to both learn these supposed secrets and to prevent them from being used as blackmail. Anyone proven to be involved in illegal activity will be unmasked and punished appropriately, regardless of rank or station.”

When the PCs have finished their report and are ready to leave:

“Please accept this small token of gratitude for your aid, and our hope that we may count on you in the future.” She passes over a pouch of coin and several small rolls of parchment before signaling her aid to show you out and returning to her paperwork.

THUS ENDS
“PRINCE OF THE PAUPERS – ROUND TWO”

Conclusion B – Not Your Fight

Sometimes it is better to stay out of things that aren’t your business, and this is one of times. The thefts have stopped for the moment, due to increased oversight from the government, but a thief will always find something else to steal. While Captain Vestra and Constable Hillard are naturally disappointed that you were unable to

uncover any useful information, the situation is calm for the moment. Hopefully it will stay that way.

THUS ENDS
“PRINCE OF THE PAUPERS
ROUND TWO”

TIME UNITS EXPENDED: 5

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

Encounter 1

Realizing that the original donations may have been replaced with inferior goods 25 XP

Encounter 2

Questioning any of the donors who provided goods and services 25 XP each, max 50 XP

Encounter 3

Killing the attackers 75 XP

Or

Bargaining with the attackers 75 XP

Or

Defeating and questioning the attackers 100 XP

Encounter 4

Questioning any of those who distribute goods and services 25 XP each, max 75 XP

Encounter 5

Questioning Edvard Birch 25 XP

Learning of Edvard’s jewelry thefts 50 XP

Encounter 6

Questioning Morton Estford 25 XP

Learning about Estford’s past 50 XP

Defeating Estford’s thugs 50 XP

Capturing Morton Estford 75 XP

Encounter 7

Questioning Wilvor Arbast 25 XP

Learning about Wilvor's son's gambling problems 50 XP

Helping Dexler overcome his gambling problem 25 XP

Encounter 8

Questioning Korl Freest 25 XP

Learning of Korl's double life 50 XP

Discretionary Roleplaying Award 100 XP

Total Possible Experience: 800 XP

Treasure Summary

If it's not on this list, the PCs cannot keep it.

Encounter 3

➤ [] ATL 1 & 3: Ring of Protection +1 (Value: 2000 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 5th level caster, Legality: Legal).

[] ATL 5, 7 & 9: Ring of Protection +2 (Value: 8000 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 7th level caster, Legality: Legal).

➤ [] ATL 1, 3 & 5: Bracers of Armor +2 (Value: 4000 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 6th level caster, Legality: Legal).

[] ATL 7 & 9: Bracers of Armor +3 (Value: 9000 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 9th level caster, Legality: Legal).

➤ [] ATL 1 & 3: Ring of Feather Falling (Value: 2200 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 5th level caster, Legality: Legal).

[] ATL 5, 7 & 9: Ring of Chameleon Power (Value: 12,700 gp, Size: Tiny,

Tradable: Yes, Rarity: Common, 9th level caster, Legality: Legal).

➤ [] ATL 7 & 9 only: +1 Repeating Light Crossbow (Value: 2550 gp, Size: Small, Tradable: Yes, Rarity: Uncommon, Legality: Legal).

Encounter 5

➤ [] Ring of Mind Shielding (Value: 8,000 gp, Size: Tiny, Tradable: Yes, Rarity: Rare, 9th level caster, Legality: Legal).

Encounter 6

➤ Feather Token – Fan

This token forms a huge flapping fan, causing a breeze of sufficient strength to propel one ship (about 25 mph). This wind is not cumulative with existing wind speed – if a severe wind is already blowing, for example, this wind cannot be added to it to create a wind storm. The token can, however, be used to lessen an existing wind, creating an area of relative calm or lighter winds (but wave size in a storm is not affected). The fan can be used for up to eight hours. It does not function on land. (Value: 200 gp, Size: Tiny, Tradable: Yes, Rarity: Uncommon, 12th level caster, Legality: Legal).

➤ Feather Token – Swan Boat

This token forms a swanlike boat that moves on water at a speed of 60'. It can carry eight horses and gear or thirty-two Medium characters or any equivalent combination. The boat lasts for one day. (Value: 450 gp, Size: Tiny, Tradable: Yes, Rarity: Uncommon, 12th level caster, Legality: Legal).

➤ Feather Token – Whip

This token forms a huge leather whip and wields itself against any opponent desired just like a dancing weapon. The weapon has a +10 base attack bonus, does 1d6+1 points of damage, and makes a free grapple attack (with a +15 attack bonus) if it hits. The whip lasts no longer than one

hour. (Value: 500 gp, Size: Tiny, Tradable: Yes, Rarity: Uncommon, 12th level caster, Legality: Legal).

Conclusion A

- Gratitude of the Lord Monarch: You have performed an extraordinary service to the city by helping to uncover government corruption. As thanks for your efforts, you may bring a single masterwork or +1 weapon to the royal smith, and have it enchanted with either a +1 enhancement or, if it is already +1, with either the *bane* (specify target), *flaming*, *frost* or *shock* special ability. Once selected, this enhancement may not be changed.

Specify Weapon _____

Enhancement _____

(Value: 2000 gp, Size: n/a, Tradable: No, Rarity: Common, 7th level caster, Legality: Legal).

- 100 gp per PC
- 2,500 gp bounty, if the PCs captured Morton Estford alive and turned him in for the reward.

Miscellaneous

- Anonymous Information Contact: Your time spent digging into the private lives of the employees of the Department of Public Welfare has had an unexpected benefit. Someone that you made contact with is willing to help you obtain additional information in the future. When making use of the Gather Information skill in the Port or Adventurers' Districts someone unknown will be working to gain the information on your behalf. Your anonymous benefactor will aid you five times, providing a bonus to your *Gather Information* skill check. Each box must be checked off in order.

[] 1st check: + 10

[] 2nd check: + 8

[] 3rd check: + 6

[] 4th check: +4

[] 5th check: +2

(Value: n/a, Size: n/a, Tradable: No, Rarity: Uncommon, Legality: Legal).

Critical Event Summary: The Prince of the Paupers – Round 2

1. Did the PCs search the burned out warehouse? Yes No

2. If yes, did they learn the true quality of the goods that had been stored there? Yes No

3. Did the PCs visit the Noble District to? Yes No

4. If yes, which Noble Houses did they visit?

Harquith Mour Reilly Other (specify) _____

5. Did the PCs visit other providers of goods and services for the Poor? Yes No

6. If yes, which ones?

Llynvale Sweetwater Amthydor Weavers' Guild **Amthydor Clothier's Guild**

Temple (which ones?) _____

7. Did the heroes visit any of the locations dispensing goods & services to the poor? Yes No

8. If yes, which ones?

Boiling Pot Slate Hall Charity Hostel Temple (which ones?) _____

9. Did the PCs speak with any of the suspects? Yes No

10. If yes, which ones? Edvard Birch Morton Estford Wilvor Arbast Korl Freest

11. Did the PCs uncover any of the minor thefts?

12. If yes, which ones? Edvard Birch Morton Estford Wilvor Arbast Korl Freest

13. Who do the PCs believe is the main embezzler?

14. What was Morton Estford's status at the end of the event?

Free Captured but released Arrested

Return this form to: Jay Fisher, 5170 Central Sarasota Parkway Apt 304, Sarasota, FL 34238 or by e-mail to lsj-plots@ucc-online.com.

Player Handout # 1 – Suspect Information (Public Knowledge)

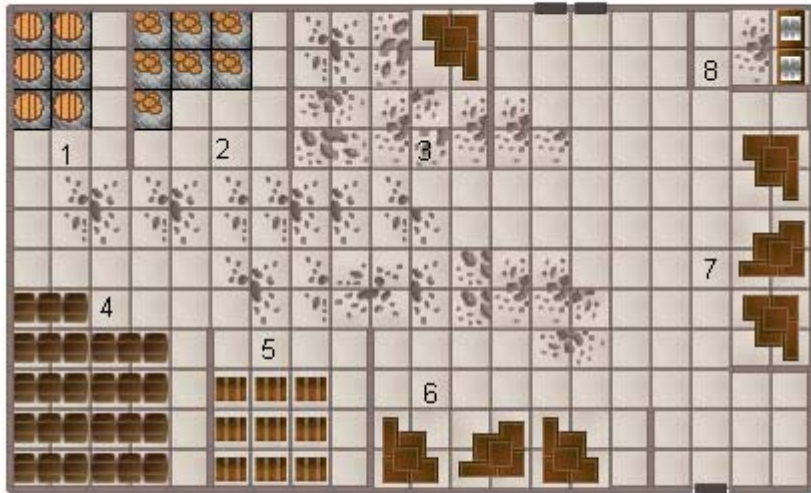
Edvard Birch – Age 18. Unmarried. Born in Jadenpur, where his father was a treasure hunter (adventurer). Moved to Amthydor at age 9 with his recently widowed mother (a native of Amthydor). Attained his current position of Assistant Inventory Clerk in the Department of Public Welfare six months ago, through the influence of his maternal uncle, a mid-level bureaucrat in city government.

Wilvor Arbast – Age 63. Widower. Native of Amthydor. Head Inventory Clerk for the Department of Public Welfare for over fifteen years, employed by the department for twenty-five years. Suffers from a painful joint ailment that limits his physical activity. Wife died thirty years ago. One son, Dexler, age 36.

Korl Freest – Age 40. Married 10 years. Wife Brinia, Son Ethan (age 7), Daughter Elisha (age 4). Naturalized Citizen. Came to Amthydor from Veyr at age 5. Veyran father (Blacksmith, now deceased), Ranguoan mother (Seamstress, now deceased). Director of the Department of Public Welfare.

Morton Estford – Age 31. Unmarried. Naturalized Citizen. Came to Amthydor five years ago from the Free Trade City of Westmarch.

Player Handout # 2 – Warehouse Map



Player Handout # 3 – Contributors and Recipients

House Harquith – Received: 40 pounds of salt, 5 pounds miscellaneous spices, 200 gp value

House Mour – Received: 40 pounds dried meat, 40 pounds cheese, 12 bushels fresh vegetables, shipping service (Llynvale to Amthydor, Sweetwater to Amthydor), 300 gp value

House Reilly – Received: 60 pounds nuts, 20 bushels fresh vegetables, 20 bushels fresh fruit, 200 gp value

The Village of Llynvale – Received: 100 pounds of wheat, 40 pounds of barley, 40 pounds of corn, 20 pounds of rye, 4 prime cattle, 30 chickens and 8 hogs. 80 gp value

The Village of Sweetwater – Received: 150 pounds of rice, 5 lambs, 50 pounds of smoked fish, 10 bushels fresh fruits and vegetables 80 gp value

The Amthydor Weavers' Guild – Received: 80 blankets 25 gp value

Amthydor Clothier's Guild – Received: 70 peasant outfits 7 gp value

The Slate Hall – Delivered: 10 bushels fresh fruit, 10 bushels fresh vegetables, 50 pounds wheat, 10 pounds salt, 2 cows, 1 lamb, 20 chickens, 5 hogs, 25 pounds smoked fish.

The Boiling Pot – Delivered: 8 bushels fresh fruit, 8 bushels fresh vegetables, 30 pounds nuts, 40 pounds wheat, 10 pounds corn, 5 pounds salt, 2 cows, 1 lamb, 5 chickens, 3 hogs.

The Charity Hostel – 80 blankets, 80 peasant outfits.

Appendix A: GM Aid # 1

Suspect Information (Secret)

Edvard Birch – Age 18. Unmarried. Born in Jadenspur, where his father was a treasure hunter (adventurer). Moved to Amthydor at age 9 with his recently widowed mother (a native of Amthydor). Attained his current position of Assistant Inventory Clerk in the Department of Public Welfare six months ago, through the influence of his maternal uncle, a mid-level bureaucrat in city government. Edvard is something of a spoiled playboy, with a weakness for wild parties and beautiful women. He has spent nearly all of the money that his father made during his adventuring career. He is extremely young for the position that he holds, a position that he gained only through his uncle's influence. Edvard's mother and uncle hoped that the job would teach him a sense of responsibility, and they have cut off all funds except what he earns for himself. He has been siphoning off small quantities of goods and selling them to finance his partying lifestyle. He has also been stealing his mother's jewelry, replacing it with inferior copies and selling the originals.

Wilvor Arbast – Age 63. Widower. Native of Amthydor. Head Inventory Clerk for the Department of Public Welfare for over fifteen years, employed by the department for twenty-five years. Suffers from a painful joint ailment that limits his physical activity. Wife died thirty years ago. One son, Dexler, age 36. Dexler has a severe gambling problem, and has difficulty paying his debts. Wilvor never remarried following the death of his beloved wife, and has raised Dexler on his own. He feels guilty that Dexler did not have a mother figure when he was growing up, and he has difficulty denying Dexler anything. He siphons off small quantities of goods and sells them to pay Dexler's constant gambling debts rather than see his son harmed by those that he owes money to.

Korl Freest – Age 40. Married 10 years. Wife Brinia, Son Ethan (age 7), Daughter Elisha (age 4). . Naturalized Citizen. Came to Amthydor from Veyr at age 5. Veyran father (Blacksmith, now deceased), Ranguoan mother (Seamstress, now deceased). Director of the Department of Public Welfare. Freest's first marriage to the blonde-haired Brinia was arranged, for political and economic reasons. Her father is the head of a wealthy merchant cartel, and Korl cannot divorce her without also losing her money. His second marriage to the raven-haired beauty Nichel is a love match. They have been wed for nearly two years, and are expecting their first child at any time. He siphons off small quantities of goods and sells them to support his second family.

Morton Estford – Age 31. Unmarried. Naturalized Citizen. Came to Amthydor five years ago from the Free Trade City of Westmarch. Estford is only the latest in a long string of aliases used by an accomplished con man who has plagued major trade cities across the continent. He has been stealing the donations made to the department, exchanging them with poor replacements purchased at extremely low prices, then selling the better goods at market and pocketing the extra money. He set the fire in the warehouse to cover up his crimes. He has also been collecting embarrassing information on notable people in Amthydor, to use for potential blackmail. He will not hesitate to arrange for this information to become public if the PCs capture him and turn him over to the Diamond Legion.

Appendix B: GM Aid # 2

Gather Information Skill Checks

Gather Information skill checks in this event:

PCs may attempt *Gather Information* skill checks at any time during this event. For each attempt the PC must spend 5 gp per ATL plus one hour of time. Information that can be obtained and the appropriate DCs are given below. PCs may obtain only one piece of information with each skill check. If the PCs have already learned the information associated with the highest DC they succeeded at, give them the next highest DC's information that they have not already learned.

Goods for Sale –

DC 5 + ATL Harvest over the past year have been quite good, and livestock breeders have reported a high percentage of successful births.

DC 10 + ATL Someone has been buying even the overripe fruits and vegetables, and the old animals thought to be unfit for slaughter. These items are not being resold in the open market.

DC 15 + ATL Quality goods are appearing on the market, represented by an agent. There has not been an increase in the amount of goods being shipped into the city. These goods are being sold at less than the amount that the local farmers and merchants charge, and are therefore in higher demand.

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.



Roster of Heroes: Prince of the Paupers – Round 2

GM 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):

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